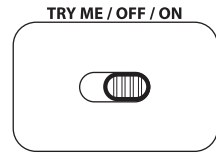




AGES 3-6

ELECTRONIC SPIDER-MAN® STUNT CITY™

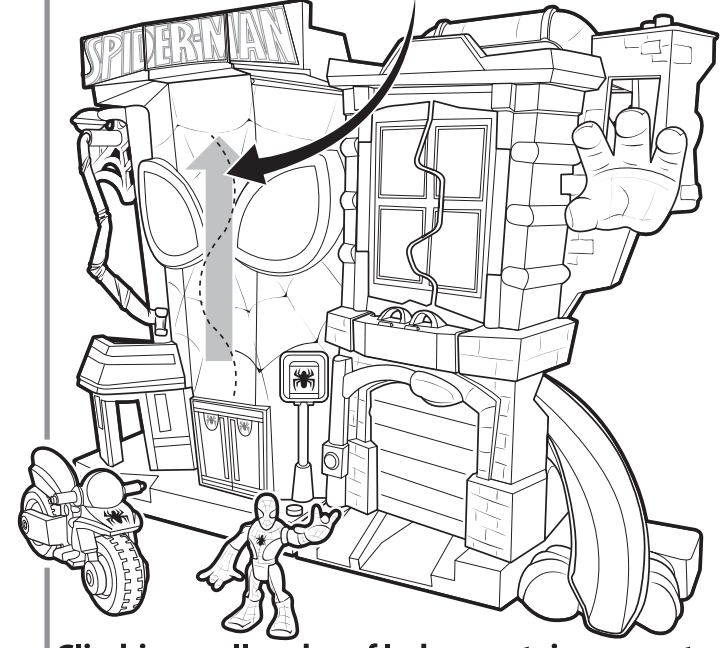
NOTE:
This toy is packaged in TRY ME mode.
When you bring the toy home, activate
its full range of features by moving the TRY ME/OFF/ON
switch to ON.



X2 ALKALINE BATTERIES REQUIRED
1.5VAA DEMO BATTERIES INCLUDED

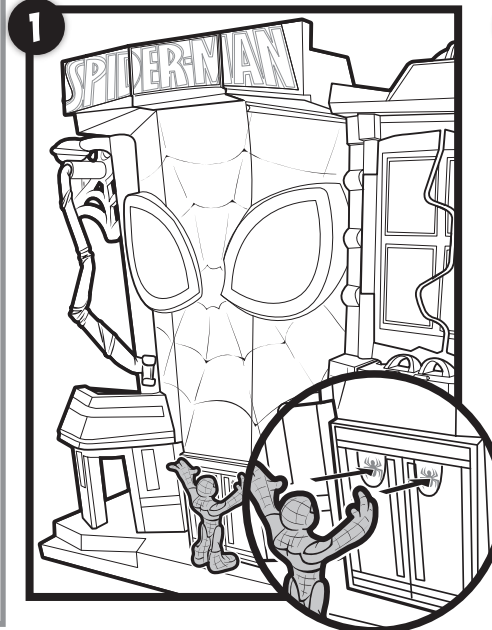
INCLUDES:

REMOVE LABEL BEFORE USE.



Climbing wall and roof ledge contain magnets.

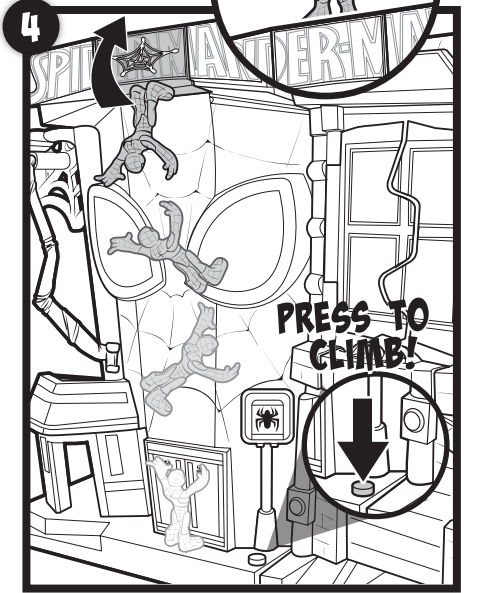
Place figure at base of climbing wall.
Place figure's hands on spider symbols.
Make sure hands are flat against the wall.



