

1. Open the shoulder bars and leg covers, then secure Raph in position with hand on handle bars. Close shoulder bar and leg covers to starting position.

Age 4 and up ASST. NO. 54650 Playmates **STOCK NO. 54652**



2. Open the launchers' covers, then rotate the launchers' exhaust nozzle to fire missiles.

Do not use projectiles other than those provided by the toy.

To replace batteries:

- 1). Remove screw from battery cover and remove battery cover door.
- 2). Replace batteries with three new "AA" batteries.
- 3). Replace cover and replace screw.

Battery Regulations:

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

Battery Instructions:

- do not use rechargeable batteries;
- 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.

Under the environment with severe electrostatic discharge, the product may malfunction and requires user reset.



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3. Move the switch on the back to "F"

to watch him move in reverse.

to watch Raph go forward, or to "R"