

Fisher-Price®

Little People® Press'n Go RC™



Model Number 74743

Please save these instructions for future reference.

**Requires six "AA" alkaline batteries for operation.
(Batteries not included.)**

Adult assembly required for battery installation.

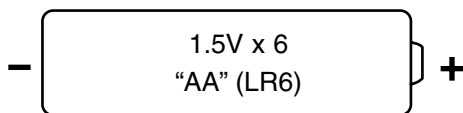
Tool needed for battery installation: Phillips screwdriver (not included).

Questions? We'd like to hear from you!

Call Fisher-Price Consumer Affairs, toll-free, at **1-800-432-KIDS**,
8 AM - 5 PM EST Monday through Friday. Hearing-impaired consumers using
TTY/TDD equipment, please call 1-800-382-7470. Or, write to: Fisher-Price
Consumer Affairs, 636 Girard Avenue, East Aurora, New York 14052.

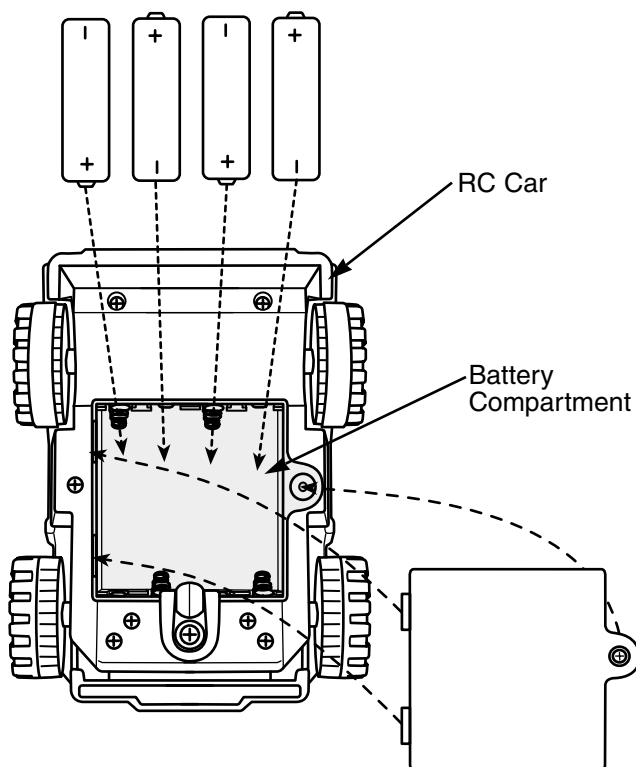
www.fisher-price.com

Battery Installation



This product requires six "AA" (LR6) alkaline batteries for operation; two in the remote and four in the RC car. For longer life, use only alkaline batteries.

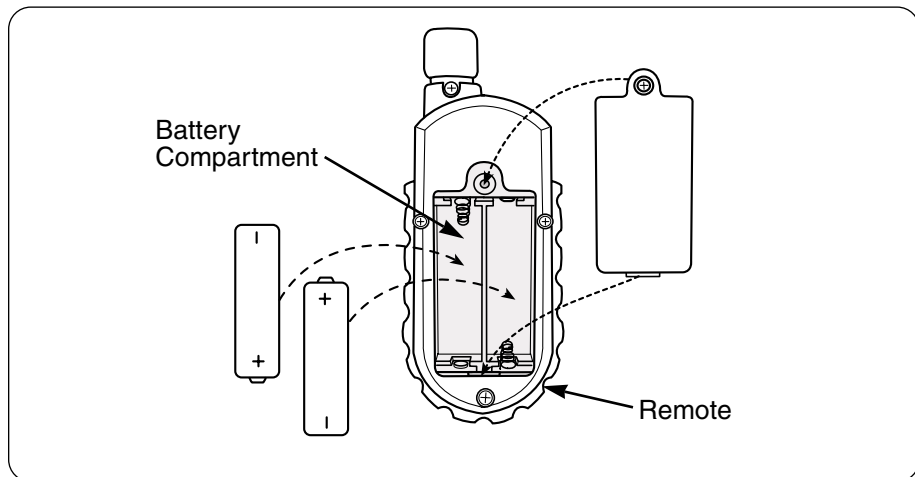
RC Car



- Locate the battery compartment on the bottom of the RC car.
- Loosen the screw in the battery compartment cover using a Phillips screwdriver and lift to remove. (The screw will remain in the cover.)
- Insert four "AA" (LR6) alkaline batteries as indicated inside the battery compartment.
- Replace the battery compartment cover and tighten the screw using a Phillips screwdriver. Do not over-tighten.

