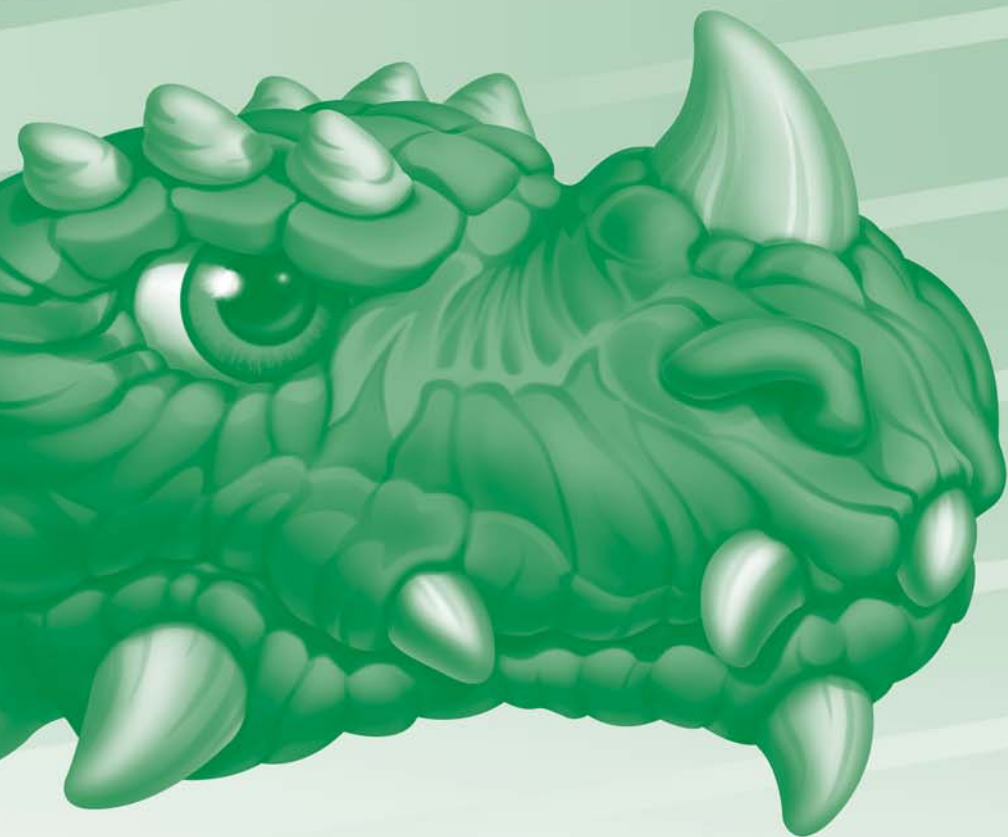


Fisher-Price®

*SPIKE*  
*THE*  
**ULTRA DINOSAUR**



**IMPORTANT SAFETY INSTRUCTIONS -  
SAVE THESE INSTRUCTIONS.**

**⚠ CAUTION - ELECTRIC TOY**

Not recommended for children under 3 years of age. As with all electric products, precautions should be observed during handling and use to prevent electric shock.

