

ROBOTZ

RESCUE HEROES

HyperJet™ HQ



Figures sold separately and subject to availability.

Instructions: C5959

Please keep this instruction sheet for future reference, as it contains important information.

Requires three "C" (LR14) and three "AAA" (LR03) alkaline batteries (not included).

Adult assembly is required.

Tool required for battery installation:
Phillips screwdriver (not included).

Fisher-Price®

www.rescueheroes.com

Parts



Jet Body



Mission Central Console



2 Rear Landing Gear (Larger)



Space Pod



Glider Wing



Front Landing Gear (Smaller)



Stretcher



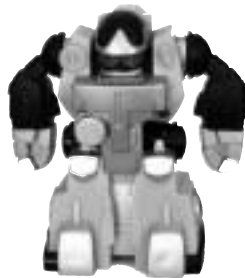
Tough Terrain Vehicle



2 Glider Supports



Cargo Door



Keytron™ Robot



2 Wings



Ramp



Hose



2 Water Missiles

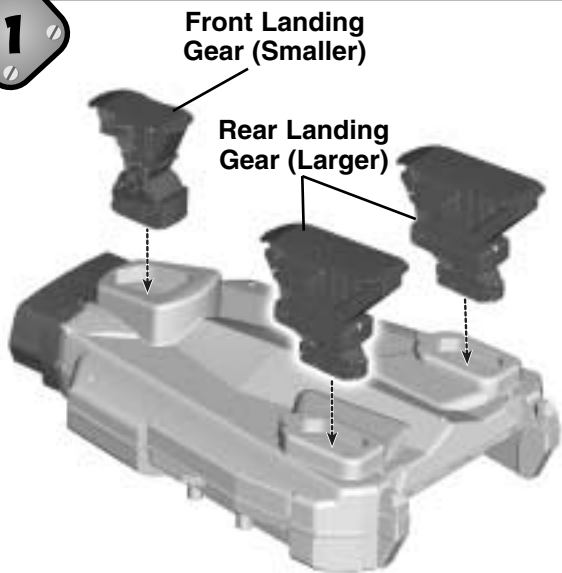


Water Cannon Launcher

Not Shown: Label Sheet

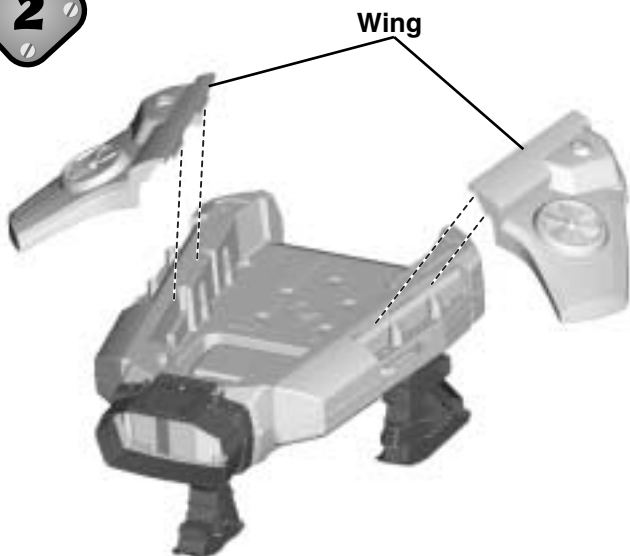
Building the Hyper Jet™

1



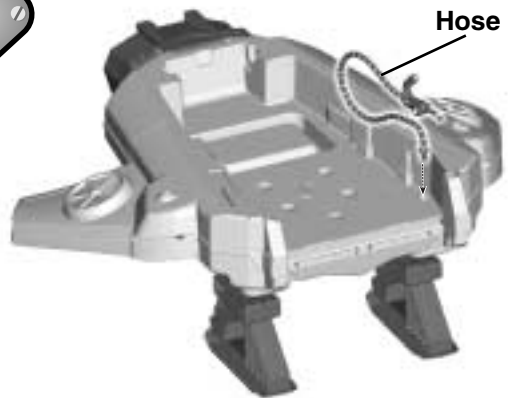
- Position the jet body with the bottom facing you.
- “Snap” the smaller front landing gear into the jet body.
- “Snap” the two larger rear landing gear into the jet body.
- Turn the jet body upright.

