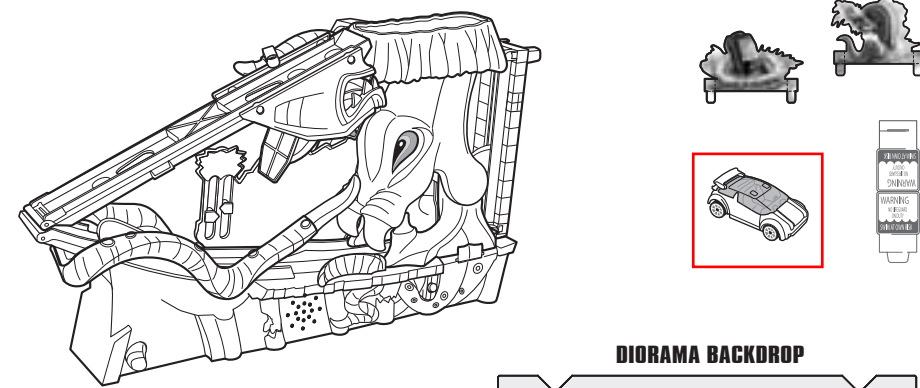




OCTOPARK™

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



x 3 (AG13, LR44)

Requires 3 button cell (AG13, LR44) batteries. Batteries included are for demonstration purposes only.



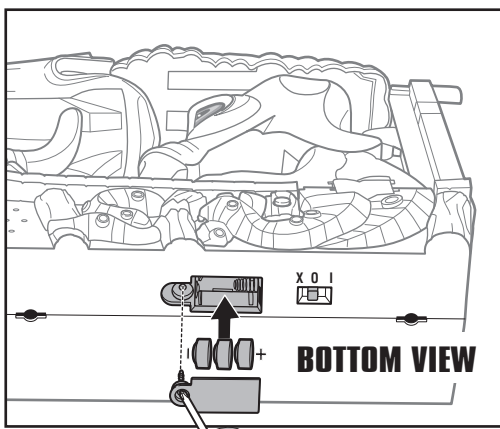
5+



L8337-0920

INSTALL BATTERIES

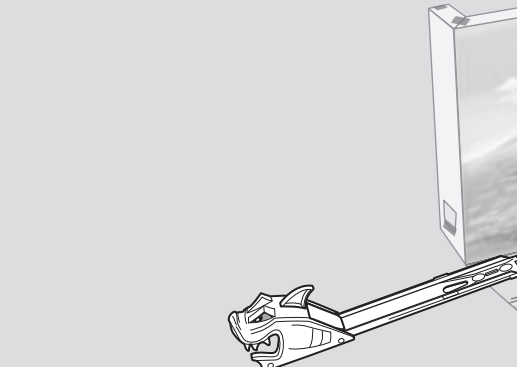
Unscrew battery cover (located at the bottom of the set) with a Phillips head screwdriver (not included). Remove batteries included for demonstration purposes only and dispose of them safely. Install 3 new button cell (AG13, LR44) batteries, in the orientation (+/-) shown. Replace cover and tighten screw.



RECYCLE INFORMATION (USA ONLY)

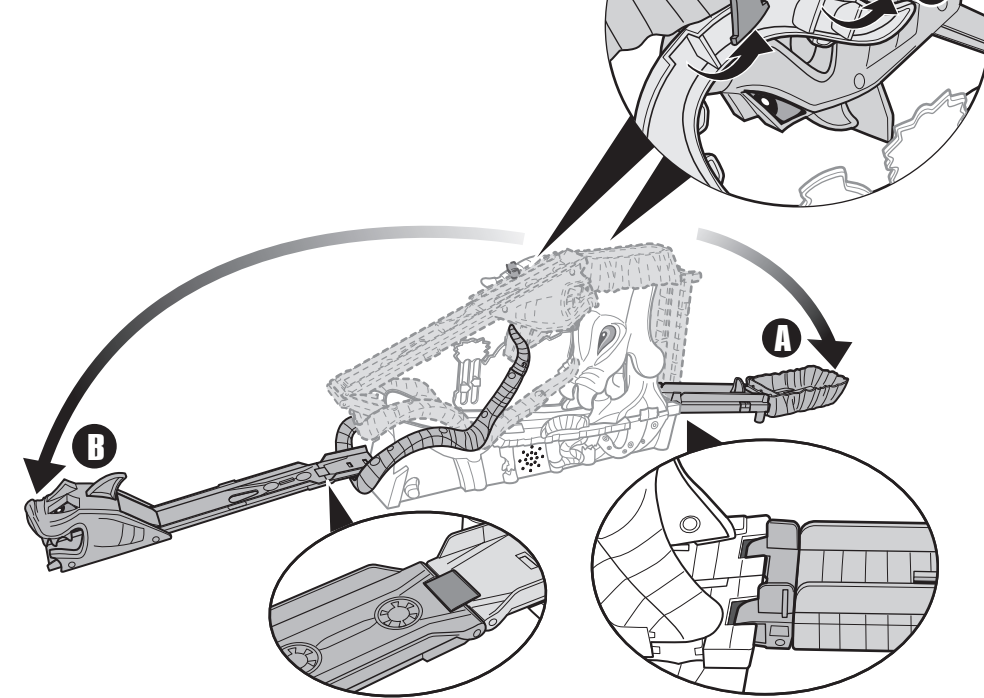
Please recycle button cell battery(ies) contained in this product by:
• Visiting your nearest recycling center. For location of the nearest recycling center, visit us online at www.service.mattel.com.
• If a recycling center is not available in your area, contact us for a pre-paid mailing label. Visit us online at www.service.mattel.com or call toll-free at 1-800-524-8697.
• Valid in the US only.

FINAL ASSEMBLY



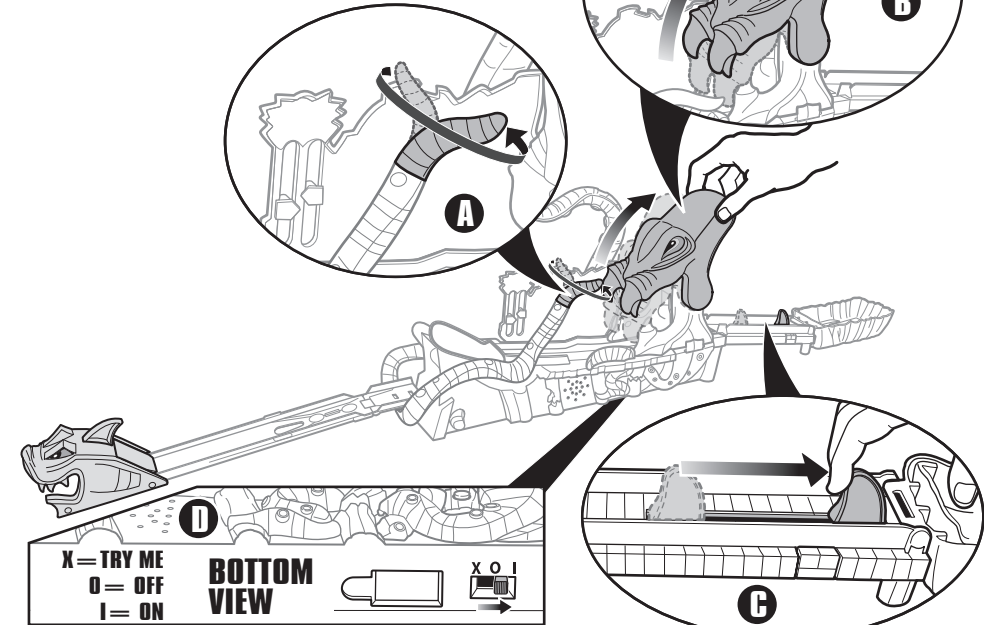
OPEN YOUR SET

Unlatch right side of set and fold open all the way (A). Next, unlatch left side of set and fold open as shown (B). See the illustrations for correct positioning.