**imaginext**  
www.imaginext.com

# CONSUMER INFORMATION

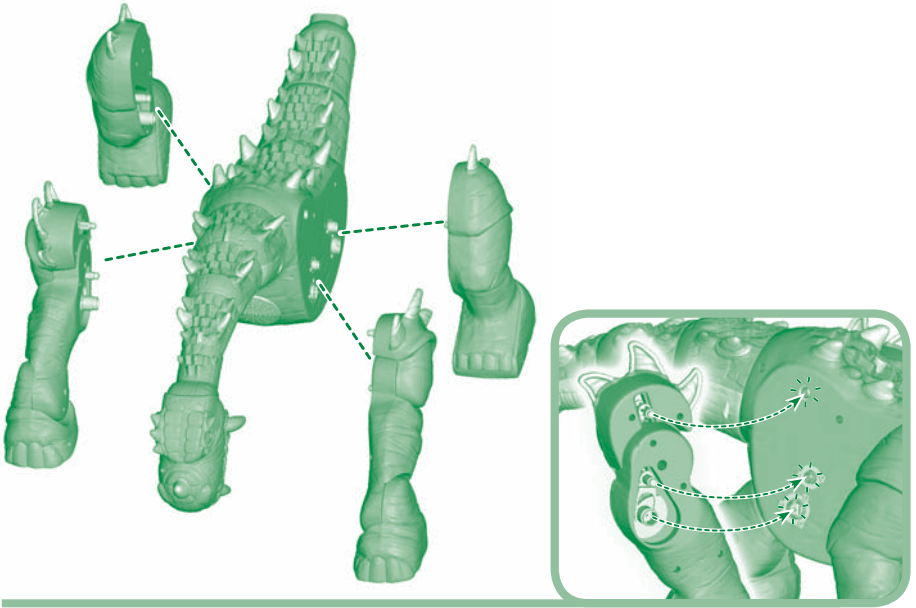
## DANGER

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

To reduce the risk of fire or electric shock, carefully follow these instructions.

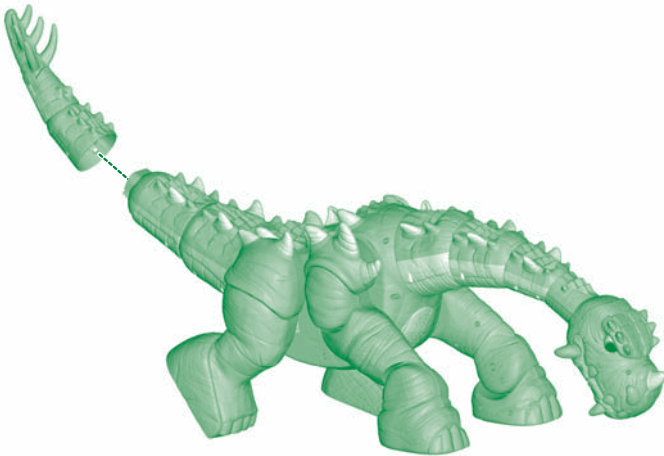
- Please read this booklet before first-time use. Keep these instructions for future reference, as they contain important information.
- Adult assembly is required.
- Requires one 9.6V NiMH rechargeable battery pack (included) and three “AA” (LR6) **alkaline** batteries (not included) for operation.
- Tool required for battery installation: Phillips screwdriver (not included).
- **Before first-time use**, charge the 9.6V NiMH rechargeable battery pack for **4 hours**. Charge the 9.6V NiMH rechargeable battery only with the supplied charger. Do not use any other charger.
- The charger is not a toy. Do not use extension cords with the charger.
- **Adults Note:** Adult supervision is required while charging the 9.6V NiMH battery. Regularly examine the charger for damage to the cord, plug, housing or other parts that may result in the risk of fire, electric shock or injury. In the event of any damage, do not use the charger until the damage has been properly repaired.
- 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 9.6V 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 11.2 VDC, 360 mA, 4 VA.
- This product is intended for indoor use only.
- 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.
- This product has no consumer serviceable parts. Do not take this toy apart.

# ASSEMBLY

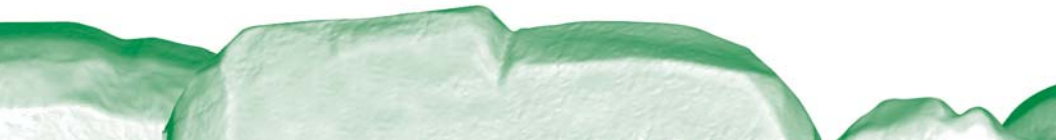


- Match the shape on each leg to the shape on the dinosaur body ■ ● ▲ ★.
- Fit the pegs on each leg into the sockets on the dinosaur body. Push each leg to “click” into place. Make sure you hear a “click”.

