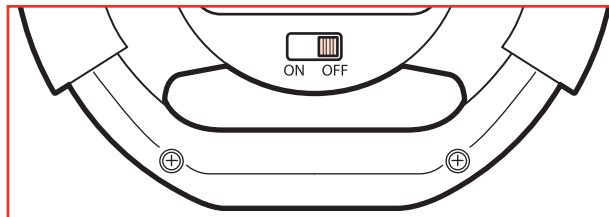


AUTOMATIC SHUT-OFF FEATURE

The toy automatically shuts off after approximately 2 minutes of non-use.



To conserve battery life turn off Power Switch on the back of the controller.

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.



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39175 PN 6934000002



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.



Questions? Call 1-800-PLAYSKL

 **WARNING:**
This is a toy. Does not provide protection.



Police Cruiser

NO ASSEMBLY REQUIRED.

INCLUDES: helmet, handheld controller and instructions.

NOTE: For proper use helmet must be within 4 feet of controller.



BATTERIES INCLUDED

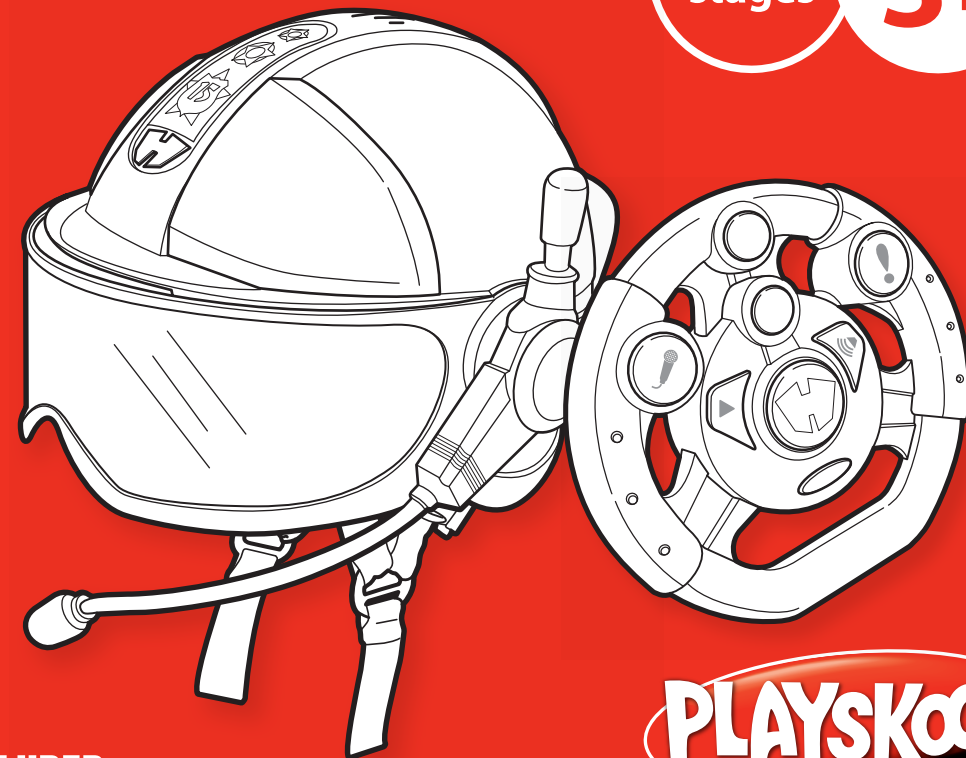
Replace with 3 x 1.5V "AAA" or R03 size batteries and 2 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

IMPORTANT! PLEASE READ INSTRUCTIONS COMPLETELY BEFORE USING TOY and WEARING HELMET.

39175/08534 Asst.

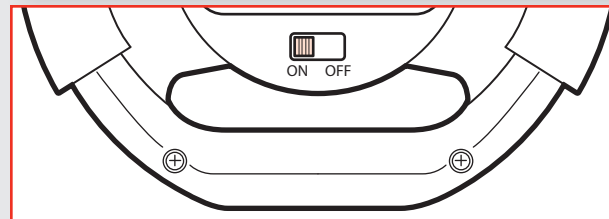
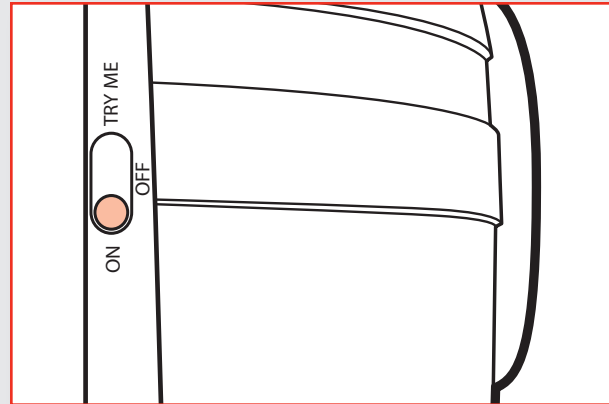
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AGES
3+



