Instruction for item 1931/1931A.

EXTREME HOCKEY OPERATING INSTRUCTIONS

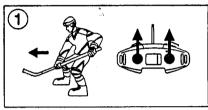
Ref. 0004018

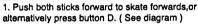
HAND CONTROLLER OPERATION:

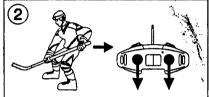
JOYSTICK CONTROL:

The twin joysticks on the remote control unit give the Hockey Player maximum manoeuvrability. The red LED lights up when controls are activated to indicate power source.

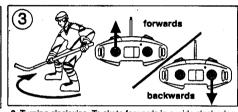
Please refer to diagram:



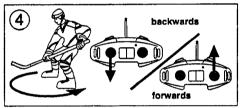




2. Pull both sticks back to skate backwards.



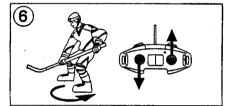
3. Turning clockwise. To skate forwards in a wide clock-wise circle push the left stick forwards. To skate backwards in a wide clockwise circle pull the right stick back.



4. Turning anti-clockwise.To skate backwards in a wide anti-clockwise circle pull the left stick back, to skate forwards in a wide clockwise circle push the left stick forwards.



player will spin on the spot clockwise.

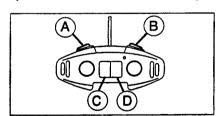


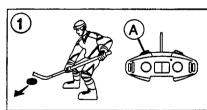
5. Push the left stick forwards and the right 6. Push the right stick forwards and the left stick stick backwards at the same time and the backwards at the same time and the player will spin on the spot anti-clockwise.

FUNCTION BUTTONS:

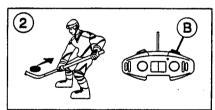
Press the preprogrammed action buttons to pass and shoot the puck!

NOTE: The puck is manipulated by the hockey stick through magnetism. If too much force or speed is used control of the puck may be lost.

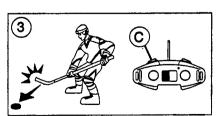




1. Press button A to pass the puck forwards.



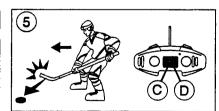
2. Press button B to pass the puck backwards.



3. Press button C for slapshot action.



4. Press button D to skate forward accurately in a straight line.



5. Press buttons C and D together and the player will skate forwards and shoot in one motion.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could vold the user's authority to operate the equipment. FCC ID: OKP 1931



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EXTREME HOCKEY OPERATING INSTRUCTIONS

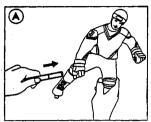
Contents:

- 1. Hockey player action figure.
- 2. Hockey stick.
- 3. Hockey puck.
- 4. Hockey net.

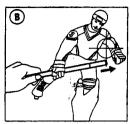
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5. Hand held remote controller.

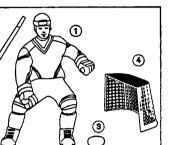
Preparing to play:



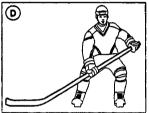
A. Thread the handle of the hockey stick into the slot of the figure's right hand. You will hear a click as the handle passes through to the other side.



B. Slide the stick



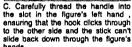
C. Carefully thread the handle into the slot in the figure's left hand, ensuring that the hook clicks through to the other side and the stick can't slide back down through the figure's

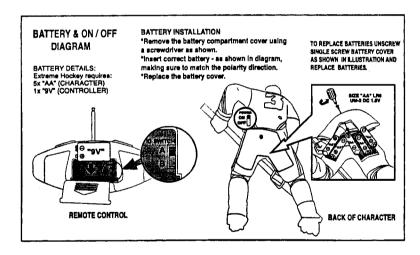


Your player is now ready to take part

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IMPORTANT BATTERY INFORMATION *Do not mix old and new batteries.

*Do not mix alkine, standard (Carbon zinc) or rechargeable (nickel-cadmium) batteries. *Rechargeable batteries not recommended. *Batteries should be replaced by adults because of small parts.

Batteries are to be inserted with correct polarity.

Non-rechargable batteries are not to be recharged. only batteries of the same or equivalent type as recommended are to be used.

Exhausted batteries are to be removed from the toy. The supply terminals are not to be short-circuited.

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 one equipment into an outlet on a circuit different from that to which the receiver is needed.

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

FCC ID: OKP 1931

