

**COMPETITIVE**

THROW ROUNDHOUSE KICKS TO KNOCK OUT YOUR OPPONENT AND PUNCHES IN AN ATTEMPT TO PUNCE!

**VERSATILE**

DUAL-DIRECTIONAL BASES PROVIDES FIGHT CONTROL DURING PLAY AND FULL MOTION MAANEVING VIA REMOTE CONTROLS

**CORDESS**

OPERATE TWO FIGHTERS VIA MULTI-DIRECTIONAL REMOTE CONTROLS

**2 PLAYER ACTION!**



**THE BLACK SERIES**  
radio controlled spinning MMA CAGE FIGHTERS

**THE BLACK SERIES**

Toy RC MMA Fighters  
JUL 2015 E



**BATTERY OPERATED PLAY FIGHTERS**  
AGES 6 AND UP

**2 PLAYER ACTION!**

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

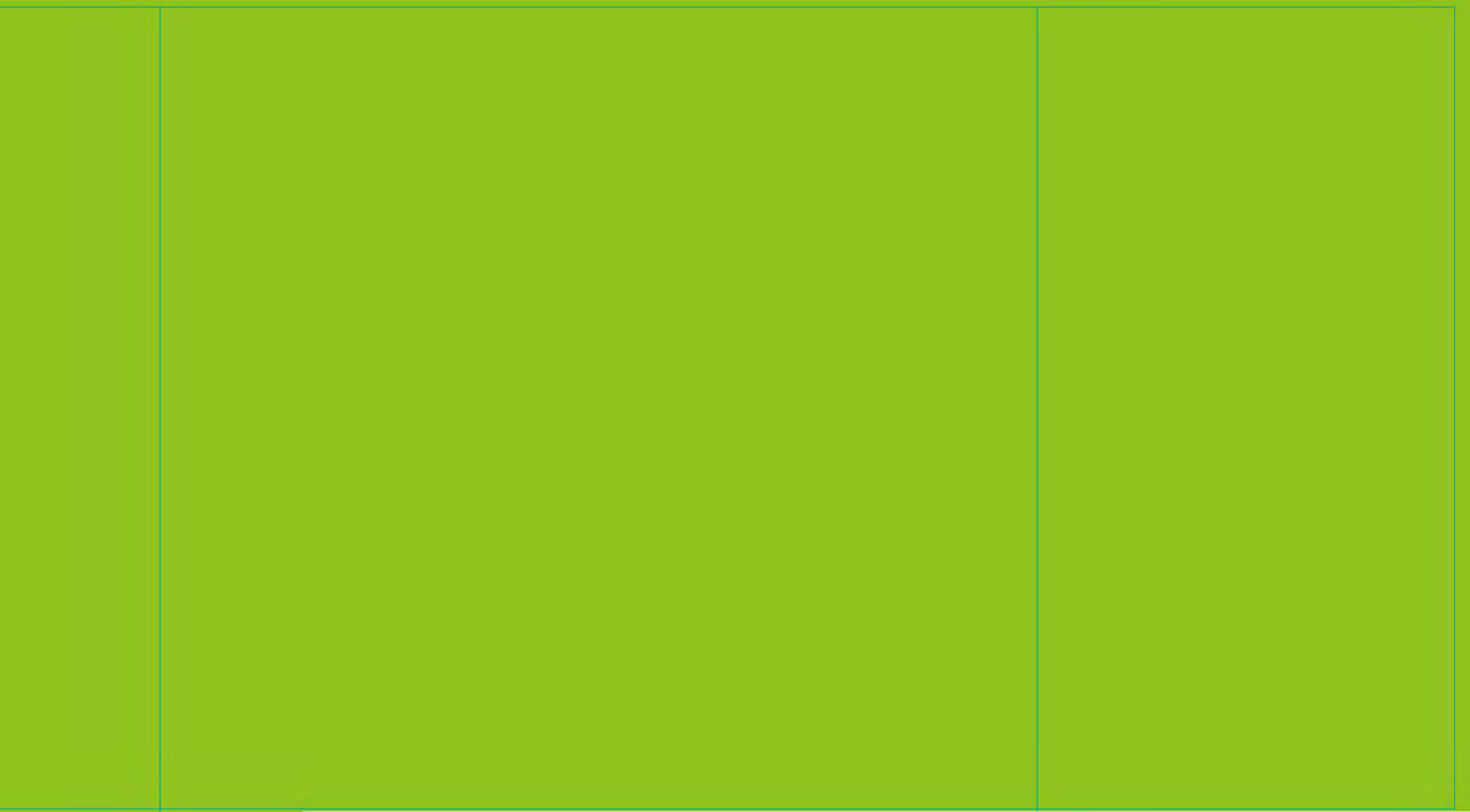
**FAST AND FUN MMA KICKS & PUNCHES!**



**THE BLACK SERIES**  
radio controlled spinning MMA CAGE FIGHTERS



fighters eject from base when dealt a critical blow  
perform dramatic roundhouse kicks, punches and more  
two fighters and twin rc controls for thrilling 2-player battles



ART DEPARTMENT			
Project #	Product Line	Finished Date	Revision #
20150101_01_Sports/Action/Fighters, Roundhouse Kick, 2	Black Series	12/09/15 W x 11.8" H x 6.14" D - 32.23cm W x 29.80cm H x 15.59cm D	5
Designer	Brand Manager	Start Date	Final Date
Chris Tran	Alexa Noyes	06/17/2015	06/11/2015
File Format	Color (Spot var)	Comments	# of Colors
Adobe Illustrator CC (R4)	CMYK (Spot var)	"Toy Head" Photo, 420x500 (Close)	4
Finishing Process / Finishing	Material / Casting		



**SAFETY PRECAUTIONS:**

- Read safety guide to know when all all toys. To prevent an accident, please do not use toys in water.
- Do not use toys on uneven or slippery surfaces. Do not use toys on rough or uneven surfaces.
- Do not use toys near electrical wiring or power outlets.
- Do not use toys near open flames.
- Do not use toys near children under 3 years old.

**OPERATING INSTRUCTIONS:**

1. Carefully remove parts from the package.
2. Carefully remove the battery pack from the back of each fighter and the back of each control.
3. Do not touch the screen and remove the battery pack. Do not touch the screen and remove the battery pack.
4. Insert the 2 AA batteries into the battery pack using the correct polarity in each compartment (see diagram). Insert the 2 AA batteries into each remote control.
5. Switch the fighter and remote control power switches to the "ON" position.
6. The power switch is located on the back of the fighter and the remote control.

**NOTE:** Before use, make sure each fighter is correctly placed and locked into each base.

**LEFT JOYSTICK**

**RIGHT JOYSTICK**

**OPERATING CONTROLS:**

- Push left joystick down to eject fighter.
- Push left joystick left/right to rotate fighter.
- Push right joystick to rotate fighter.
- Push right joystick left/right to rotate fighter.

**HOW TO PLAY:**

Place the dual fighters on each fighter's base. This object is the fighter. To activate the opposite fighters eject button by holding or punching your opponent in the leg (this object is the opponent's leg). To activate the fighter's back button, hold the opponent's leg. When the fighter's leg has been pushed back into the base, the opponent's leg will pop back into place.

**WARNING:** Changes or modifications void warranty. Use only original parts. For complete details and safety instructions, please refer to the instruction manual.