PF004 - Pizza Panic Toy Story RC

EN (Kmart)

IM - 297x210mm folded - 1 ink

Folding Line

EN

PIZZA PANIC

Disney · PIXAR TOY STORY

©Disney/Pixar
www.disney.com

Watch it

CONTENTS

Pizza RC Van | Remote | 5x Pizza Discs | Rocket cardboard | 3 x Cones | 3 x Houses | 3 x Door Cardboards

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. MADE IN CHINA.

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).

Frequency band(s) in which product operates:
2405 MHz – 2475 MHz

Maximum radio-frequency power transmitted in the frequency band(s) in which the radio equipment operates:
Remote: -5.48 dBm / Car: -17.17 dBm

Hereby, Tigerhead Toys Limited, declares that the radio equipment type PF004 is in compliance with Directive 2014/53/EU. The dedaration of conformity may be consulted at https://tigerheadtoys.com/poo-fighters/

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.
Warning: Changes 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 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.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or an experienced radio/TV technician for help.

tigerhead

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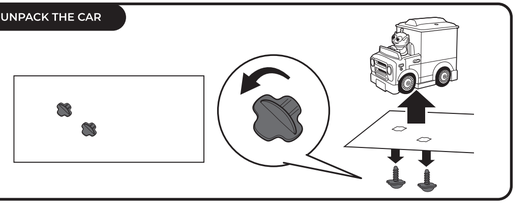
info@tigerhead.es **www.tigerheadtoys.com**

0-3 | R-NZ

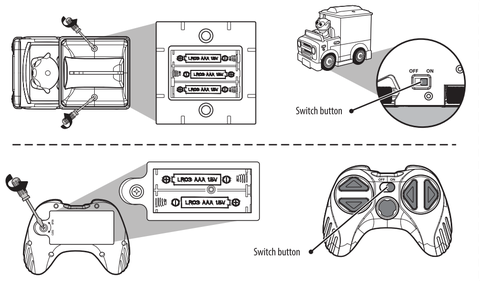
UNPACK THE CAR



BATTERY INSTALLATION

Requires **5 x 1.5V AAA (LR03)** **Batteries not included**

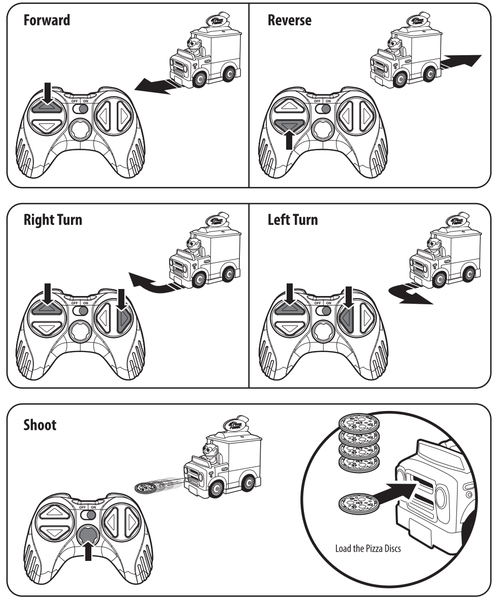
Alkaline batteries are recommended for optimal performance.



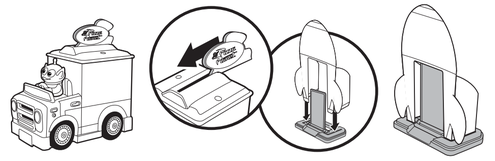
Folding Line

REMOTE CONTROL

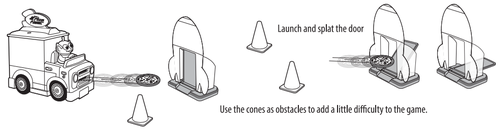
Tips: For the best performance, drive on smooth surfaces, such as tile or wood floors.
The car and remote control automatically sync via radio frequency each time they are turned on.



DECORATIVE CARDBOARD INSTALLATION



HOW TO PLAY



PLAY MODE 1: SINGLE DELIVERY!
(1 player)
- **Start:** player defines a starting point and positions the door goals on the playing space.
- **Drive & Aim:** steer toward the Delivery Doors; aim the van at the targets avoiding possible obstacles.
- **Fire:** press Fire to fling the pizzas.
- **Splat Hit:** if the pizza hits the Delivery Door, it pops open → Delivery scored (1 point).
- **Win:** open 3/3 doors before you run out of pizzas (5 tries).
- **Lose:** not opening the 3 doors before running out of pizzas (5 tries)

PLAY MODE 2: DELIVERY ON TIME!
(1 or 2 players by turns)
- **Start:** * player defines a starting point and positions the door goals on the playing space.
  * Set a timer to 60 seconds.
  (Timer not included)
- **Drive & Aim:** steer toward the Delivery Doors; aim the van at the targets avoiding possible obstacles.
- **Fire:** press Fire to fling the pizzas.
- **Splat Hit:** if the pizza hits the Delivery Door, it pops open → Delivery scored (1 point).
- **Win:** score as many points as possible before time runs out. Record your highest score and try to beat it.

PLAY MODE 3: PIZZA BATTLE!
(2 players by turns)
- Each player gets 5 pizzas. Take turns (Player A shoots all 5, then Player B).
- **Win:** Player with most successful deliveries.
- **Tie-breaker:** shortest total time for successful hits.