

**Voice FX™  
DUKE®**



Batteries included. Replace with 2 x 1.5V "AAA" or R03 size batteries. Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to replace batteries.

**TALKING FEATURE**

The speech mechanism has 4 modes that are activated by pressing the button in different ways.

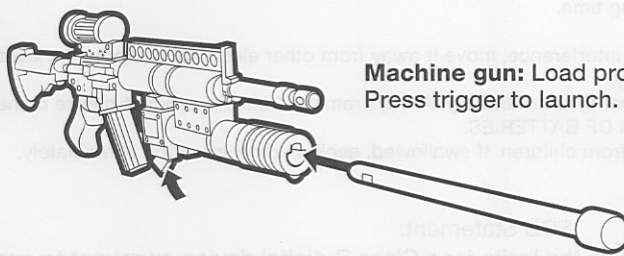
1. **Light press/hold down button:** Figure's mouth opens once and he says one of 13 different phrases.
  2. **Hard press/hold down button:** Figure's mouth opens once and he shouts one of 13 different phrases.
  3. **Light press/release button:** For each press/release, figure's mouth opens and he says one word of a phrase. Keep pressing/releasing to make figure say each word in the phrase.
  4. **Hard press/release button:** For each press/release, figure's mouth opens and he shouts one word of a phrase. Keep pressing/releasing to make figure shout each word in the phrase.
- **TRY THIS!** Alternate between saying and shouting each word, by pressing lightly for some words, hard for other words, to change the way the phrases sound!

**The phrases are:**

"We must stop COBRA®, at all costs."  
 "SNAKE EYES®, JINX™, we're going in."  
 "This team stays together."  
 "We have to stop COBRA®, once and for all."  
 "First wave, follow me."  
 "Get the others, meet me there."

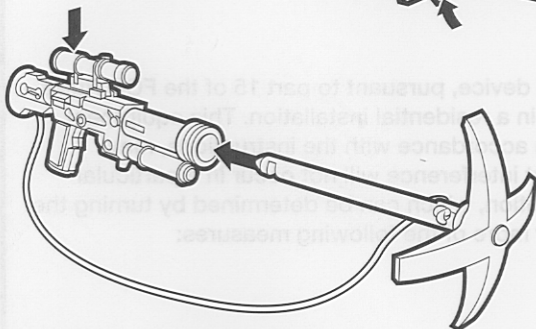
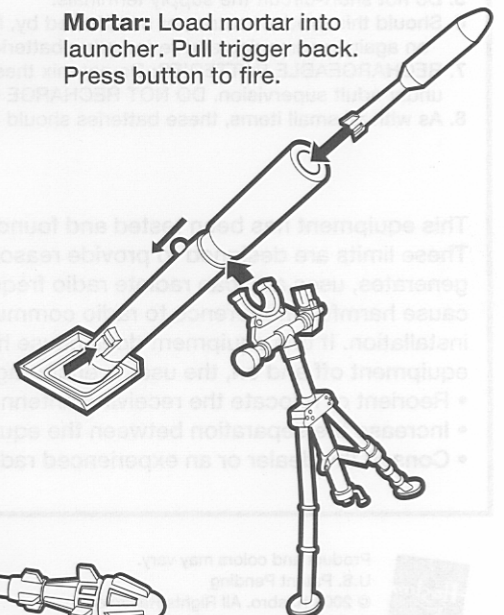
"We're taking this battle to COBRA®"  
 "We do this fast and clean, people."  
 "Work together, that's an order, soldier."  
 "On the double, soldier."  
 "Good move, soldier."  
 "Yo, Joe!"  
 "Lock and load!"

**WEAPONS**

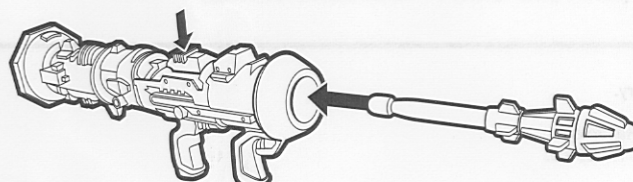


**Machine gun:** Load projectile.  
Press trigger to launch.

**Mortar:** Load mortar into launcher. Pull trigger back. Press button to fire.



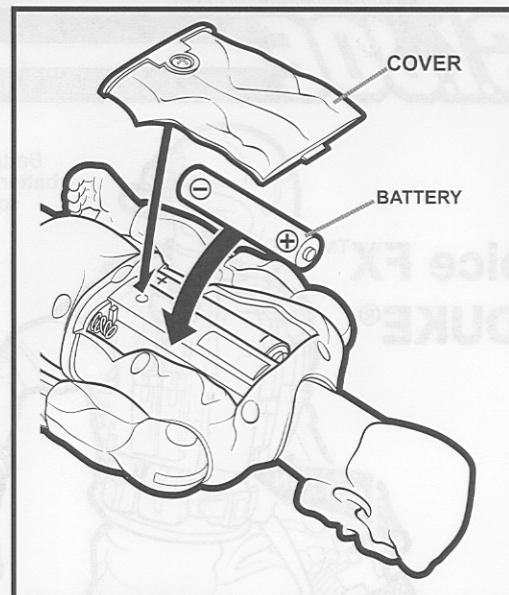
**Grappling hook launcher:** Unwind string. Load grappling hook into launcher. Press scope to launch.



**Anti-tank missile launcher:** Load missile. Press button to fire.

## TO REPLACE BATTERIES:

Using a Phillips/crosshead screwdriver (not included), loosen screw in battery compartment cover. Remove cover in figure's back. Remove and discard batteries. Insert 2 x 1.5v "AAA" or R03 batteries. Alkaline batteries recommended. Replace door, and tighten screw with screwdriver. See diagrams for polarity.



## ⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturers' instructions;
3. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.

## IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.  
Batteries should be replaced by an adult.

## ⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. 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.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

### FCC Statement:

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

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