

TEENAGE MUTANT NINJA TURTLES®

M.E.C.H. WREKKERS MOTORIZED BATTLESUIT RAPHAEL

To Reset:

Slide the switch to "OFF", then slide the switch to the "F" or "R". If still not working, try replacing the batteries.

To change batteries:

- Unscrew battery cover.
- Take out old batteries and replace with 3 new AA batteries.
- Replace battery cover.

Battery Instructions:

- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Batteries are to be removed from the toys when not in use.
- Batteries should only be replaced by an adult.
- Do not dispose of batteries in fire.
- Do not use rechargeable batteries.

Batteries Regulation: Do not mix old and new batteries.

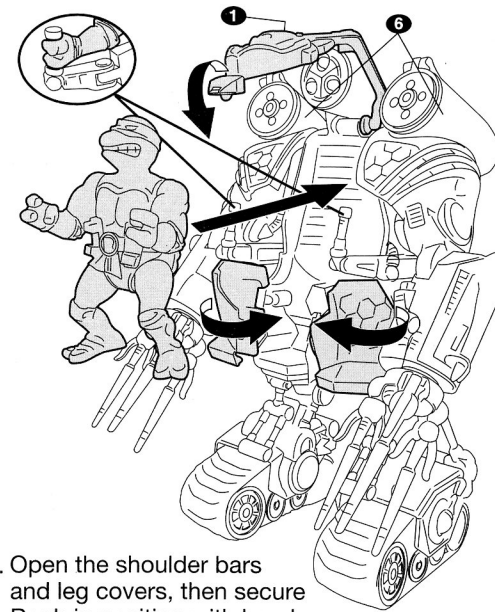
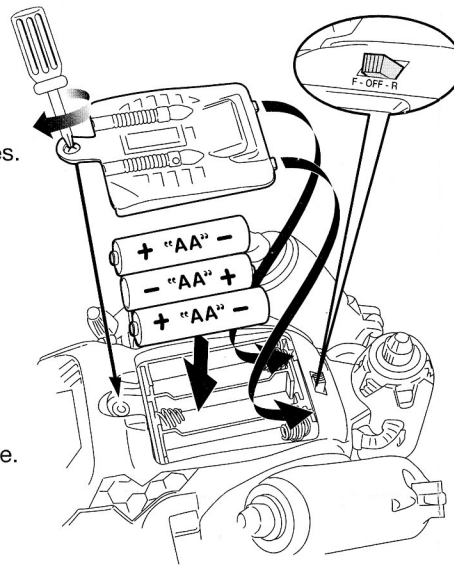
Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Under the environment with severe electrostatic discharge, the product may malfunction and requires user reset.

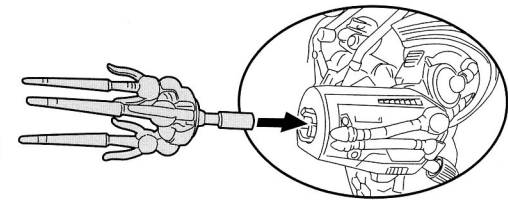
Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

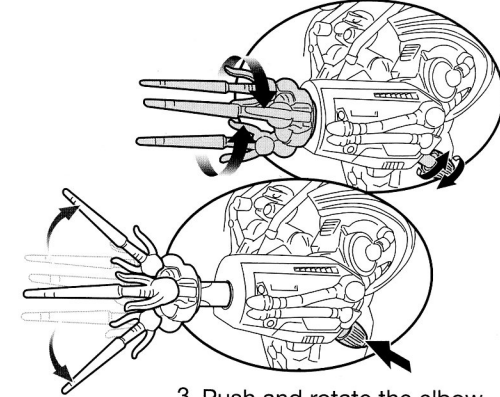
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.



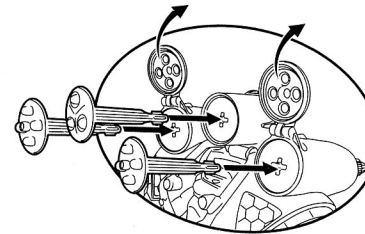
1. Open the shoulder bars and leg covers, then secure Raph in position with hands on the handle bars. Close shoulder bar and leg covers. Attach labels 1-6 as shown.



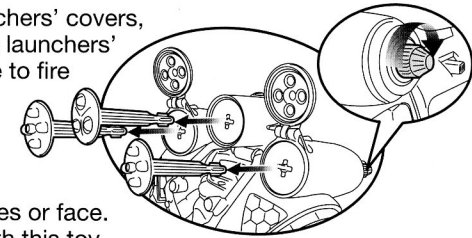
2. Snap on sais to wrists.



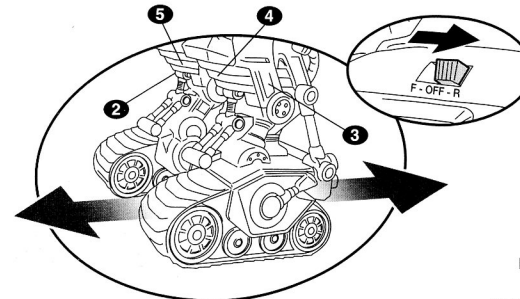
3. Push and rotate the elbow mounted rods to rotate and open sais.



4. Open the launchers' covers, then rotate the launchers' exhaust nozzle to fire missiles.



Important: Do not fire at people, animals or at eyes or face. Do not use projectile other than that provided with this toy.



5. Move the switch on the back to "F" and watch Raph go forward, or to "R" and watch him move in reverse.

Ages 4 and up
Asst. #91130
Item #91134

Playmates
TOYS

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