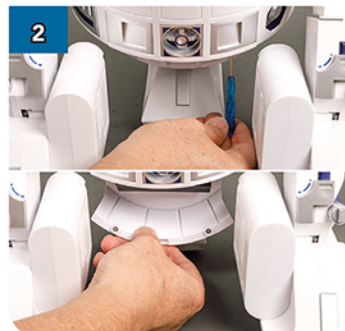


# Powering up

You are now ready to install the batteries and power up R2-D2. Refer to Stage 92 for information on testing and preparing the batteries, which must be done before installation. These steps guide you through the whole process, but you should also read pages 14 and 15 carefully to see what happens when he powers up.



Take your six prepared batteries and the special short screwdriver.



Undo the screws holding the battery access panel, and slide it forward and down...



...so you can take hold of the battery box and slide it out.



Unscrew the two screws holding the battery box cover...



...so you can slide it forward and release it.

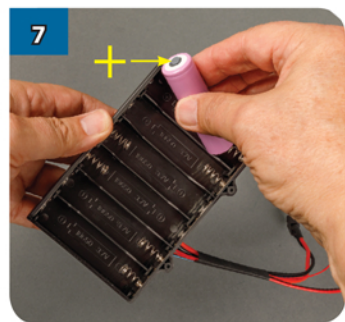


Make sure that the main switch under R2-D2 remains turned off until Step 14.

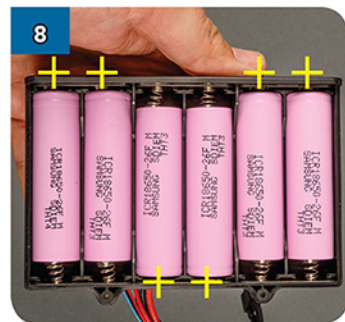
**KEY BATTERY SPECIFICATIONS**

- 1) Type: 18650 lithium ion
- 2) Voltage: 3.7V (nominal)
- 3) Terminals: Button top
- 4) Protection: No protection
- 5) Capacity: 2600mAh (This is ideal, but R2-D2 will work with a capacity of 2000mAh or over.)

Buy six identical batteries, at the same time, from the same batch. See Stage 92 for more details.



Fit the first battery into the battery box like this, noting that the button-top positive (+) terminal goes at the end without a spring.



Fit the other five batteries, noting that the positive terminals go at opposite ends in pairs as shown.



Refit the battery box cover and its screws.



Slide the battery box back into its mount.



Screw the access panel back in place.



Plug the mains adaptor into R2-D2. Plug the other end into the mains and turn it on. Leave it for a couple of seconds, then turn off and unplug both ends. This is a protection procedure to activate the battery, and without doing this, R2-D2 won't turn on. You do not need to repeat this process, and in future the adaptor is only used to recharge the batteries. If R2-D2 is turned on, his front red/blue status light will change colour and flashing sequence to indicate the charge level (see the online User Guide for details).

**ACTIVATION - POINTS TO WATCH**

When the power is turned on in Steps 13-14, R2-D2 is able to start moving, so place him safely on the floor first!



Turn on the main power switch under R2-D2's body.



Read the next two pages so you are familiar with how to control R2-D2, then press the bottom button (Power On/off) on his front panel. He will jerk forward about 2cm to calibrate his motors, rotate his head in both directions, make a noise and illuminate status displays to indicate that he is ready for action.