Battery Installation

Remote



- Locate the battery compartment on the back of the remote.
- Loosen the screw in the battery compartment cover using a Phillips screwdriver and lift to remove. (The screw will remain in the cover.)
- Insert two “AA” (LR6) alkaline batteries as indicated inside the battery compartment.
- Replace the battery compartment cover and tighten the screw using a Phillips screwdriver. Do not over-tighten.

Battery Tips

- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries during long periods of non-use. Always remove exhausted batteries from this toy. Battery leakage and corrosion can cause damage. Dispose of exhausted batteries safely.
- Never short circuit the battery terminals.
- Non-rechargeable batteries are not to be recharged.
- Only batteries of the same or equivalent type as recommended in the “Battery Installation” instructions are to be used.
- If removable rechargeable batteries are used, they are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before they are charged.
- If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.

Battery Installation

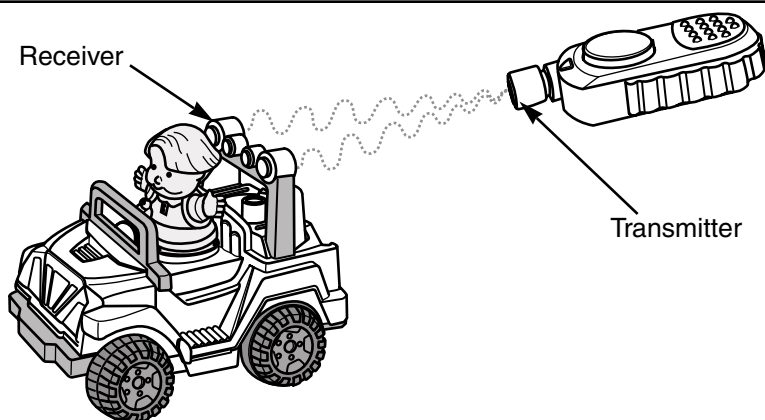
Note! When Press 'n Go RC™ stops working, it's time to replace the batteries!

Under normal use conditions, the batteries in the RC car will require replacement more often than the batteries in the remote. When you notice that the RC car does not respond to the remote, try replacing the batteries in the RC car before replacing the batteries in the remote.

Let's Go for a Spin !

CAUTION

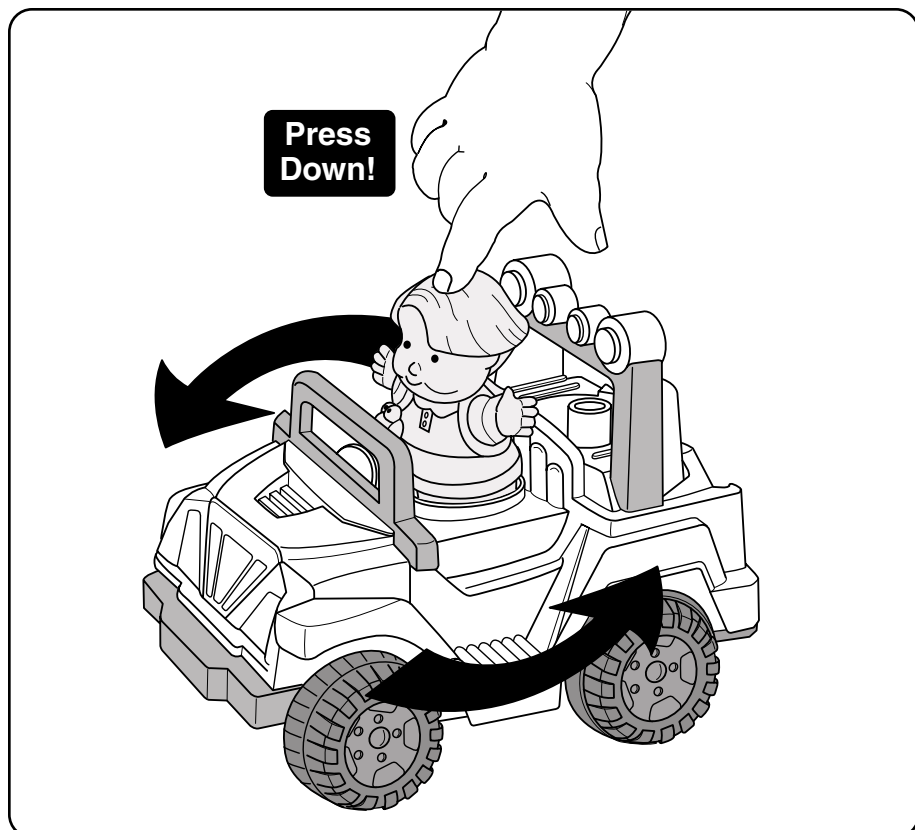
To prevent entanglement, keep hair away from wheels.