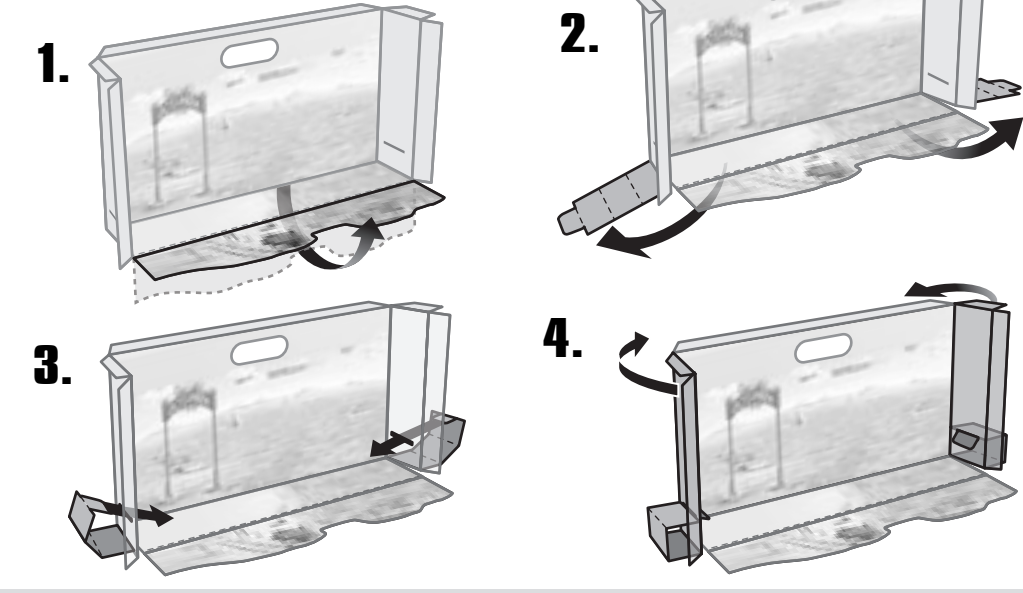
GET READY TO PLAY

Twist top of tentacle set (A). Pull back to open the octopus's jaws (B). Push shark fin launcher all the way back (C). Slide switch to ON position (D).



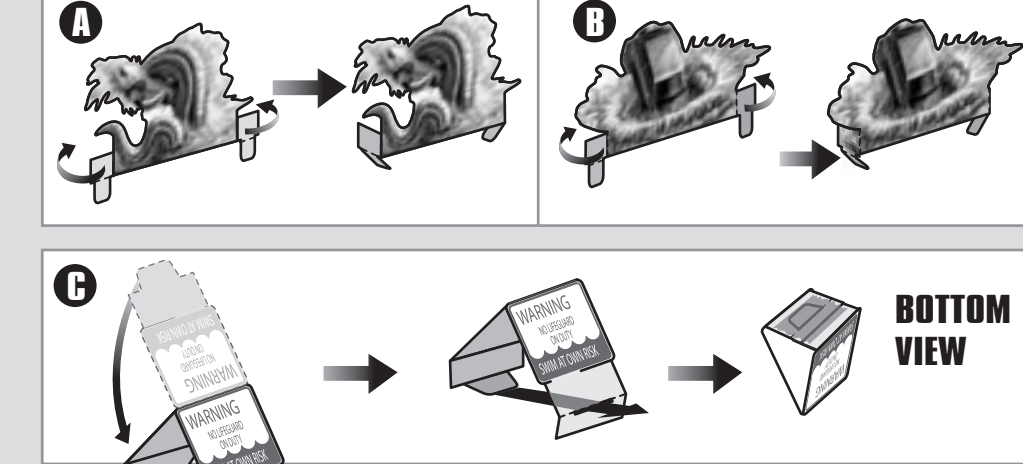
DIORAMA BACKDROP

Use the back of the package as the backdrop by unfolding and setting it up as shown in the following steps.

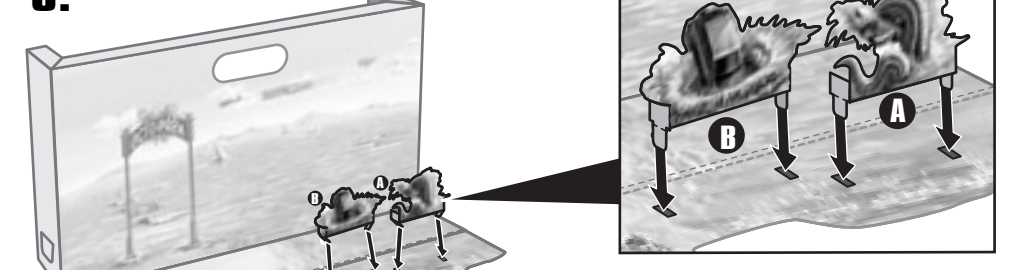


POP-UP SIGNS

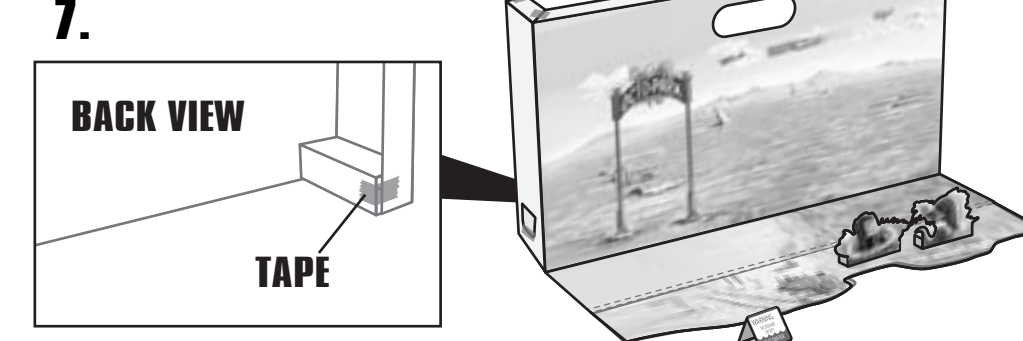
Fold signs (A, B, C) and place on diorama as shown.



6.

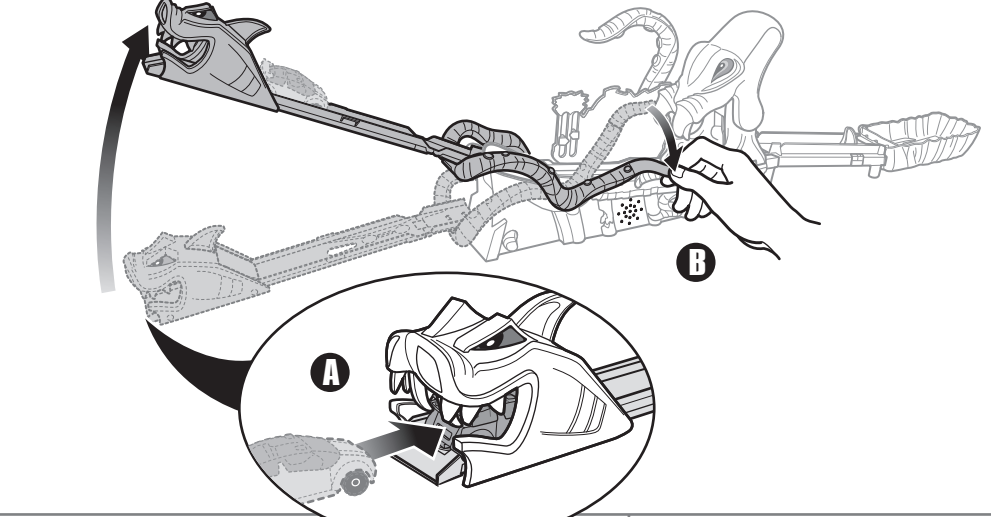


7.



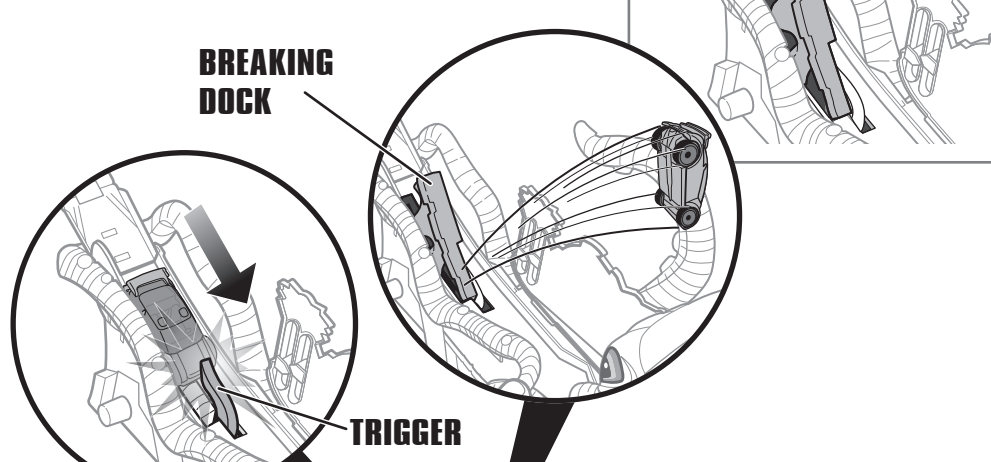
TO PLAY SERIES 1

Place car into the shark's mouth (A). Push the tentacle down (B) and watch your car travel down the track and through the jaws of the octopus.



