PF006 - Zombie Brain Battle RC

EN

IM - 297x210mm folded - 1 ink

Folding Line

EN

ZOMBIE BATTLE

WATCH IT

CONTENTS



2 x
Zombie RC



2 x
Remote control

EN - WARNING! Not suitable for children under 36 months. Choking hazard due to small parts. WARNING! Do not aim at eyes or face. Remove all packaging before giving to your child. Specifications, colours and contents may vary. Please keep this package/instruction since it contains important information.

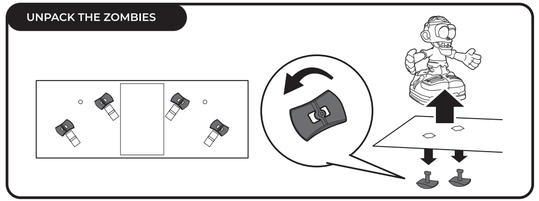
Insert batteries with the correct polarity (+ and -). Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc) or rechargeable batteries. The supply terminals are not to be short-circuited. Do not recharge non-rechargeable batteries. Rechargeable batteries are to be recharged only under adult supervision. Exhausted batteries are to be removed from the toy. WARNING! Dispose of used batteries immediately. Keep new and used batteries away from children. If you think batteries might have been swallowed or placed inside any part of the body, seek immediate medical attention. To be used under the direct supervision of an adult.

Electrical product waste should not be discarded with household waste. Please actively support us in conserving resources and protecting the environment by returning the non-working electrical products to an appropriate disposable/recycling centre (if available).

Manufacturer - Fabricante - Fabricant : **TigerHead Toys Ltd.**
Unit 831, 8/F, Shun Fat Industrial Building, 17 Wang Hoi Road, Kowloon Bay, Kowloon, Hong Kong
info@tigerhead.es **www.tigerheadtoys.com**

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UNPACK THE ZOMBIES



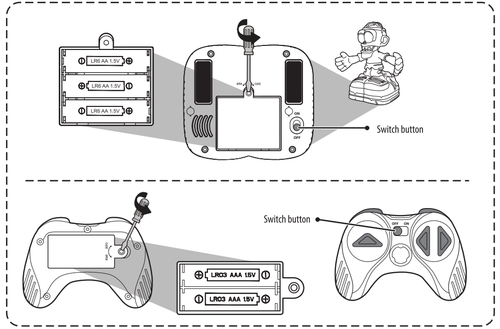
BATTERY INSTALLATION

Requires

6 x 1.5V AA (LR6) + 4 x 1.5V AAA (LR03)

Alkaline batteries are recommended for optimal performance.

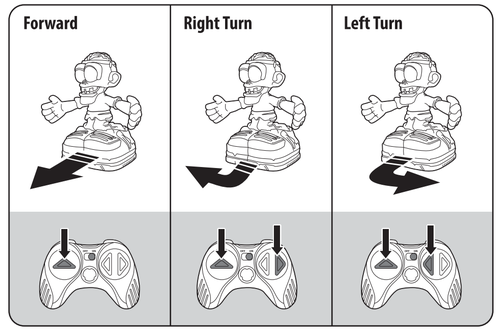
Batteries not included



Folding Line

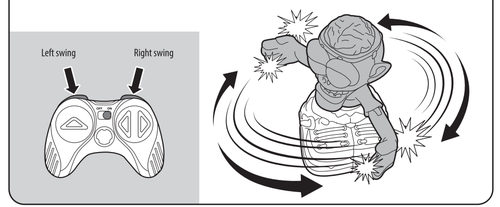
REMOTE CONTROL

Tips: For the best performance, drive on smooth surfaces.
The Zombie RC and remote control automatically sync via radio frequency each time they are turned on.

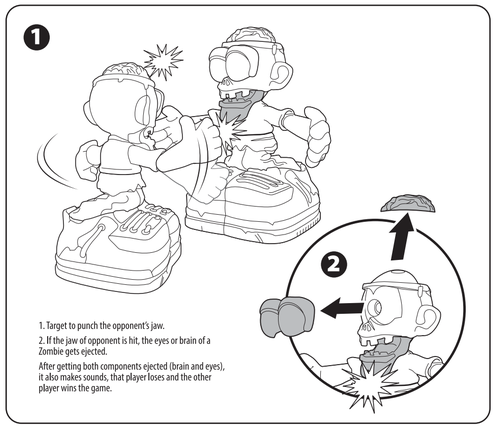


Swing & Punch

Swing the upper body right and left, to make the punches.
Press both swing buttons at the same time for 2 seconds, to activate crazy fighting mode.

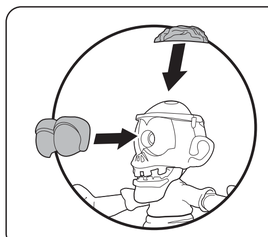


HOW TO PLAY



1. Target to punch the opponent's jaw.
2. If the jaw of opponent is hit, the eyes or brain of a Zombie gets ejected.

After getting both components ejected (brain and eyes), it also makes sounds, that player loses and the other player wins the game.



Insert the eyes and brain back to Zombie, to resume the game.