

# HIGH HOPPING HOONDORM™

## TO BEGIN TO PLAY :

First, turn the switch off, connect the hose from the air pump to the tank nozzle inserting with a twist, press the hose firmly in place.

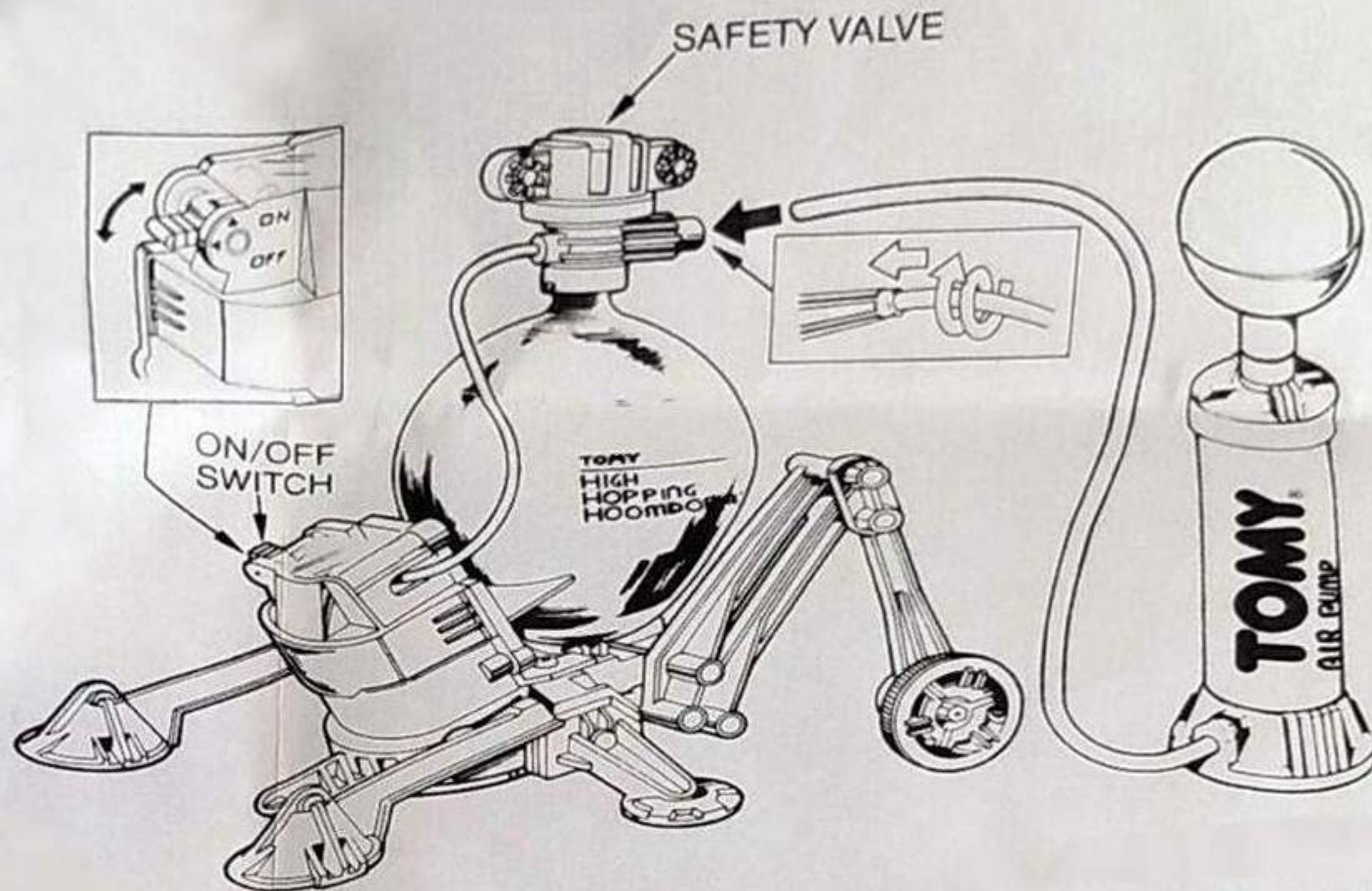
**NOTE :** Do not use any air pump other than the pump provided, as it has been designed to pump just the right amount of air into the tank. Gripping the pump firmly, move the handle up and down, filling the tank with air. When the tank is full, air will automatically escape from the safety valve with a hissing sound. The safety valve will prevent the air tank from overfilling.