ACTIVATING HELMET

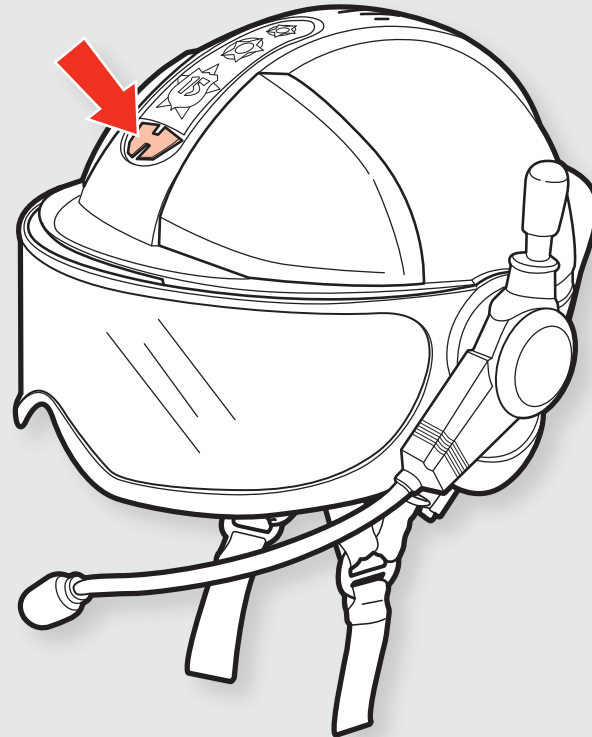
The Power Switch located on the back of the helmet has 3 settings: On, Off and a “Try Me” setting. This toy is packaged in the “Try Me” setting for in-store demonstration purposes.



IMPORTANT: You will need to slide the switch to the **On** position for both helmet and controller for full activation of the features.

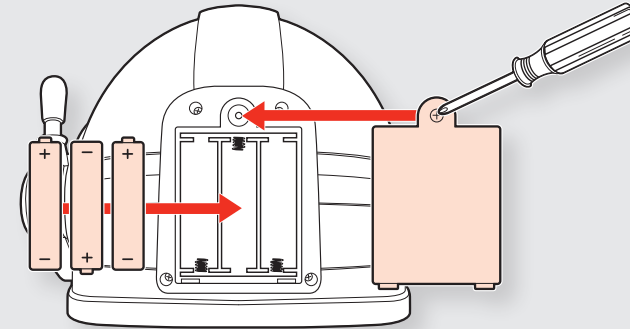
2

NOTE: Handheld controller will not work without helmet activated.
Press button to activate.

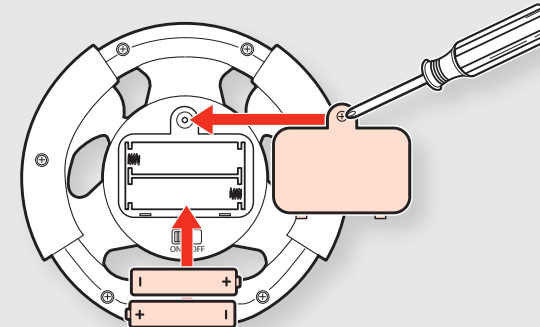


TO REPLACE BATTERIES

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 “AAA” or R03 size batteries. Alkaline batteries recommended. Replace door, and tighten screw.



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 “AA” R6 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.

7

MISSION FEATURES

Pressing the **Mission Button** (▶) will start a Mission Sequence. Each Mission is unique, depending on which buttons the child presses as well as how many times he presses them.

Example of a Mission Sequence:

1. Lights, engine sounds, music;
2. "Officer!", pause;
3. Mission Call out phrase, pause, music;
4. Mission Direction phrase, music, lights and sirens for approximately 6 seconds;
5. Mid-Mission Commentary phrase, music, pause;
6. Mission Wrap-up phrase, pause;
7. Congratulations phrase, music.

If the mission button is pressed any time during a mission sequence, it will start a new sequence from the beginning.

SAMPLE MISSION CALL-OUT phrases:

"High speed chase in progress!"

"Robbery in progress!"

SAMPLE MISSION DIRECTION phrases:

"Please respond!"

"Please respond to Main Street!"

SAMPLE MID-MISSION COMMENTARY phrases:

"You're closing in!"

"Set up a road block!"