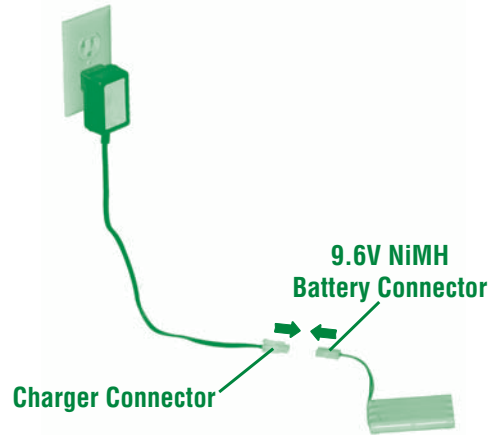
**IMPORTANT!** For proper function, make sure **all three pegs** on each front leg are **snapped** into the sockets on the dinosaur body.



- Fit the tail onto the back of the dinosaur. Push the tail to “click” into place. Make sure you hear a “click”.



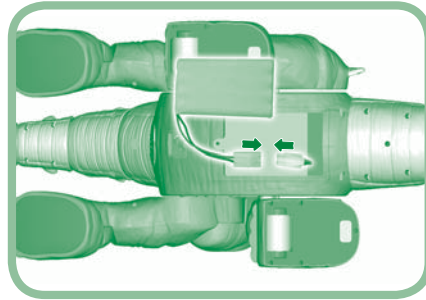
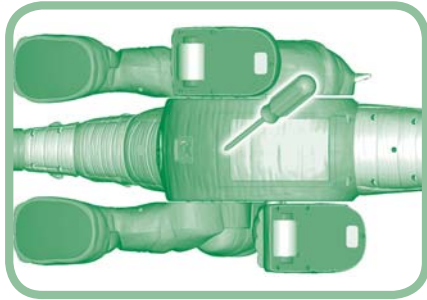
# BATTERY CHARGING AND INSTALLATION



- Plug the 9.6V NiMH battery connector into the charger connector.
- Plug the charger into a standard wall outlet. The charger L.E.D. turns red.

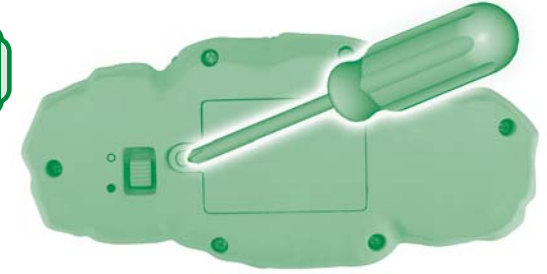
**Notes:** If power flow to the wall outlet is controlled by a switch, make sure the switch is "ON". Use the charger only in a wall outlet. Do not plug the charger into a ceiling outlet. To connect to a supply that is not in the United States, use an adapter (not included and sold separately) with the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



## Dinosaur

- Locate the battery compartment on the bottom of the dinosaur.
- Loosen the screw in the battery compartment door with a Phillips screwdriver. Remove the battery compartment door.
- Plug the 9.6V NiMH battery connector into the dinosaur connector.
- Fit the connectors into the back slot in the battery compartment and then place the 9.6V NiMH battery pack on top.
- Replace the battery compartment door and tighten the screw with a Phillips screwdriver.



## 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 three "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.



- 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 batteries safely. Do not 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.

# CONSUMER INFORMATION



## CONSUMER ASSISTANCE

Call toll free: 1-800-432-5437 (US & Canada only)  
M-F 9AM to 7PM / SAT 11AM to 5PM (EST)

 [service.fisher-price.com](http://service.fisher-price.com)

Write to us at: Fisher-Price® Consumer Relations,  
636 Girard Avenue, East Aurora, New York 14052.

Hearing-impaired consumers using TTY/TDD equipment,  
please call 1-800-382-7470.

For countries outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

Great Britain: Mattel UK Ltd, Vanwall Business Park,  
Maidenhead SL6 4UB. Helpline: 01628 500303.  
[www.service.mattel.com/uk](http://www.service.mattel.com/uk)

Australia: Mattel Australia Pty. Ltd., 658 Church Street,  
Locked Bag #870, Richmond, Victoria 3121 Australia.  
Consumer Advisory Service 1300 135 312.

