

Keep these instructions for future reference as they contain important information.

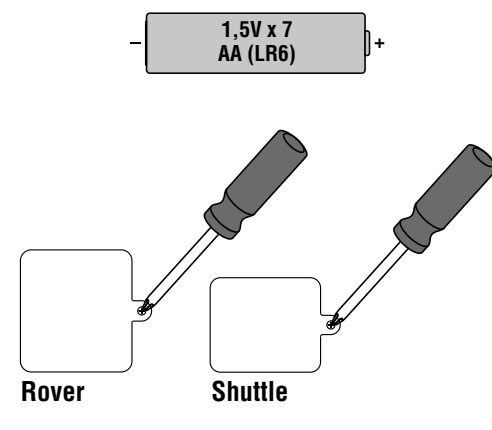
Requires seven AA (LR6) alkaline batteries (not included) for operation.

Battery installation is required. Only adults should install batteries. Tool required for battery installation: Phillips screwdriver (not included).

Periodically wipe each part of this toy with a clean damp cloth. Do not immerse.



Battery Installation



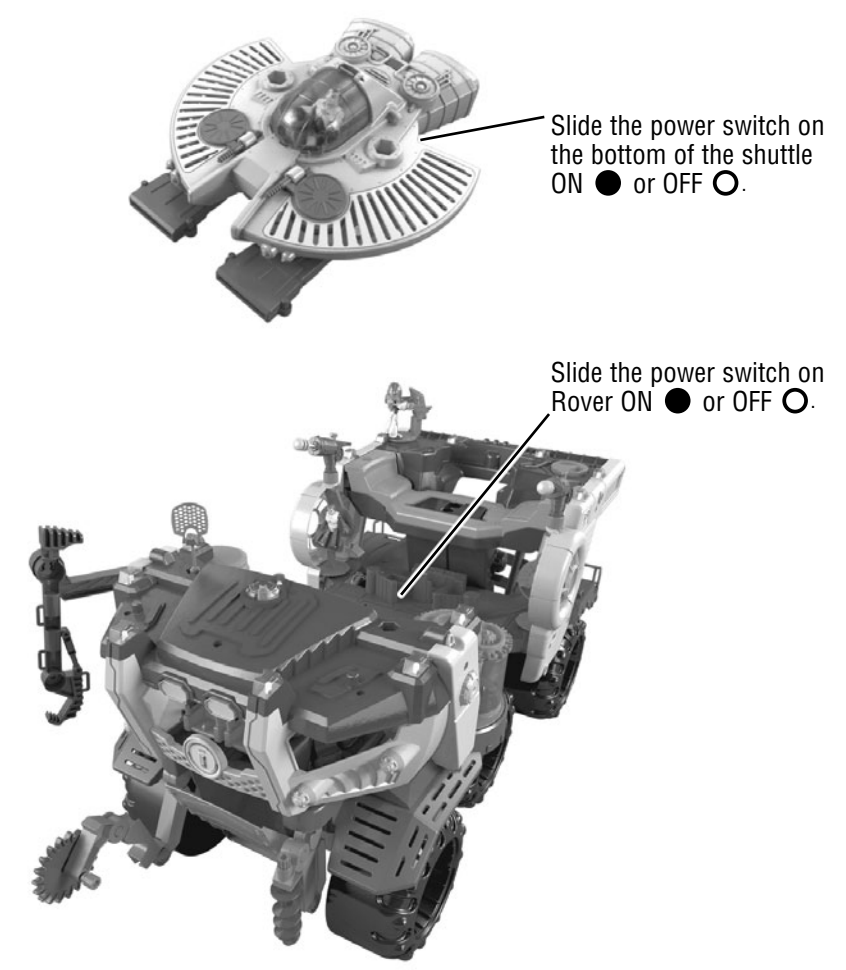
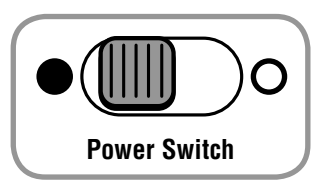
- For longer life use **alkaline** batteries.
- Locate the battery compartment door on Rover and the shuttle. Loosen the screw in each battery compartment door. Remove each door.
- Insert four AA (LR6) **alkaline** batteries in Rover and three AA (LR6) **alkaline** batteries in the shuttle.
- Replace each battery compartment door and tighten each screw. Do not over-tighten.
- If Rover or the shuttle begin to operate erratically, you may need to reset the electronics. Slide each power switch off and back on.
- If Rover does not respond to the shuttle when you press the button, or when sounds/lights become faint or stop, it's time for an adult to change the batteries.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

Battery Safety Information
In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product. 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 inside the battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of this product in a fire. The batteries inside 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 product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

Power Up!



FCC STATEMENT (UNITED STATES ONLY)
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. 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.

CONSUMER ASSISTANCE
1-800-432-5437 (US & Canada)
1-800-135-3132 (Australia)

service.fisher-price.com

Fisher-Price, Inc., 636 Grand Avenue, East Aurora, NY 14052.
Hearing-impaired consumers: 1-800-382-7470.

