

M.A.R.S. MARINE/AQUATIC ROVER AND SUBMARINE



ages
5+

3 VEHICLES IN ONE ATV/WATERCRAFT/SUBMARINE

ULTRA SPEED,
HIGH PERFORMANCE,
ONE CONTROLLER FOR ALL VEHICLE

Range: XX feet
Please read carefully before starting to operate.

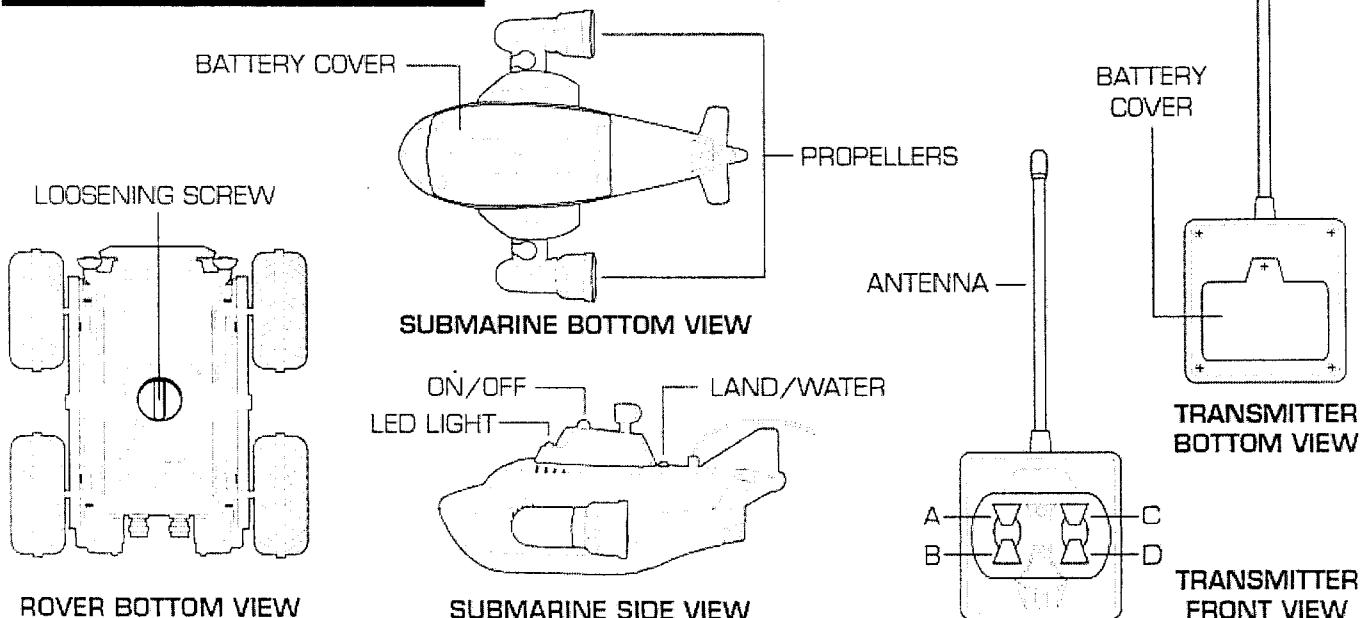
SAFETY AND PLYING TIPS

Adults: This toy is recommended for children 5 years of age and older. To ensure that the child's play is both safe and fun, please review the operating instruction and these general safety rules with the child. If there are children under the age of 5 in the play area, adult supervision is recommended.

- Never drive your vehicle on streets.
- Don't pick up vehicle while in motion.
- Keep fingers, hair, and loose clothing away from the tires and the wheel hubs while the vehicle is switched ON.
- Don't operate where there are water plants, rubbish or other obstacles. This could cause propeller damage.
- Don't play when there is strong water current or when there are strong winds
- Never play in ocean (salt) water due to rusting problems.
- Bring the submarine back to you before the power runs out.
- If transmitter is accidentally dropped in the water, remove the batteries and allow transmitter to air dry. Replace with fresh battery before operation.
- Do not go to pools, lakes or ponds without adult supervision.
- Don't let your vehicle and submarine go beyond the transmitter frequency range of XX-XX feet.
- Wipe clean with a dry towel after playing. Do not use chemicals as they can deform or damage the body.
- The radio circuitry in your vehicle / submarine and transmitter are sensitive. Do not store the vehicle / submarine or transmitter near heat or in direct sunlight.