SAMPLE MISSION WRAP-UP phrases:

"Let's take 'em in!"

"Let's take 'em to headquarters!"

SAMPLE CONGRATULATION phrases:

"Nice work!"

"You did it!"

SAMPLE PHRASES TRIGGERED BY CHILD SPEAKING:

"Roger that!"

"10-4!"

"Copy that!"

MISC PHRASES:

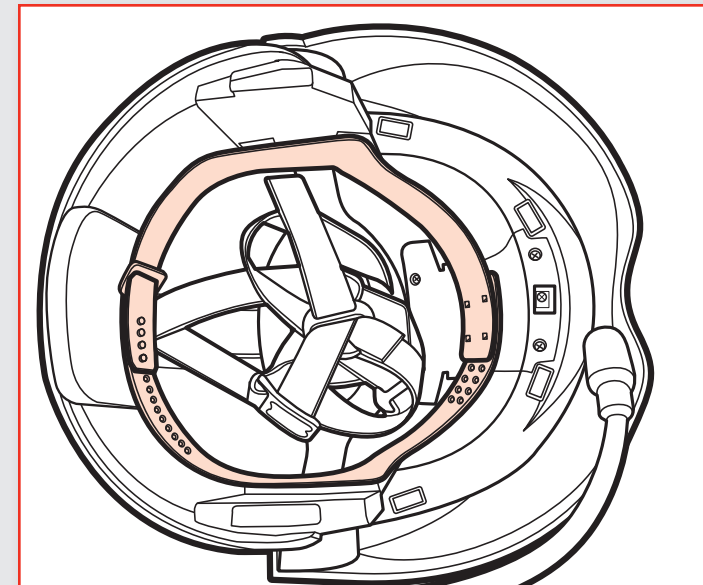
"Officer!"

"AIIIIIIII right!"

6

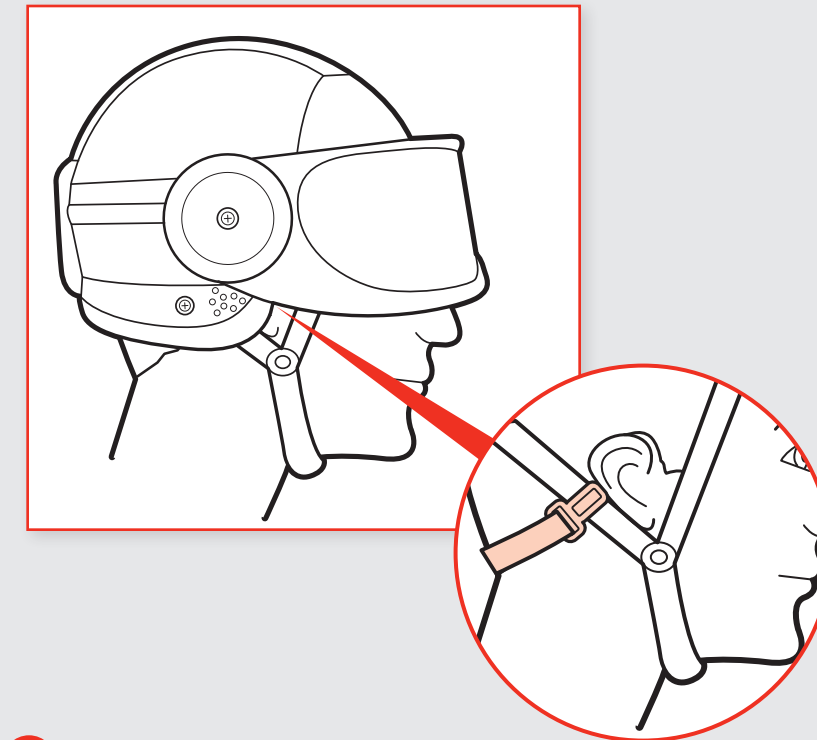
FITTING HELMET

Adjust interior ring so helmet sits comfortably on your child's head.



To adjust straps on side, slide the strap on back up or down.

The helmet fits properly when it sits exactly on the small of the neck.



3

HELMET FEATURES

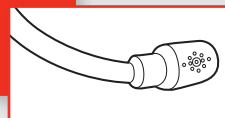
Helmet has a battery compartment in the back for 3 AAA batteries; hand held controller has a battery compartment in the back for 2 AA batteries.

Helmet has a speaker on top; for best results keep microphone away from speaker. If microphone is too close to helmet speaker, there may be some feedback.

Press button to turn the helmet on, you will hear "Helmet On". Helmet has flashing LED lights on side visors when button is pressed. If no buttons are pressed on the helmet for two minutes helmet will shut off. When you hear "Helmet off", helmet is shutting down.