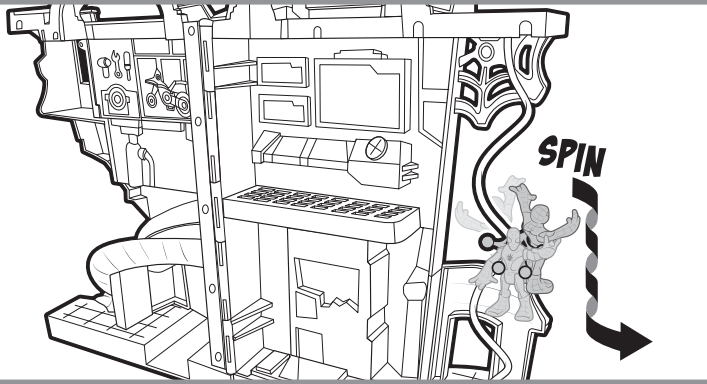
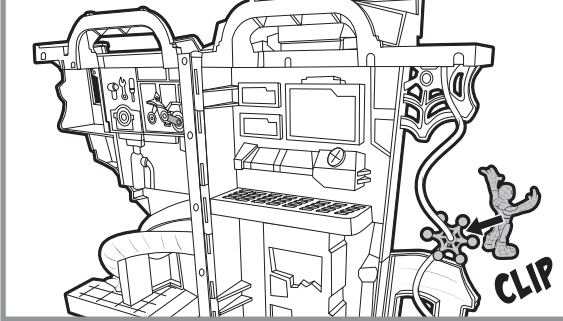
Turn center of roof ledge so
web icon faces the front.



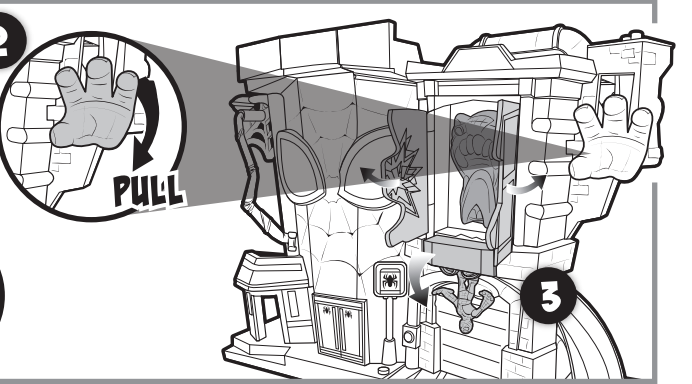
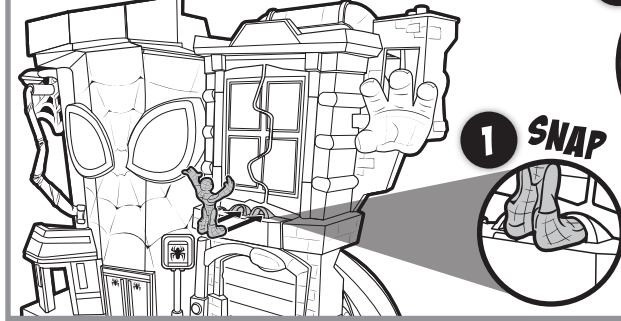
Press and release sign to wind motor.
Motor is ready when sign cannot be
pressed down.



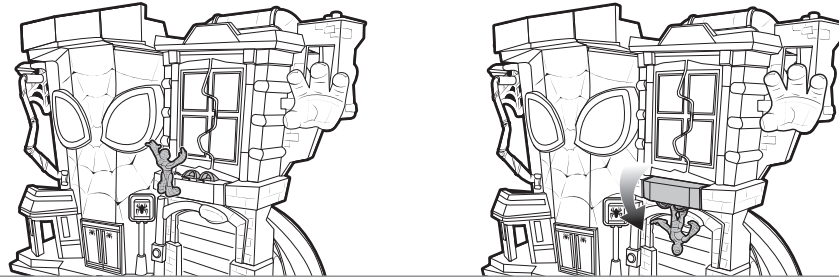
POLE SPIN:



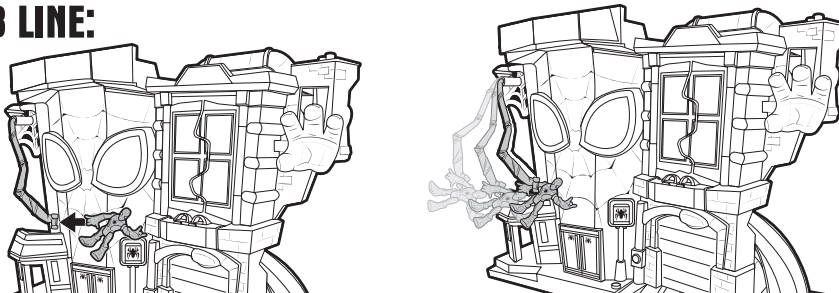
LIZARD™ DODGE:



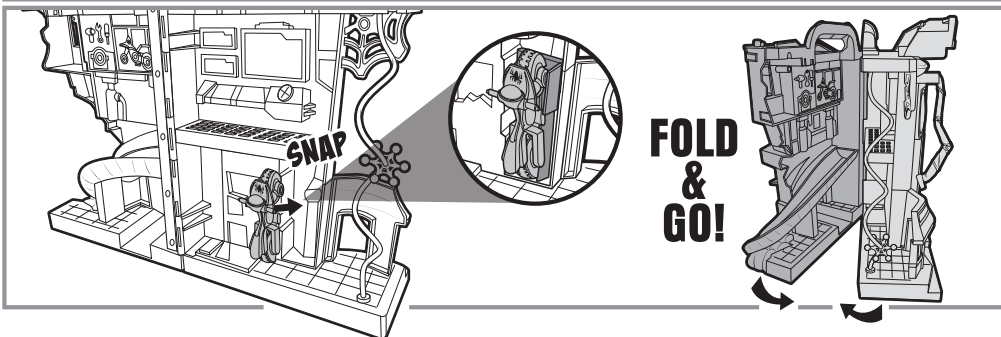
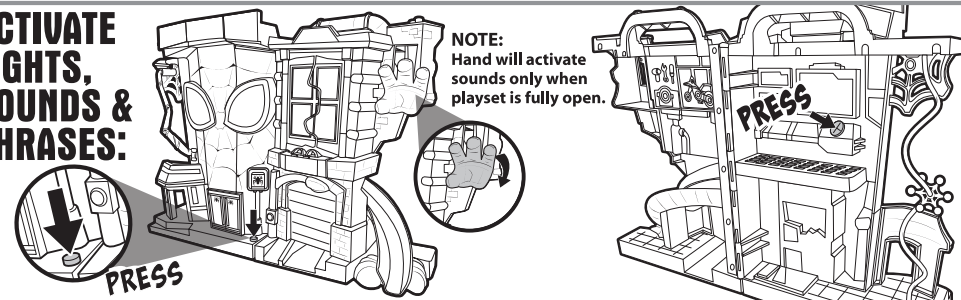
TIP: You can flip SPIDER-MAN® upside down without opening the window.



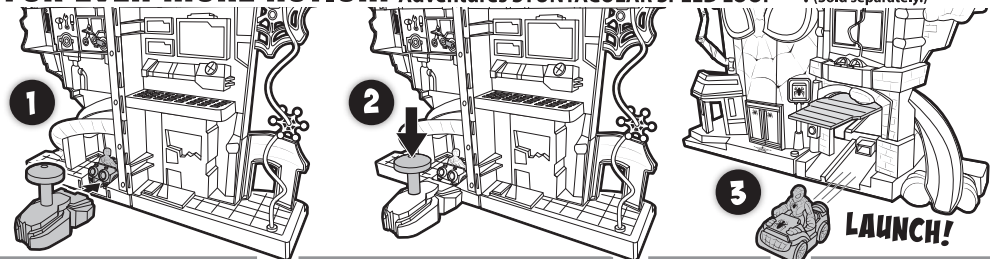
WEB LINE:



ACTIVATE LIGHTS, SOUNDS & PHRASES:



FOR EVEN MORE ACTION: Combine with launcher and Spider Racer from SPIDER-MAN® Adventures STUNTACULAR SPEED LOOP™*! (Sold separately.)

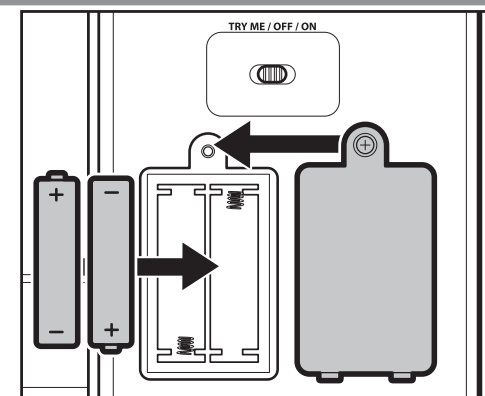


TROUBLESHOOTING:

- If you are having trouble activating sounds, make sure to move the TRY ME/OFF/ON switch from TRY ME mode to the ON position.
- If the figure is having trouble climbing the wall, make sure the figure is starting in the correct position. There are two sets of symbols that indicate where to place the figure. The figure's feet should be between the web symbols at the base of the climbing wall. The figure's hands should be placed flat against the spider symbols on the climbing wall.
- If the figure is in the right spot but still won't climb, check the figure's hands. Rotate them so they are pressed flat against the wall.
- If the figure is having trouble flipping up to the roof, check the position of the rotating piece of the roof ledge. Before you start the wall climb, make sure the web icon on the rotating piece is facing the front of the playset.
- If the LIZARD™ hand does not activate sounds when pulled, open the playset. The hand only activates sounds when the playset is fully opened.

TO REPLACE BATTERIES:

Replace demo batteries with alkaline batteries. Phillips/cross head screwdriver (not included) needed to insert batteries. Loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Remove and discard demo batteries. Replace with 2 x 1.5V AA alkaline batteries. Replace cover and tighten screw.



IMPORTANT: BATTERY INFORMATION

⚠ CAUTION:

1. TO AVOID BATTERY LEAKAGE
 - a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
 - b. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
 - c. Remove exhausted or dead batteries from the product.
 - d. Remove batteries if product is not to be played with for a long time.
 - e. Do not short-circuit the supply terminals.
 - f. 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.
2. 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.

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.

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

CAUTION: 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.



37934
Product and colors may vary.
TM & © 2011 Marvel & Subs. ® and/or TM* & © 2011 Hasbro.
All Rights Reserved. TM & © denote U.S. Trademarks.
PN: 7290680000

WWW.PLAYSKOOLHEROES.COM

PLAYSKOOL
HEROES