



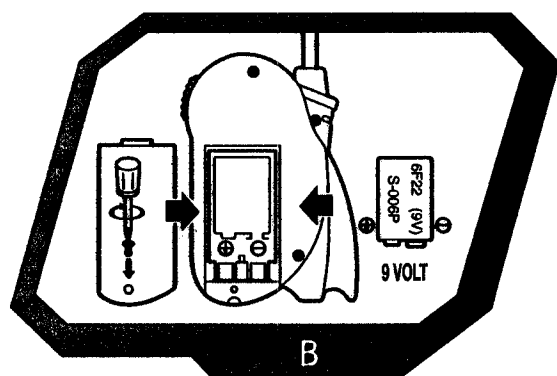
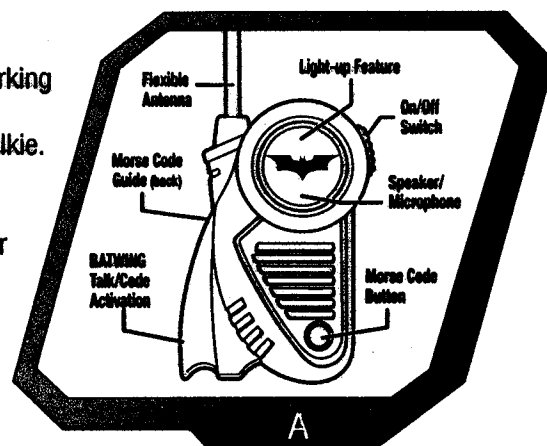
THE DARK KNIGHT™

# 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 BATWING™ and speak into the speaker to talk to another walkie talkie.
4. Release the BATWING to hear a response from the other unit. (Be sure the unit is turned on and the BATWING is not pressed).
5. Squeeze the BATWING to activate the light-up feature. Use it to communicate your location or send signals in the dark.
6. To send a Morse Code, hold down the BATWING and press the code button in the sequence shown on the Morse Code guide.
7. The units use 4 transistor technology.



## 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.

## BATTERY CAUTION:

Always check batteries in case of leakage. Be sure to insert batteries correctly and follow the toy and battery manufacturers' instructions. Never mix old batteries with new batteries, or mix carbon-zinc, alkaline or nickel-cadmium batteries. Do not mix different brands of batteries. Do not use rechargeable batteries. Do not attempt to recharge batteries which are not rechargeable. Do not short-circuit the battery contacts. Always remove exhausted or dead batteries from the product. Dispose of batteries safely. Caution: Batteries inside this product may explode or leak when in contact with fire.

### Morse Code Guide:

A ..	B ....	C ....	D ...
E .	F ....	G ...	H ....
I ..	J ....	K ...	L ....
M --	N ..	O ---	P ....
Q ---	R ...	S ...	T -
U ...	V ....	W ...	X ....
Y ....	Z ....	[· = short signal]	
		[-- = long signal]	

## IMPORTANT:

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

1. The units may not cause harmful interference.
2. The units must accept any interference received, 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 encourage 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.

**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 F963-07.



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(s08)

Questions or Comments?

[www.ThinkwayToys.com](http://www.ThinkwayToys.com)

1-800-535-5754

No. 63215. Ages 4 and up.

Printed in China. Actual products may vary.

