





12.69" W x 11.6" H x 6.14" D - 32.23cm W x 29.46cm H x 15.6cm D 5 06.11.2015 06.16.2015 # of Colors Tray Insert Prints 40C/100Y (Green)

C M Y K DIELINE

Job # / Filename

Printing Process / Finishing

MerchSource

Matee PP Coating

Dinh Tran

2015-06-16_BSRCMMAFighters_BlueandRed_Black_v4 Black Series

Product Line

Alex Harper

File Format
Adobe Illustrator CC (live)/CS2 (OL)
Fonts
Univers, Helvetica, Verdana, Future Bugler
September Heavyweight, 28 Days Later

Finished Size

06.01.2015

Color (Spot or 4C)

4 Color Process

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Each fighter requires 4 "AA" 1.5V batteries (not included). Each remote control requires one 9V battery (not included). When changing batteries, adult supervision is required. Use alkaline batteries for best performance. Not intended for children under 6 years old. 1. Carefully remove items from the package. BATTERY WARNING:

• Do not mix old and new batteries.

• Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

• Insert batteries using the correct polarity. Do not short-circuit the supply terminal.

• Remove batteries when not in use. Recycle or dispose of exhausted batteries according to federal, state, and local laws. Do not dispose of batteries in a fire, as they may leak or explode.

• Only use manufacture specified battery(ies), charger(s) and/or adapter, if applicable, specified by the manufacturer.

• Always use, replace, and recharge (if applicable) batteries under adult supervision. 2. Locate the battery compartment on the bottom of each fighter and the back of each remote. 3. On fighters, loosen the screws and remove battery doors. Slide doors open on RC units. 4. Insert "AA" batteries inside fighters with the polarity correctly facing the proper direction in each compartment (see diagrams). Insert one 9V battery into each remote control. 5. Replace the battery doors and tighten screws. 6. Switch the fighter and remote control power switches to the "ON" position. The power switch is located on the bottom of the fighter base units. NOTE: Before use, make sure each fighter is securely placed and locked into each base.

For best performance, always use on a hard, flat surface (not carpet). KEEP THIS PACKAGE FOR REFERENCE AS IT CONTAINS IMPORTANT INFORMATION. NOTE: 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 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.
 Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. Increase the separation between the equipment and receiver.
 Consult the dealer or an experienced radio TV technician for help. 0000000 (00000)

harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. MerchSource, LLC., The Black Series, and all associated logos are trademarks of MerchSource, LLC. All rights reserved. echnical support, please visit www.mscustomercare.com or call 1-800-374-2744 rtwork and design of this package are protected by US copyright law and may not be reproduced, distributed, displayed, published or used for any purpose out prior written permission. It is not permitted to alter, remove or reproduce any trademarks or copyright notice from this package.

OPERATING INSTRUCTIONS —

FIGHTER EJECTS WHEN DEALT A CRITICAL BLOW!

Each remote requires one RIGHT JOYSTICK OPERATING CONTROLS ————— Push both levers up to move forward
 Push both levers down move backwards
 Push both levers independently to move and rotate

fighters eject from base when dealt

perform dramatic roundhouse kicks,

two fighters and twin rc controls for

a critical blow

punches and more

thrilling 2-player battles

HOW TO PLAY There are eject buttons located on each fighters left leg. The object of the game is to activate the opposing fighters eject button by kicking or punching your opponent in the leg (thus ejecting the fighter for a knock out). To replace the fighter back onto the base for the next round, simply press the fighters left foot back down onto the base until it clicks into place. WARNING: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.