2



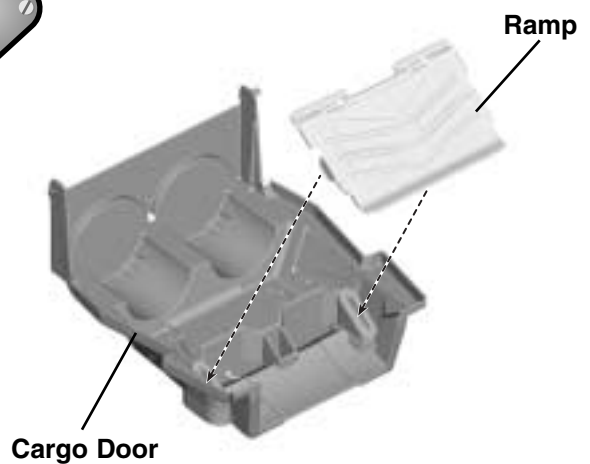
- “Snap” the two wings into the jet body, as shown.

3



- “Snap” the hose into the hole in the cargo bay.

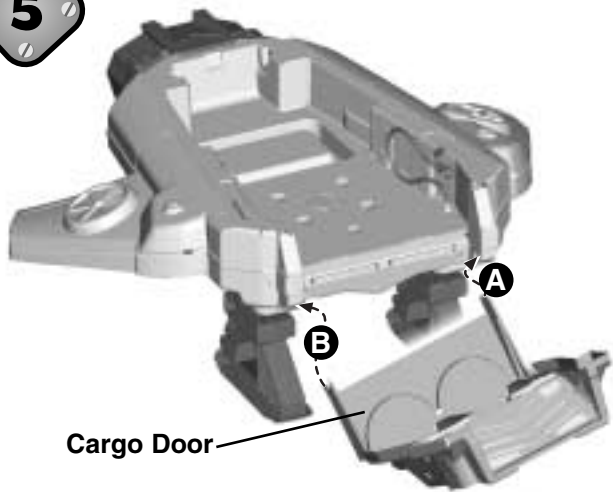
4



- “Snap” the ramp into the cargo door, as shown.

Building the Hyper Jet™

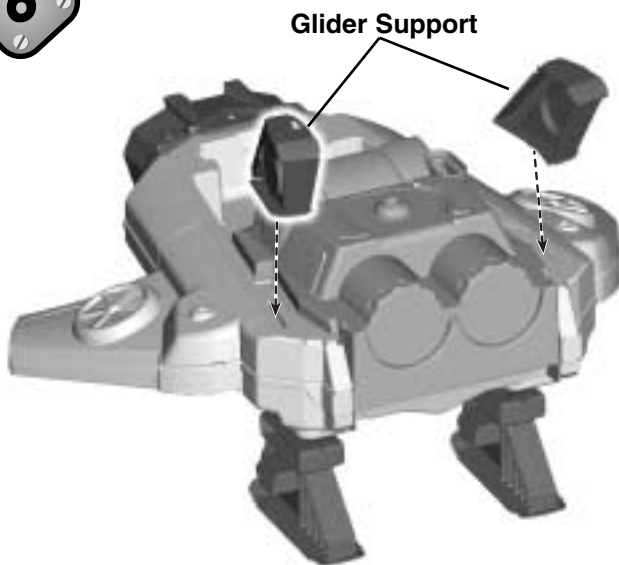
5



Cargo Door

- Position the cargo door near the back of the jet with the ramp facing up.
- At an angle, fit the right side door peg into the right hole in the jet body **A**.
- Bend the door slightly and fit the left side door peg into the left hole in the jet body **B**.
- Rotate the cargo door up to close it.

