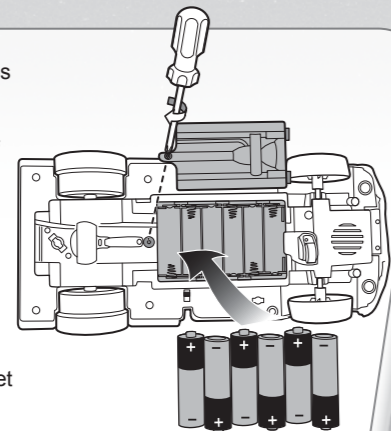


BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips head screwdriver (not included).
- Remove batteries included for demonstration purposes and dispose of them safely.
- Install 6 'AA' batteries in the orientation (+/-) shown.



- Replace battery cover and tighten screw.
- For best performance, use only alkaline batteries.
- Replace batteries if lights dim, sounds play slowly or distort, or vehicle doesn't move.
- If vehicle malfunctions, please turn the vehicle's power OFF and ON again. This should reset your vehicle and let you resume normal operation.

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:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- 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.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire.
- The batteries inside may explode or leak.



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.

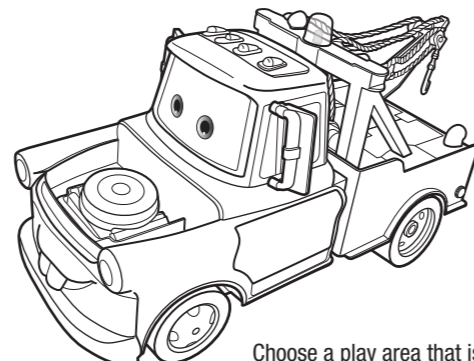


BOMB BLASTIN'™ MATER INSTRUCTIONS



Please keep these instructions for future reference as they contain important information.

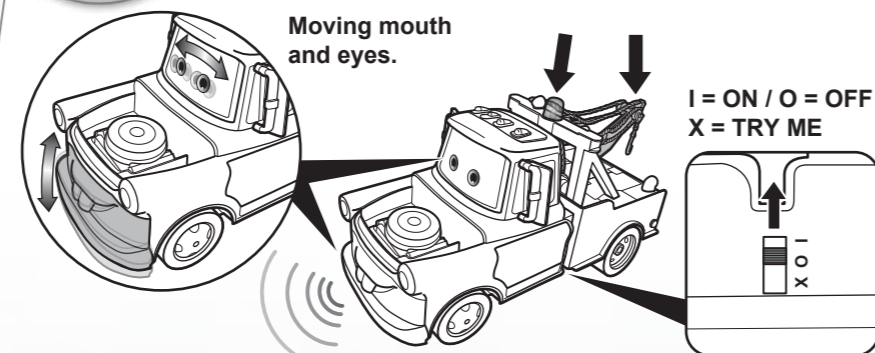
CONTENTS



Choose a play area that is clean, flat and level. Do not use on carpet, dirt or wet surfaces.

TO PLAY

1 PRESS DOME LIGHT OR TOW HOOK FOR LIGHTS AND PHRASES.



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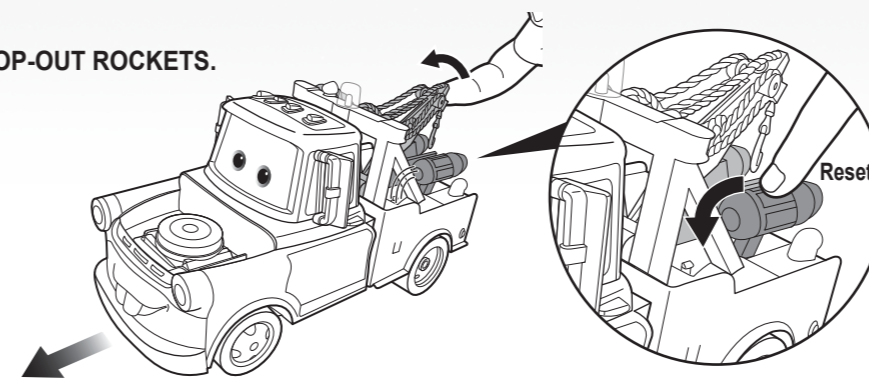
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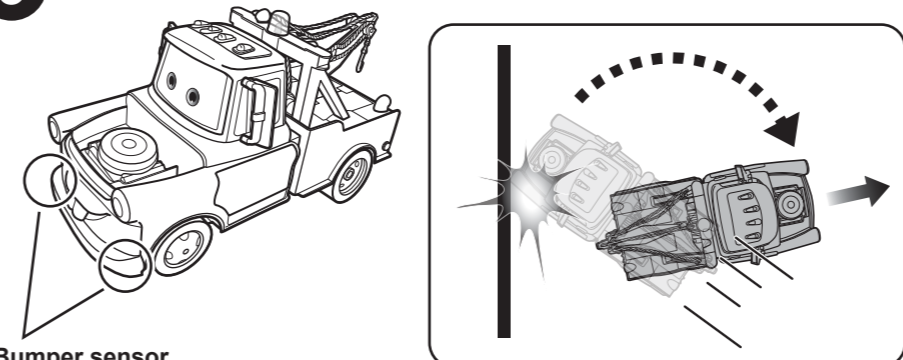
V2794-0920