New Zealand: 16-18 William Pickering Drive,  
Albany 1331, Auckland.

Asia: Mattel East Asia Ltd, Room 1106, South Tower,  
World Finance Centre, Harbour City, Tsimshatsui, HK, China.

### 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.
- 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. 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.

Fisher-Price, Inc., a subsidiary of Mattel, Inc.,  
East Aurora, NY 14052 U.S.A.

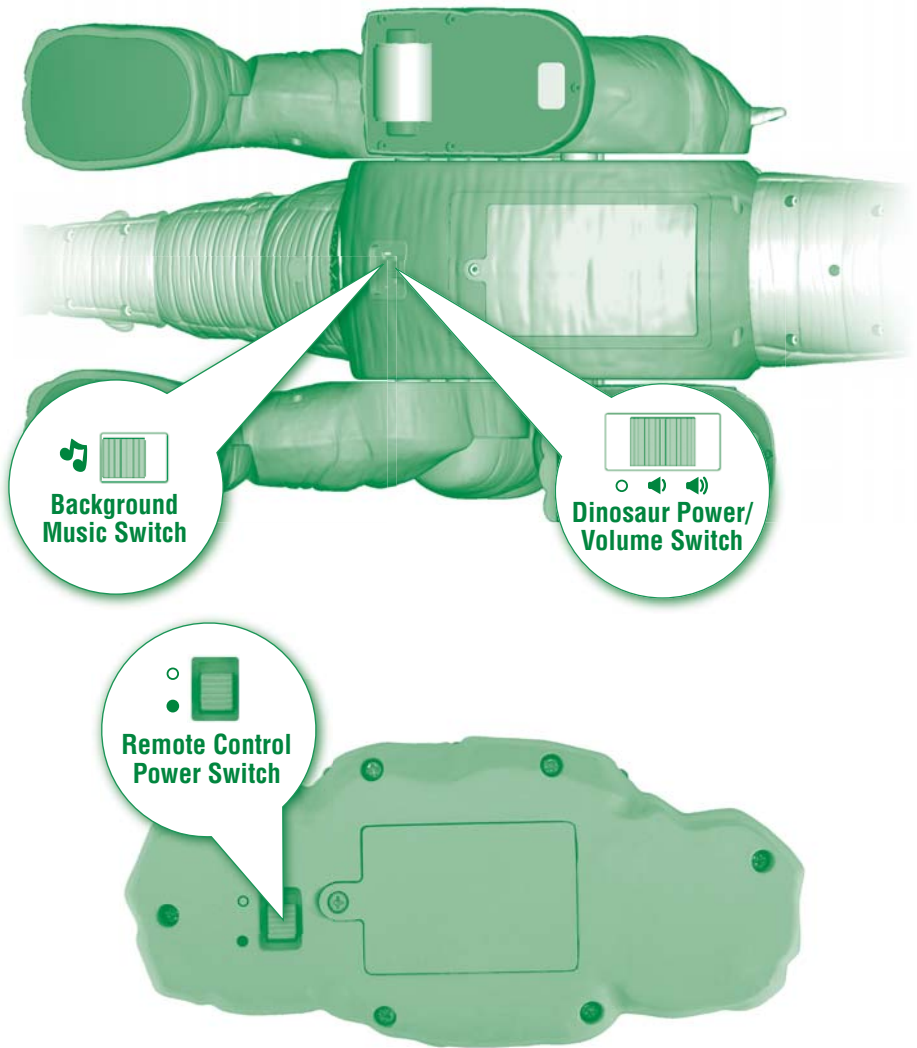
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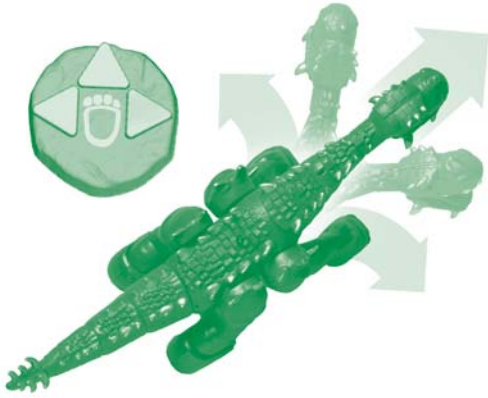


- Slide the power/volume switch on the bottom of the dinosaur to ON with low volume , ON with high volume  or OFF .
- Slide the background music switch to turn the music ON  or OFF.
- Slide the power switch on the bottom of the remote control ON  or OFF .