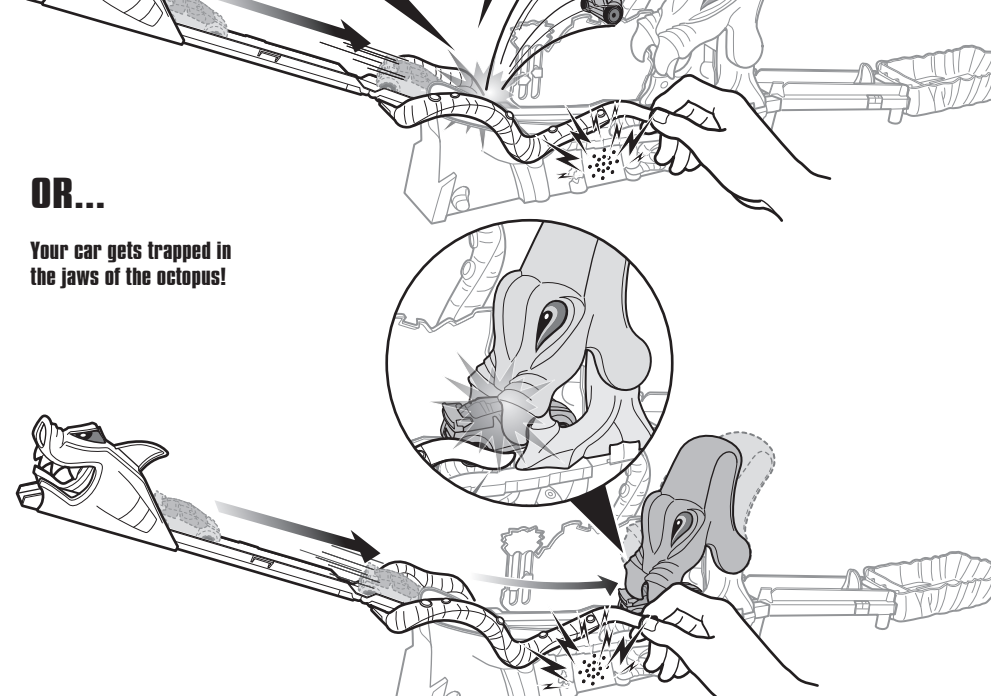
YOU LOSE

Place car into the shark's mouth then push the tentacle down. As your car travels down the track and hits the trigger, one of two things may happen.



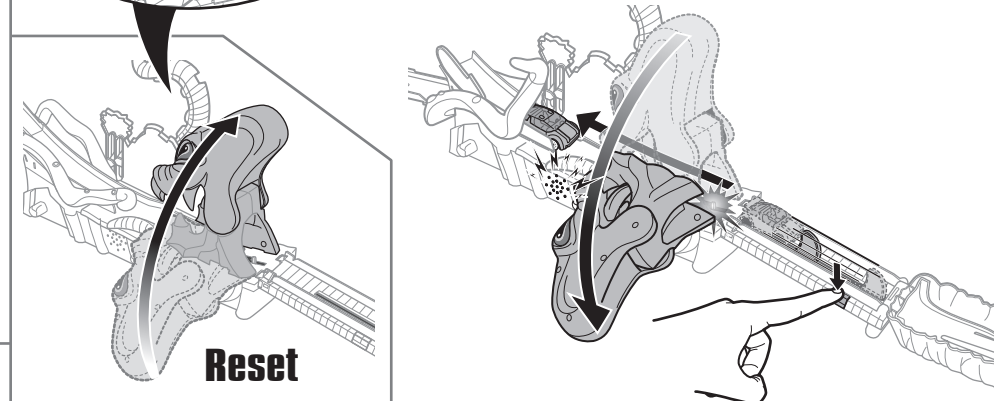
OR...

Your car gets trapped in the jaws of the octopus!



ATTACK THE OCTOPUS AND YOU WIN!

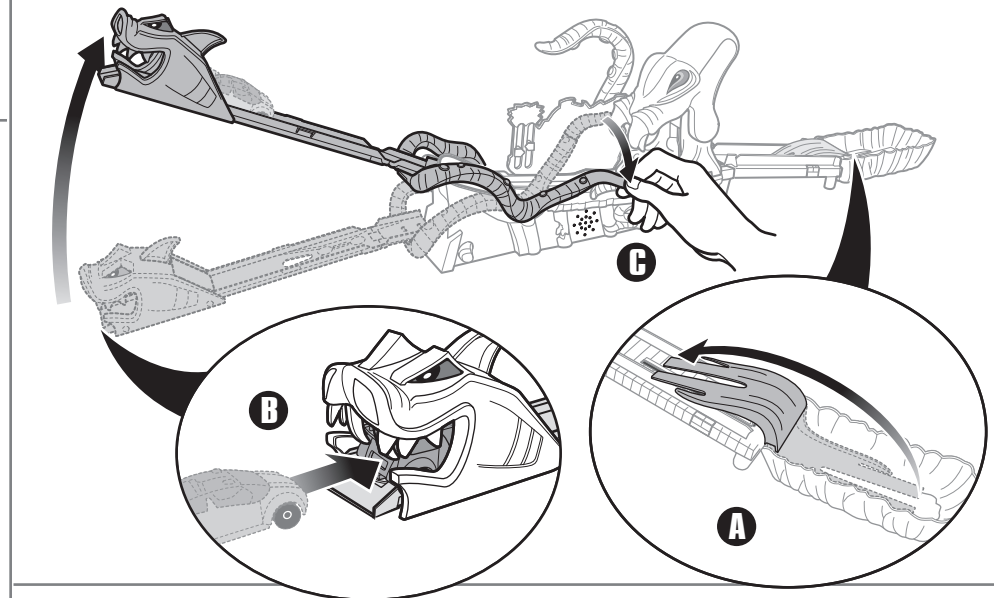
Make sure shark fin launcher is pushed all the way back. Place the car into the shark's mouth. Push the tentacle down and watch your car travel down the track and through the jaws of the octopus to the shark fin launcher. Then, press the button down to launch your car and attack the octopus! To reset the octopus' head, lift it up then push it back firmly until it clicks into place as shown. Reset launcher by pushing the shark fin all the way back.



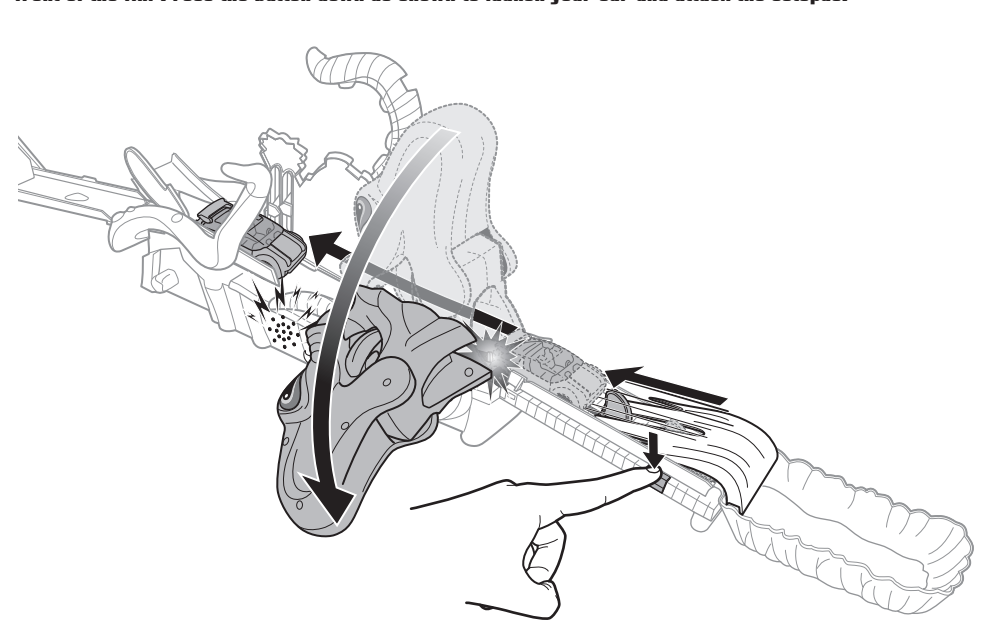
TO PLAY SERIES 2

GO INTO THE DUNK TANK!

Lift ramp up (A). Release car into the shark's mouth (B). Push down on tentacle (C) and watch your car make its way into the dunk tank!

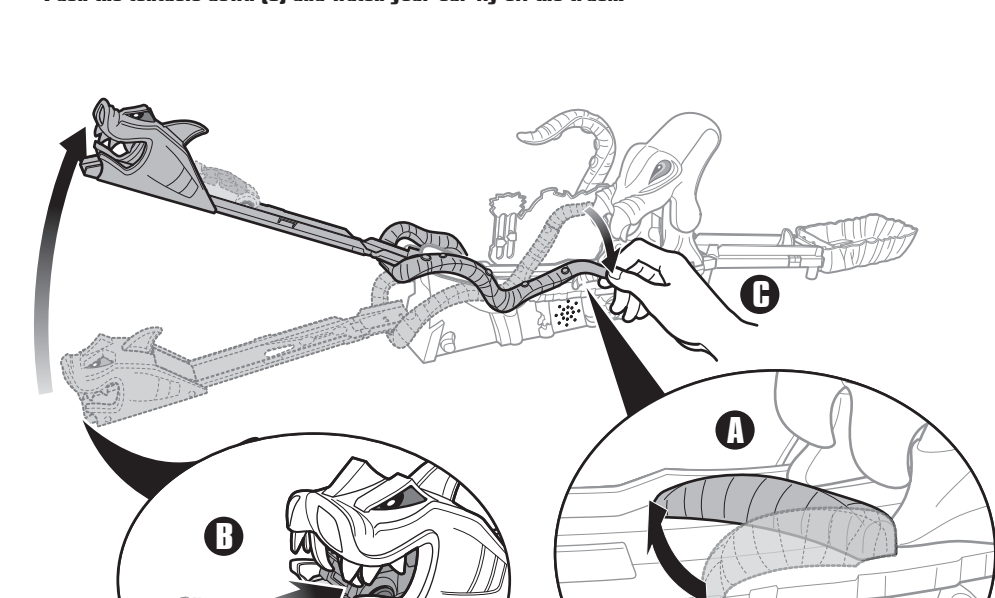


Make sure the shark fin is pushed all the way back. Place car at the bottom of the ramp in front of the fin. Press the button down as shown to launch your car and attack the octopus!