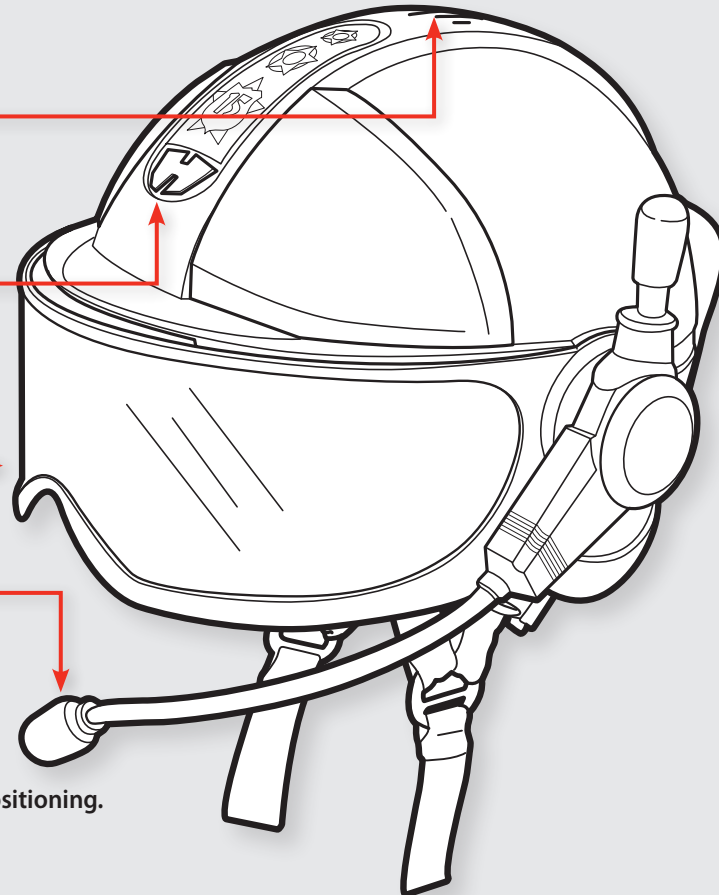
Helmet has a hinged face shield that moves to up or down position.

Helmet has a real working microphone. Yellow dot should face mouth and be approximately 1" from face.



NOTE: For best results, position microphone directly in front of mouth before speaking. Microphone has bendable wire for easy adjustment and positioning.

4



HANDHELD CONTROLLER FEATURES

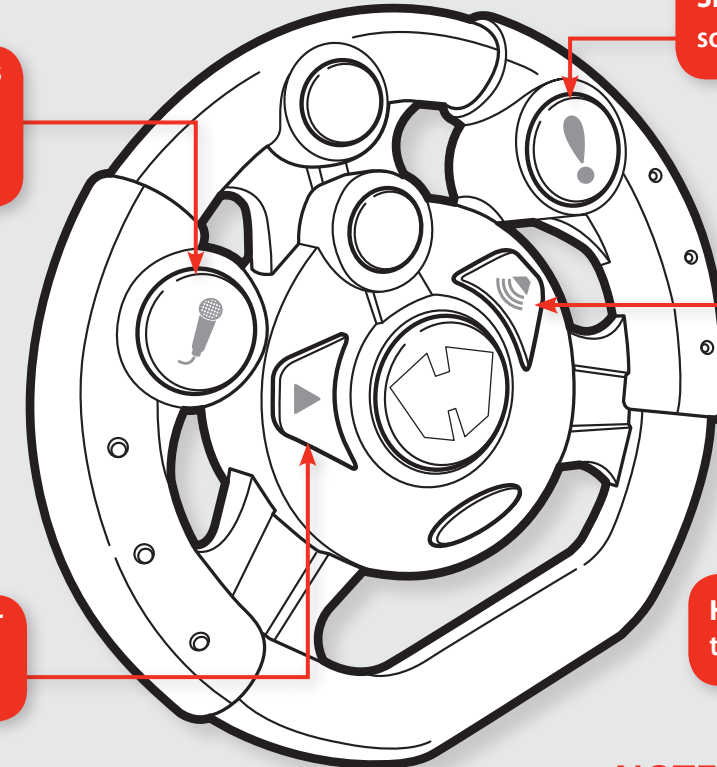
This controller has 4 buttons and red, blue, and clear LED lights.

Microphone Button - Hold this down to use the microphone. Goes off when not pressed down.

Siren Button - Press this for siren sounds and lights.

Mission Button - Dispatcher voice comes on, activates prompts.

Horn Button - Pressing this button triggers horn only.



5

NOTE: Lights on the police helmet come from the helmet not the handheld controller.