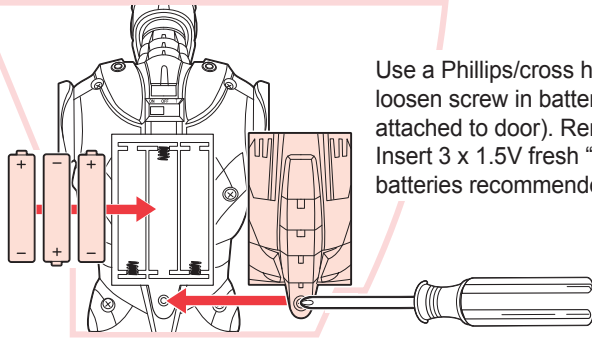


TO REPLACE BATTERIES:



Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door and discard old batteries. Insert 3 x 1.5V fresh "AAA" or R03 size batteries. Alkaline batteries recommended. Replace door and tighten screw.

⚠ 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. In other countries, have the doctor call your local poison control center.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturer's instructions.
3. Do not mix old and new batteries, alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and - polarity markings.
2. Do not mix old and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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.
7. 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.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

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.



Not suitable for children under 3 years because of small parts — choking hazard.

VISIT
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P/N: 6739990000

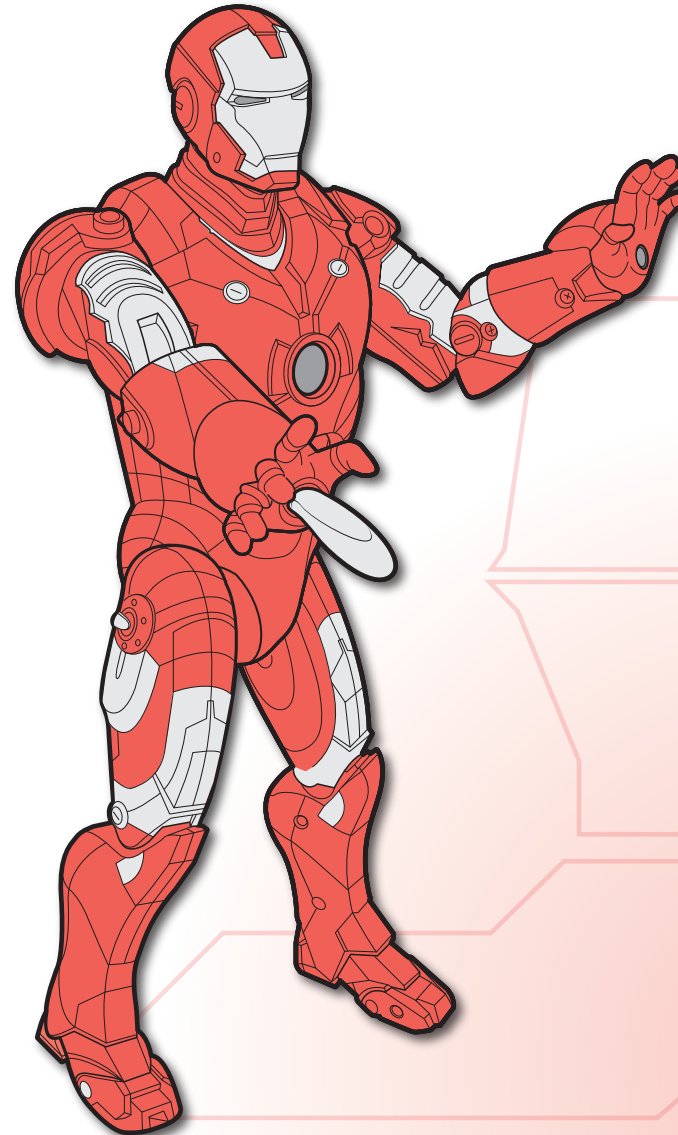
IRON MAN™

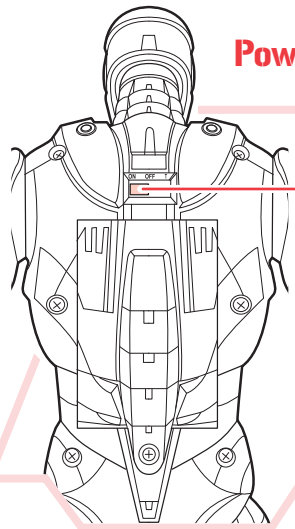
AGES 4+
78273/78272 Asst.