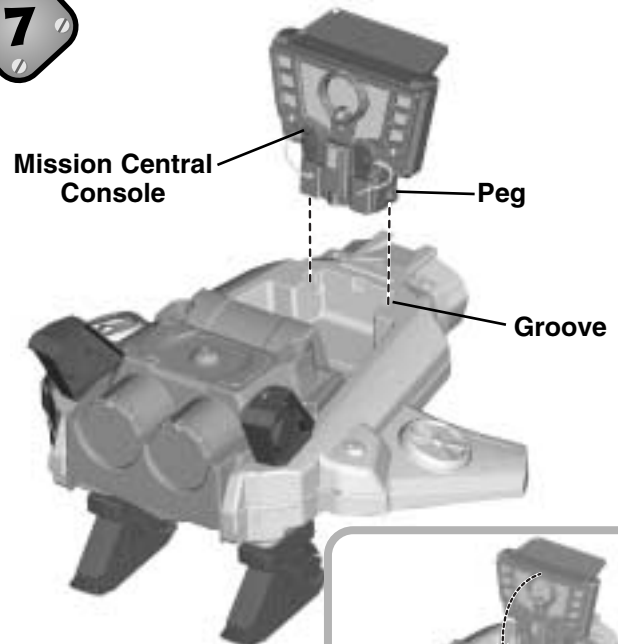
6



Glider Support

- “Snap” the two glider supports into the jet body, as shown.

7



Mission Central Console

Peg

Groove



- Fit the pegs on the sides of the Mission Central Console into the two grooves on the top of the jet body, as shown.
- Rotate the Mission Central Console down to store it in the jet cargo bay.

4

Building the Hyper Jet™

8

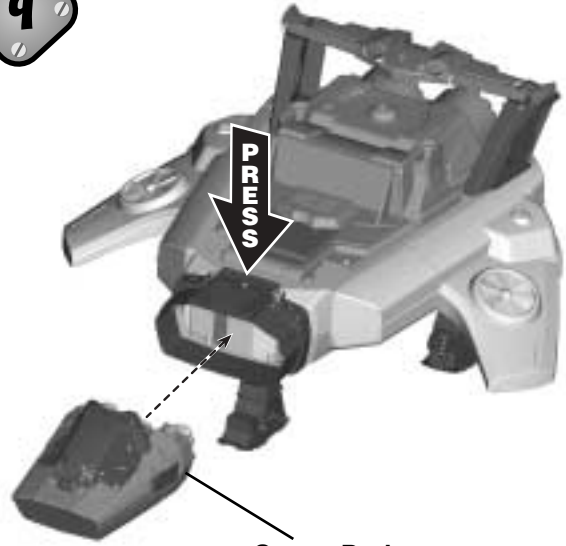
Glider Wing



- Fit the glider wing onto the two pegs on the glider supports.
- The glider wing is removable and will attach to the back of most figures.

