

IRON MAN 2™

⚠ WARNING:
THIS IS A TOY. Does not provide protection.

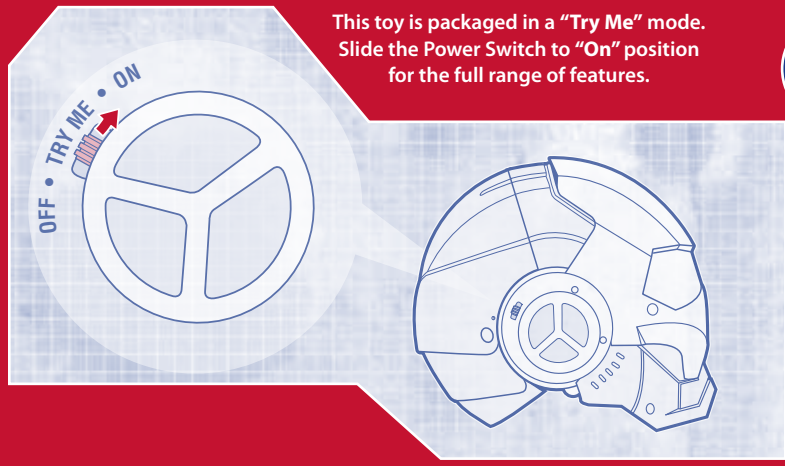
AGES 5+
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IMPORTANT!

PLEASE READ INSTRUCTIONS COMPLETELY BEFORE WEARING TOY.

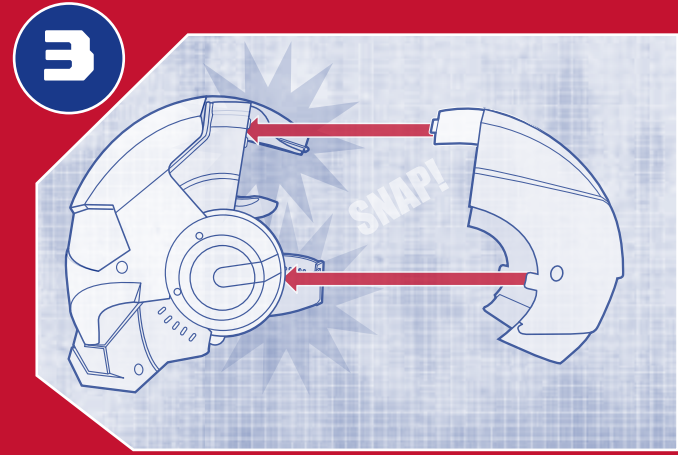
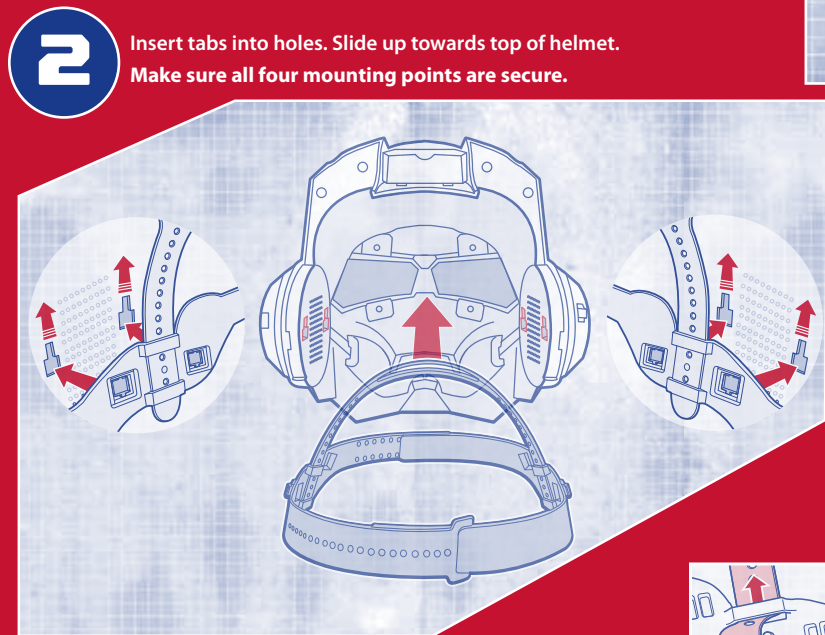
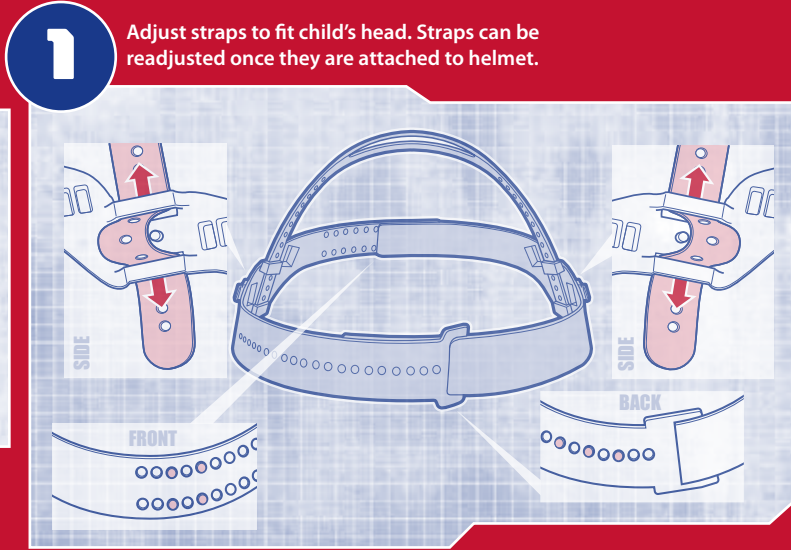
HELMET POWER SWITCH:

This toy is packaged in a "Try Me" mode. Slide the Power Switch to "On" position for the full range of features.



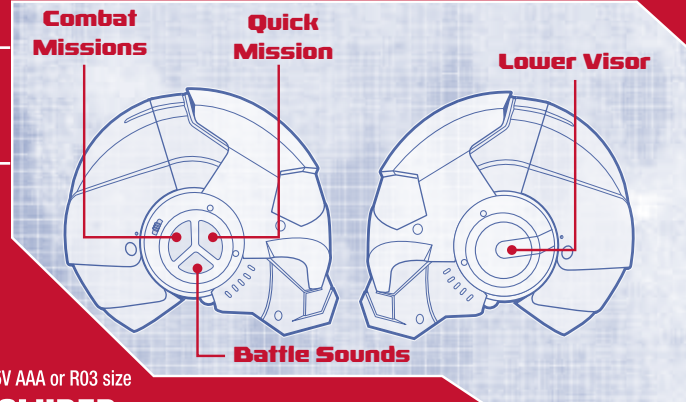
IRON MAN™

ELECTRONIC ARMOR SET HELMET ASSEMBLY:



HELMET USER'S GUIDE:

- ▶ To adjust straps inside helmet, lift them off posts, slide to desired position, and press them back onto posts.
- ▶ Place helmet straight down on head. Make sure the straps are adjusted to keep it steady on your head so you can see through the eyes.
- ▶ If the voices and sounds are slow or unclear, check the batteries to make sure they are inserted correctly and are fresh.



HELMET:
x3 1.5V AA or R6 size
BATTERIES INCLUDED

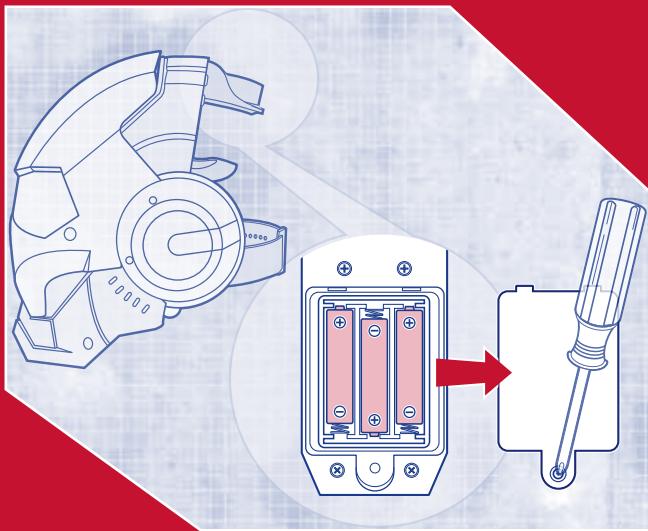
REPULSOR:
x3 1.5V AAA or R03 size
BATTERIES REQUIRED