## TO START :

Disconnect the hose from the nozzle after pumping. Position the toy with the motor in front in the direction you want it to travel. Turn the switch on and it will go.

## NOTE :

Be careful not to let dirt or sand enter the air pump or tank nozzle. If dirt is pumped into the engine it may keep it from working properly.

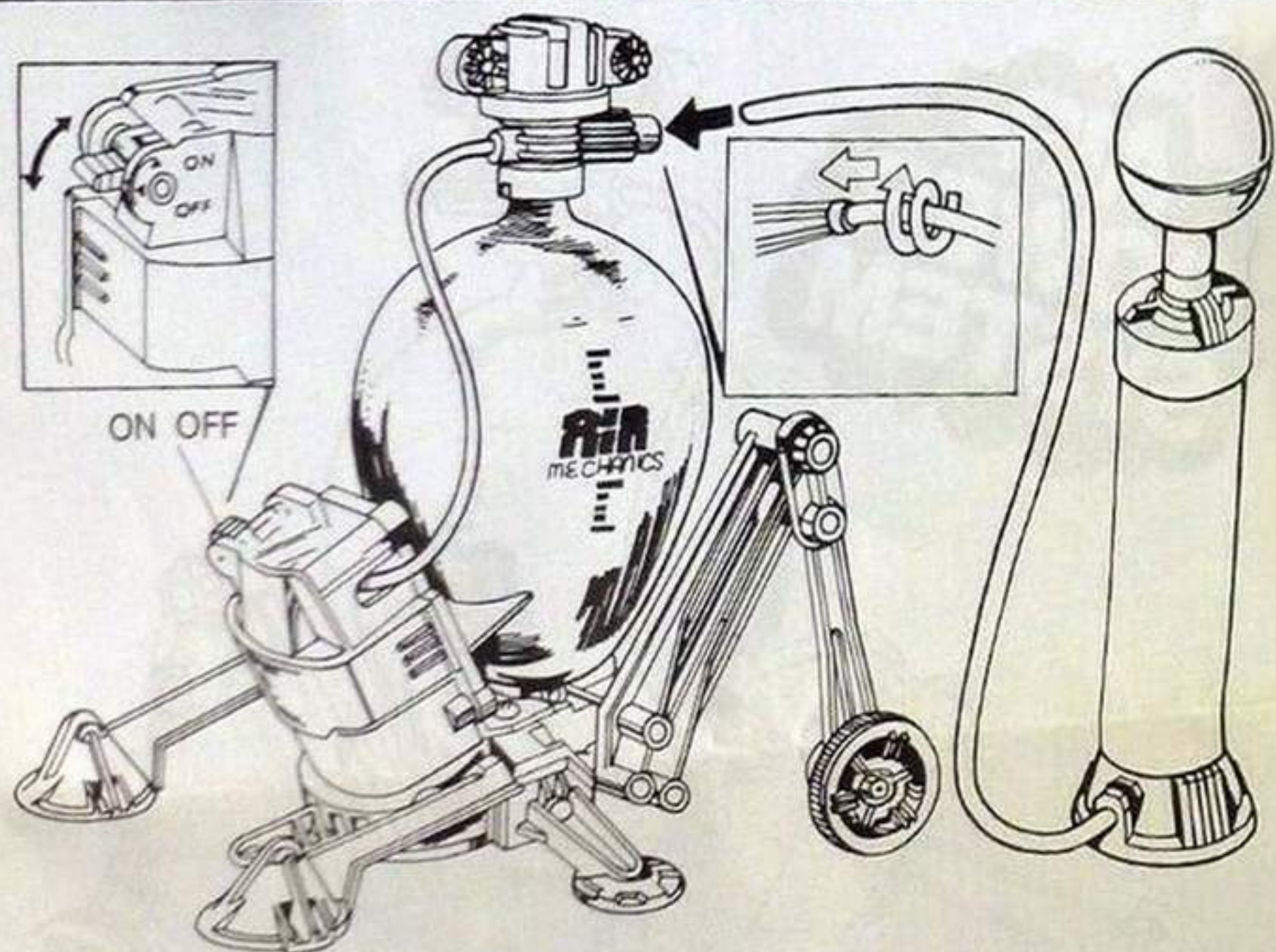


**TOMY**  
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## D Spielanleitung:

Den Schalter auf OFF stellen und den Schlauch der Luftpumpe an der Saugdüse anschließen. (Abbildung!)

