

CONSUMER INFORMATION

⚠ DANGER

To prevent electric shock, do not immerse in water; wipe clean with a damp cloth.

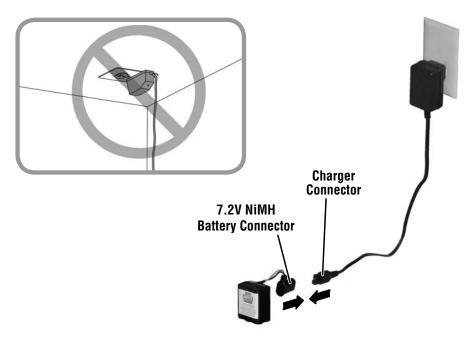
IMPORTANT! Before first-time use, charge the 7.2V NiMH rechargeable battery pack for **4 hours**. Charge the 7.2V NiMH rechargeable battery only with the supplied charger. Do not use any other charger.

- Please read this booklet before first-time use. Keep these instructions for future reference, as they contain important information.
- Adult assembly is required.
- Requires one 7.2V NiMH rechargeable battery pack (included) and two "AA" (LR6) alkaline batteries (not included) for operation.
- Tool required for battery installation: coin or slotted screwdriver, and a Phillips screwdriver (tools not included).
- The charger is not a toy. Do not use extension cords with the charger.
- Adults Note: Adult supervision is required examine this product for damage to the cord, housing or other parts that may result in the risk of fire, electric shock or injury. If the product is damaged, do not use it.
- Even with proper care, the rechargeable battery will not last forever. The life of the
 rechargeable battery depends on how well you follow these instructions and the total
 number of hours it is used. If you should need to replace the rechargeable battery,
 contact Fisher-Price®.
- Do not disassemble the sealed 7.2V NiMH rechargeable battery pack.
- Do not recharge a battery pack that shows leakage or corrosion.
- Charger specifications: Input 120 VAC, 60 Hz, 0.3 A; Output 8.4 VDC, 300 mA, 2.5 VA.
- This product is intended for indoor use only.
- This product is not recommended for use on loose dirt or wet surfaces.
- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not use bleach. Do not use harsh or abrasive cleaners. Do not immerse in water. Immersing this toy can result in electric shock.
- This product has no consumer serviceable parts. Do not take this toy apart.



BATTERY CHARGING

IMPORTANT! Before first-time use, charge the 7.2V NiMH rechargeable battery pack for 4 hours.



- Plug the 7.2V NiMH battery connector into the charger connector.
- Plug the charger into a standard wall outlet. The charger L.E.D. turns red.

Notes: If power flow to the wall outlet is controlled by a switch, make sure the switch is "ON". Use the charger only in a wall outlet. Do not plug the charger into a ceiling outlet. To connect to a supply that is not in the United States, use an adapter (not included and sold separately) with the proper configuration for the power outlet.

- Charge the battery for four hours. When charging is complete, the charger L.E.D. turns green.
- Disconnect the charger connector from the battery connector. Unplug the charger from the wall outlet.



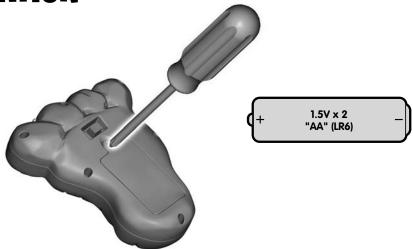
BATTERY INSTALLATION





BigFoot

- Locate the battery compartment on the bottom of the toy.
- Loosen the battery compartment lock with a coin or slotted screwdriver. Remove the battery compartment door.
- Plug the 7.2V NiMH battery connector into the toy connector.
- Fit the connectors and the battery into the battery compartment.
- Replace the battery compartment door and tighten the battery compartment lock.
- If BigFoot begins to operate erratically, you may need to reset the electronics. Slide the power/volume switch off and then back on.
- When BigFoot says "low battery", it's time for an adult to charge the battery. Charge the 7.2V NiMH battery for four hours.



Remote Control

- Locate the battery compartment door on the bottom of the remote.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Insert two "AA" (LR6) alkaline batteries.

Hint: We recommend using alkaline batteries for longer battery life.

- Replace the battery compartment door and tighten the screw with a Phillips screwdriver.
- If the remote begins to operate erratically, you may need to reset the electronics. Slide the power switch off and then back on.
- When the L.E.D. does not light or BigFoot does not respond to the remote, 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 (Europe only).

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 batteries safely. Do not dispose of 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.

CONSUMER INFORMATION



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

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2; www.service.mattel.com.

Great Britain: Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB, Helpline: 01628 500303.

www.service.mattel.com/uk

Mattel Europa, B.V., Gondel 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 1331, Auckland.

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.

ICES-003

This Class B digital apparatus complies with Canadian ICES-003. 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.

