



BABBLE HEADS MOTORMOUTH MIKEY

TRAIN 'N BATTLE

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.
- Do not dispose of batteries in fire.
- Do not use rechargeable batteries.

Adult supervision is required to replace batteries.

Batteries Regulation:

Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable 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.

Once you remove Babble Head from package, slide the switch under his left arm from TRY ME mode to ON.

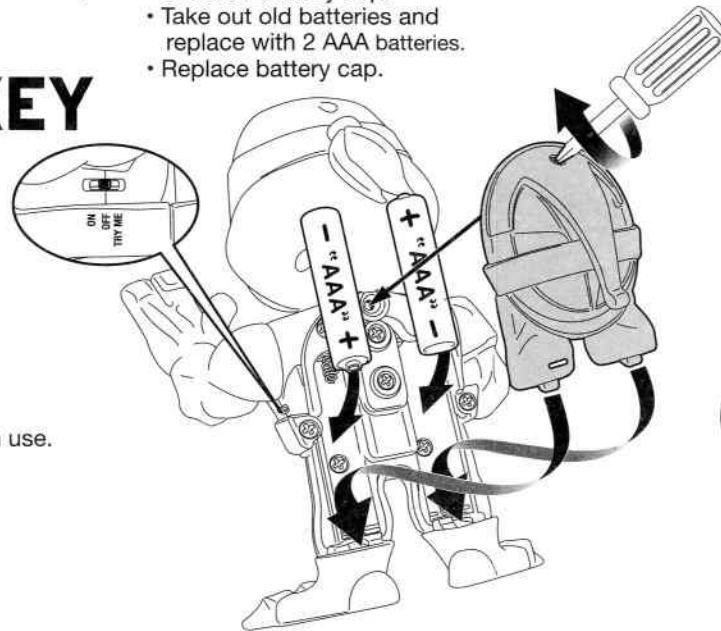
If your Babble Head does not work, try resetting:

To Reset:

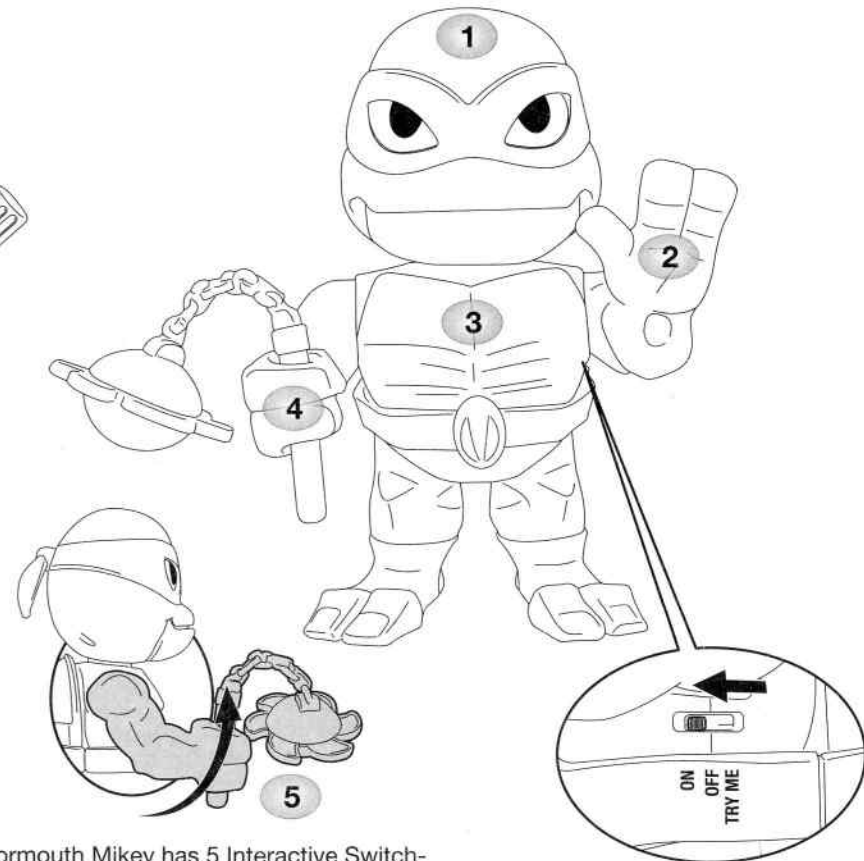
Slide the switch underneath the left arm to "OFF", then slide the switch to the "ON" mode. If Babble Head is not working, try replacing the batteries.

To change batteries:

- Unscrew battery cap.
- Take out old batteries and replace with 2 AAA batteries.
- Replace battery cap.



Turn ON Motormouth Mikey and watch him come to life as his head moves, eyes open and close and mouth opens and closes when he talks. Train with Mikey by touching his head, chest and hand. Battle with Mikey with or without his Kusari-Fundo placed in his right hand by moving his arm up and down.



Motormouth Mikey has 5 Interactive Switches as noted above. Touch each of these areas to hear fun phrases and sfx.

1. Head.
2. Palm of left hand.
3. Chest.
4. Place Kusari-Fundo in right hand to hear Kusari-Fundo battling sfx. Remove Kusari-Fundo to hear hand battling sfx.
5. Swing right arm up and down to hear battle phrases and sfx. Swing arm quickly 3 times in a row for knock out victory phrases and sfx.

For more detailed instruction information visit www.Playmatestoys.com

Distributor - US Market Only

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