9

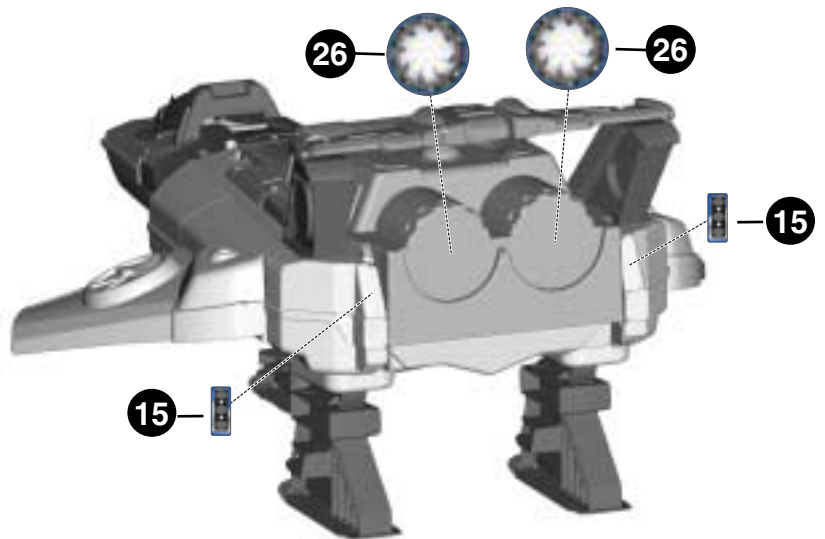
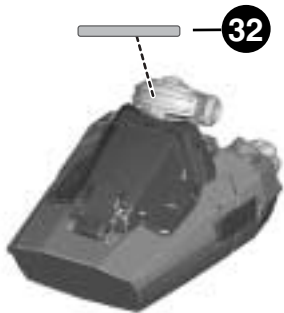
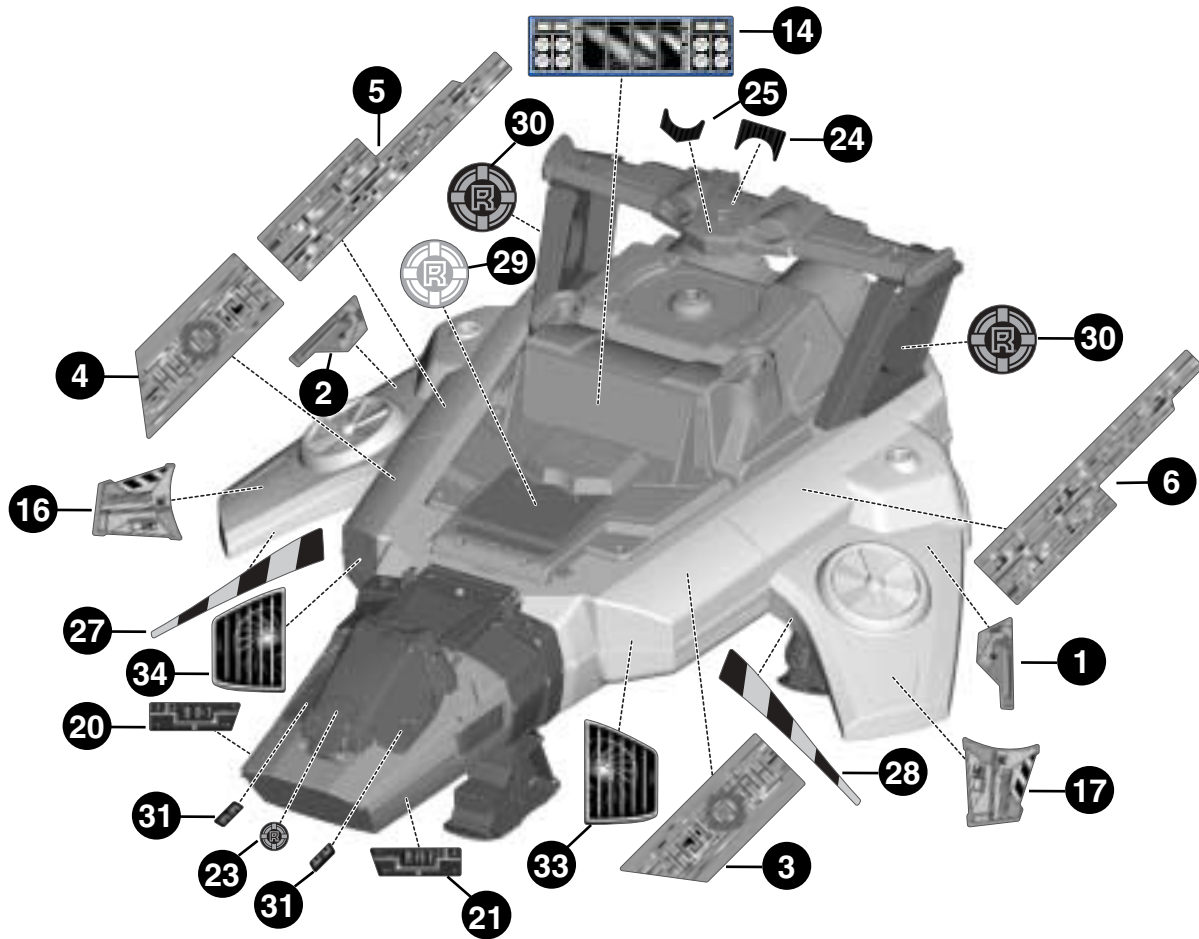
Space Pod



- Press and hold the latch on the jet body.
- Fit the space pod into the opening at the front of the jet body and release the latch.