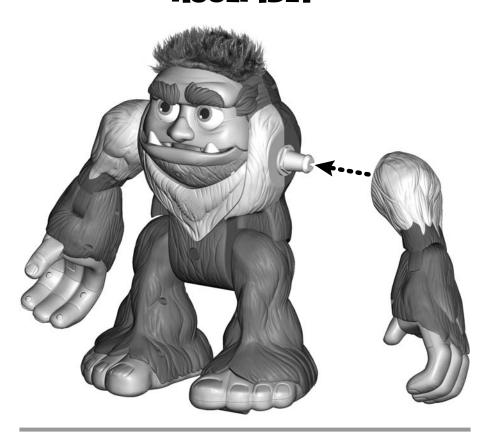
NMB-003

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada. 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 recu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

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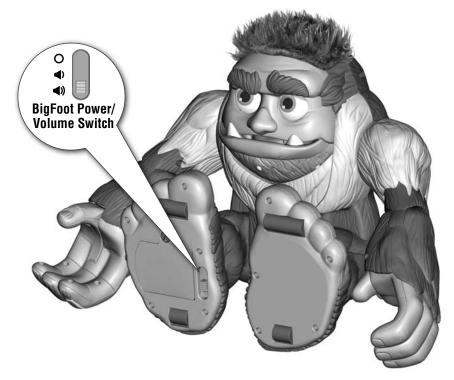
PRINTED IN CHINA
T2742a-0920

ASSEMBLY

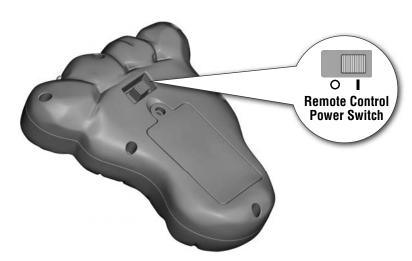


• Fit the socket on the arm onto the peg on the body. Push the arm to "click" into place. Make sure you hear a "click".





• Slide the power/volume switch on the bottom of BigFoot to ON with low volume ◀), ON with high volume ◀) or OFF ○.



• Slide the power switch on the bottom of the remote control ON I or OFF O.





Note: This toy works best if you have a co





Give BigFoot his ball and press the button. Watch BigFoot toss it! Press and hold the button and BigFoot winds up; release the button and he tosses it!





Press the button and BigFoot yawns to tell you he's sleepy. Press and hold the button to watch BigFoot go to sleep.





Press the button and BigFoot gets angry. Press and hold the button and watch BigFoot pound his fists!





BIG BIG FUN!

lear path between the remote control and BigFoot. Point the remote control at BigFoot and press a button. The



Press the button to make BigFoot exercise. Press and hold the button to hear him count each rep!



Press the top or bottom of the button to make BigFoot take a step forward or backward. Press and hold the button and he'll keep going!



Press and release the button to watch BigFoot roll backwards. Press and hold and BigFoot roll forwards.



maximum range of the remote control is 15 feet.



Press the button to see how happy BigFoot is as he shouts "Whoo hoo!". Press and hold the button for even more excitement!



Press the button to see what BigFoot will do on his own. Press and hold for even more fun!



Feed BigFoot a leaf and listen to him chew. Press the button on BigFoot's belly to make him laugh.

BigFoot has his own gibberish, but listen closely and you might hear these words too!

BACKING UP BEEP LOOK OUT **ANGRY** DLΔV PLAY PLAY PLAY **BIGFOOT SCARED BIGFOOT** WHOO HOO WHOA **UH OH UMPH** HUH OOPSIE MMM MMM HUNGRY VUMMV BLAH LOW BATTERY **EXCUSE ME NOT AGAIN BUDDY! NO MORE 0000H** TA DAA **HELLO** HEY NUH UH OUCH **WANNA PLAY EXERCISE**

WHERE'S MY BALL

TROUBLESHOOTING GUIDE

Problem	Solution
No sounds/motion from BigFoot	 The 7.2V NiMH rechargeable battery pack requires a first-time charge. Charge the battery for 4 hours. BigFoot's power is not on. Slide the power/volume switch ON. BigFoot is asleep. Press his belly or mouth to wake him up. 7.2V NiMH rechargeable battery pack is weak. Remove the battery pack from the battery compartment on BigFoot and charge for 4 hours.
BigFoot does not react to remote control	 Remote control power is not ON. Slide the power switch ON. If the L.E.D. on the remote control lights when you press a button, BigFoot power is OFF. Slide BigFoot's power/volume switch ON. If the L.E.D. light in the remote control does not light when you press a button, battery power in the remote control is weak. Remove and replace the batteries with two "AA" (LR6) alkaline batteries. If the L.E.D. on the remote control lights when you press a button, you may be out of range of BigFoot. Make sure the remote control is no further than 15 feet from BigFoot and pointed at BigFoot. Bright sunlight or fluorescent light may affect the range of the remote control. Try dimming the light in the room.
BigFoot operates erratically	 7.2V NiMH rechargeable battery pack power is weak. Remove the battery pack from the battery compartment on BigFoot and charge for 4 hours. Electronics may need to be reset. Slide the power/volume switch on BigFoot off and then back on again.
7.2V NiMH rechargeable battery pack feels warm	• It is normal for the battery to get warm during charging and is not reason for concern.