 x3 1.5V AAA or R03 size
BATTERIES INCLUDED

Replace with 3 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

Repulsor-Power IRON MAN™

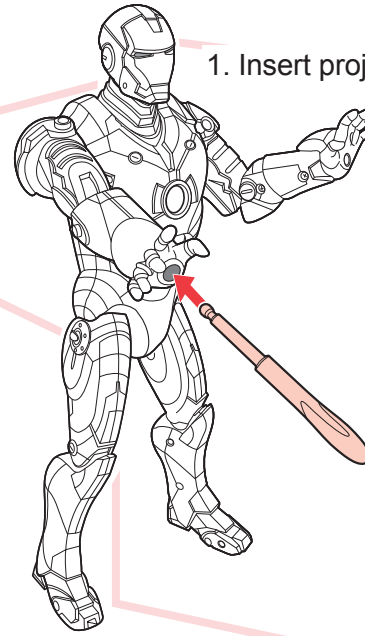




Power Switch

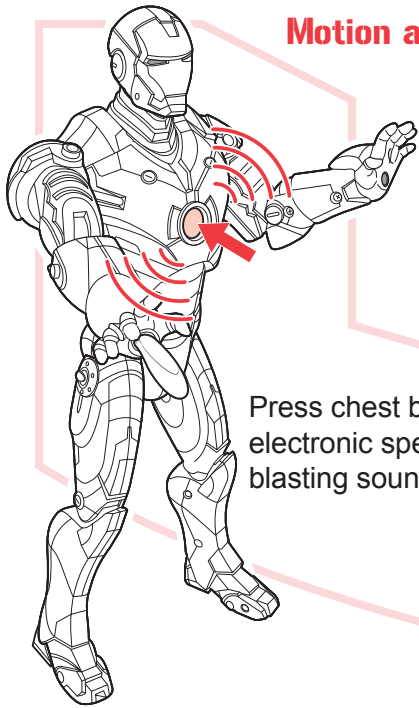
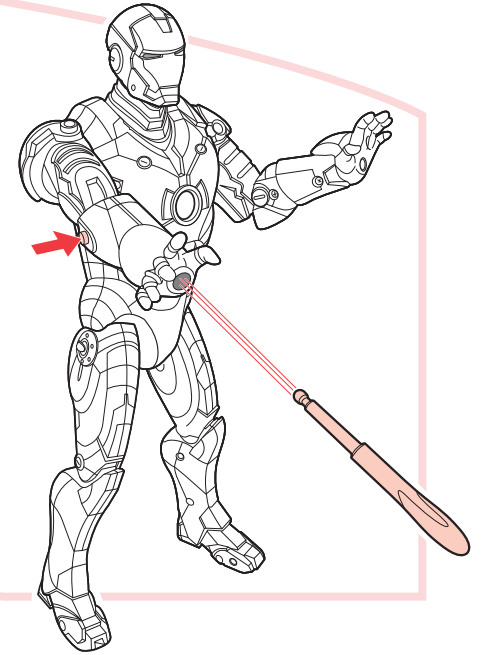
Switch to On for the full range of lights and sounds.

To fire a repulsor blast:



1. Insert projectile.

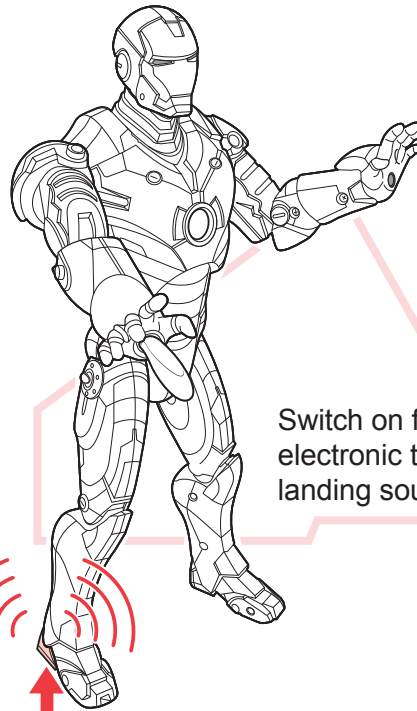
2. Press here to fire and activate blasting sounds.



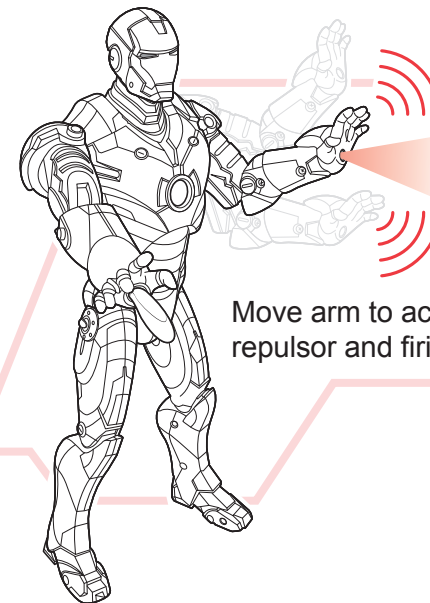
Motion activated sounds!

Press chest button for electronic speech and blasting sounds!

Moving the figure triggers flying sounds!



Switch on foot triggers electronic take off and landing sounds!



Move arm to activate glowing repulsor and firing sound.

Motion activated sounds will shut off after 15 seconds with no movement. To reactivate them, press and release foot switch.