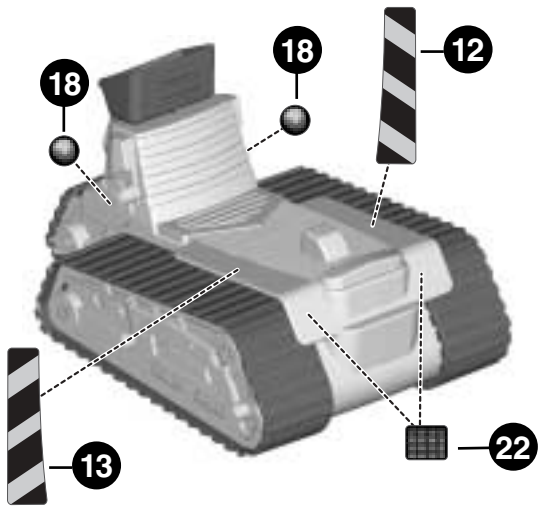
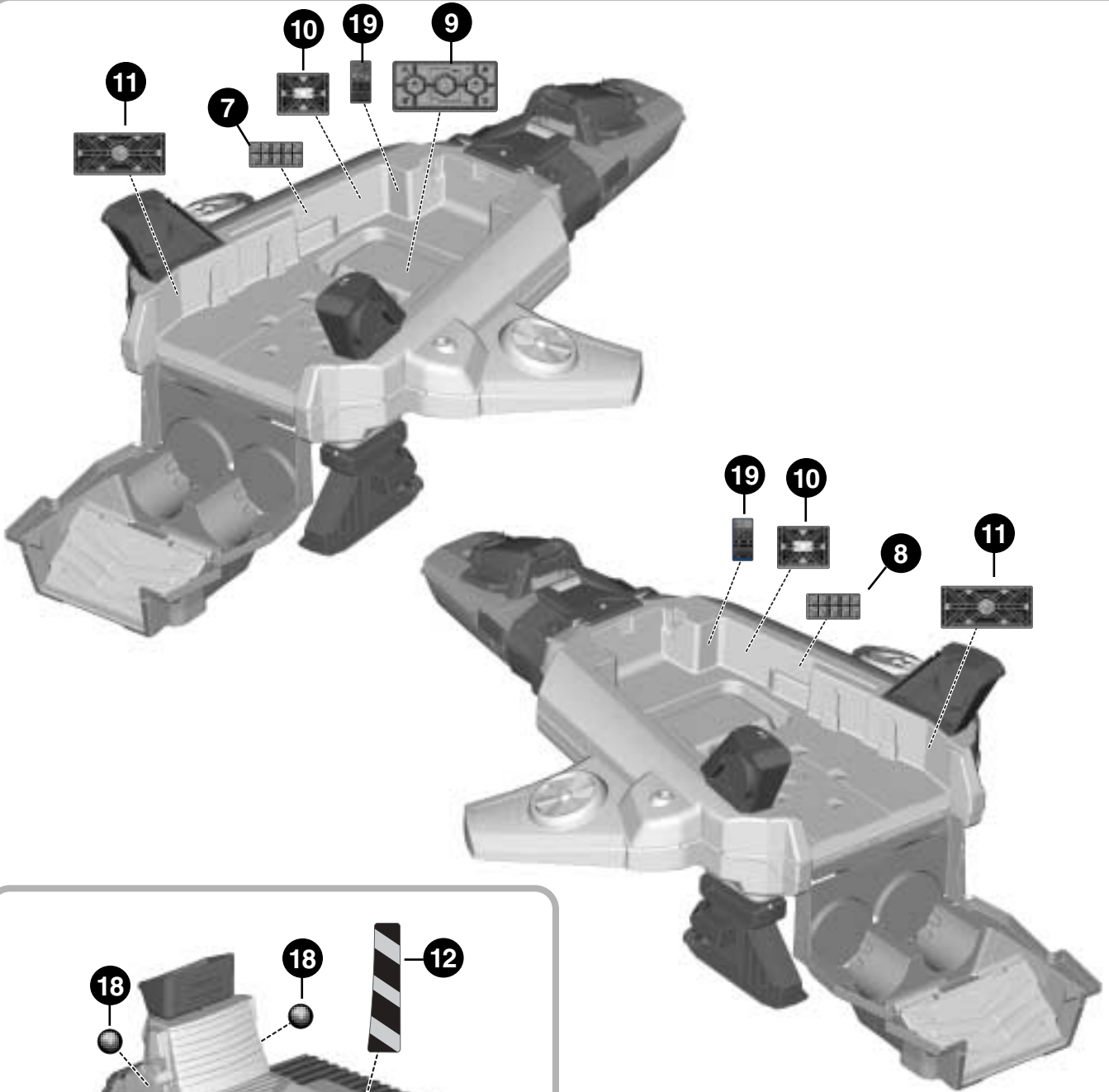
5

