



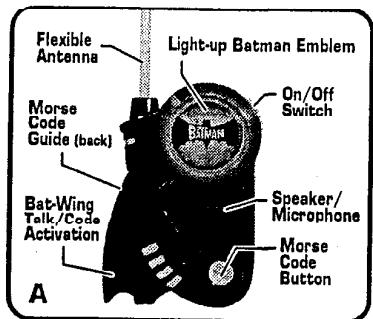
THE BATMAN™ WALKIE TALKIES



INSTRUCTION GUIDE

Play Instructions:

1. Follow Battery Instructions to install batteries before use.
2. Push the side button on both walkie talkies to "ON" (diagram A). The units are working properly when you hear a hissing sound.
3. Hold down the Bat-Wing and speak into the speaker/microphone to talk to another walkie talkie.
4. Release the Bat-Wing to hear a response from the other unit. (Be sure the unit is turned on and the Bat-Wing is not pressed).
5. The Bat emblem lights up when the Bat-Wing is pressed. You can use it to communicate your location or send signals in the dark.
6. To send a Morse Code, hold down the Bat-Wing and press the code button in the sequence shown on the Morse Code guide.
7. The units use 4 transistor technology and function best within a range of 150 feet.



B

Battery Instructions:

Under adult supervision, open battery cover on the back of the walkie talkies with a screwdriver and, insert one 9-volt battery (not included) for each unit (diagram B). Reattach cover and screw. Do NOT use rechargeable batteries.

CAUTION: To Avoid Battery Leakage

1. Be sure to insert batteries correctly and follow the toy and battery manufacturers' instructions.
2. Never mix old batteries with new batteries, or mix Carbon-Zinc, alkaline or Nickel-Cadmium batteries.
3. Do NOT use rechargeable batteries.
4. Always remove exhausted batteries from the product.
5. Remove batteries from the product when not in use.
6. Dispose of batteries safely. Batteries inside this product may explode or leak when in contact with fire.

IMPORTANT:

Use of these Walkie Talkies subject to the following operating conditions:

1. The units may not cause interference.
2. The units must accept any interference, including interference that may cause undesired operation of the units.
3. Modifications not authorized by the manufacturer may void users authority to operate this device.

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: 1. Reorient or relocate the receiving antenna. 2. Increase the separation between the equipment and receiver. 3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected. 4. Consult the dealer or an experienced radio/TV technician for help.



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Ages 4 and up. No. 63134.
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NINETY DAYS LIMITED WARRANTY

THINKWAY warrants to the original consumer purchaser that this toy product will be free from defects in material or workmanship under normal use for a period of ninety (90) days from the date of the original retail purchase. This warranty does not cover damage resulting from accidents or any external cause, misuse or abuse. Valid only in North America. This product meets or exceeds the safety requirements of F963-96a.



Questions or Comments?
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