

IMPORTANT: BATTERY INFORMATION**⚠ CAUTION:**

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**

FCC STATEMENT

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.

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 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 the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Visit
PLAYSKOOL.com

Questions? Call 1-800-PLAYSKL



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PN 7196210000

**Mr.
Potato
Head**

REMOTE CONTROL:

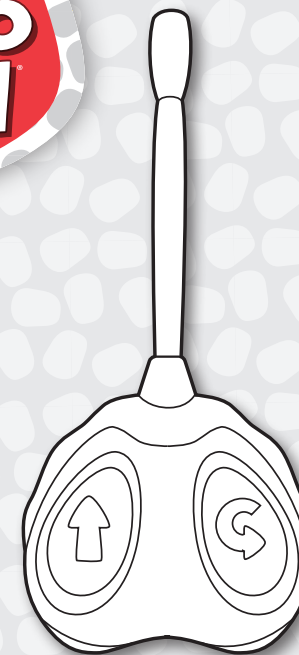
x2
1.5VAA or R6 size
**BATTERIES
INCLUDED**

Replace with 2 x 1.5V "AA"
or R6 size batteries.
Alkaline batteries recommended.
Phillips/cross head screwdriver
(not included) needed to
replace batteries.

CAR:

x3 1.5VAA
LR6 size
**ALKALINE
BATTERIES
REQUIRED
NOT INCLUDED**

Phillips/cross head
screwdriver (not included)
needed to insert batteries.



Tumblin' Tatermobile™

28617

AGES 3+

⚠ CAUTION:

Hair entanglement may result if child's hair comes in contact with moving parts of toy. Adult supervision is required.

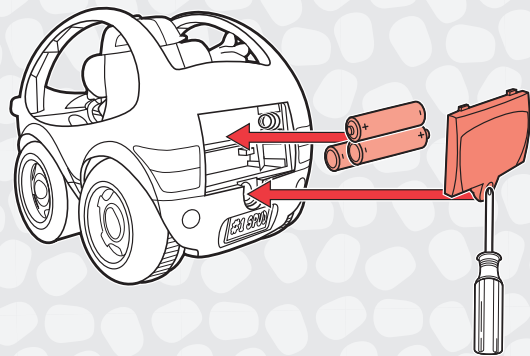
27MHz

PLAYSKOOL
More than Play

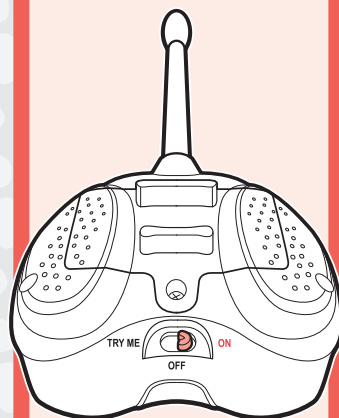
GETTING STARTED

TO INSTALL VEHICLE BATTERIES

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Insert 3 x 1.5V "AA" or LR6 size batteries. Alkaline batteries required. Replace cover and tighten screw.



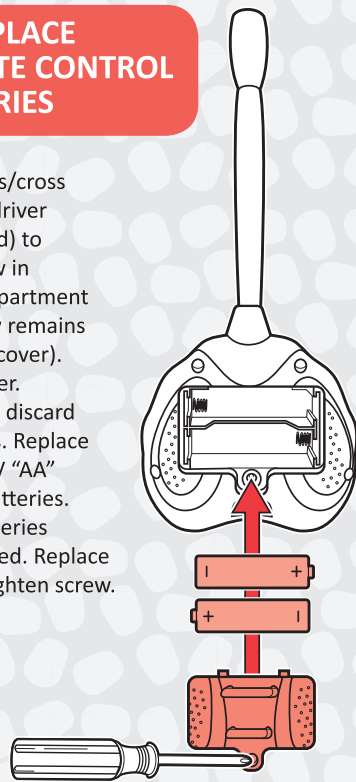
NOTE TO THE CONSUMER:



The remote control is packaged in "TRY ME" mode. When you bring the toy home, activate its full range of features by moving the switch to the ON position.

TO REPLACE REMOTE CONTROL BATTERIES

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Remove and discard old batteries. Replace with 2 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace cover and tighten screw.



TO PLAY

FORWARD and FLIP

Press button to move vehicle forward and to flip.

SPIN!

Press button to make vehicle spin.

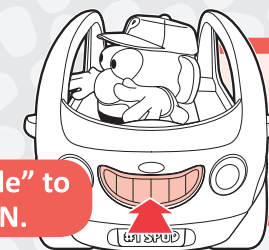
TROUBLESHOOTING

If your vehicle does not respond, please switch OFF and back ON again or replace the batteries in the vehicle and remote control. For best performance, use on a hard, smooth surface.

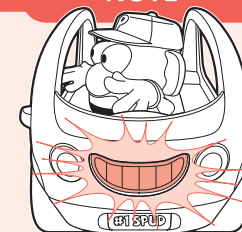
SLEEP MODE

After a short period of inactivity, your vehicle will go into sleep mode. Just press the front "grille" again to turn it ON.

Press "grille" to turn car ON.



NOTE



When the vehicle's front "grille" is illuminated, that indicates that the vehicle is turned on. The vehicle is using battery power whenever it is on. To help conserve battery life, press the front "grille" to turn the toy off when you're not playing with it.