Outside the United States:
Canada: Mattel Canada Inc., 6155 Fremont Blvd., Mississauga, Ontario L5R 2R2; www.service.mattel.com.
Great Britain: Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB. Helpline: 01628 500303.
www.service.mattel.com/uk
Mattel Europe B.V., Gooiselaan 1, 1186 MJ Amstelveen, Nederland.
Australia: Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia.
New Zealand: 16-18 William Pickering Drive, Albany 1323, Auckland.

CAN ICES-3 (B)/NMB-3 (B)

- Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.
- L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) l'utilisateur du dispositif doit être prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

WARNING:
CHOKING HAZARD – Small parts.
Not for children under 3 years.

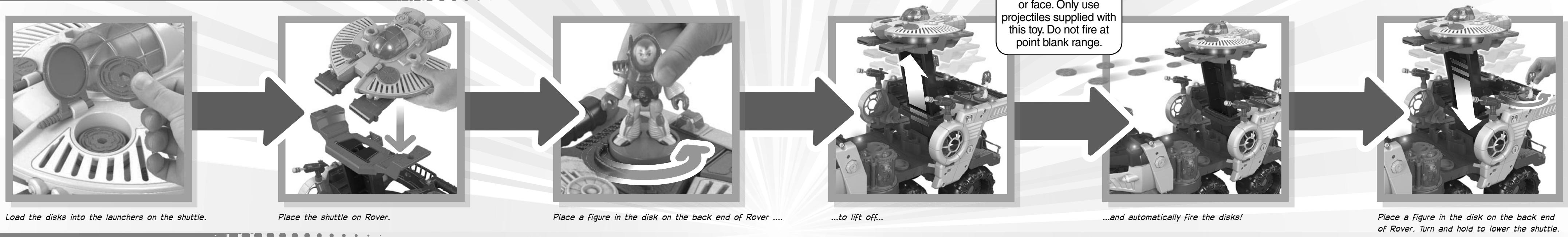
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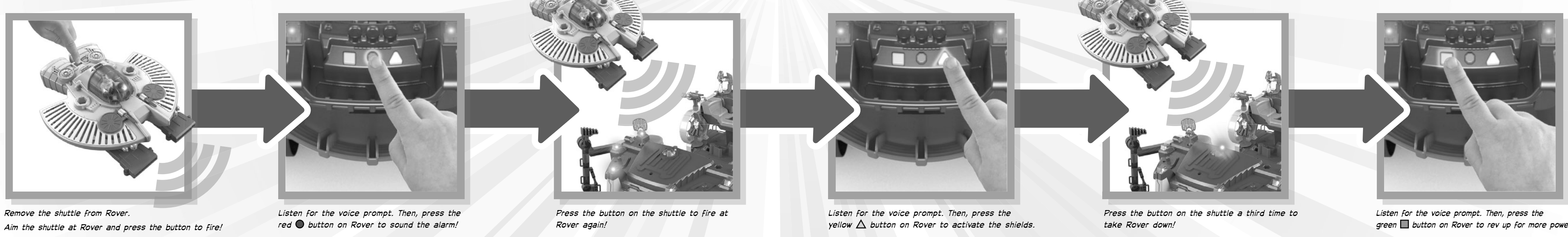
Remark:			
Revision	Date	ID#	Changes
Primary - pr	6/18/2014	BFR73_1100242238_3LA	NA
Revision - a	9/12/2014	BFR73_1100472900_3LA	Add "Small Part Warning"

ACTIVATE THE SHUTTLE



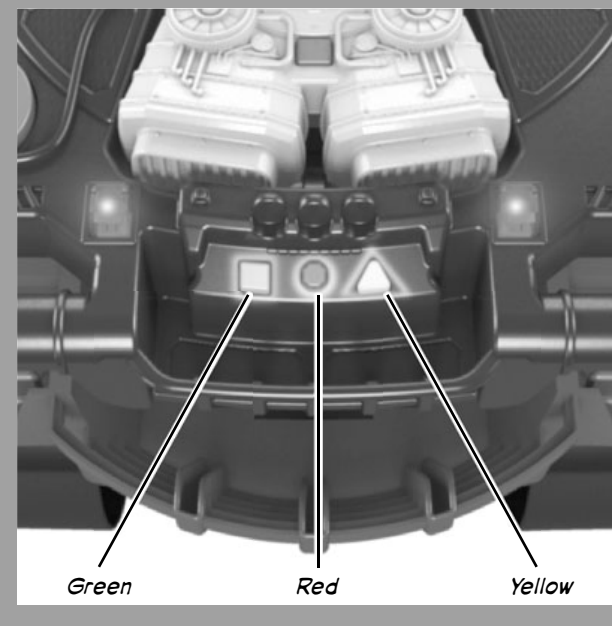
WARNING
Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

BATTLE MODE



MISSION CONTROL PANEL

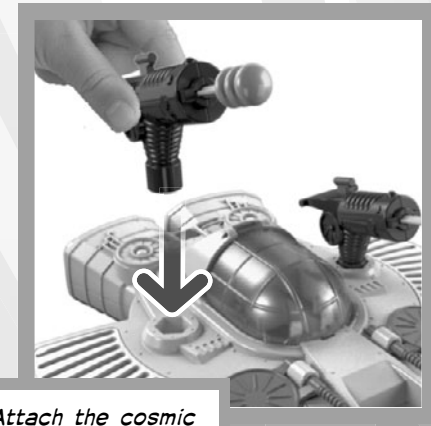
Rover knows when it's been hit by alien ships (each sold separately and subject to availability) and responds with lights, sounds and phrases!



