

STUNTMAN[®] Nitro Boost Stunt Bike

Stu INSTRUCTIONS

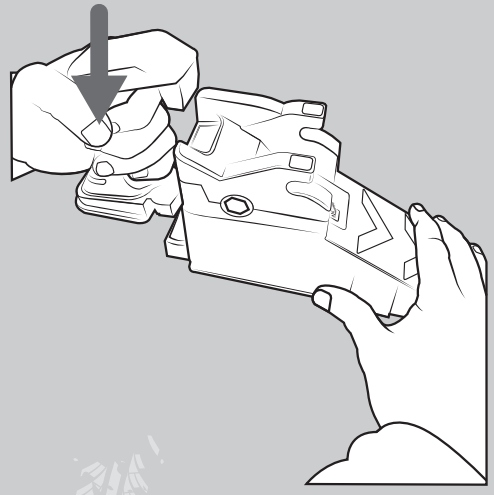
REV, ZOOM
'N' JUMP
STUNT SET

5+

SETTING UP THE BIKE

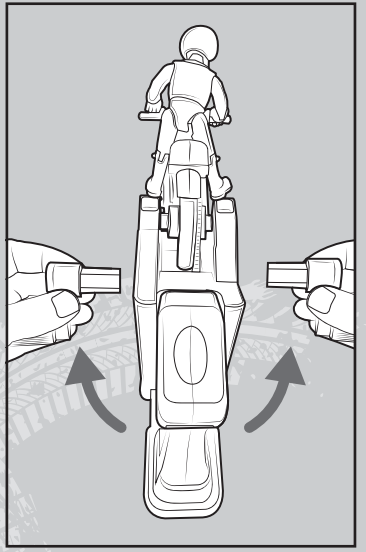
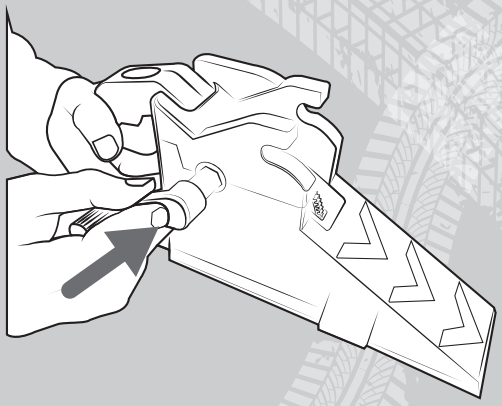
TO ASSEMBLE THE BIKE JUMP:

- 1 CAREFULLY ALIGN THE BLACK REAR HANDLE WITH THE REAR OF THE LAUNCHER AS SHOWN.
- 2 SLIDE THE HANDLE DOWN SO IT SLIDES INTO PLACE AT THE TOP AND AT THE BASE.
- 3 PUSH FIRMLY DOWN UNTIL THE HANDLE CLICKS INTO PLACE.



THE POWER HANDLE

- 1 TAKE THE ANGLED POWER HANDLE AND SLIDE IT INTO PLACE ON EITHER THE RIGHT HAND OR LEFT HAND SIDE.
- 2 DEPENDING ON WHETHER YOU ARE RIGHT OR LEFT HANDED YOU WILL WANT THE POWER HANDLE ON THE SIDE OF YOUR DOMINANT HAND.
- 3 A RIGHT HANDED PERSON WOULD HAVE THE HANDLE ON THE RIGHT (LOOKING FROM THE REAR).

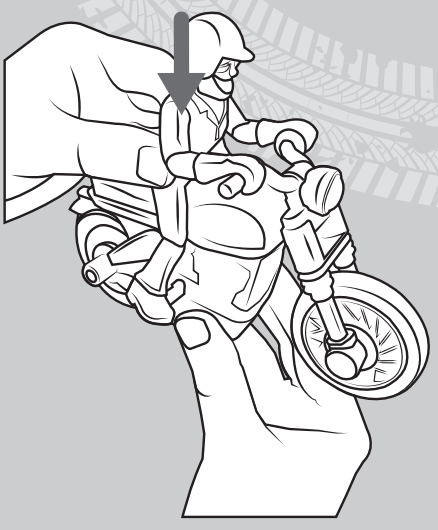


POWER HANDLE CAN BE FITTED TO THE LEFT OR RIGHT SIDE.