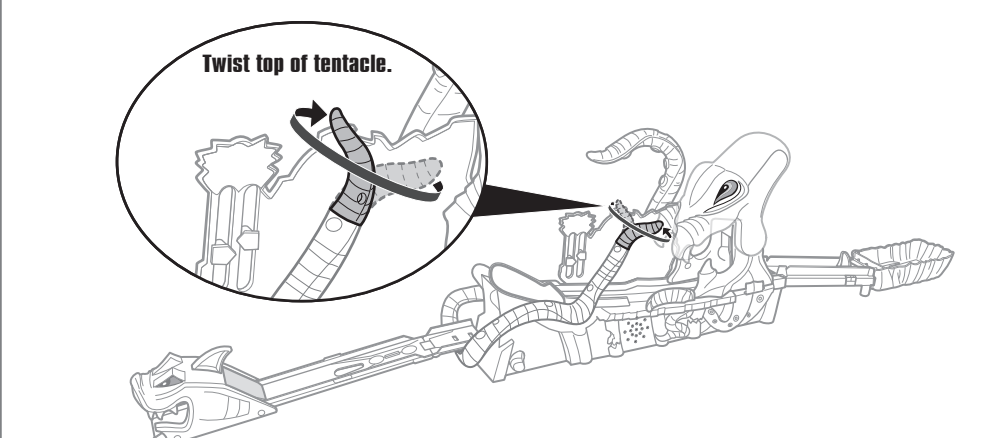


TO PLAY SERIES 3

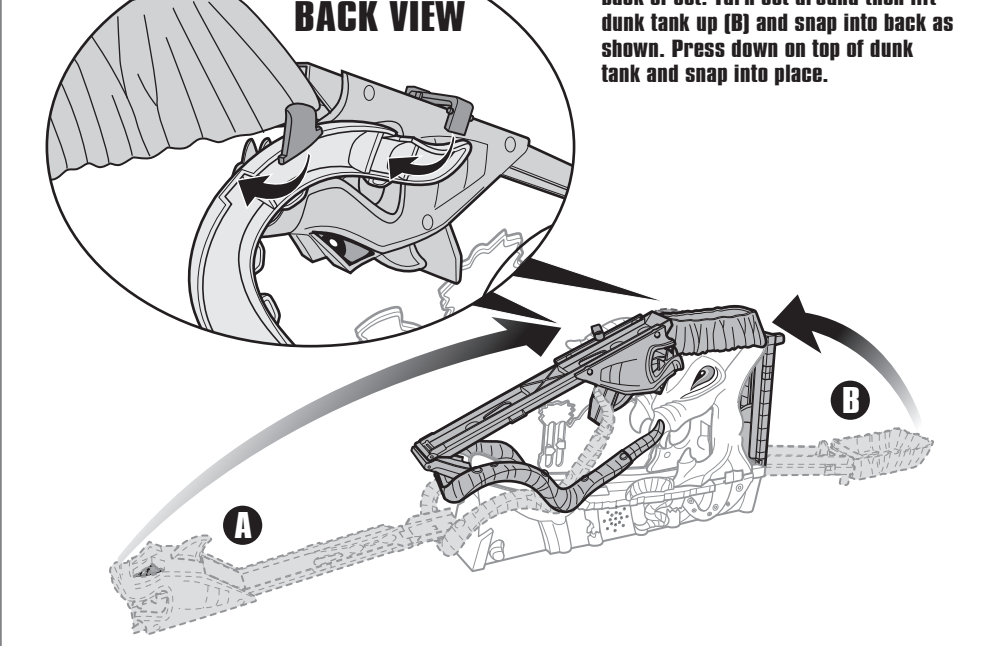
Push tentacle diverter in (A). Load car into the shark's mouth (B). Push the tentacle down (C) and watch your car fly off the track!



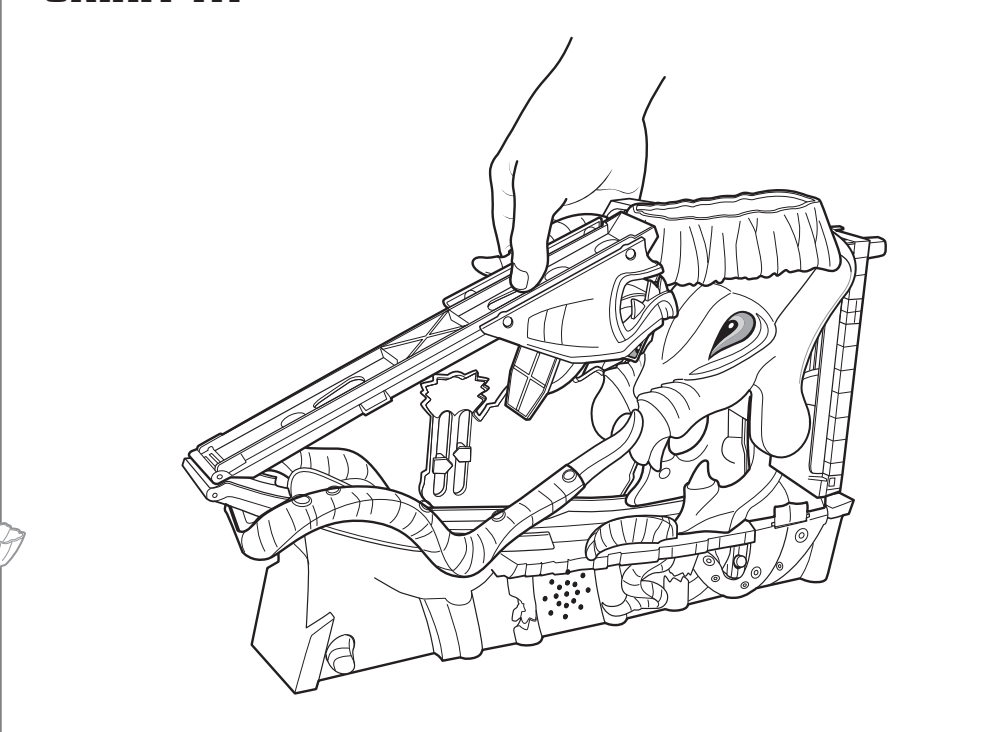
FOLD UP FOR STORAGE



BACK VIEW



CARRY IT!

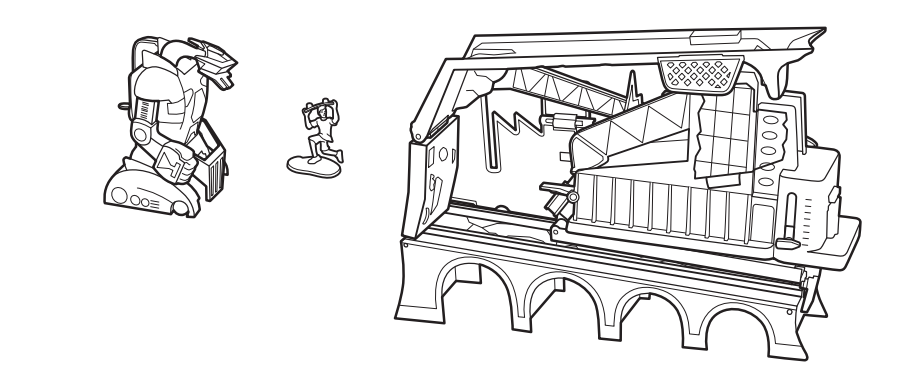


INSTRUCTION SHEET SPECIFICATIONS table with fields for Title, Part No., Print Date, Type of File, # Pages, # Lines, Paper Stock, Paper Weight, and EDM No.

Folding Diagram table with columns A, B, C and rows 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14.