Label Decoration

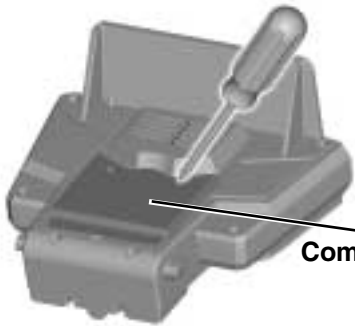


- Make sure the areas where the labels will be applied are clean and dry. Apply the labels as shown in the illustration above.
- For best results, do not attempt to apply a label more than once.

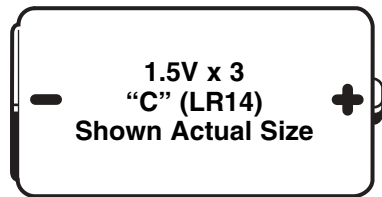
Label Decoration



Battery Installation - Mission Central Console

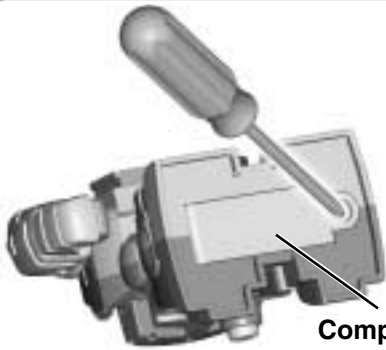


Battery
Compartment Door



- Locate the battery compartment on the back of the Mission Central Console.
 - Loosen the screws in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
 - Insert three “C” (LR14) alkaline batteries as indicated inside the battery compartment.
- Hint: We recommend using **alkaline** batteries for longer life.*
- Replace the battery compartment door and tighten the screws with a Phillips screwdriver. Do not over-tighten.
 - When lights or sounds from the Mission Central Console become faint or stop, it's time for an adult to change the batteries.

Battery Installation - Keytron™ Robot



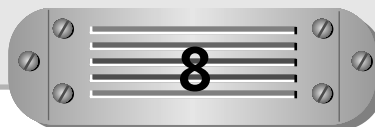
Battery
Compartment Door

Bottom View



1.5V x 3
“AAA” (LR03)
Shown Actual Size

- Locate the battery compartment on the bottom of the robot.
 - Loosen the screw in the battery compartment door with a Phillips screwdriver. Open the battery compartment door.
 - Insert three “AAA” (LR03) alkaline batteries as indicated on the outside of the door.
- Hint: We recommend using **alkaline** batteries for longer life.*
- Close the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.
 - When sounds from the robot become faint or stop, it's time for an adult to change the batteries.



Battery Safety Information

Batteries may leak fluids that can cause a chemical burn injury or ruin your toy.

To avoid battery leakage:

- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the toy. Dispose of batteries safely. Do not dispose of batteries in a fire. The batteries may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type, as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

Build the Hyperbot™!

Figures sold separately and subject to availability.

1

Space Pod



- Press the latch on the jet body to detach the space pod.

2



- Open the canopy and slide a figure into the cockpit.
- Rotate the "arms" towards the front of the space pod.
- Close the canopy.

3



- Fit the post on the bottom of the pod into the rectangular opening on the Tough Terrain Vehicle.
- Rotate the "head" up over the canopy.
- Fit the water cannon into the hole in the "hand."
- Place the stretcher on the back of the Tough Terrain Vehicle.

4

Hyperbot™



- Hyperbot™ is now ready for action!

To the Rescue!

Launch the Water Cannon!



- Insert a water missile into the slot in the water cannon.
- Press the button on top of the cannon to launch the missile.

IMPORTANT! Only use projectiles supplied with this toy. Do not launch at people or animals or at point blank range.

