

"WHOSEVER HOLDS THIS HAMMER, IF HE BE WORTHY, SHALL POSSESS THE POWER OF THOR"

PARTS INCLUDED

- 1 Thor Hammer
- 1 Display Base
- 1 Energy Charge Coin

BATTERY INSTALLATION

Tool required - Small Phillips head screwdriver

- 1. Using a Phillips head screwdriver, remove the battery cover as shown.
- 2. Insert 3 "AAA" batteries as indicated in the battery compartment and replace cover.

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 the equipment into an outlet on a circuit different from that to which the receiver is connected. Consult the dealer or an experienced radio/TV technician for help

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This device complies with Part 15 of the FCC Rules.

- Operation is subject to the following two conditions: This device may not cause harmful interference and
- This device must accept any interference received, (2)
- including interference that may cause undesired operation.

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

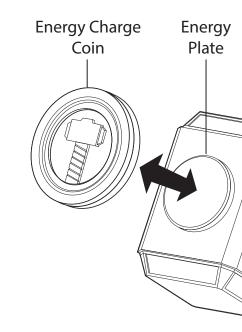
ACTIVATING THOR'S HAMMER

Now you can harness the power and energy of find and detect metal. Then, watch as it flash

First, test the energy charge of your hammer. Thor's Hammer to the Energy Charge Coin. W sound of Thor's hammer.

Then, go on your own mission to detect othe Thor's Hammer.

For each metal object you find, touch the Ene against it to see if it will activate with a charge successfully found iron-containing metal, also key ingredient needed to charge Thor's Hamr



BATTERY SAFETY INFORMATION

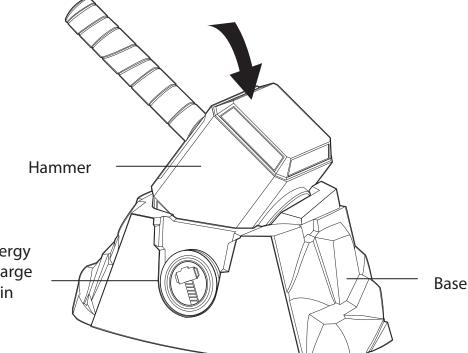
- Non-rechargeable batteries are not to be recharged
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision
- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity. Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not dispose of batteries in fire. Battery may explode or leak



(AAA/LR03) X3 Batteries not included Requires 3 x 1.5V AAA/LR03 batteries

DISPLAYING THOR'S HAMMER

After returning from your mission, rest Thor's Hammer in its base and it will activate a final charge of energy. After the sound of the charge is complete, the light coming from the hammer will continue for approximately 15 minutes. Then, it will automatically shut-off.

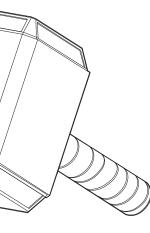


of Thor's Lightning Hammer! Use it to es and sizzles with lightning energy.

Touch the Energy Plate on the top of Vatch as this activates the light and

er metals that will activate

ergy Plate on the top of the hammer e of energy. If it does, you have o known as ferrous metal, which is the mer.



Energy Charge Coin



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