SETTING UP THE BIKE

TO START YOU SHOULD AIM TO HAVE STU ON THE BIKE AS STABLE AS POSSIBLE. AGAIN AS YOU GET BETTER YOU CAN CHANGE THIS, BUT TO START:

- 1 PLACE STU ONTO THE BIKE SITTING CENTRALLY
- 2 CLIP HIS HANDS AROUND EACH HANDLE BAR END
- 3 PUSH THE HOLES IN HIS INNER LOWER LEG ONTO THE SMALL PEGS ON EACH SIDE OF THE BIKE - THIS WILL HOLD HIS LEGS IN PLACE AND KEEP HIM STABLE.

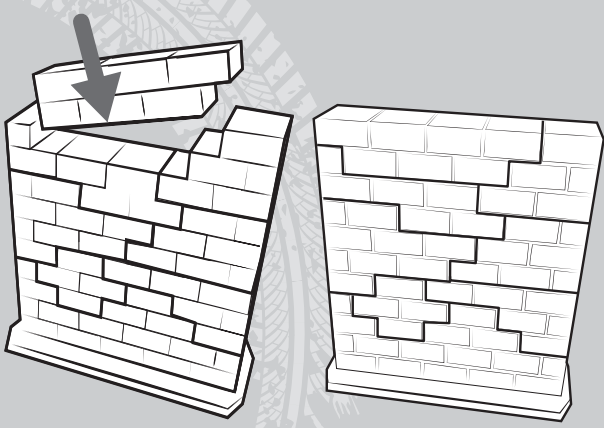


SETTING UP THE RAMP & WALL

TO START YOU SHOULD AIM TO PLAY WITH THE BIKE TO SEE HOW IT WORKS AND GET THE HANG OF THE LAUNCHER, RAMP AND WALL.

A SMALL SUCCESSFUL JUMP AND CRASH IS A GOOD PLACE TO START.

- 1 PLACE THE RAMP ROUGHLY 60 CM OR 2 FEET FROM THE LAUNCHER AND IN LINE WITH THE LAUNCH RAMP.
- 2 PLACE THE WALL ROUGHLY ANOTHER 60 CENTIMETRES OR 2 FEET IN FRONT OF THE RAMP AGAIN IN LINE SO YOU HAVE A STRAIGHT LINE BETWEEN LAUNCHER, RAMP AND THE WALL.
- 3 THE WALL IS ASSEMBLED FROM THE BASE PIECE UP AS PER THE DIAGRAM.
- 4 EACH PIECE IS NUMBERED IN SEQUENCE SO IF YOU ARE STUCK SIMPLY FOLLOW THE NUMBERS TO ASSEMBLE AND BUILD EACH PART.



PLAY SAFE

SAFETY INSTRUCTIONS:
ADULT SUPERVISION RECOMMENDED.

WARNING! ALWAYS OPERATE THE TOY AWAY FROM EYES OR FACE.

- 1 WARNING! NEVER AIM AT EYES OR FACE.
- 2 ONLY OPERATE STU'S STUNT BIKE IN AN OPEN AREA.
- 3 NEVER LAUNCH STU'S STUNT BIKE AT PEOPLE, ANIMALS OR UNINTENDED OBJECTS.
- 4 ALWAYS LAUNCH STU'S STUNT BIKE FROM A FLAT FLOOR/GROUND LEVEL SURFACE.
- 5 KEEP FINGERS CLEAR OF ALL MOVING PARTS.
- 6 HOLD LAUNCHER HANDLE FIRMLY TO CONTROL LAUNCH.
- 7 PAY ATTENTION: MAKE SURE PEOPLE AROUND YOU KNOW YOU'RE PLAYING WITH STU'S STUNT BIKE.