Dabei den Schlauch drehen und fest in die Düse stecken.

Den Tank mit der Pumpe vollpumpen.

Ist der Tank voll, entweicht die überflüssige Luft hörbar aus dem Sicherheitsventil.

Den Schlauch abnehmen und den Schalter auf ON stellen.

SKY HOPPER hüpf los.

### Wichtig!

Der Mechanismus ist mit einem Sicherheitsventil ausgestattet, das aktiviert wird, wenn man zuviel Luft in den Tank pumpt. Deshalb das Verkleben oder Auseinandernehmen des Gerätes vermeiden.

Bitte nur die in der Packung enthaltene Luftpumpe verwenden.

Eine Fahrradpumpe oder ähnliches kann Beschädigungen verursachen.

## GB The air-powered explorer leapfrogging high into space. Playing instructions:

Make sure the red control is switched OFF.

Connect the hose of the air pump to the suction nozzle of the air tank.

Pump up the tank with air.

When the tank is full, the safety valve ensures that surplus air can escape.

Disconnect the hose.

Switch the red control to ON and let SKY HOPPER leapfrog on any flat surface.

### Important!

Only use the special air pump included.

Any other pump will damage your SKY HOPPER!

Do not tamper with the safety valve.

Air is all the fuel it takes, so just enjoy the snappy sound it makes.

There are three air-powered space vehicles available. Collect them all:  
LUNAR LEGS - SPACE CRAWLER - SKY HOPPER.

## F L'assaut spatial à propulsion à air Instructions de jeu:

Vérifier si le bouton de contrôle rouge se trouve sur OFF (arrêt).

Brancher le tuyau de la pompe à air au sommet du réservoir à air.

Remplir le réservoir d'air.

Lorsque le réservoir est plein, la soupape de sûreté laisse échapper le surplus d'air.

Débrancher le tuyau.

Mettre en marche le bouton de contrôle le mettre sur ON (marche) pour faire fonctionner le SKY HOPPER sur toutes surfaces planes.

### Important!

N'utiliser que la pompe à air spéciale livrée.

L'utilisation d'une autre pompe risquerait d'endommager le SKY HOPPER.

Ne pas manipuler la soupape de sûreté.

Pour fonctionner, seul de l'air suffit.

Il existe trois véhicules spatiaux à propulsion à air. Fais-en la collection:  
LUNAR LEGS - SPACE CRAWLER - SKY HOPPER.



# STRETCH LEGGED STOONDORM™

## TO BEGIN TO PLAY :

First, turn the switch off, connect the hose from the air pump to the tank nozzle inserting with a twist, press the hose firmly in place.