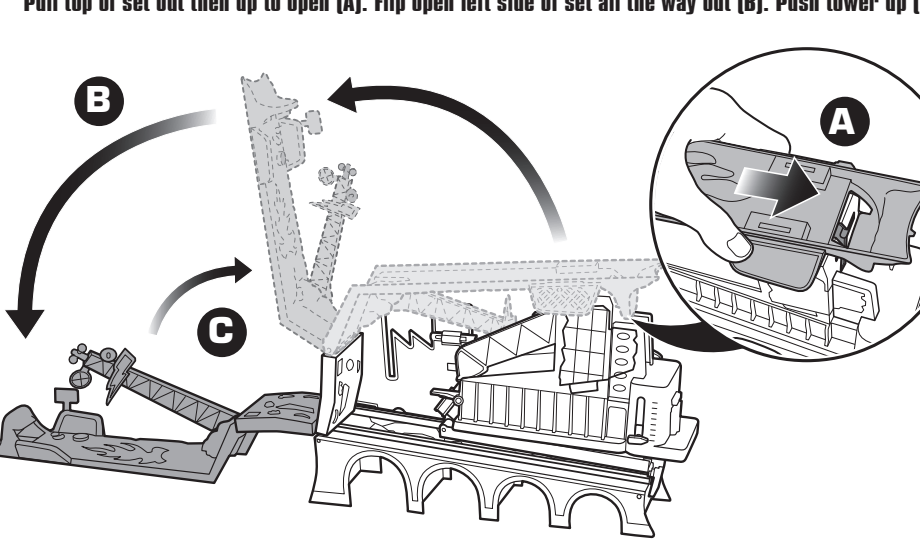
ROBOT ATTACK™

CONTENTS:

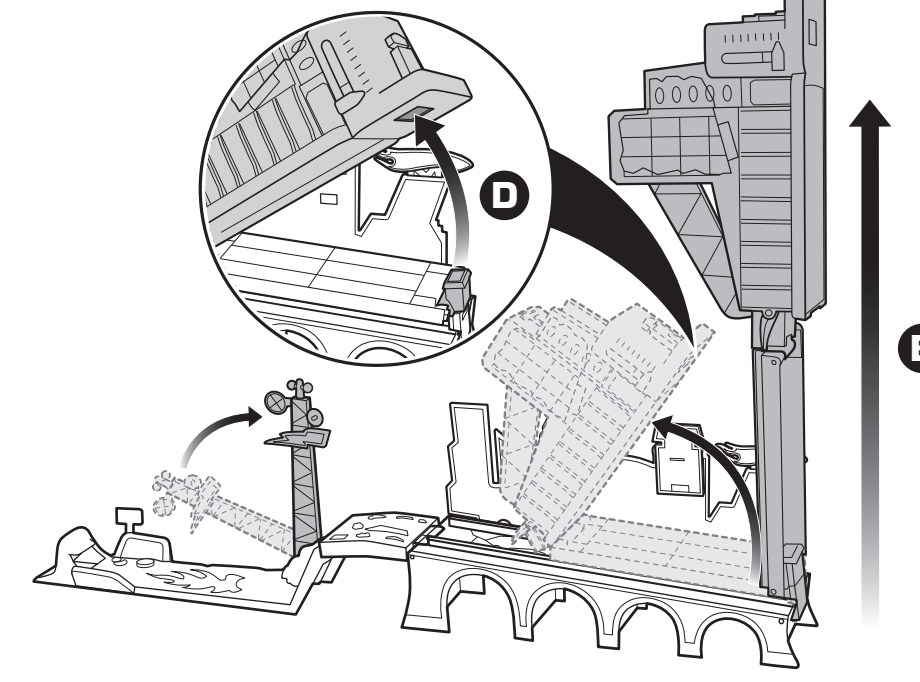


OPEN YOUR SET

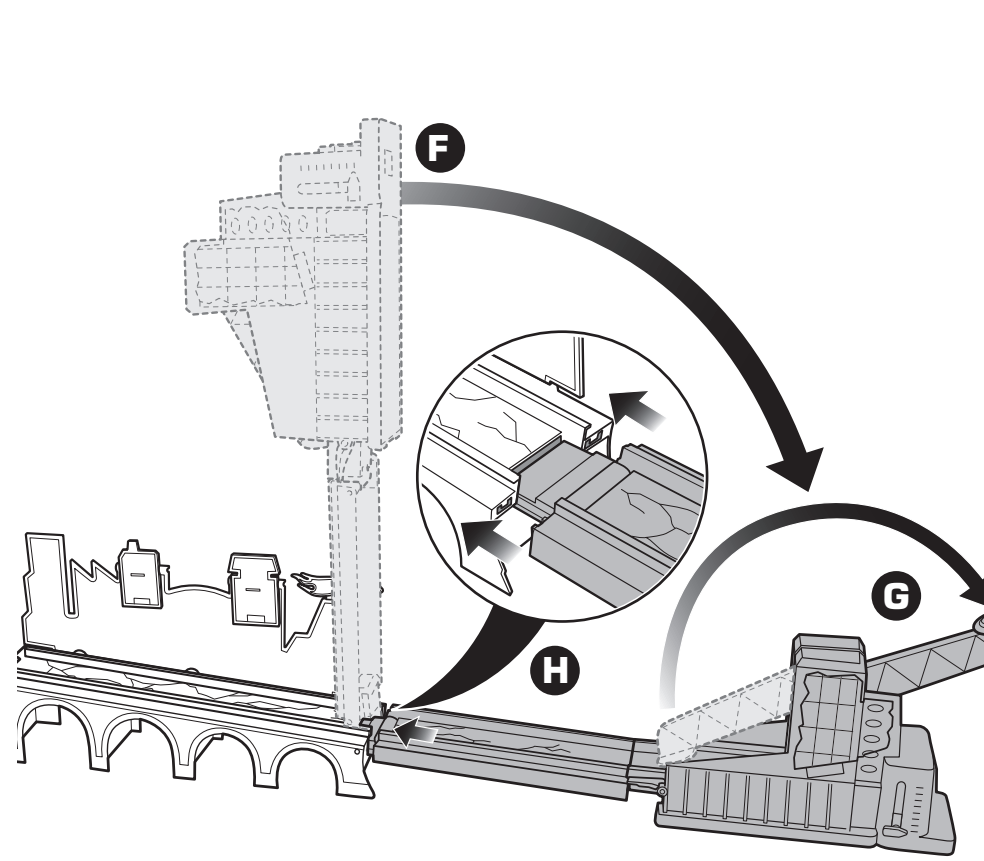
Pull top of set out then up to open (A). Flip open left side of set all the way out (B). Push lever up (C).



Flip up right side of set (D). Unscrew launcher from bottom of track (E).

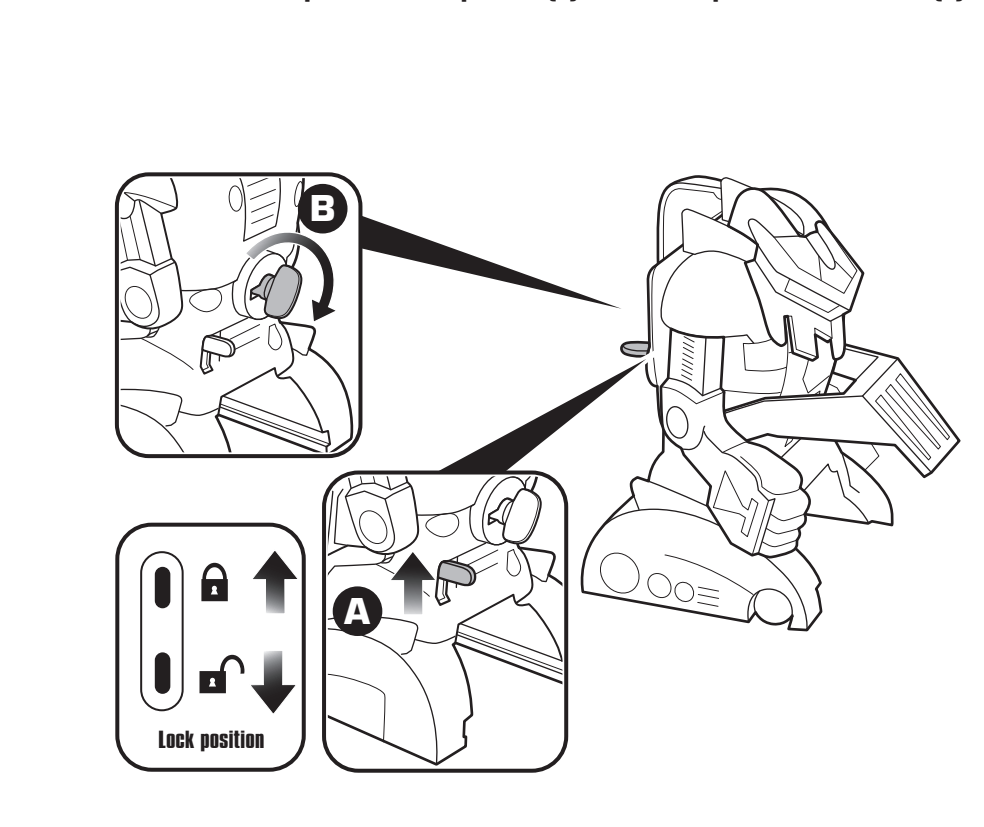


Fold all the way open (F). Lift launcher lever up and over (G). Push track in (H).



