

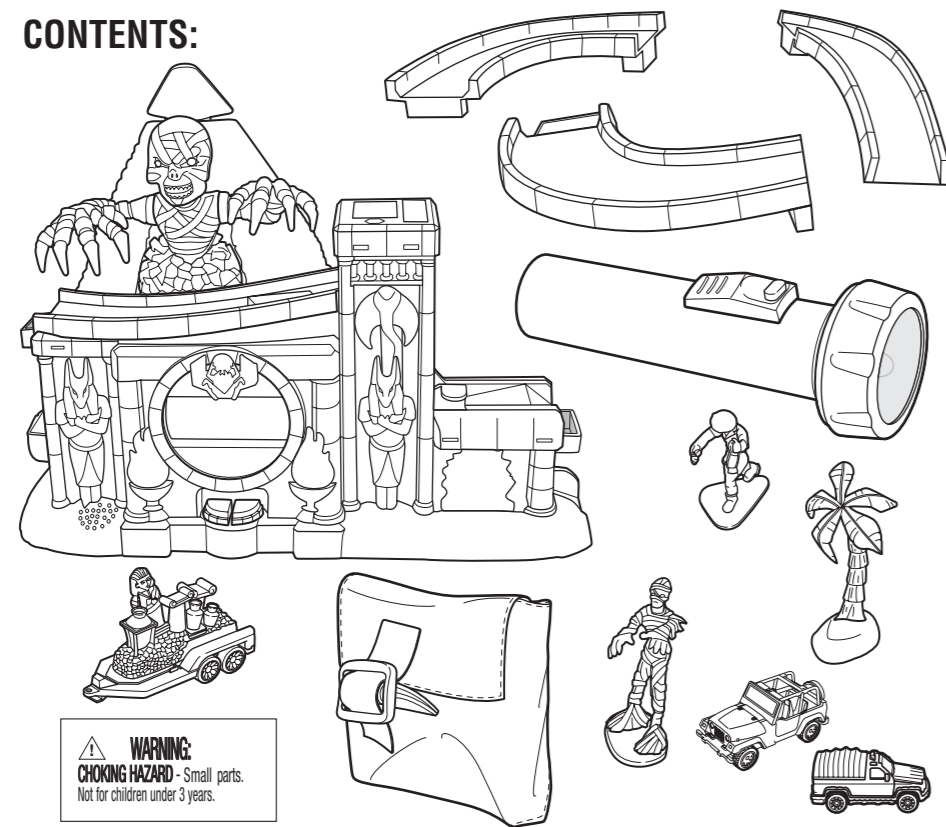


# MUMMY'S GOLD™

## INSTRUCTIONS

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

### CONTENTS:



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

**READY FOR ACTION**

3+

SIMPLE ASSEMBLY  
MATCHBOX.COM

M6383-0920

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## Read your kids the story of the... MUMMY'S GOLD™.

"It looks like another mission!" Say hello to the Deed kids. There's Hudson, almost sixteen, his twin sister Kat, and Griffin – the youngest. For many generations, the Deed family has gone on adventures around the world, and today the three kids are in Egypt! Coming over a Sahara dune in their customized SUV, they see an ancient Egyptian temple, half-buried in the desert sand. Hudson runs an infrared scan. "There's nothing living inside," he says. "There may be nothing living, but something is moving," says Kat. The kids see just a hint of shadow. It's scary, but the Deed kids have courage, and they move in.

As soon as they go through the ancient stone archway, they hear a dusty voice ask, "Who dares wake the mummy?" For a moment they are all silent. What was THAT? Then Hudson says, "Well, this 'mummy' guy probably just woke up from a 3,000 year nap. He's grumpy!" They laugh, and decide to keep going. They pass a large sarcophagus (a stone funeral receptacle) on the side of the passage. As soon as they go by, the sarcophagus creaks open, and three strange fingertips poke out. Then an eye appears, glowing.

Hudson looks in the rearview mirror and sees a huge thing coming down the passageway after them! "What...what IS it?" asks Kat. It's a MUMMY!!! "Nu-uts!" says Griffin. The mummy is catching up! "Beware my curssssssse," hisses the mummy. "I smell 3000-year-old mummy breath," says Kat, while she holds her nose. "Anybody got a mummy mint?" Suddenly, Hudson stomps on the brakes. They're trapped in some sort of room. The mummy laughs a dusty, ancient laugh.