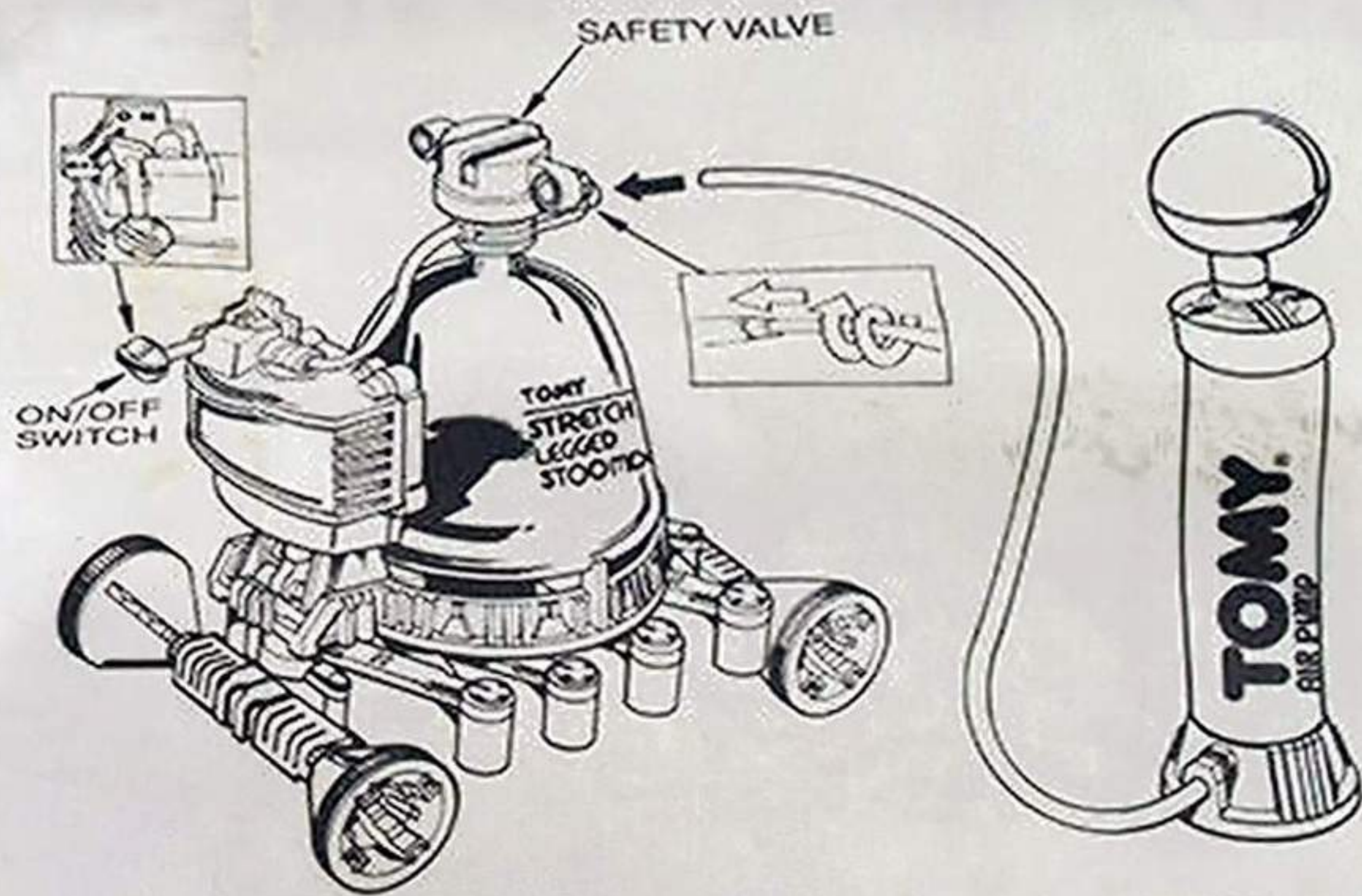
**NOTE :** Do not use any air pump other than the pump provided, as it has been designed to pump just the right amount of air into the tank. Gripping the pump firmly, move the handle up and down, filling the tank with air. when the tank is full, air will automatically escape from the safety valve with a hissing sound. The safety valve will prevent the air tank from overfilling.

## TO START :

Disconnect the hose from the nozzle after pumping. Position the toy with the motor in front in the direction you want it to travel. Turn the switch on and it will go.

## NOTE :

Be careful not to let dirt or sand enter the air pump or tank nozzle. If dirt is pumped into the engine it may keep it from working properly.



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# FLEET FOOTED FLOODORM™

## TO BEGIN PLAY:

First, turn the switch off, connect the hose from the air pump to the tank nozzle inserting with a twist, press the hose firmly into place.