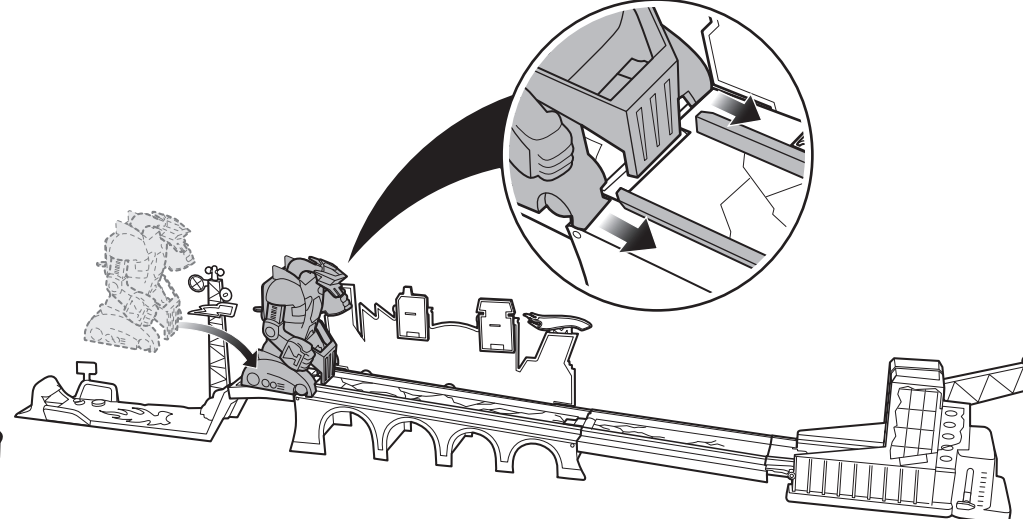
GET READY TO PLAY

Make sure the switch is up in the locked position (A). Then wind up the robot as shown (B).

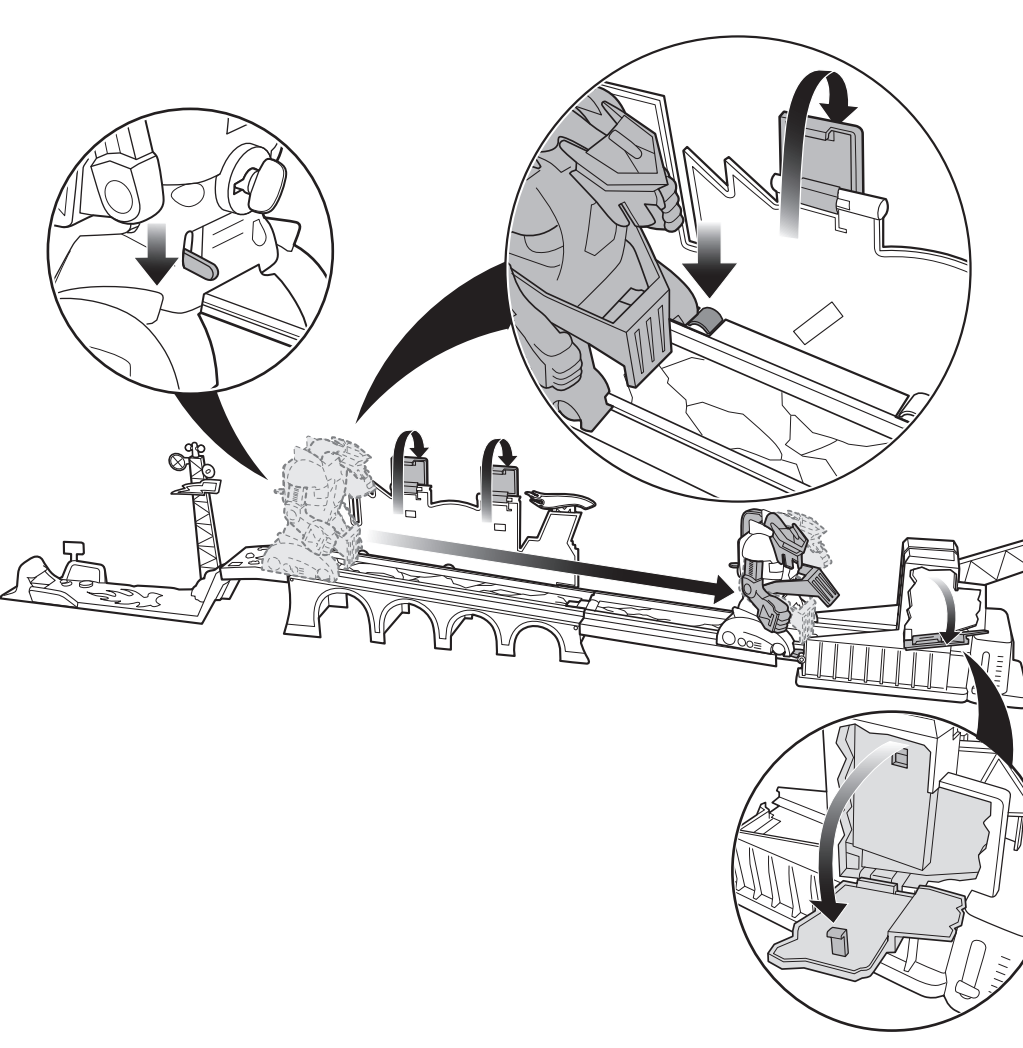


TO PLAY THERE ARE MANY WAYS TO PLAY! THE ROBOT ATTACKS THE CITY!

1. Place robot on the set as shown.

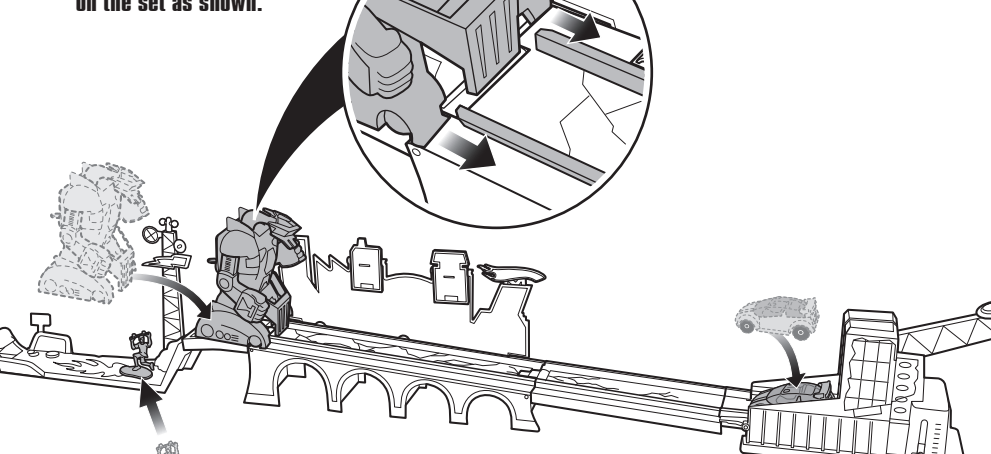


Move the switch down to unlock the robot. As the robot travels down the track the city signs will flip open. Watch as the robot travels through and destroys the city! When the robot reaches the end of the track he will release the trigger and a door will flip open. The robot has won by destroying the city!

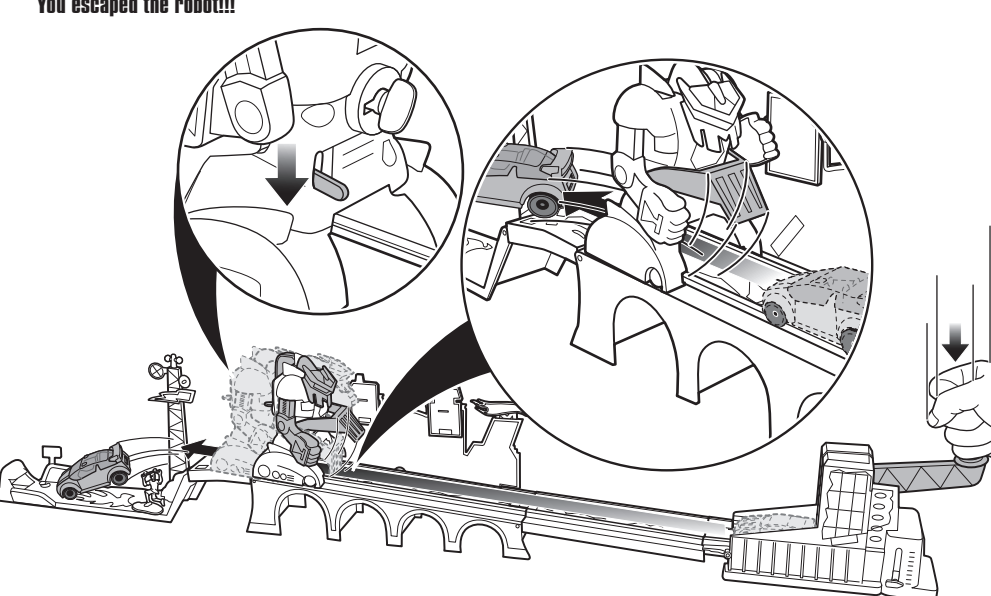


ESCAPE THE ROBOT!