GETTING TO KNOW YOUR M.A.R.S.



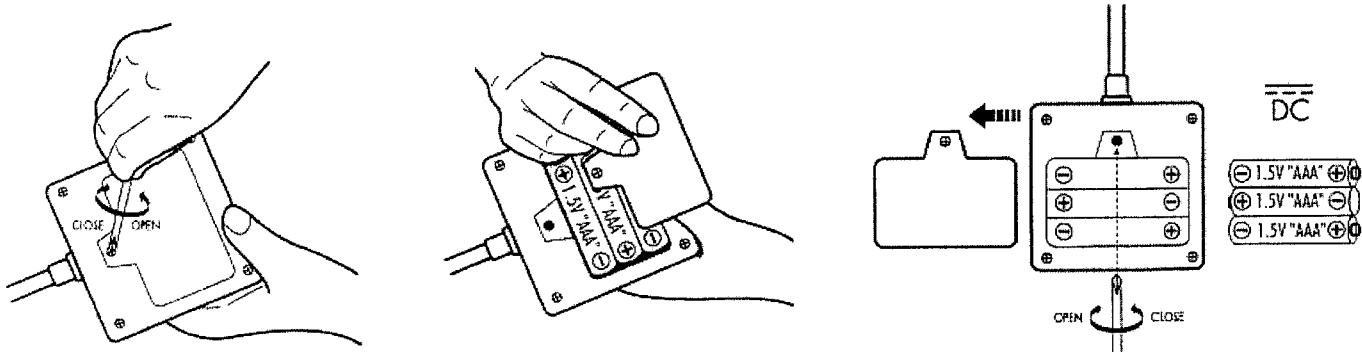
BATTERY INFORMATION

BATTERIES REQUIREMENT:

Transmitter: 3 AAA Batteries (not included)
Submarine: 3 AA Batteries (not included)

TRANSMITTER:

1. Remove the battery cover from the transmitter.
2. Insert 3 AAA batteries into the transmitter making sure that the (+) and (-) poles are positioned properly.
3. Replace the battery cover.
4. NOTE: For best performance only use alkaline batteries. Battery life may vary depending on battery brand. Toy performance may decrease as battery weakens. Do not use rechargeable battery.

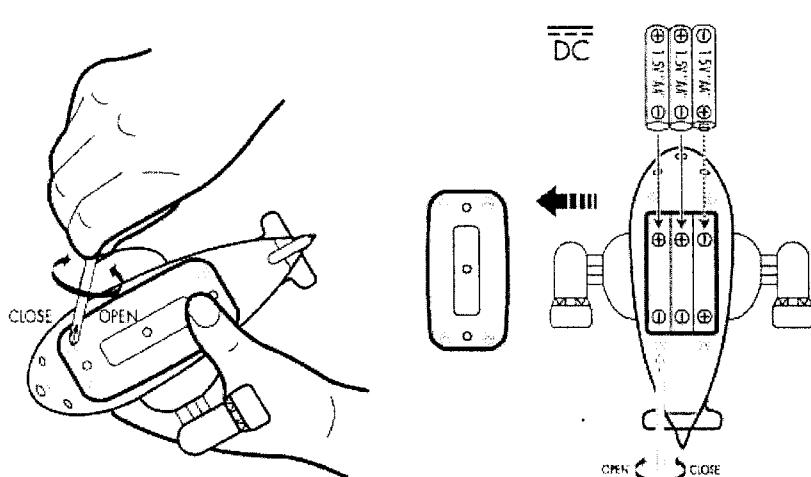


BATTERY COMPARTMENT REQUIRES 3 "AAA" BATTERIES (NOT INCLUDED)

SUBMARINE:

5. Remove the battery cover from the bottom of submarine.
6. Insert 3 AA batteries into the transmitter making sure that the (+) and (-) poles are positioned properly.
7. Replace the battery cover.

