TO START:

When you bring the toy back, return it to the original box position. The toy will begin to tumble. Move the toy forward to activate!

YOUM TUMBLIN' CHUCK TOY TUMBLES...

AND REACTS TO HOW YOU PLAY WITH HIM.

OTHER ACTIVITIES:

BOOMERANG TIME
Your TUMBLIN' CHUCK toy will turn and return to the starting position.

LOAD-UP TIME
Your TUMBLIN' CHUCK toy will load up to the next level. See how high he can go!

TURBO TIME
Your TUMBLIN' CHUCK toy will turn and shuffle into turbo mode. Move him forward fast to activate!

ROLL-ALONG SONG TIME
Your TUMBLIN' CHUCK toy will hum along with him. Note how much fun you can have!

NOTE: Activities are random. To change what your TUMBLIN' CHUCK toy is doing, interact with him.

WAS TO INTERACT WITH TOY:

1. Press and hold your TUMBLIN' CHUCK toy to light up and switch to different colors.

2. Toss him. He will flip over.

3. Roll him. He will roll up and down.

4. Turn him upside-down.

NOTE: Your TUMBLIN' CHUCK toy works best on hard, flat surfaces.

Sleep Mode: your TUMBLIN' CHUCK toy is not played with for approximately 8 seconds, it will go to sleep. Press his button to wake him up.

TIP: Your TUMBLIN' CHUCK toy will tell you when his batteries are low. He will use a low-power phase and will stop performing activities. When this happens, replace his batteries.

IMPORTANT: BATTERY INFORMATION

1. TO AVOID BATTERY LEAKAGE
   a. Always follow the instructions carefully. Use only batteries specified and make sure to insert them correctly by matching the + and – polarity markings.
   b. Do not mix old batteries and new batteries or standard (carbon-zinc) or alkaline batteries.
   c. Remove exhausted or dead batteries from the product.
   d. Remove batteries if product is not to be played with for a long time.
   e. Do not short-circuit the battery terminals.
   f. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries), if necessary.

FCC STATEMENT

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.

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 of the following measures:
   a. Reorient or relocate the receiving antenna.
   b. Increase the separation between the equipment and receiver.
   c. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
   d. Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications to this product not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Tonka Chuck & Friends

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TO START:

When you flip the toy down, buttons by patterns of features by turning the 4 faces, it will start to tumble.

YOUR TUMBLIN' CHUCK TOY TUMBLE...

AND REACTS TO HOW YOU PLAY WITH HIM.

OTHER ACTIVITIES:

BOOMERANG TIME

Your TUMBLIN' CHUCK toy will flip forward and return to you.

LOAD-UP TIME

Your TUMBLIN' CHUCK toy will load something in his bucket. See how much he can hold.

TURBO TIME

Your Tumblin' CHUCK toy revs his engine and deductible from turbo modes. Move his front feet to activate!

ROLL-ALONG DOT TIME

Your TUMBLIN' CHUCK toy will turn inside a way. Move his front feet to activate!

NOTE: Your TUMBLIN' CHUCK toy works best on hard, flat surfaces.

Sleep Mode: Your TUMBLIN’ CHUCK toy is not played with for approximately 30 seconds, he will go to sleep. Press his eyes to wake him up to wake him.

TO REPLACE BATTERIES:

Replace two used batteries with alkaline batteries. Please keep head assemblies (not included) needed to insert batteries. Loose screws in battery compartment cover becomes removed attached to cover. Remove cover. Remove and discard used batteries. Replace with two 1.5V alkaline batteries. Replace covers and tighten screws.

IMPORTANT: BATTERY INFORMATION

CAUTION:

1. TO AVOID BATTERY LEAKAGE
   a. Always follow the instructions carefully, use only batteries specified.
   b. Do not mix new batteries and new batteries or different types of batteries.
   c. Remove exhausted or damaged batteries from the product.
   d. Remove batteries if product is not to be played with for a long time.
   e. Do not short-circuit the supply terminals.
   f. RECHARGEABLE BATTERIES: Do not mix these with other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on) or removing and re-inserting batteries as necessary.
**To Start:**

When you bring the toy housed, listen for Patterns of features by turning the Toy. The Toy will start to change.

