

epileptic condition, consult your physician prior to playing. If you or anyone in your family experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY IMPORTANT SAFETY INSTRUCTIONS 2. Keep these instructions. 3. Heed all warnings. discontinue use and consult your physician before resuming play.

-To reduce the likelihood of a seizure while playing video games: 4. Follow all instructions. 1. Sit or stand as far from the screen as possible. 5. Do not use this apparatus near water. 2. Play video games in a well-lit room and on the smallest available screen. 6. Clean only with dry cloth. 3. Do not play if you are tired. 7. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

8. Only use attachments/accessories specified by the manufacturer. 4. Take a 10 to 15 minute break every hour. REPETITIVE STRAIN WARNING: Playing video games continuously can make your muscles, joints or skin hurt after a few hours. To avoid problems such as 9. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped. Tendonitis, Carpel Tunnel Syndrome or skin irritation: 1. Take a 10 to 15 minute break every hour, even if you don't think you need it. 2. If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:  $\frac{1}{2} \left( \frac{1}{2} \right) = \frac{1}{2} \left( \frac{1}{2} \right) \left($ 3. If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor. (1) this device may not cause harmful interference, and **BATTERY SAFETY INFORMATION:** (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 ▲ WARNING: Battery acid leakage can cause personal injury and cause damage to the product and surrounding property. If battery leakage occurs, thoroughly wash any affected skin, making sure to keep battery acid away from eyes, ears, nose and mouth. Immediately wash any clothing or other surface that the equipment. comes in contact with leaked battery acid. Leaking batteries may make "popping" NOTE: This equipment has been tested and found to comply with the limits for a Note: This equipment has been tested and bound to comply with the limits of 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 sounds. Dispose according to Local, State or Federal Battery Laws. NEVER mix old and new batteries or different brands of batteries.  ${\bf NEVER}$  mix alkaline, standard (carbon-zinc), rechargeable (nickel-cadmium) batteries with this product. 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:  $\ensuremath{\textbf{NEVER}}$  dispose of batteries in fire, as they may leak and explode.  $\ensuremath{\textbf{NEVER}}$  use rechargeable batteries.  $\ensuremath{\textbf{NEVER}}$  attempt to charge non-rechargeable batteries. Reorient or relocate the receiving antenna.
Increase the separation between the equipment and receiver.  $\textbf{ALWAYS} \ \text{remove exhausted batteries from toy.}$  $\textbf{ALWAYS} \ \text{have an adult install batteries consistent with installation instructions.}$  Connect the equipment into an outlet on a circuit different from that to which e receiver is connected. **ONLY** use batteries specified by manufacturer. the receiver is connected.

Consult the dealer or an experienced radio / TV technician for help. Batteries are to be inserted with the correct Polarity. Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits. The supply terminals are not to be short-circuited. **WARRANTY** > For warranty information, visit www.jakks.com/warranty SEIZURE WARNING: A small percentage of individuals may experience TROUBLESHOOTING > If you cannot get the product to work with your epileptic seizures when exposed to certain light patterns or flashing lights.

Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the TV Games unit, may induce an epileptic seizure in these individuals. Certain conditions may induce previously audio/video devices, please contact the device manufacturer.
This device complies with Industry Canada Licence-exempt RSS-210. Operation is subject to the following two conditions: (1) this device may not cause in and (2) this device must accept any interference, including interference that may cause undesired operation of the device. undetected epileptic seizure or symptoms in these individuals or in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an © 2014 Viacom International Inc. All Rights Reserved. Nickelodeon, Teenage Mutant Ninja Turtles, and all related titles, logos and characters are trademarks of Viacom International Inc. Based on characters created by Peter Laird and Kevin Eastman. TM & © 2014 MANUFACTURED BY JAKKS PACIFIC, INC., 22619 PCH, MALIBU, CA, 90265 U.S.A. All other symbols, marks, logos, and designs (collectively "Trademarks") are Trademarks of and proprietary to their respective owners and used under license. Contents may vary in style, color, shape and decoration from images shown on package or in advertising.