Then something amazing, astounding, incredible happens. The car...is changing! The green changes to white, the metal becomes ancient linen, a giant eye of Osiris appears on the side. **THE CAR HAS BEEN MUMMIFIED!** The Deed kids look around in wonder...they are sitting in an ancient car! The seats are made of camel hide, the gearshift is a willow stick! "I can't drive THIS around," says Hudson. "We need to reverse the curse, but how?" "First we have to get out of this room!" yells Kat.

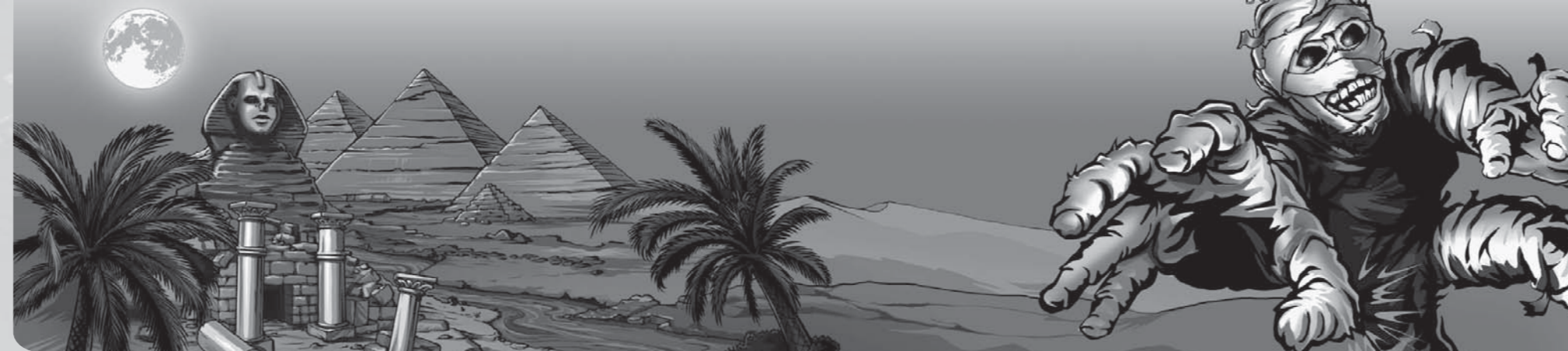
Hudson throws the MUV (mummified utility vehicle) into reverse, and drives right under the legs of the Mummy! The Mummy grabs at them, but gets only air. Driving back the way they came, the kids take another turn, past a dark pit. Hudson stops. They look closer and there seems to be a glow coming from down there. A GOLDEN glow. Then Kat gets a great idea. The MUV is wrapped in linen, a sort of cloth. They attach one piece to the top, then they unroll the linen and "drive" right down the wall! It's incredibly creative, and the Deed kids love to be creative. At the bottom, the kids see a room full of GOLD. It glints in the dim light: ancient masks, golden furniture, round nuggets.

Griffin notices one very special scarab beetle. It seems to glow from inside, and it is made all of gold, with rubies for eyes. "I wonder what this does?" he says. When they get back to the top of the pit - guess who? The Mummy stands over them. Griffin screams, "Go nuts! We're in trouble!" Then a really really weird thing happens. The Mummy starts to wave his arms and legs, dancing and hopping. What's he doing? He's going nuts!! Griffin looks down and sees the scarab beetle glowing.

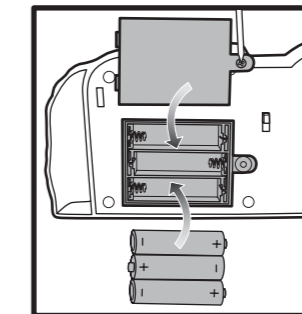
"Um...stand on your head," says Griffin. The mummy stands on its head. "Put your left foot in, put your left foot out, and shake it all around!" commands Griffin. The mummy does exactly as ordered. The scarab lets you command the mummy! "Stop messing around," says Kat. "Let's reverse the curse!" Griffin holds the scarab up and says, "Reverse the curse!" Lights flash, and the car turns back to normal. Hudson checks over all the dashboard controls. "Cool! Thanks, Griffin."

Griffin blushes. He saved the day, even though he's the youngest. "Let's go outside," says Griffin. "I have another idea..." Hudson cruises back out of the temple. "Now, what's your big idea?" asks Hudson. Griffin holds up the scarab and orders, "Mummy, go back to your long sleep!" Inside, they see the shadow pass the window.