Important Notes

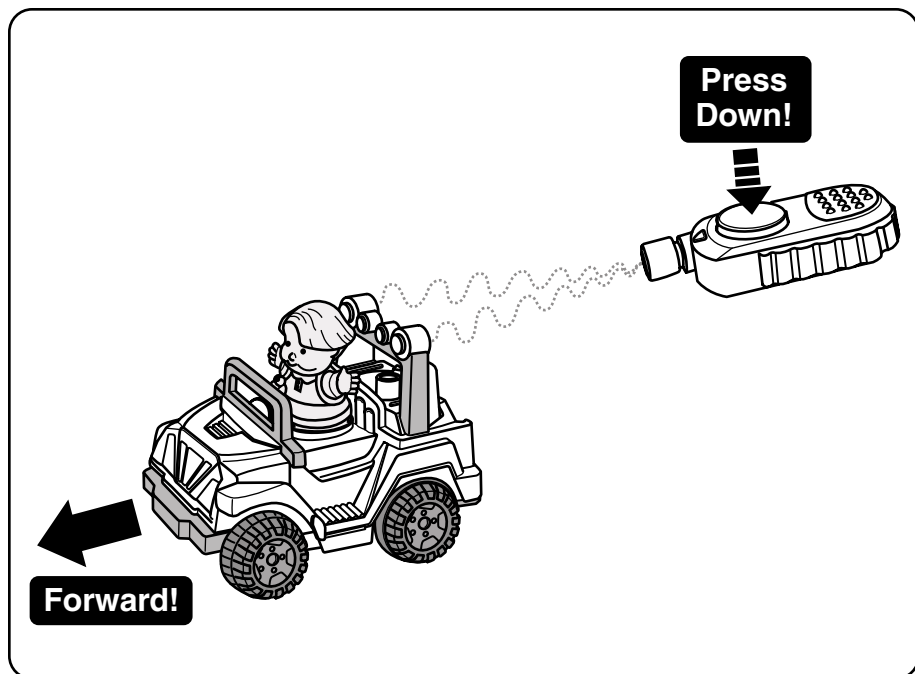
- This RC car works best on smooth, hard surfaces and operates by infrared technology. The transmitter is located at the tip of the remote and the receiver is located in one of the pretend lights on the RC car's sport bar. For best performance between the remote and RC car, make sure the transmitter and the receiver are in direct line of sight, free of obstacles.
- For best performance, keep the RC car within approximately 15 feet of the remote and avoid operating the RC car in very bright light conditions. In bright natural or artificial light you may notice loss of range. If the RC car operates erratically or does not respond to the remote, move the RC car closer to the remote and/or adjust the light conditions. If the RC car still fails to respond to the remote, it's probably time to replace the batteries.
- In the unlikely event that use of the remote interferes with normal use of other remote controlled equipment, such as televisions and stereos, or use of other electric or battery powered appliances interfere with operation of the RC car, do not use both appliances at the same time.

Let's Go for a Spin !



- Place Eddie™ in his RC car. Press down on Eddie's head and the RC car starts to spin. Hang on, Eddie!