2. Place figure, robot, and car on the set as shown.

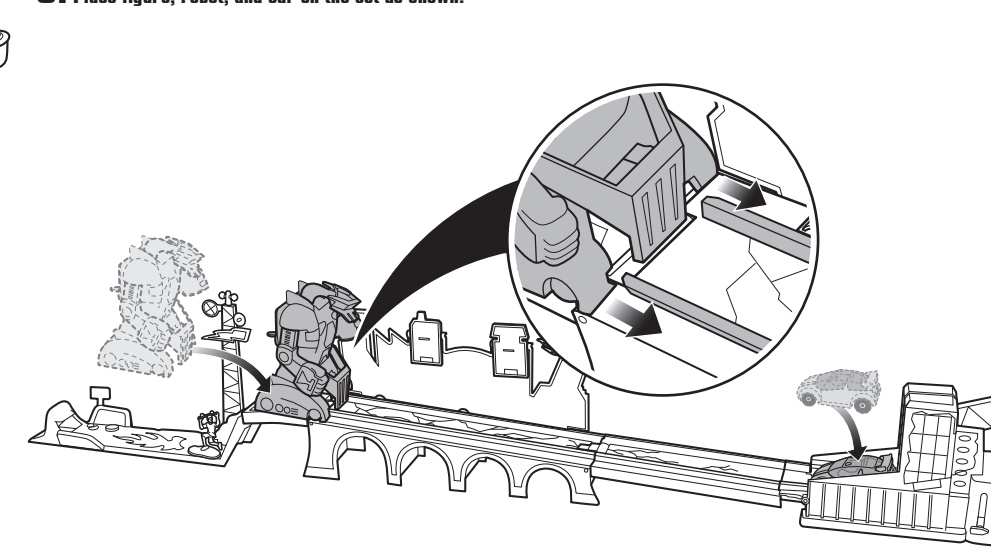


Move the switch down to unlock the robot. Push down the launcher lever and away you go! Try to make it past the robot as his shield opens! You escaped the robot!!!

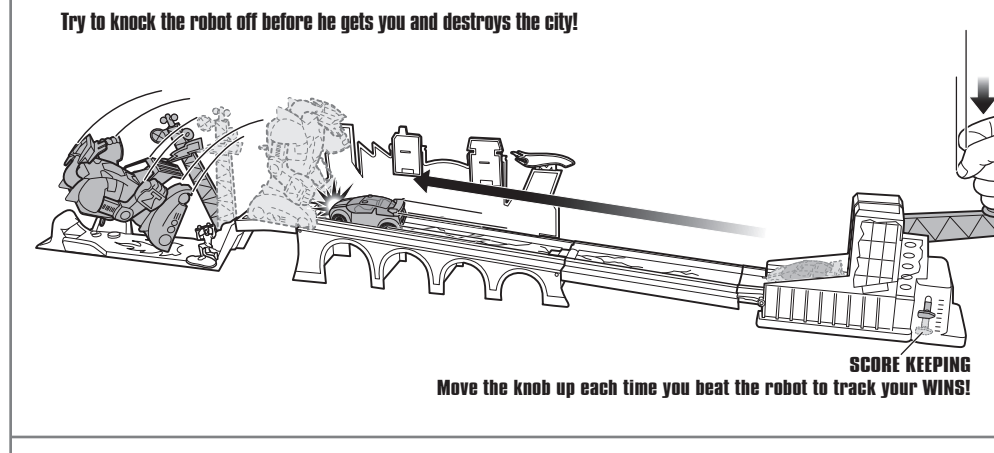


Can you beat the robot?

