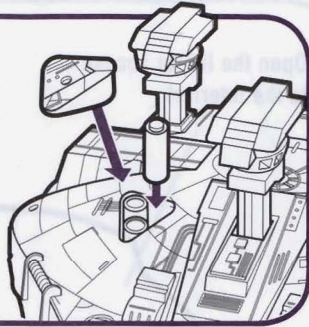


To Insert Batteries

Use a Phillips/crosshead screwdriver (not included) to loosen screw in battery compartment door (screw remains attached to door). Remove door. Insert 3 x 1.5v "AA" or R6 size batteries. Alkaline batteries recommended. Replace door, and tighten screw with screwdriver.



Galactic Heroes

STAR WARS

Millennium Falcon™

AGES 3+
92761/13153 Asst.

 x3 1.5V AA/R6 size
NOT INCLUDED
BATTERIES REQUIRED

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

Adult assembly required. No tools needed.

IMPORTANT: BATTERY INFORMATION

! CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries 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.

FCC STATEMENT

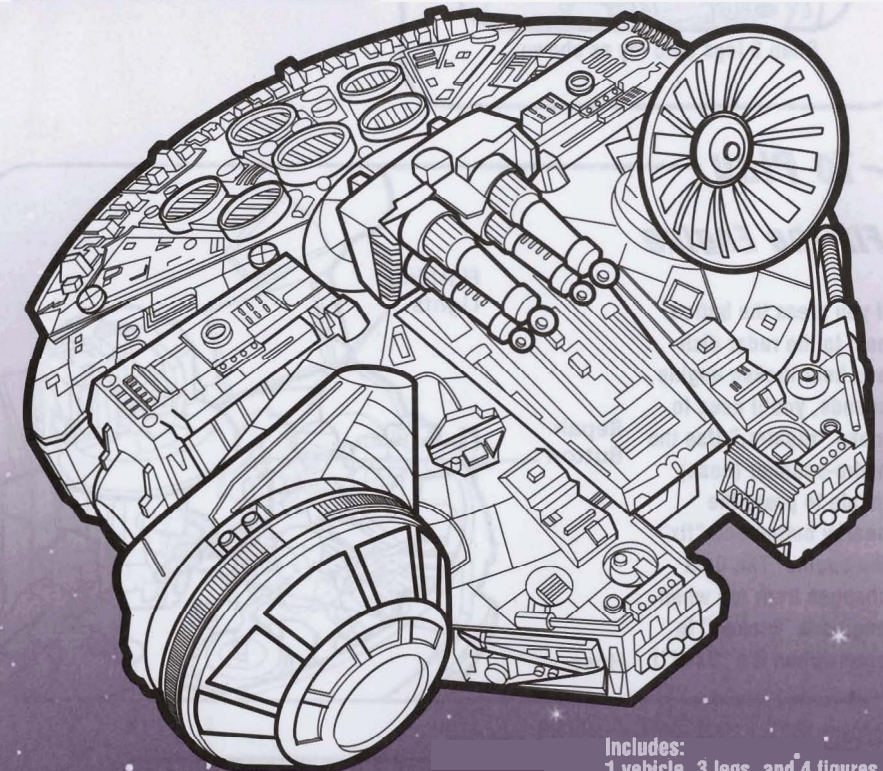
This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

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



Includes:
1 vehicle, 3 legs, and 4 figures.



Some poses may require additional support.

Product and colors may vary.