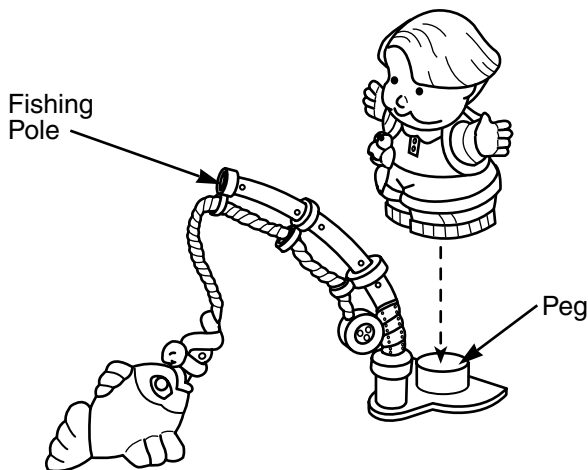
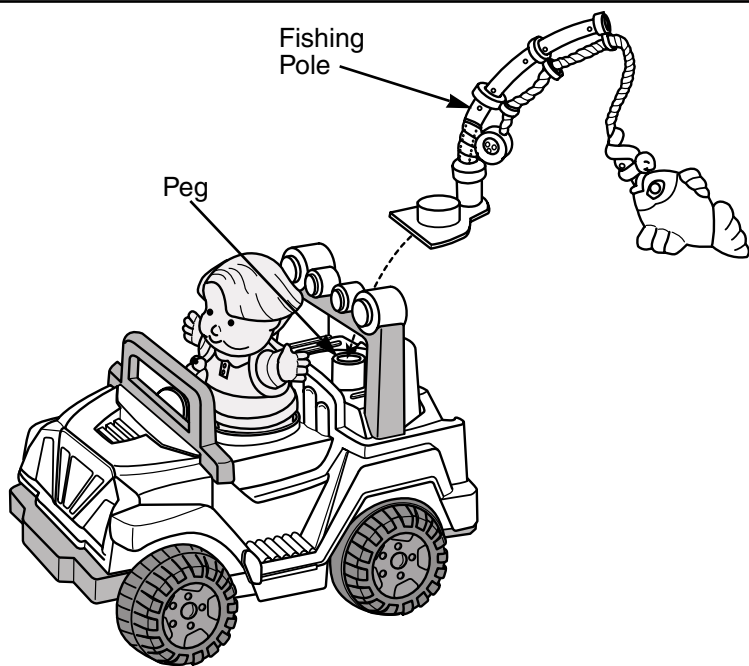
Let's Go for a Spin !



- Press and hold the button on the remote and the RC car will drive forward in a straight line. Don't worry, when something gets in its way, this RC car changes direction and keeps on going!
- Release the button on the remote and the RC car spins again. There are so many directions to go! When the RC car is facing the direction you want to go, press and hold the button on the remote to drive the RC car forward again.

Note! This product does not have a separate ON/OFF switch. If the RC car is active (spinning) but it does not receive a signal from the remote within approximately 20 seconds, it will automatically turn OFF. To turn the car off manually, press down on Eddie's™ head.

Gone Fishin'



- Eddie™ likes to fish! Fit Eddie's fishing pole on the peg on the RC car and he's ready to go!
- Place the fishing pole on a flat surface and fit Eddie on the peg on its base. Look out Eddie--you've caught a whopper!

Care

- Do not leave the remote face down or in a drawer or toy box. Light pressure on the remote button can activate the remote and drain the batteries.
- To clean, wipe all parts with a damp cloth. Never immerse the remote or RC car.

FCC Note

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

One Year Limited Warranty

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052, warrants that Little People® Press 'n Go RC™ is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Fisher-Price Consumer Affairs Department at the address indicated below and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you. This warranty is void if the owner repairs or modifies the product. This warranty excludes any other liability other than that expressly stated above including but not limited to any incidental or consequential damages. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE WARRANTY MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS WHICH VARY FROM STATE TO STATE.

If you have any questions:

In Canada, call 1-800-567-7724, or write to: Mattel Canada Inc, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

In Great Britain, telephone 01628 500303.

In Australia, Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1-800-800-812 (valid only in Australia).

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