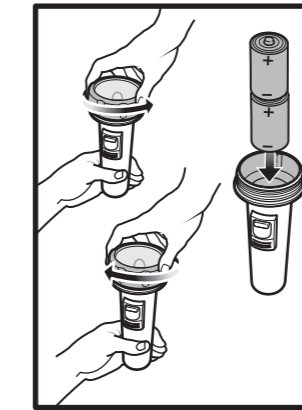
Just before they leave, Hudson takes the scarab. "Some things are too sacred to take away. Let's leave this to the sands." He buries it in the sand. They drive off through the desert, then they get gloomy. They remember that they all have school in the morning!



## BATTERY INSTALLATION/REPLACEMENT



- Playset requires 3 'AA' (LR6) alkaline batteries, not included.
- Unscrew the battery cover with a Phillips-head screwdriver (not included).
- Install 3 'AA' (LR6) alkaline batteries (not included) in the orientation shown.
- Replace the battery cover and tighten screw.
- For best performance, use only alkaline batteries.
- Replace batteries if lights dim or if sounds play slowly or distort.



- Flash light requires 2 'C' alkaline batteries, not included.
- Unscrew the cover as shown.
- Install 2 'C' 'AA' (LR6) alkaline batteries (not included) in the orientation shown.
- Replace the cover and tighten.
- For best performance, use only alkaline batteries.
- Replace batteries if lights dim or product does not function properly.
- Requires (2.4V x 0.5A) replacement bulb(s) (not included).

### BATTERY SAFETY INFORMATION

In occasional 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 (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- 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 batteries 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.

### This device complies with Part 15 of the FCC Rules.

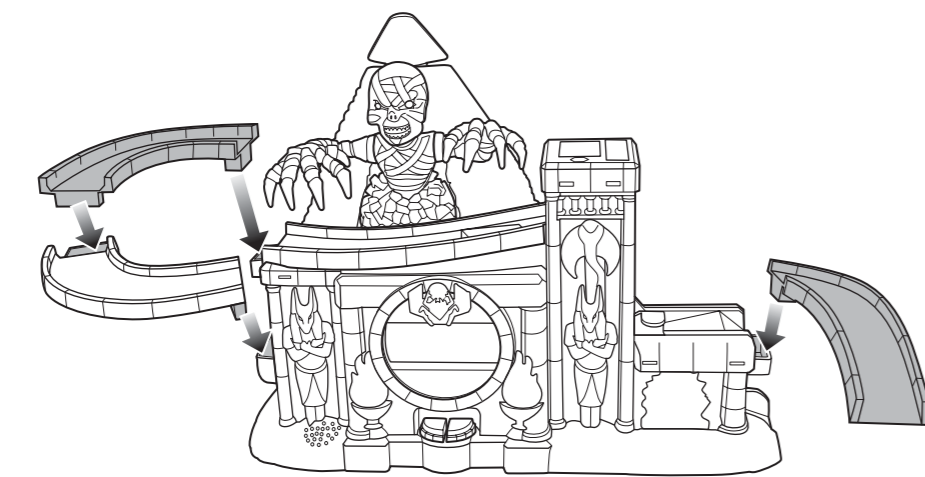
Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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.