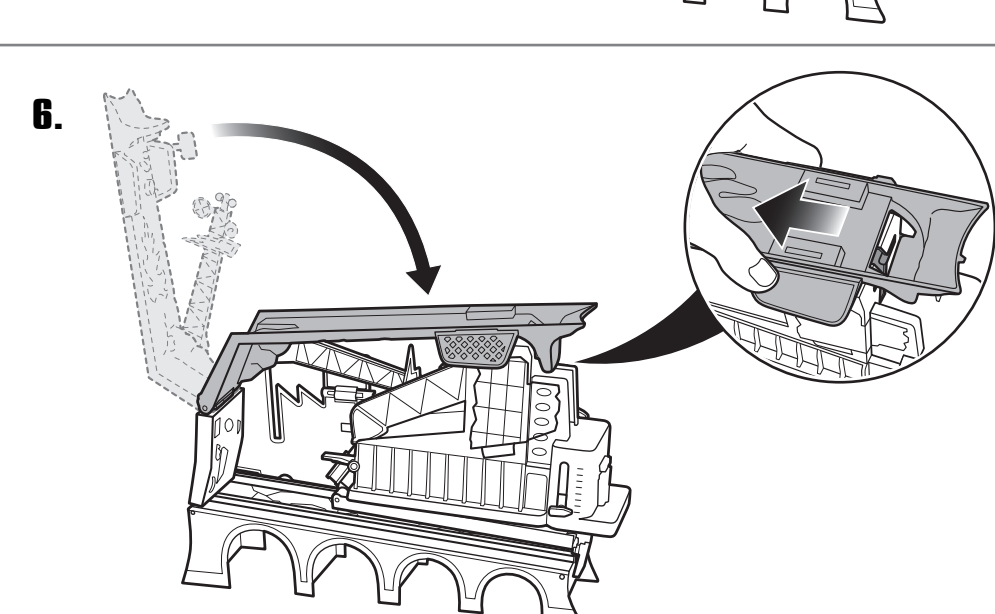
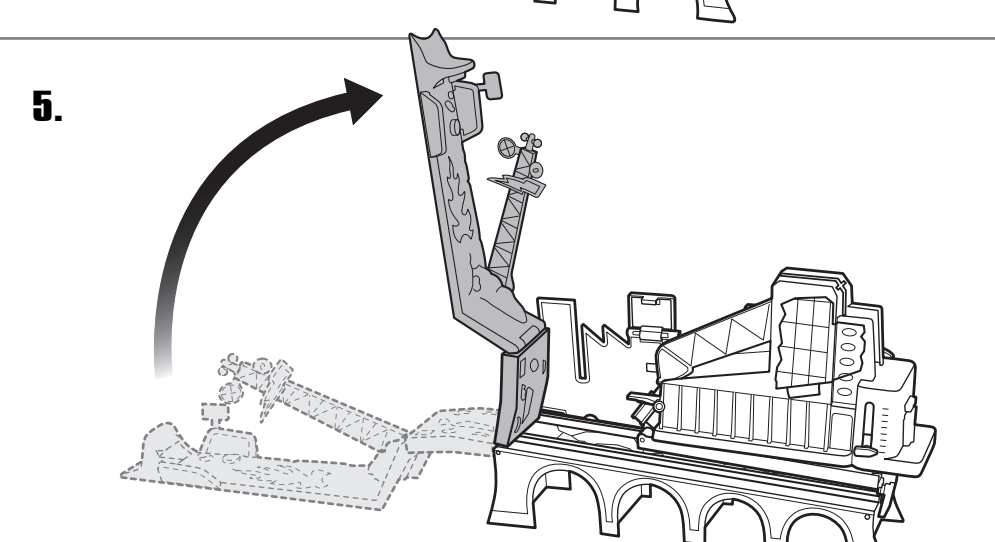
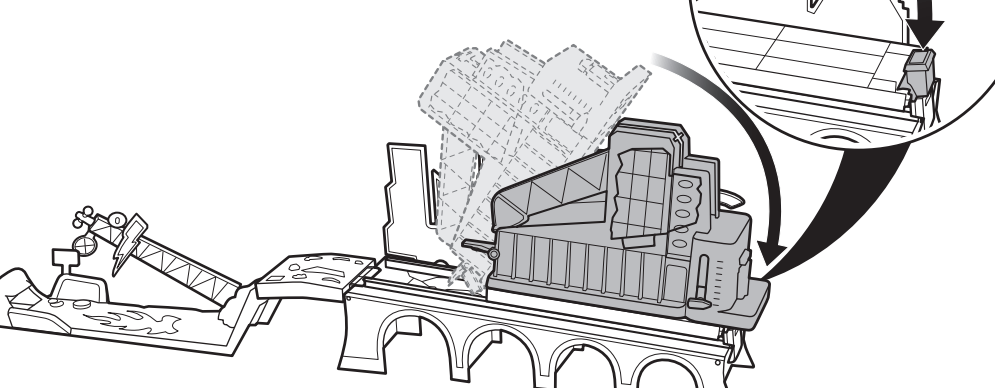
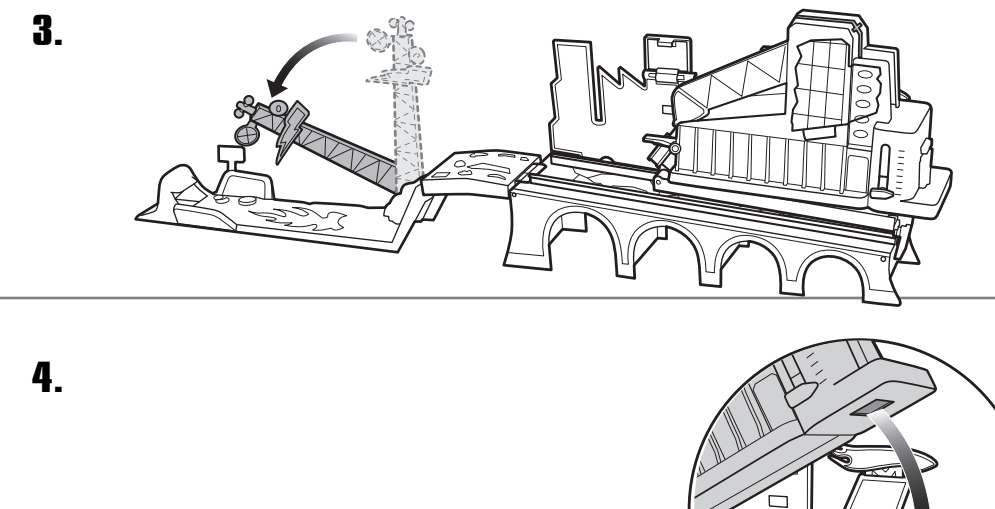
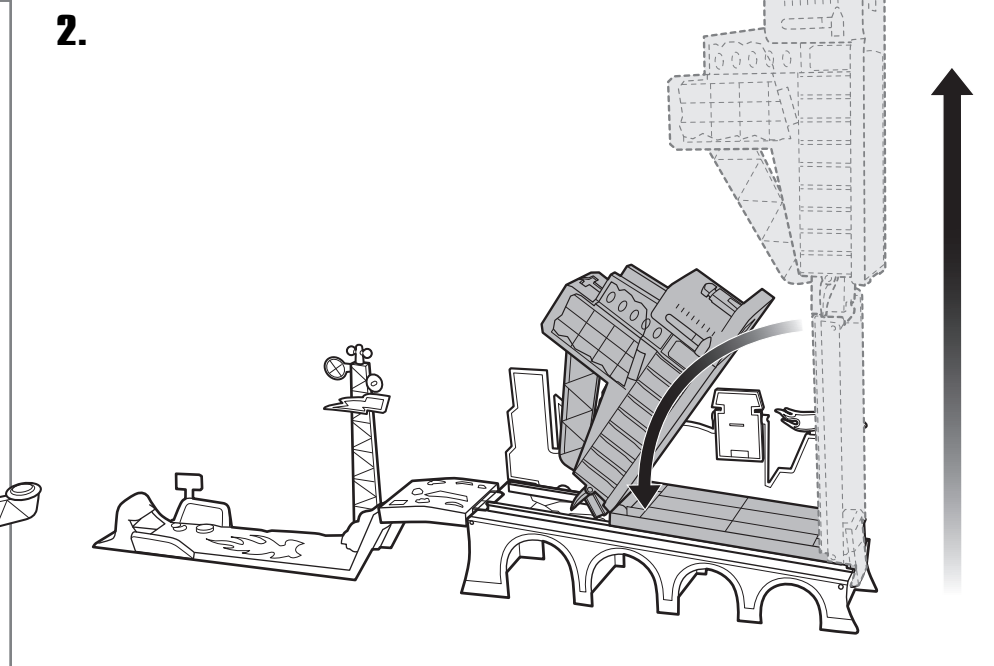
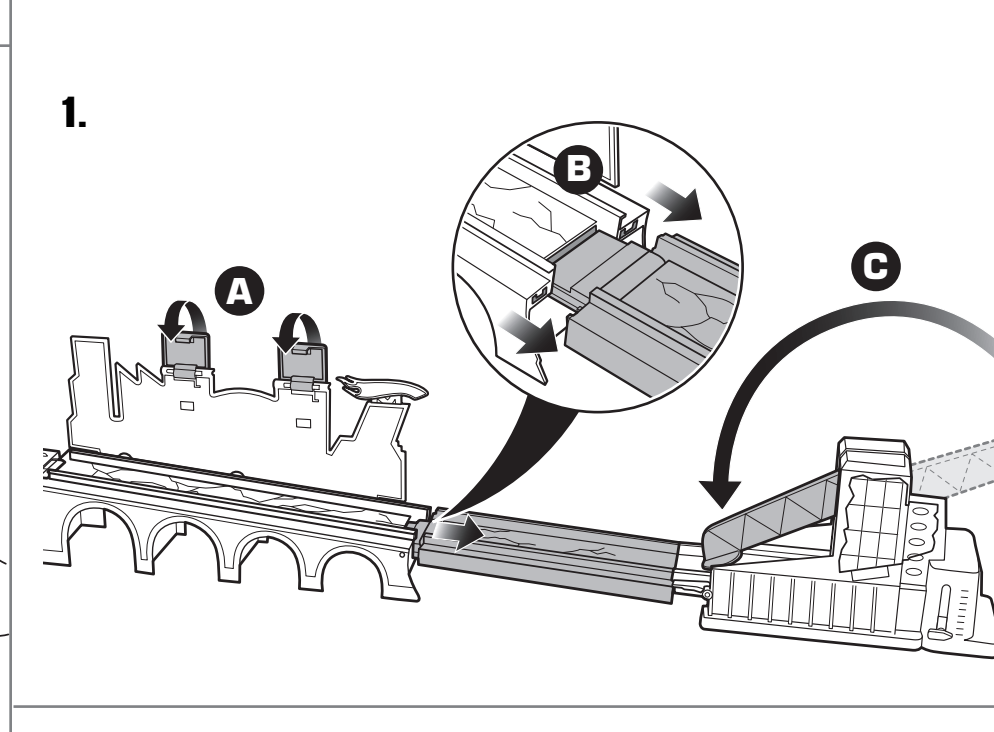
3. Place figure, robot, and car on the set as shown.



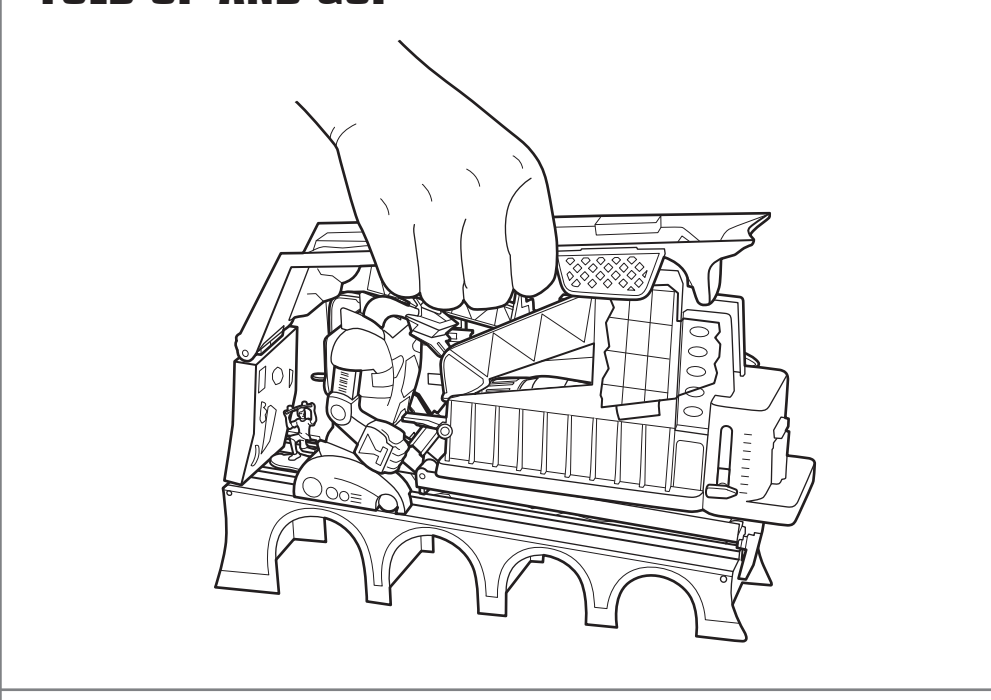
Move the switch down to unlock the robot. As the robot makes his way down the track, push down the launcher lever. Try to knock the robot off before he gets you and destroys the city!



FOLD UP FOR STORAGE



FOLD UP AND GO!



BATTERY SAFETY INFORMATION

- 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 product.
• Rechargeable batteries are to be removed from the product before being charged (if designed to be recharged).
• Dispose of battery(ies) safely.
• Do not dispose of this product in a fire.
• The batteries inside may explode or leak.
• Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
• Do not mix old and new 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.

For product sold in USA

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

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