- Press the green button for space engine sounds.
- Press the red button for space horn sounds.
- ▲ Press the yellow button to run a scan.



Use the crane to capture aliens or retrieve Mini Space Rover!



Attach the cosmic blasters on Rover or the shuttle!



Alien ship sold separately.



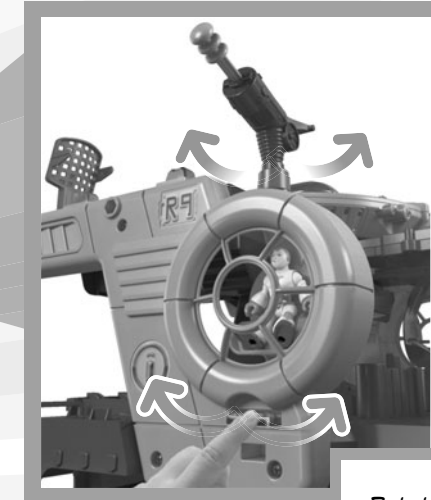
Alien ship sold separately.

WARNING

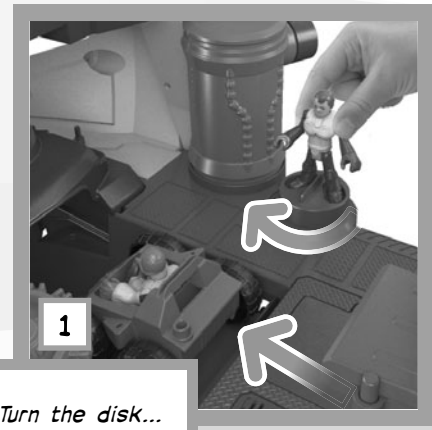
Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.



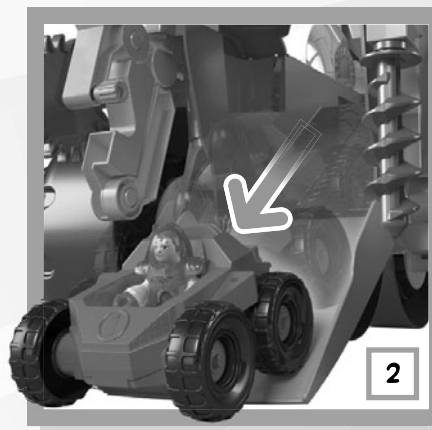
Press to fire a cosmic blaster!



Rotate a turret!



1 Turn the disk...

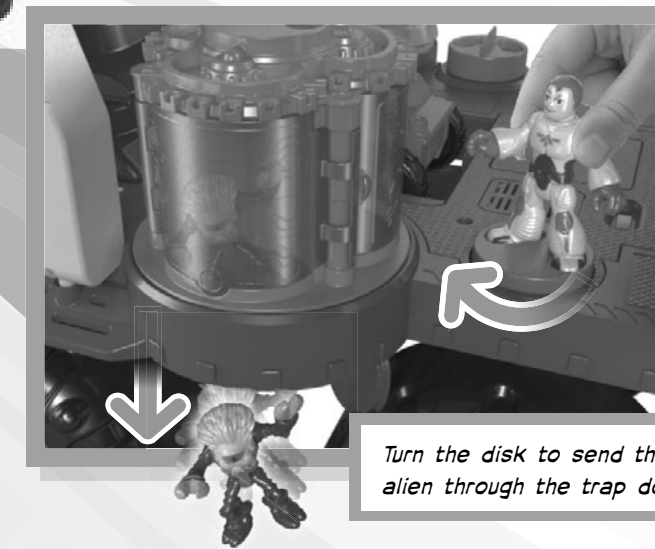


2

...to send Mini Space Rover down the ramp!



Capture the alien!

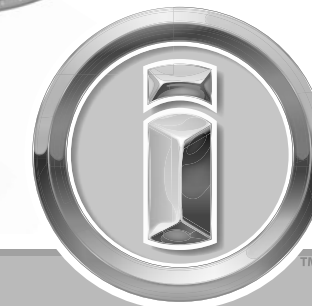


Turn the disk to send the alien through the trap door!

TIPS & HINTS

- The maximum range between Rover and the shuttle is 12 feet.
- The shuttle does not interact with Rover when it is docked.
- Bright sunlight or fluorescent lights may affect this range. Try dimming the light in the room you are playing in.
- Make sure there is a clear path between Rover and the shuttle, and there are no obstructions between them.
- Rover goes into sleep mode after approximately 30 seconds of inactivity and shuts off after approximately 5 minutes of inactivity. Press any button to restart Rover.

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- Disks can jam inside the shuttle launchers. Turn the shuttle over and insert the end of the slotted screwdriver into the slot. Push the disk forward.