**Hint:** Spike goes to sleep if he's inactive for two minutes. To wake up Spike, simply press the red button on his back.

# THE ULTRA DINOSAUR EXPERIENCE!

Note: This toy works best if you have a clear path between the remote control and the dinosaur. Point the remote control at the dinosaur and press a button. The maximum range of the remote control is 15 feet.



Press and hold the top side ▲ of the button to move Spike forward; the left side ◀ to move Spike left; and right side ▶ to move Spike right.



Press this button to lower Spike's head.



Press and hold the top side ▲ or the bottom side ▼ of the button to move Spike's neck up and down.



Press this button to make Spike stand up, light up and roaarrrrr! Press again and Spike drops back down on all fours!



Press this button to open Spike's mouth. Press again to close Spike's mouth. If Spike has a boulder or bone in his mouth, press this button to release it!



Press the fun button again and again to see what Spike does all on his own!

See if you can make him sniff, growl, pick up the bone, laugh, cough, sneeze or burp!  
Go to [www.imaginext.com](http://www.imaginext.com) for more information.

# TROUBLESHOOTING GUIDE

Problem	Solution
No sounds/lights/motion from/on dinosaur	<ul style="list-style-type: none"><li>• Dinosaur power is not on. Slide the dinosaur power/volume switch on.</li><li>• Dinosaur is asleep. Press the red button on the dinosaur's back to wake him up.</li><li>• 9.6V NiMH rechargeable battery pack power is weak. Remove the battery pack from the battery compartment on the dinosaur and charge for 4 hours.</li><li>• Make sure the dinosaur is upright. The dinosaur will not function on its side.</li></ul>
Lights blink on lower tail and/or motion is slow and sounds are faint	<ul style="list-style-type: none"><li>• 9.6V NiMH rechargeable battery pack power is weak. Remove the battery pack from the dinosaur and charge for 4 hours.</li></ul>
Clicking noise from legs/ four lights blink on the dinosaur's neck	<ul style="list-style-type: none"><li>• The legs are designed with a clutch if the dinosaur legs or head bump into an obstacle. Simply remove the obstacle and/or place the dinosaur in another location. Press the red button on the dinosaur's back to resume play.</li></ul>
Dinosaur does not react to remote control	<ul style="list-style-type: none"><li>• Remote control power is not on. Slide the power switch ON.</li><li>• If L.E.D. on remote control lights when you press a button, power is off on dinosaur. Slide the dinosaur power/volume switch ON.</li><li>• If L.E.D. on remote control does not light when you press a button, battery power in the remote control is weak. Remove and replace the batteries with three "AA" (LR6) <b>alkaline</b> batteries.</li><li>• If L.E.D. on remote control lights when you press a button, you may be out of range of the dinosaur. Make sure the remote control is no further than 15 feet from the dinosaur and pointed at the dinosaur.</li><li>• Bright sunlight or fluorescent light may affect the range of the remote control. Try dimming the light in the room.</li></ul>
Dinosaur's eyes are closed and there are no sounds (but dinosaur and remote control switches are on)	<ul style="list-style-type: none"><li>• Dinosaur is in sleep mode. Press the red button on the dinosaur's back.</li></ul>
Dinosaur operates erratically	<ul style="list-style-type: none"><li>• 9.6V NiMH rechargeable battery pack power is weak. Remove the battery pack from the dinosaur and charge for 4 hours.</li><li>• Electronics need to be reset. Slide the power/volume switch on the dinosaur OFF and then back ON again.</li></ul>
9.6V NiMH rechargeable battery pack feels warm	<ul style="list-style-type: none"><li>• It is normal for battery to get warm during charging and is not reason for concern.</li></ul>