**Your Tumbling Chuck Toy Tumbles...**

When you bring the Toy housed, listen for Patterns of features by turning the Toy. The Toy will start to change.

**And Reacts to How You Play With Him.**

**Other Activities:**
- **Boomerang Time:** Your Tumbling Chuck toy starts to move when you flip him like a boomerang.
- **Load-Up Time:** Your Tumbling Chuck toy starts to roll when you press the button on his back.
- **Jump Time:** Your Tumbling Chuck toy starts to jump when you press the button on his back.

**Exercise:**
- **Push-ups:** Your Tumbling Chuck toy starts to push up when you press the button on his back.
- **Jumping Jack:** Your Tumbling Chuck toy starts to jump when you press the button on his back.

**Ways to Interact with Toy:**

1. Press and hold the button on your Tumbling Chuck toy digitally to switch to a different activity.
2. Turn the toy upside-down.
3. Roll him.
4. Turn him upside-down.

**Sleep Mode:** Your Tumbling Chuck toy will stop moving for approximately 30 seconds, then go to sleep. Press his eyes or shake him to wake him.

**Tip:** Your Tumbling Chuck toy will tell you when his batteries are low. He will use a low-power voice and will stop performing motorized activities. When this happens, replace his batteries.

**To Replace Batteries:**

1. Open the battery compartment cover.
2. Replace the batteries with the included batteries.
3. Replace the battery compartment cover.

**Important Battery Information:**

1. **Caution:**
   - Always follow these instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
   - Do not mix old batteries with new batteries or standard (carbon-zinc) with alkaline batteries.
   - Remove exhausted or dead batteries from the product.
   - Remove batteries if product is not to be played with for a long time.
   - Do not short-circuit the battery terminals.
   - **Rechargeable Batteries:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Rechargeable batteries under adult supervision. Do not recharge other types of batteries.

2. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries).
TO START:

When you lift the top flap, activity by patterns of features by moving the T-jet. The T-jet lands back in the.

YOUR TUMBLIN’ CHUCK TOY TUMBLE...

Press your TUMBLIN’ CHUCK toy’s light to begin playing. Keep playing with him to see what he does next!

AND REACTS TO HOW YOU PLAY WITH HIM.

OTHER ACTIVITIES:

BOOMERANG TIME

In your TUMBLIN’ CHUCK toy back and forth. He automatically back toward you.

LOAD-UP TIME

Your TUMBLIN’ CHUCK toy will ask you to put something in his bucket. See how much he can hold!

TURBO TIME

Your TUMBLIN’ CHUCK toy revs his engine and drifts into turbo-mods. Move him forward fast to activate!

ROLL-ALONG SOMETHING

Your TUMBLIN’ CHUCK toy will sometimes have a song when you roll him. His 3D star/flower or drum based on how fast you roll him.

NOTES: Activities are random. To change what your TUMBLIN’ CHUCK toy is doing, interact with him.

WAYS TO INTERACT WITH TOY:

1. Press and hold button on your TUMBLIN’ CHUCK toy’s light to switch to a different activity.

2. Think him.

3. Roll him.

4. Turn him upside-down.

NOTE: You TUMBLIN’ CHUCK toy works best on hard, flat surfaces.

Sleep Mode: your TUMBLIN’ CHUCK toy is not played with for approximately 60 seconds, he will go to sleep. Press his light to wake him up.

TIP: Your TUMBLIN’ CHUCK toy will tell you when his batteries are low. He has a low-power phase and will stop performing motorized activities. When this happens, replace his batteries.

TO REPLACE BATTERIES:

Replace the batteries with alkaline batteries. Please make sure the batteries are replaced properly. This will ensure proper functioning of the toy.

IMPORTANT BATTERY INFORMATION

CAUTION:

1. TO AVOID BATTERY LEAKAGE

a. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.

b. Do not mix old batteries and new batteries or standard alkaline batteries with rechargeable batteries.

c. Remove exhausted or damaged batteries from the product.

d. Remove batteries if product is not to be played with for a long time.

e. Do not short-circuit the supply terminals.

2. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

FCC STATEMENT

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, including interference that may cause undesired operation.

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 of the following measures:

1. Reorient or relocate the receiving antenna.

2. Increase the separation between the equipment and receiver.

3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

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

This class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the equipment.