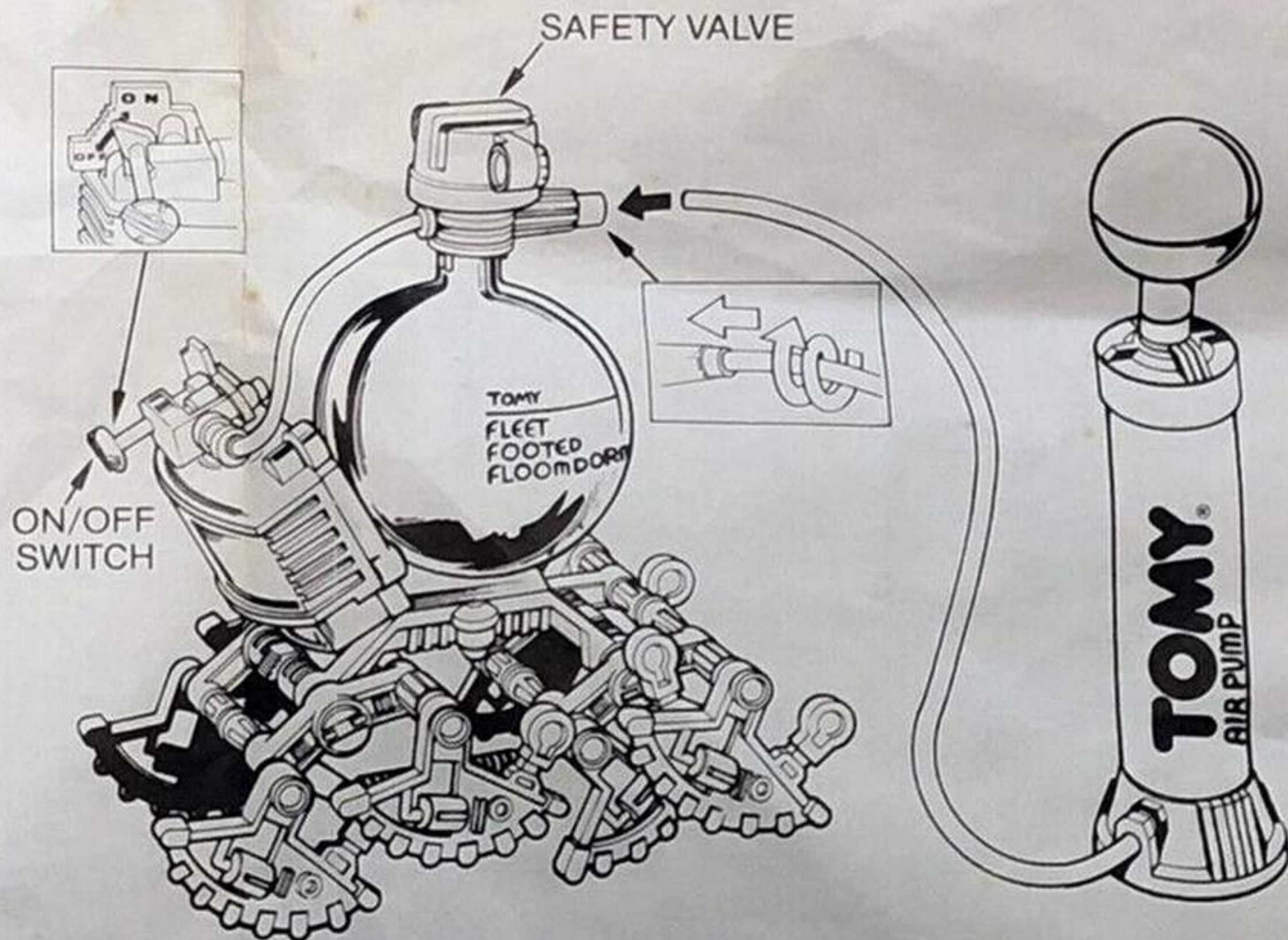
**NOTE:** Do not use any air pump other than the pump provided, as it has been designed to pump just the right amount of air into the tank. Gripping the pump firmly, move the handle up and down, filling the tank with air. When the tank is full, air will automatically escape from the safety valve with a hissing sound. The safety valve will prevent the air tank from overfilling.

## TO START:

Disconnect the hose from the nozzle after pumping. Position the toy with the motor in front in the direction you want it to travel. Turn the switch on and it will go.

## NOTE:

Be careful not to let dirt or sand enter the air pump or tank nozzle. If dirt is pumped into the engine it may keep it from working properly.