Using the Glider Wing



- The glider wing easily detaches from the jet and slides onto the back of most Rescue Heroes® figures including Keytron™.

Tough Terrain Vehicle

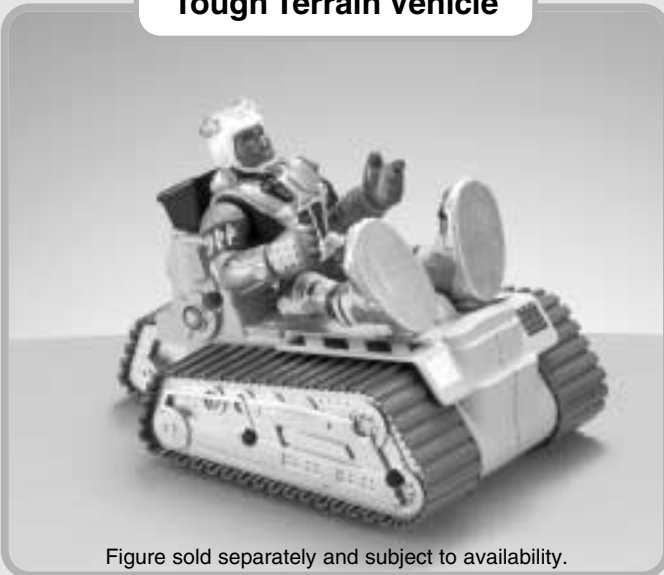


Figure sold separately and subject to availability.

- The Tough Terrain Vehicle also works as a “stand alone” vehicle. Place any figure on top of the vehicle and set out to explore the area or respond to emergencies.

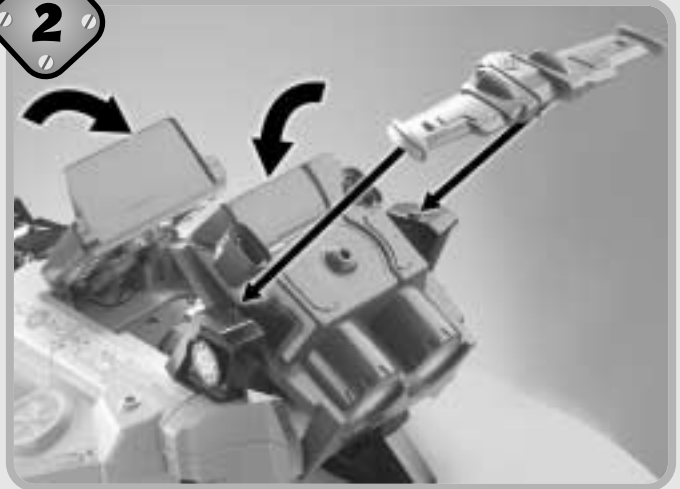
On Board Storage

1



- Place the stretcher and tough terrain vehicle into the cargo bay as shown.
- Slide the two loading ramps into the jet.