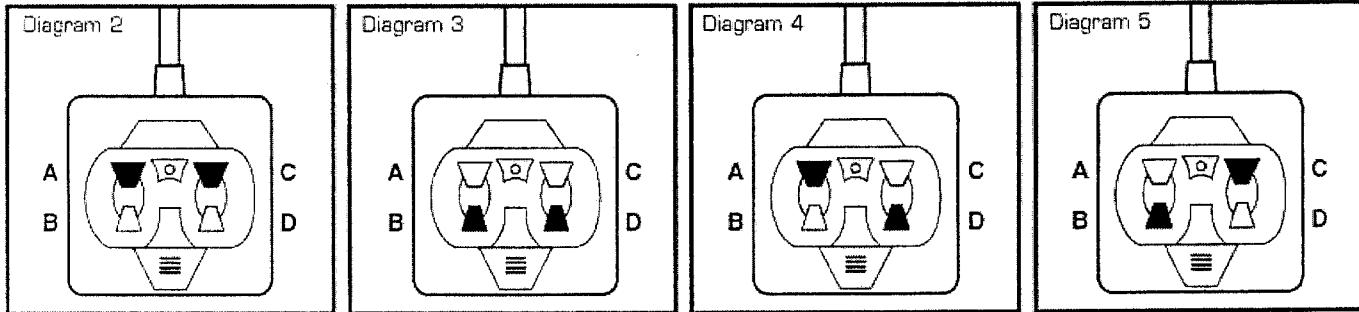
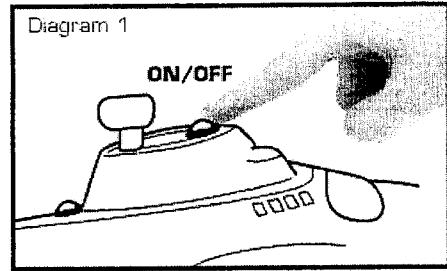
NOTE: For best performance only use alkaline batteries. Battery life may vary depending on battery brand. Toy performance may decrease as battery weakens. Do not use rechargeable battery.



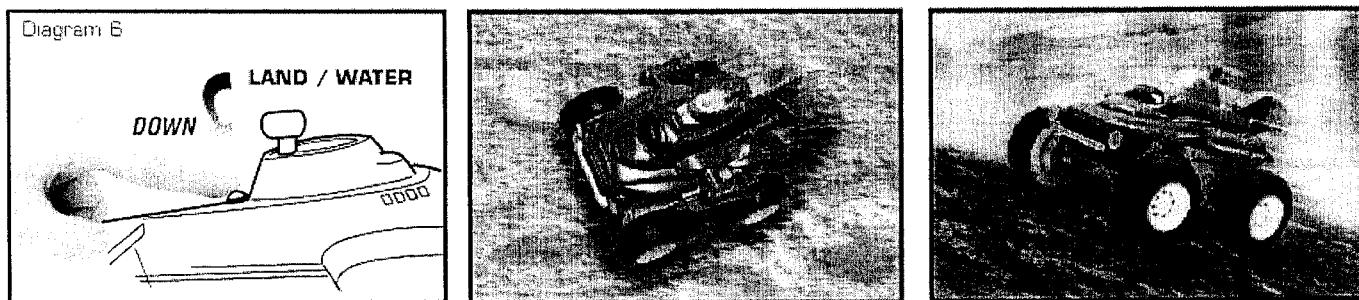
- Do not use rechargeable batteries
- Non-rechargeable batteries are not to be recharged
- Different types of batteries or new and used batteries are not to be mixed
- Only batteries of the same or equivalent types as recommended are to be used
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy
- The supply terminals are not to be short-circuited
- Remove batteries if the toy will not be used for a long period of time
- Operates on 3 "AAA" batteries for transmitter (not included)
- Operates on 3 "AA" batteries for submarine (Batteries not included)

BATTERY COMPARTMENT REQUIRES 3 "AA" BATTERIES (NOT INCLUDED)