STUNTMAN[®] Stu

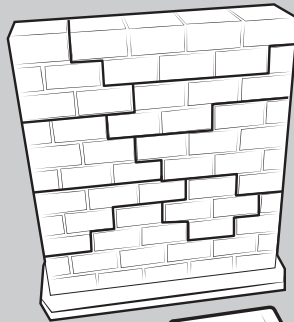
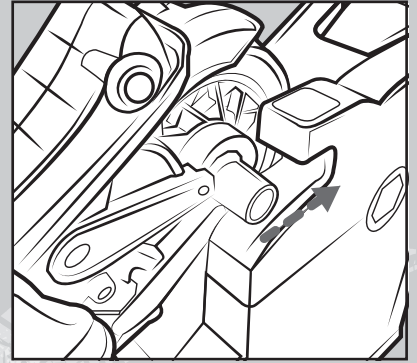
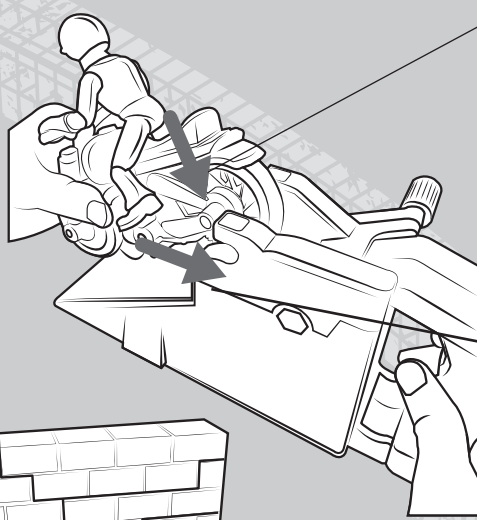
NITRO BOOST STUNT BIKE INSTRUCTIONS

REV, ZOOM 'N' JUMP STUNT SET

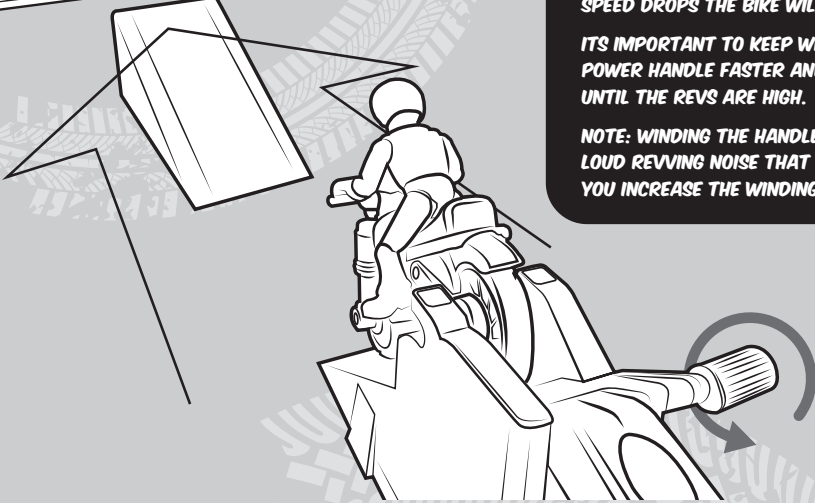
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PLACING THE BIKE INTO THE LAUNCHER

- 1 ENSURE THE BIKE KICKSTAND IS IN THE RAISED POSITION. *IF IT IS DOWN IT COULD INTERFERE WITH PERFORMANCE.
- 2 PLACE THE BIKE WITH STU ONTO THE RAMP, SLIDE THE BACK WHEEL INTO PLACE CENTRALLY. THIS WILL ENSURE THAT THE GEARWHEEL ON THE LAUNCHER HAS CONNECTED WITH THE GEARWHEEL ON THE REAR WHEEL OF THE BIKE.
- 3 ON EITHER SIDE OF THE REAR WHEEL IS A THICK TUBE. THIS TUBE HAS TO BE PUSHED FULLY BACK INTO THE CORRESPONDING HOLDERS ON THE LAUNCHER.
- 4 IF THE BIKE IS CORRECTLY POSITIONED IT WILL STAY IN PLACE BY ITSELF ON THE LAUNCHER.