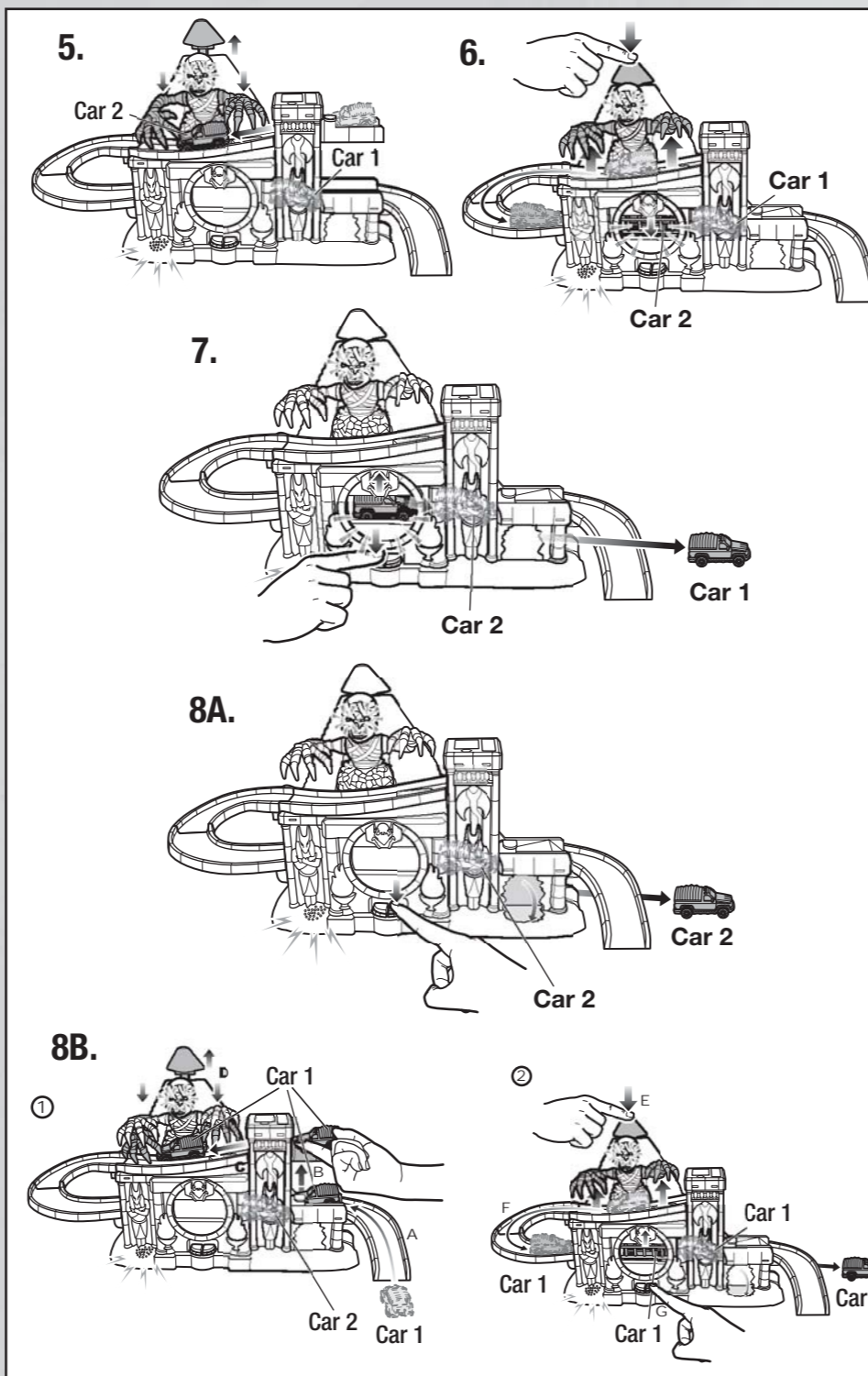
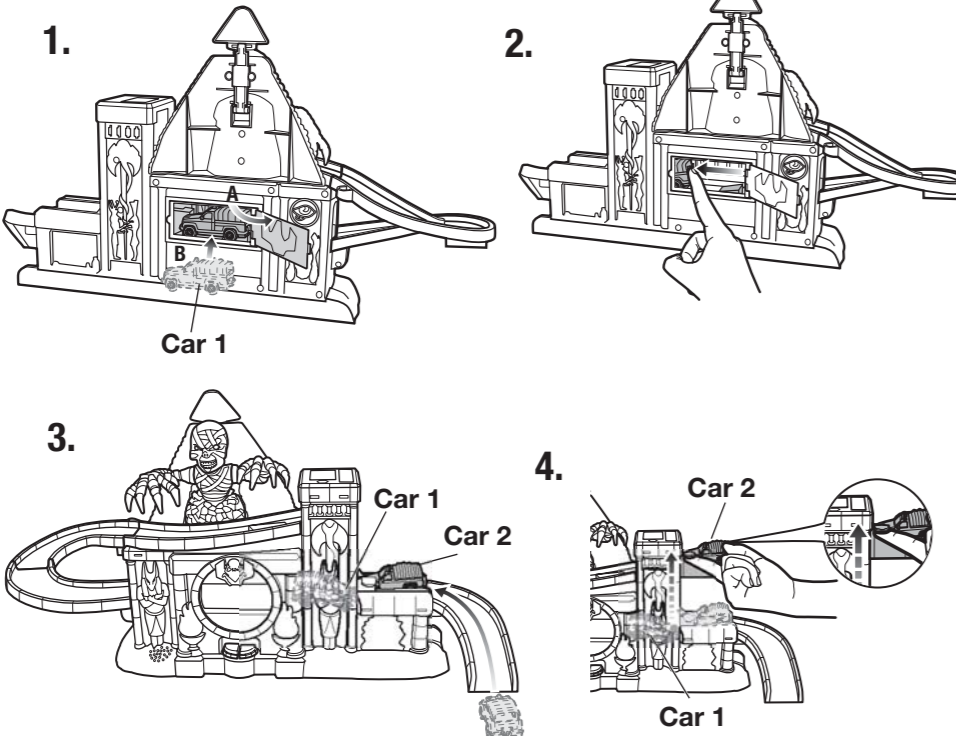
**NOTE:** Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