ARC LIGHT:
x2 1.5V AAA or R03 size
BATTERIES INCLUDED

Replace with 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

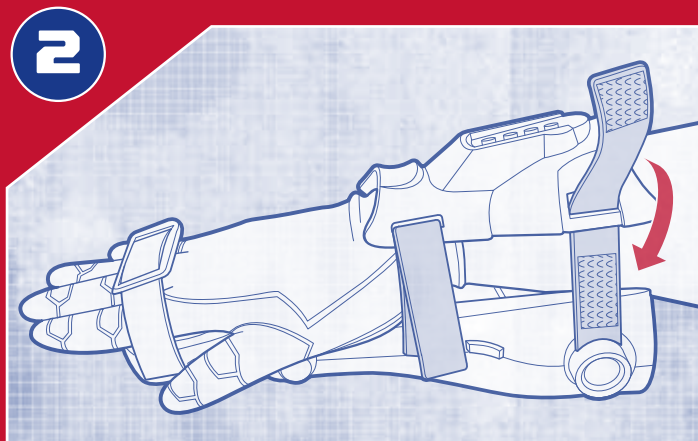
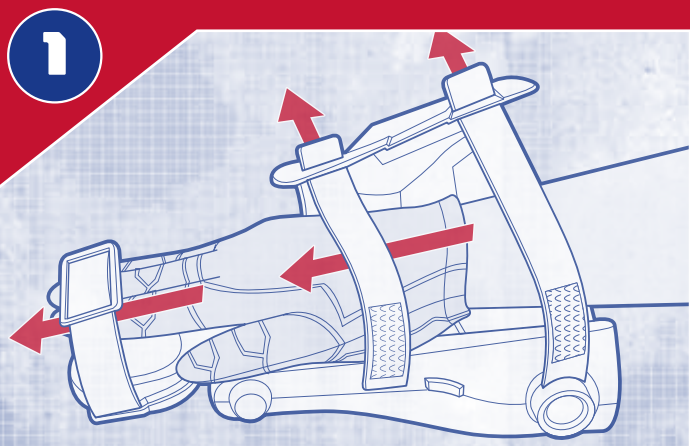
Replace with 2 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.



TO REPLACE HELMET BATTERIES:

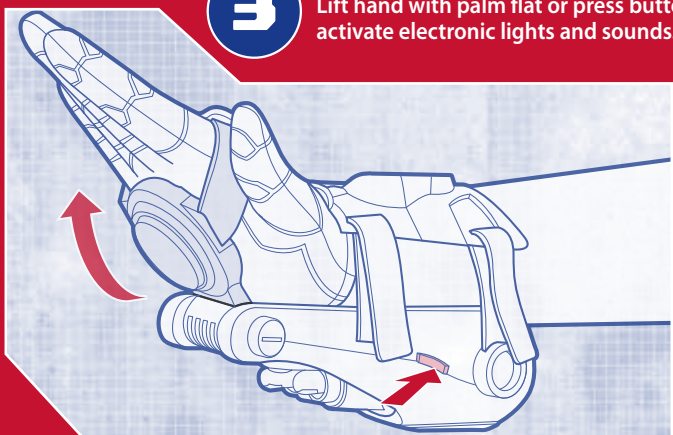
Loosen screw in battery compartment door with a Phillips/cross head screwdriver (not included). Remove door. Remove and discard batteries. Insert 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace door, and tighten screw.