- 1 POSITION YOURSELF ON YOUR KNEES BEHIND THE LAUNCH RAMP.
- 2 FIRMLY HOLD THE BLACK LAUNCHER HANDLE AT THE REAR WITH THE HAND THAT YOU ARE NOT WINDING WITH TO KEEP THE LAUNCHER STEADY.
- 3 TAKE THE END OF THE POWER HANDLE AND START TO WIND IT STEADILY IN A FORWARDS DIRECTION.
- 4 KEEP WINDING THE HANDLE FASTER EACH TURN TILL YOU THINK YOU ARE AT A GOOD SPEED TO LAUNCH.
- 5 STOP WINDING THE HANDLE AND HOLD IT STILL TO LAUNCH THE BIKE AND START THE JUMP RUN.



IMPORTANT

LAUNCHING THE BIKE

NOTE:
THE BIKE WORKS BY USING AN EVER INCREASING SPEED TO HOLD THE BIKE IN PLACE AS YOU WIND THE POWER HANDLE. AS SOON AS YOU STOP WINDING AND SPEED DROPS THE BIKE WILL LAUNCH. ITS IMPORTANT TO KEEP WINDING THE POWER HANDLE FASTER AND FASTER UNTIL THE REVS ARE HIGH.

NOTE: WINDING THE HANDLE CREATES A LOUD REVVING NOISE THAT INCREASES AS YOU INCREASE THE WINDING SPEED.

A SET OF DECALS ARE SUPPLIED WITH THE PRODUCT. YOU CAN USE THESE TO CUSTOMISE THE PRODUCT BY EITHER FOLLOWING THE ILLUSTRATIONS PROVIDED OR MAKING YOUR OWN PLACEMENT DESIGN.

CONTENTS:

- 1 x Stunt Bike
- 1 x Bike Launcher with Handle
- 1 x Curved Jump Ramp
- 1 x Break Apart Brick Wall (8 pcs)
- 1 x Articulated Figure
- 1 x Decal Sheet
- 1 x Instructions Sheet

PLAY

HITTING THE RAMP STRAIGHT ON CAN BE TRICKY. IT MAY BE EASIER TO SET UP YOUR OWN RAMP USING A COMIC ANNUAL OR A WIDE FLAT BOOK FIRST.

THE BIKE WILL TRAVEL QUITE FAR ON A FLAT SURFACE AND IT WILL JUMP WELL IF IT HITS THE RAMP. YOU CAN PLAY AROUND WITH DIFFERENT STUNTS BY BUILDING YOUR OWN RAMPS, DIFFERENT JUMPS AND HOW TIGHT OR LOOSE YOU POSITION STU ONTO THE BIKE.

AS STU WOULD SAY: "ANY STUNT, ANY WHERE, ANY TIME!
...SO LET'S GET STUPID!"



Item: Stuntman Stu Nitro Boost Stunt Bike
Item Number: 08201
Age Grade: 5 Years Plus

WARNING! CHOKING HAZARD.

Not suitable for children under 36 months. Choking hazard (small parts). Please remove all packaging attachments before giving this product to a child. Please use discretion if making purchases for children younger than the age recommended on this package. Product specifications, colour and contents may vary from those illustrated.

IMPORTANT: Please retain packaging/instructions and purchase details for future reference as they contain important information.

WARNING! Risk of entanglement. Hair can get caught in the spinning wheel. Keep away from head and neck.

PROJECTILE WARNING! Do not use missiles or projectiles other than those supplied or recommended by the manufacturer.

- Do not aim at eyes or face.
- Do not point or shoot at people or animals.
- Do not fill this product with objects other than those provided or advised specifically for use with this product.



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