## TO ASSEMBLE

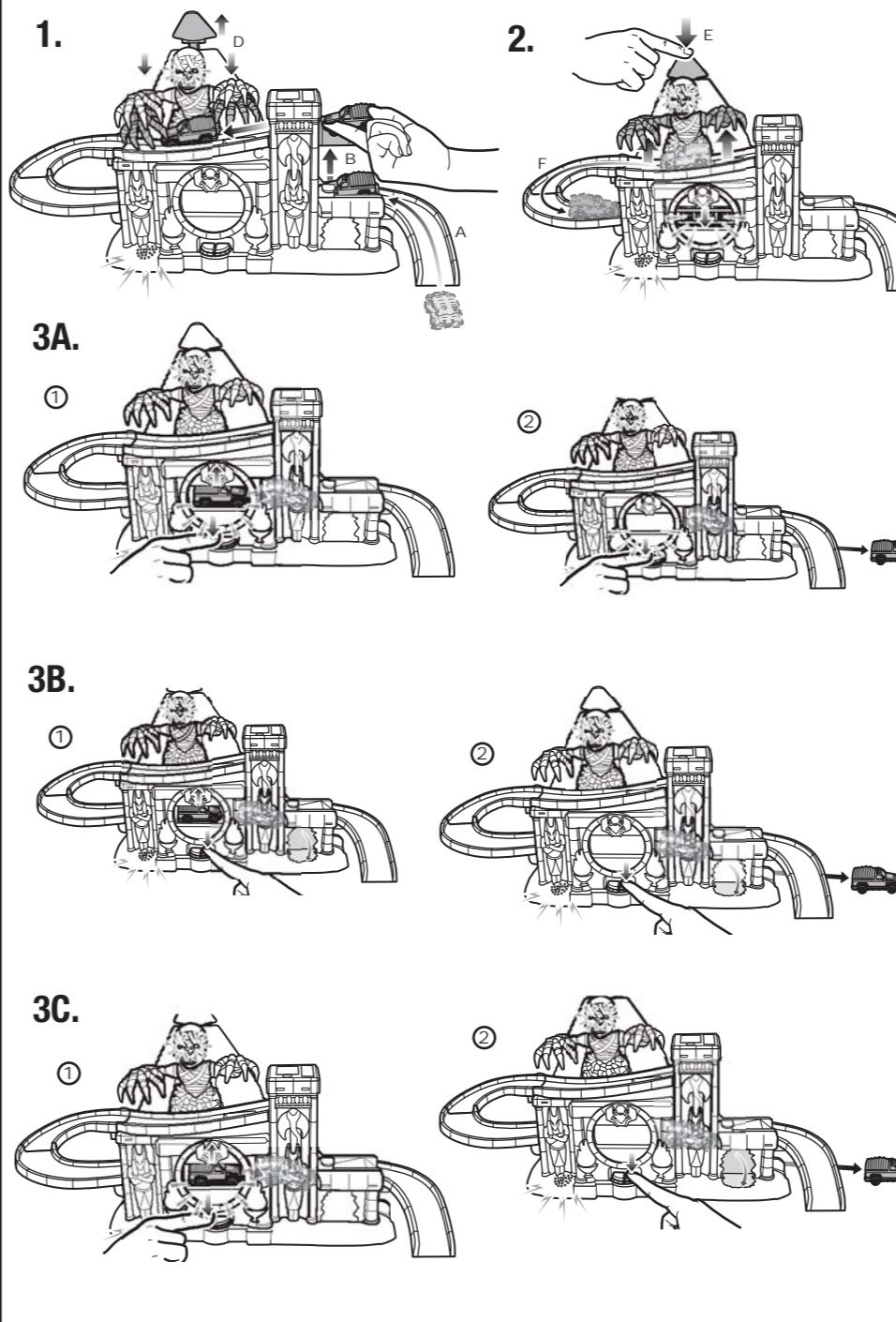


## TO PLAY (A)

### Option 1: Play with two cars.



## Option 2: Play with one car.



## TO PLAY (B)