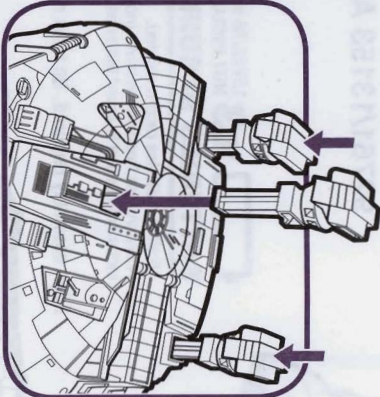
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P/N 693900000

Assembly

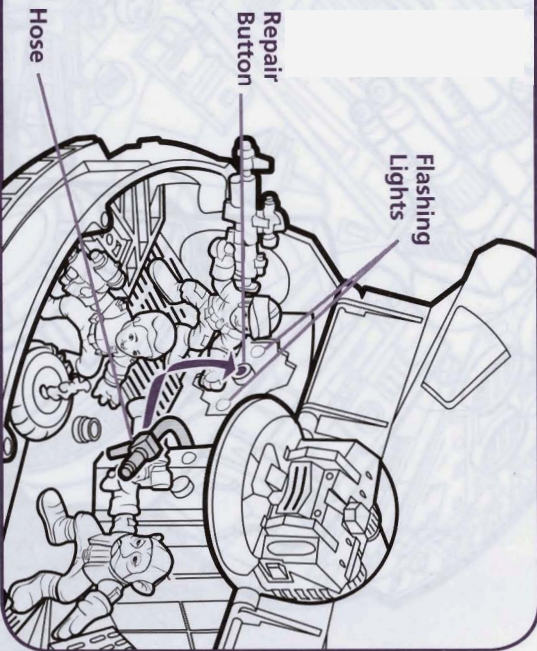


Snap 3 legs onto toy as shown.

To Play

Fix the Engine

If you press the button next to the radar dish and hear broken engine sounds, you'll need to make "repairs." Use the hydro-spanner (hose) inside to press the nearby button and "fix" the engine. The light changes from red when engine is "broken" to green when it's "fixed"!



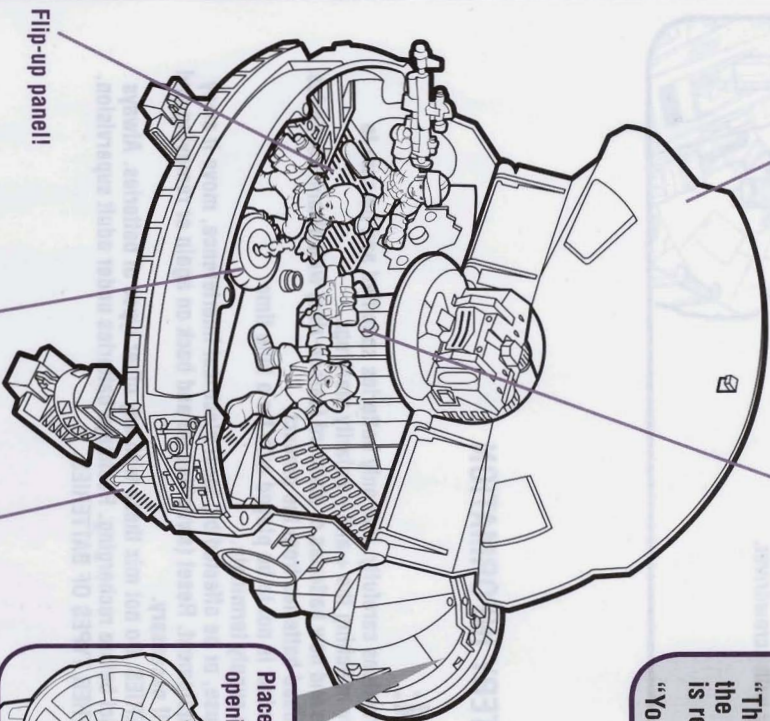
Press button on the moving "laser" cannons to hear them fire!

Pivoting radar dish!

Press button for realistic Millennium Falcon™ engine sounds and movie sounds!

Open the lid for access to the interior!

Press button for the voices of Star Wars characters!



Play pretend matches on the gaming table!

Entry ramp opens and closes!

Phrases:
 "I am C-3PO."
 "The hyperdrive on the Millennium Falcon is damaged."
 "The hyperdrive on the Millennium Falcon is repaired."
 "You did it!"

Place Lando in the opening cockpit!