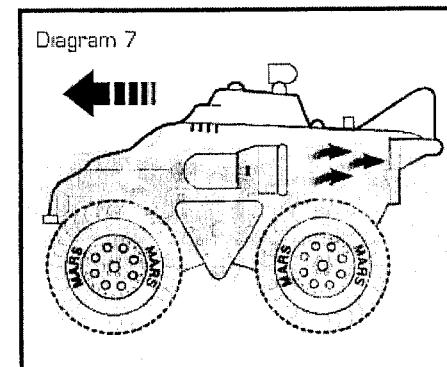
1. Press the ON/OFF switch on the submarine (see diagram 1) to the ON position. The LED light will light on.
2. Press the transmitter control your M.A.R.S.
 - a. to go forward, press A & C buttons (diagram 2).
 - b. to go in reverse, press B & D buttons (diagram 3).
 - c. turn to the right, press A & D buttons (diagram 4).
 - d. turn to the left, press C & B buttons (diagram 5).



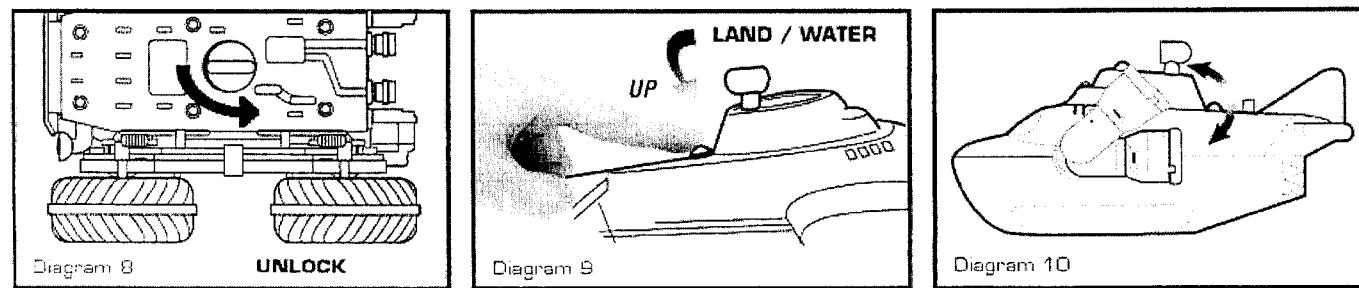
3. Playing with M.A.R.S. Rover ON LAND
 - Make sure the screw on the bottom of the Rover to the submarine is securely tightened.
 - Make sure the LAND/WATER button (see diagram 6) on the submarine is in the down position.
 - You can drive your M.A.R.S. Rover on and off road.
 - The M.A.R.S. is powerful enough to climb over obstacles placed in front of it and over a 20 degree slope.



4. Playing with M.A.R.S. Rover ON WATER
 - Your M.A.R.S. vehicle is waterproof so it can be played with in water.
 - Make sure the submarine propellers are in a horizontal position and are submerged in the water.
 - Your M.A.R.S. vehicle can cruise freely on the water (see diagram 7).



5. Playing with M.A.R.S. Submarine UNDER WATER
 - Separate the submarine from the Rover by loosening the screw under the bottom of Rover (see diagram 8).
 - Make sure the LAND/WATER button (see diagram 9) on the submarine is in the up position.
 - Make sure the submarine propellers are submerged in water. Adjust the angle of propellers to have it dive (see diagram 10).



6. The transmitter will be turn off automatically.

WARNING: ADULT SUPERVISION IS RECOMMENDED WHEN PLAYING WITH M.A.R.S. NEAR OR IN WATER.

Please do not play with M.A.R.S. in salt water. Salt water may cause corrosion of the parts and affect the function of the vehicles.

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

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 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 to 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 circuit different from that to which the receiver is needed.
- Consult the dealer or an experienced radio/TV technician for help.

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.

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WARNING! Not suitable for children under 36 months in case of unforeseen use in particular of small parts, giving rise to harm.

Please keep details & packaging for future reference since it contains important information.

Please remove packaging attachments before giving the toy to the child.

Product specification & color subject to change.

Packing and address should be retained for future reference.

⚠ WARNING :

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



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Item # 000000
5000 in stock