

ATTACK LINE PUPPET - How-To Guide

HOW TO CARE FOR YOUR ATTACK LINE PUPPET

When you receive your puppet and take it out of the shipping box it will be compressed for shipping. The legs each have a heavy-duty wire in them that will need to be carefully bent back out to bring the leg back to the proper angle. You will need to bend the legs only so far to get the proper angle on them to look and feel right around your body when wearing the puppet.

PUPPETEER - The right person for the best results.

To keep your puppet in the best shape possible for years the **#1 tip is PUT IT IN THE RIGHT HANDS!** You need a responsible person to puppeteer and take care of your puppet. Use your best judgement here.

PUPPET HANGER

When not in use place the puppet on the included hanger and cover with a plastic bag. For long term storage put your puppet back in the plastic bag it was shipped in and store in the shipping box in a cool, dry place. Keep out of direct / prolonged sunlight to avoid fading and degradation of rubber surfaces. **DO NOT** put item on top of your puppet when storing as the puppet may become deformed.

The jacket/hoodie is removable for laundering. Detach from puppet, remove fist and zip or button up the jacket before washing. Wash in cold water to avoid shrinkage (see washing instructions tag on article). Best to hang and let air dry.

When not in use as a puppet you may use your zombie as a static prop in a scene or display. It must remain in a "seated" position and cannot be in a "standing" position due to the design. You may need to put some sort of support inside the body to hold the head in position. It's also fun to buckle into the passenger seat of your vehicle and go through the drive-thru with.

SOUND SYSTEM CARE

Please refer to the sound system instruction manual that came with your puppet from the manufacturer.

WARRANTY

- If an item is found to be defective through fault of our own, we will repair or replace the item at no additional charge (including return shipping). Any defects must be reported by the customer and approved by VFX management within 7 days of receiving the item.
- If we cannot determine by looking at the photos in a claim whether or not the damage was a manufacturing defect, you will be asked to pay for shipping to our facility. If we determine, after receiving the product, that the damage is our fault, you will be reimbursed for the cost of shipping.
- Exchanges are subject to management approval and may vary from item to item.
- We do not allow exchanges on custom products.

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1. Harness



Each puppet comes with a harness attached inside a hoodie/jacket. The harness is designed to alleviate weight and hold the zombie in place. We tried to make it as adjustable as possible to fit just about anyone.



2. Arm hole



When you put the hoodie on, slide your right arm through the hole near the elbow area on the sleeve.

NOTE: the fake fist goes into the end of the sleeve and gets attached to the front of the hoodie.



Don't mess with this guy!

3. Putting the puppet on...



Pull the legs of the puppet around you and bungee the feet together as shown.

NOTE: You will probably need to pull and bend the legs to get them wide enough for a comfortable fit.

4. Attaching the hands



Each of the puppet's hands has been designed with a heavy-duty snap imbedded in it. Snap the left hand to the snap on the back of the hoodie.

NOTE: If putting puppet on by yourself, you will want to snap the left hand to the hoodie before putting anything on.

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5. Attaching puppet cont...



Attach the right hand of the puppet by snapping it to the snap on the hoodie located on the front of the hoodie as shown.

7. Hand hole...



Slide your right hand through the hole on the front of the puppet and reach up inside the head. There will be a handle there to grab onto and operate the movement of the head with.

NOTE: We show in the photo where to slide your hand into the puppet without the puppets arms attached to the hoodie so you can see it.

8. Ready for scaring!...



That's it! Practice in a mirror so you get the hang of what you can do with the puppet. Then get scaring!

NOTE: One thing we found to be pretty creepy is turning the zombie's head to look behind you at others.

* **NOTE:** The buttons for the sound system are located below the puppet's right knee. Turn on system and adjust volume on unit as needed.

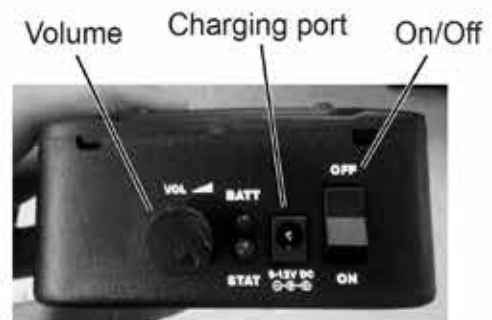
6. Puppet Master Sound System™

The sound system is located inside the torso of the puppet, usually in the hip. Simply reach in and turn on the on/off switch to activate it and adjust the volume control as needed. *

NOTE: See manufacturer's info on sound system for details in charging and usage.



**Puppet Master
Sound System™**



NOTE: Download sound system software and audio clips at <http://www.vfxcreates.com/downloads/>



**Even scare people
BEHIND YOU!**