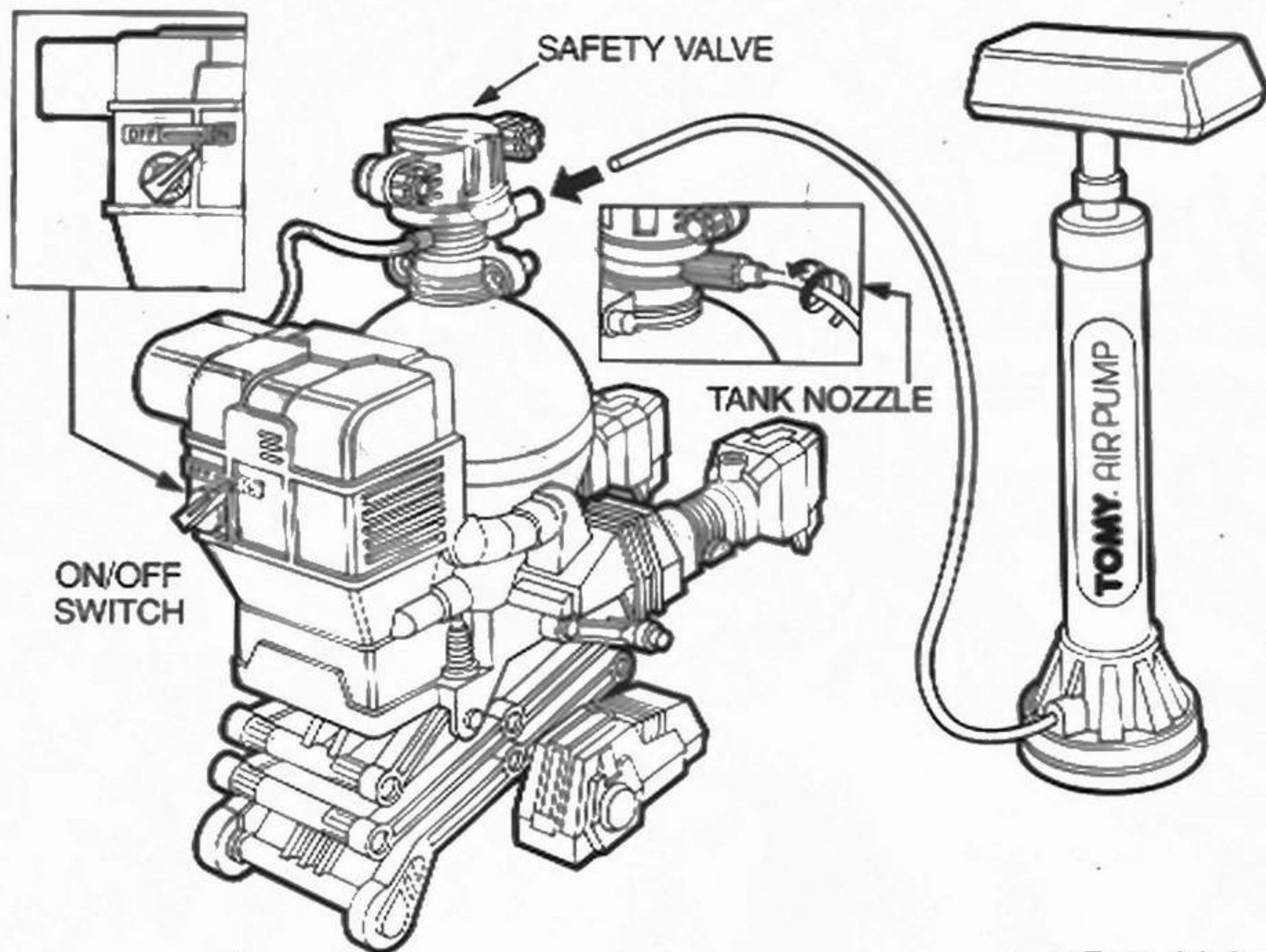
# LURCH ALONG LOOMDORM™

Turn off the switch on the back of your LOOMDORM. Insert the end of the air pump hose into the tank nozzle, pressing it firmly into place with a slight twist.

Grip the pump firmly and move the handle up and down to fill the tank with air. The safety valve prevents the air tank from overfilling. When the tank is full, air will automatically escape from the safety valve with a hissing sound.

Disconnect the hose from the nozzle and turn on the switch. LURCH ALONG LOOMDORM will rise up on his legs, lurch forward and land on his hands. He will do this over and over until he runs out of air.

**CAUTION:** Use only the air pump provided, as it has been designed to pump just the right amount of air into the tank. Be careful not to let dirt or sand enter the air pump or tank nozzle.



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