REPULSOR INSTRUCTIONS:

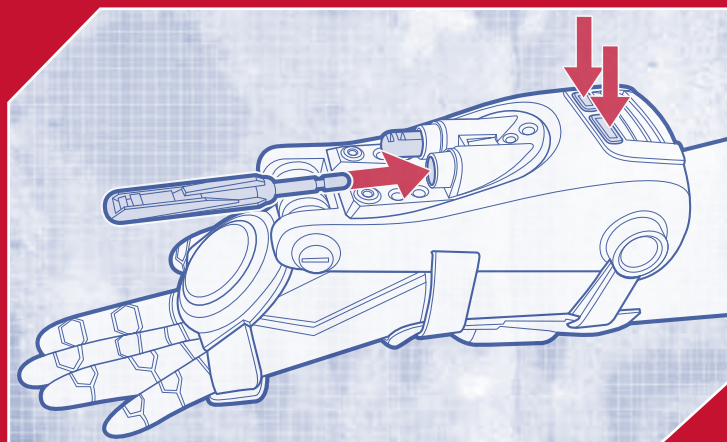


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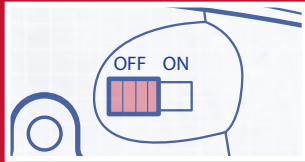
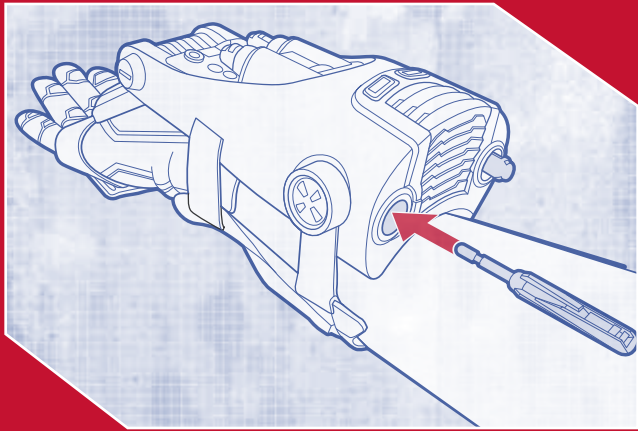
Lift hand with palm flat or press button to activate electronic lights and sounds.



TO INSERT AND FIRE MISSILES:

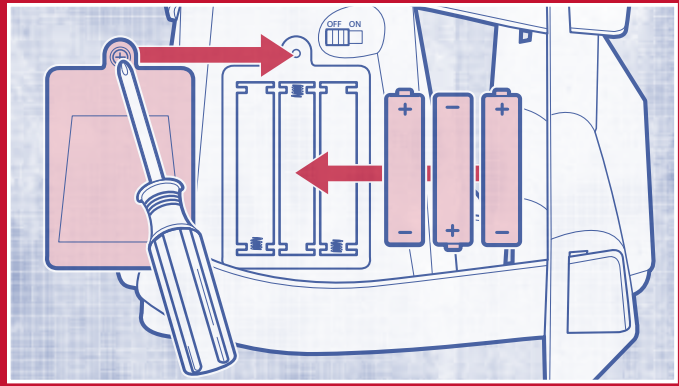


TO STORE MISSILES:



NOTE: Move Power Switch to OFF position when not in use to conserve battery life.

TO INSERT BATTERIES IN REPULSOR:

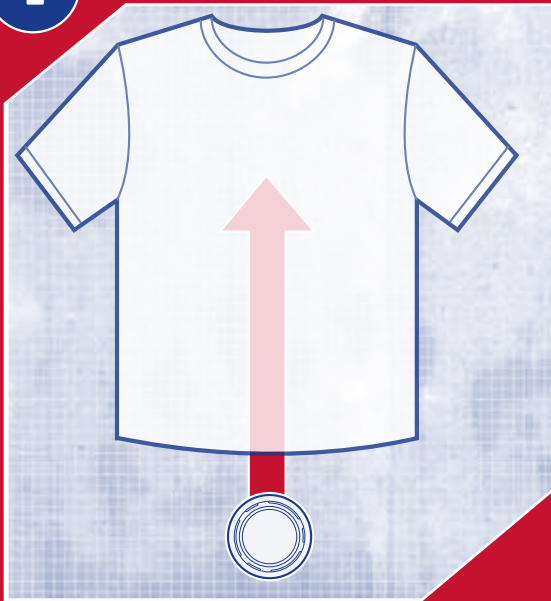


Loosen screw in battery compartment door with a Phillips/cross head screwdriver (not included). Remove door. Insert 3 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Replace door, and tighten screw.