2

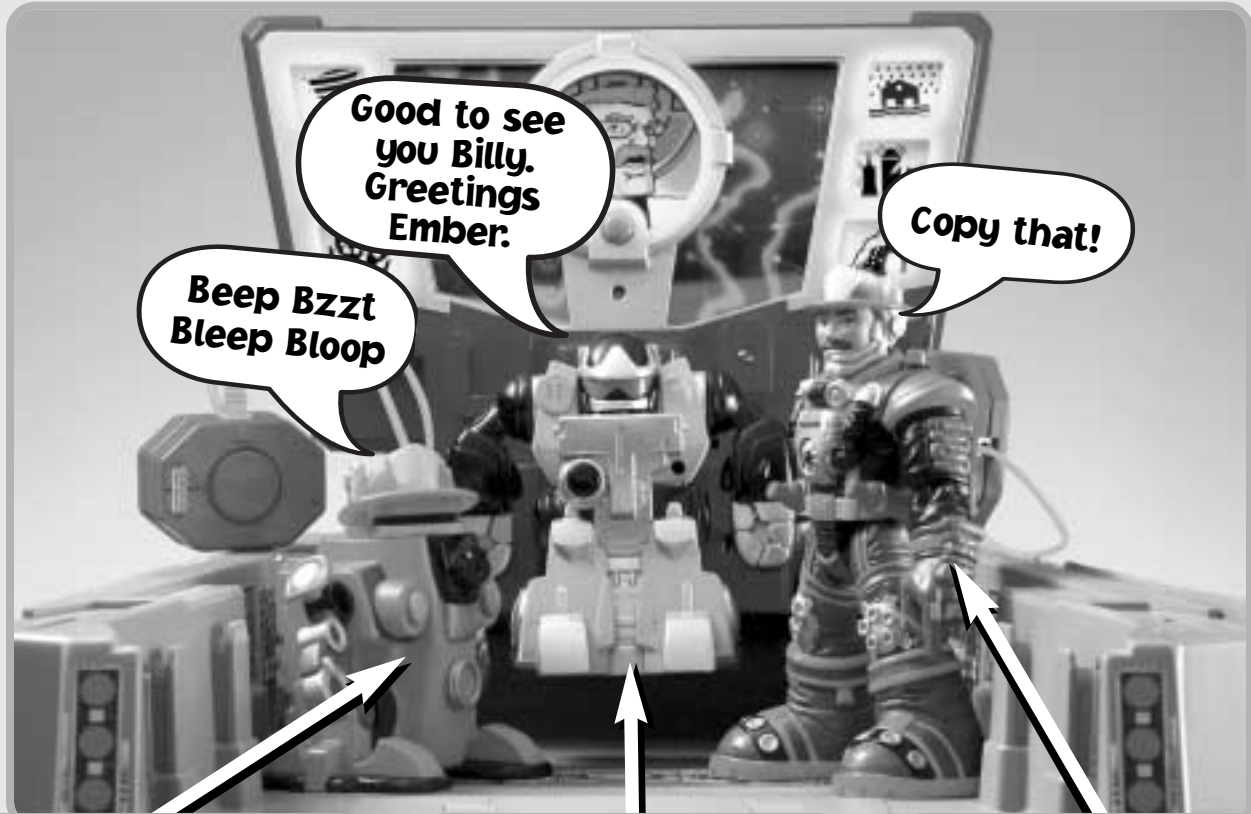


- Close the rear cargo door.
- Rotate the Mission Central Console into the cargo bay.
- Reattach the glider wing.

Welcome Aboard the Hyper Jet™ HQ!

Figures sold separately and subject to availability.

Hear Keytron™ or Warren Waters™ assign missions to the crew on the Mission Central Screen. Just connect the tethered backpacks to your Robotz figure and minibot and press the mission button in the center of the screen to start the adventure!



Connect the backpack from the console with the one from your Robotz minibot.



Slide Keytron™ into the slot in the center of the console.



Slide the other backpack from the console onto the back of your Robotz figure.

Note: Mission Select™ and Voice Tech™ figures also work with the Mission Central Console.

Keytron™ has a Mission for the Team!

Mission Button

Attach a Roboz figure and a Robotz minibot to the tethered backpacks. Press the Mission button to hear a conversation between the attached figures and either Warren Waters™ or Keytron™ (if attached). If the light under the button is blinking, press again to hear more about the mission.

Press with no figures attached to hear phrases from Warren Waters™.

Note: Mission Select™ and Voice Tech™ figures also work with the Mission Central Console.

Phrases Button

Press to hear phrases from the computer's voice or Keytron™ (if attached).

Sound Effects Button

Press to hear various realistic sound effects.

On/Off Switch

- Slide to either on ● or off ○.
- When your child is finished playing with this toy, slide the on/off switch to the off position ○.

Hint: If the on/off switch is turned on ● and sounds and lights do not work, try sliding the switch off ○, then on ● again.

If sounds and lights still do not work, replace the batteries as indicated on page 8.

Care

- Wipe this toy with a clean damp cloth dampened with a mild soap and water solution.
- Do not immerse this toy.

FCC Note (United States Only)

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.

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

Consumer Information

Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS (5437)**, 8 AM - 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to: Fisher-Price® Consumer Relations, 636 Girard Avenue, East Aurora, New York 14052.

For other countries, outside the United States:

CANADA

Questions? 1-800-567-7724. Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

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