HotGen

**Fantasy Violence** 

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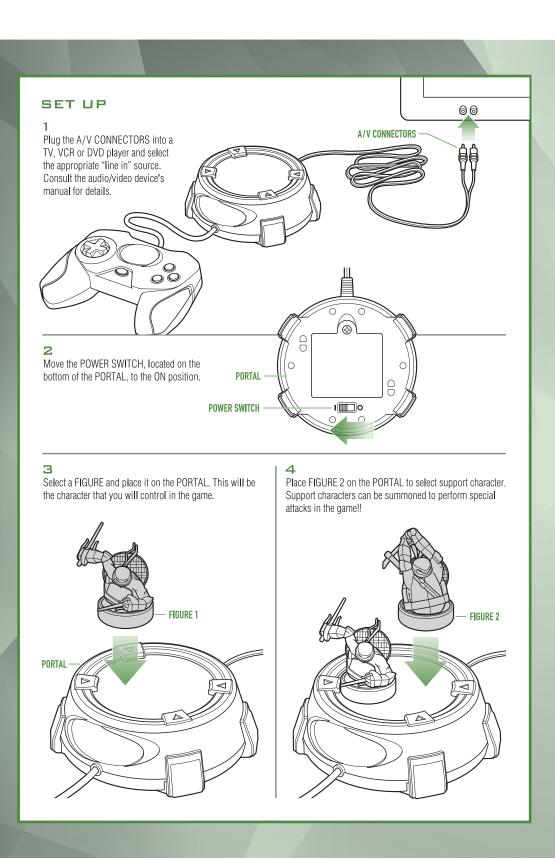
ATTENTION! Remove and discard packaging ties and fasteners before giving toy to child.

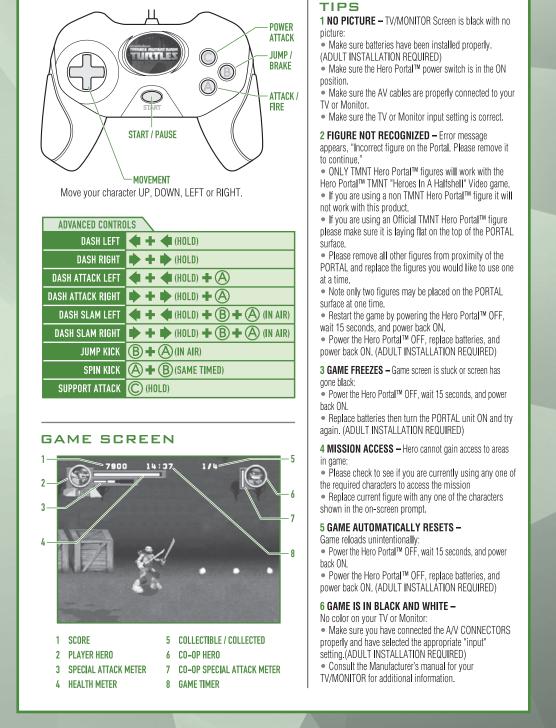
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Developed by HotGen I td London

AGE 8+ HERDES IN A HALF SHELL VIDEO GAME FOR SET-UP: (ADULT INSTALLATION REQUIRED) 1. Battery installation: Locate the battery compartment on the bottom Before replacing side of the portal. Using a Phillips Head screwdriver, remove the screw batteries, turn power of and the battery door. Install fresh batteries, matching polarity icons with and disconnect the AV those on the unit. Replace the battery compartment and the screw.

2. Unit Connection: Connect unit to TV, VCR or DVD player and select cable from the TV. the appropriate "line in" source. Consult the audio/video device's PORTAL A/V CABLE 0 CONTROLLER FIGURE 2 GAME PLAY: 6 STAGES, 18 MISSIONS Drive, fly, blast and run! Find the Hero Gates and unlock sub-levels for 6 different types of play. Battle through villains, collect special tokens, find the hidden areas & challenge yourself to reach 100% completion. lf you experience scree If you experience further problems such as horizonta difficulties, reset the PORTAL lines, distorted graphics. by turning it OFF and ON agair ghosting or fading, or figure or consult the audio/video Some newer model TV's ould not be recognized, batter device's manual to may not include RCA A/V may need to be changed. troubleshoot. inputs. If your TV does not include the appropriate A/V inputs an adapter may be Hero Portal™ Teenage Mutant Ninja Turtles Figures only work with the Teenage Mutant Ninja Turtles Hero Portal™ Game System ESRB





TROUBLESHOOTING

CONTROLS