2 POP-OUT ROCKETS.



3 BUMPER SENSORS. When Mater hits an obstacle, he will turn and continue running.



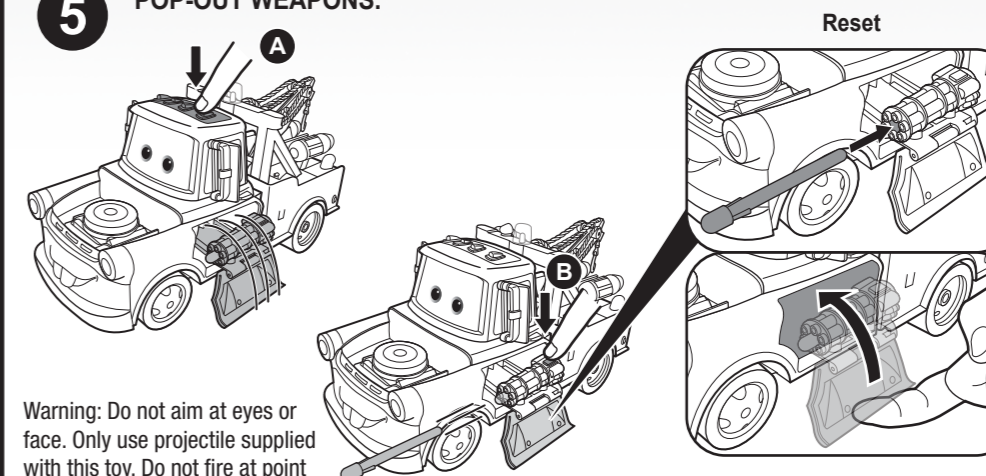
Bumper sensor.

4 MATER DANCE.

To see Mater dance, press button repeatedly until you hear: "I feel a song coming on." or "It is my greatest hit."

NOTE: Mater will go to sleep if left idle for too long. To wake him up, press any activation point.

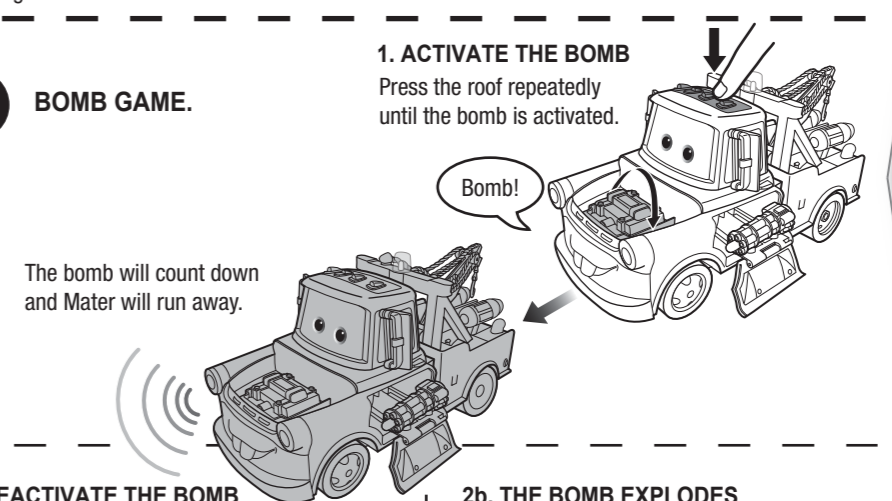
5 POP-OUT WEAPONS.



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

6 BOMB GAME.

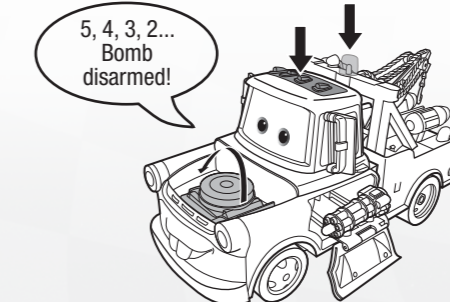
1. ACTIVATE THE BOMB
Press the roof repeatedly until the bomb is activated.



The bomb will count down and Mater will run away.

2a. DEACTIVATE THE BOMB

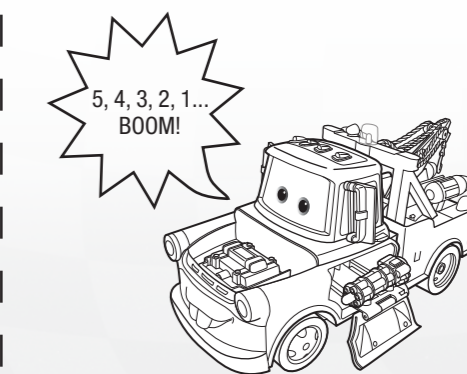
Before time runs out, press the roof or dome light to deactivate the bomb and save Mater.



5, 4, 3, 2... Bomb disarmed!

2b. THE BOMB EXPLODES

If you are too late, the bomb will explode.



5, 4, 3, 2, 1... BOOM!

INSTRUCTION SHEET SPECIFICATIONS

Toy: **BOMB BLASTIN'™ MATER**
Toy No.: V2794
Part No.: 0920
Trim Size: A4
Folded Size: A5
Type of Fold: accordion
colors: 1C+1G
Colors: Black
Paper Stock: White Offset
Paper Weight: 70 lb.
EDM No.: 001

Folding Dummy