ARC LIGHT INSTRUCTIONS:

1

Put base of ARC LIGHT inside of shirt.

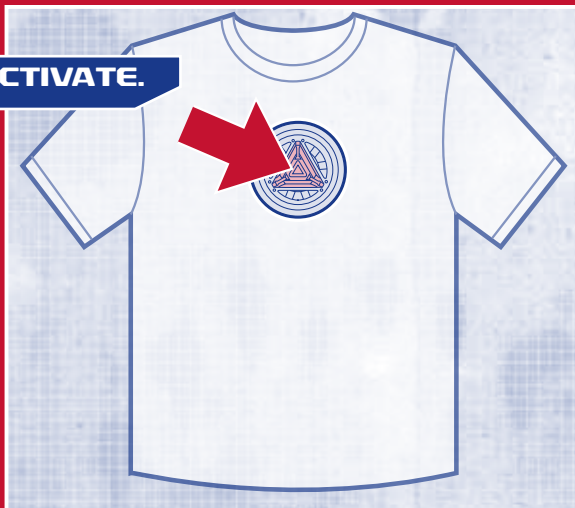


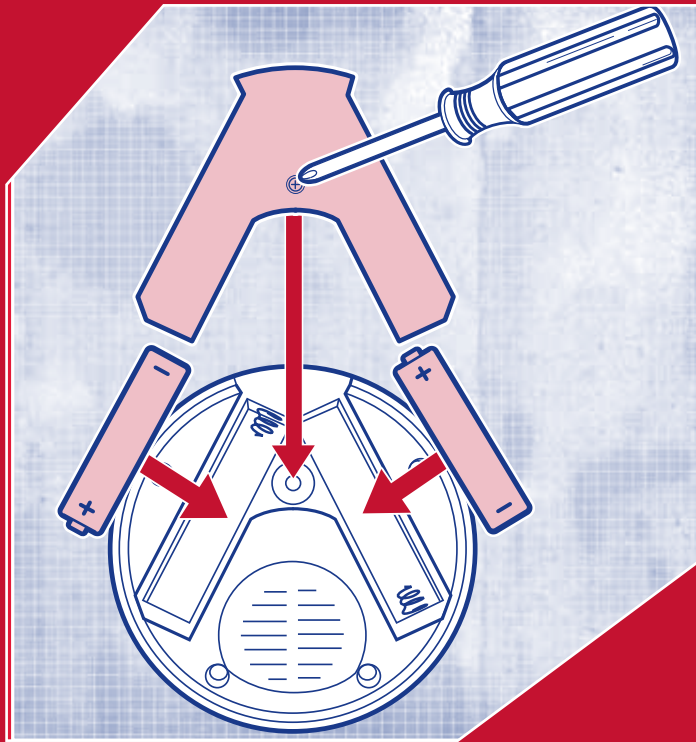
2

Snap outer housing on outside of shirt.



PRESS TO ACTIVATE.





TO INSERT BATTERIES IN ARC LIGHT:

Loosen screw in battery compartment door with a Phillips/cross head screwdriver (not included). Remove door. Remove and discard batteries. Insert 2 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Replace door, and tighten screw.

IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect. If you reside outside the United States, have the doctor call your local poison control center.
2. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
3. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
4. Remove exhausted or dead batteries from the product.
5. Remove batteries if product is not to be played with for a long time.
6. Do not short-circuit the supply terminals.
7. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
8. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision.
DO NOT RECHARGE OTHER TYPES OF BATTERIES.

FCC STATEMENT

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.

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.
- Consult the dealer or an experienced radio/TV technician for help.

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



NOTE TO UK CONSUMERS: This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.



Iron Man 2, the Movie © 2010 MVL Film finance LLC. Marvel, Iron Man, all related character names and their distinctive likenesses: TM & © 2010 Marvel Entertainment, Inc. and its subsidiaries. All Rights Reserved.
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Not suitable for children under 3 years because of small parts — choking hazard.

