



3+

INSTRUCTION GUIDE

For online instructions:
<http://pawpatrol.co/HowToBuildMightyTower>

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. This equipment has been tested and found to comply with the limits for Class B digital devices pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful: • Reorient or relocate the receiving antenna • Increase the separation between the toy and the radio or the TV • Consult the dealer or an experienced TV-radio technician for help.

NOTE: Changes, adjustments or modifications to this unit, including but not limited to, replacement of any transmitter component (crystal, semiconductor, etc.) could result in a violation of FCC rules under part 15 and/or 95 and must be expressly approved by Spin Master Ltd. or they could void the user's authority to operate the equipment. Spin Master Inc., PMB #10053, 300 International Drive, Suite 100, Williamsville, NY 14221. To contact the responsible party please visit fcc.spinmaster.com.

CAN ICES-3(B) / NMB-3(B)



Requires 3 x 1.5 V AAA (LR03) batteries (not included). Batteries or battery packs must be recycled or disposed of properly. When this product has reached the end of its useful life it should not be disposed of with other household waste. The Waste Electrical and Electronic Equipment Regulations require it to be separately collected so that it can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheelie bin" symbol means that it should be collected as "waste electrical and electronic equipment". You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.



SPIN MASTER LTD.,
225 KING STREET WEST, TORONTO, ON M5V 3M2
CANADA

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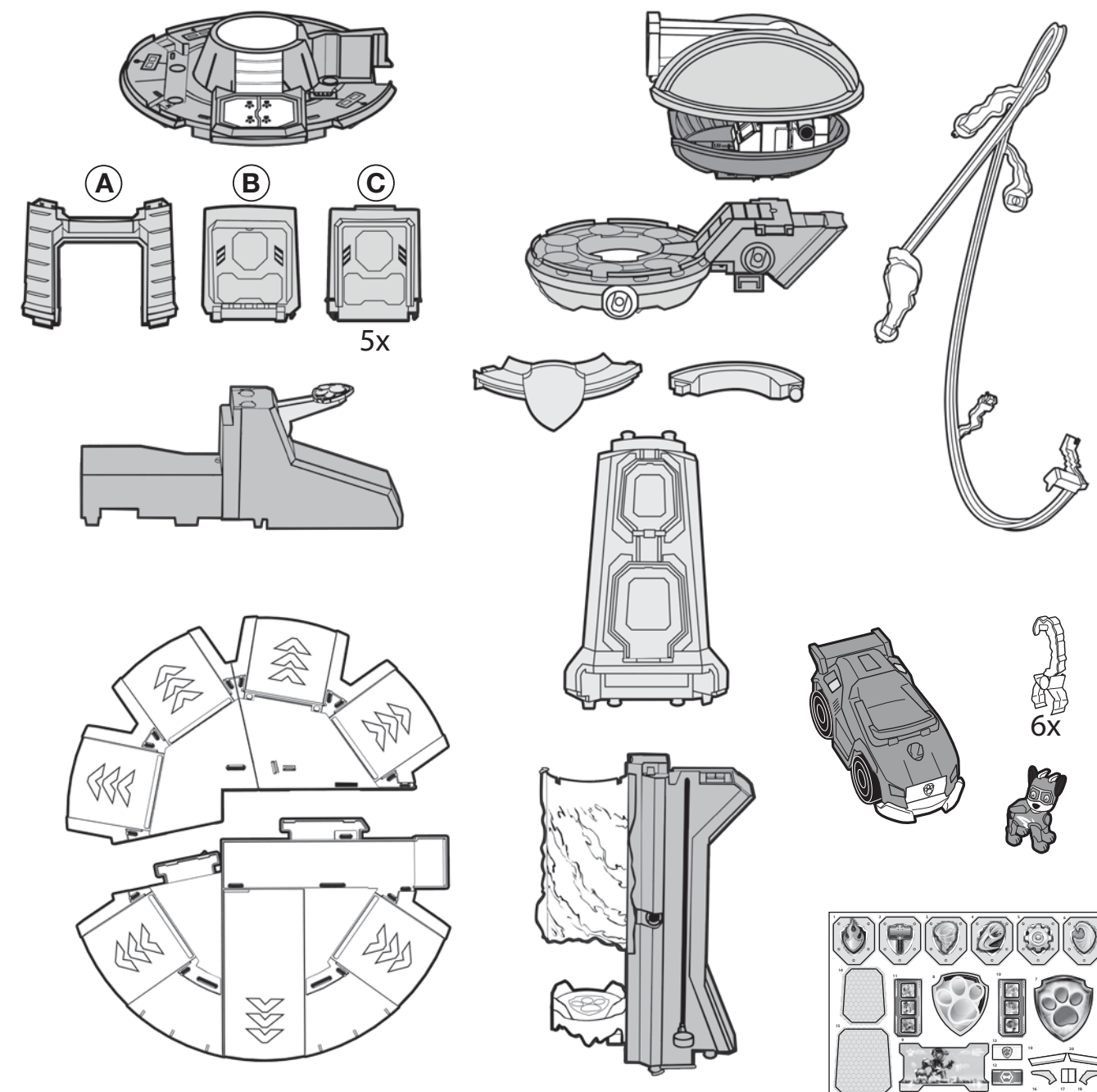
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MADE IN CHINA

T16786_0001_20116064_GEN_IS_R2_Tower

CONTENTS



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WWW.SPINMASTER.COM

⚠ WARNING: CHOKING HAZARD – Small parts.
Not suitable for children under three years.



⚠ WARNING: This toy produces flashes that may trigger epilepsy in sensitized individuals.

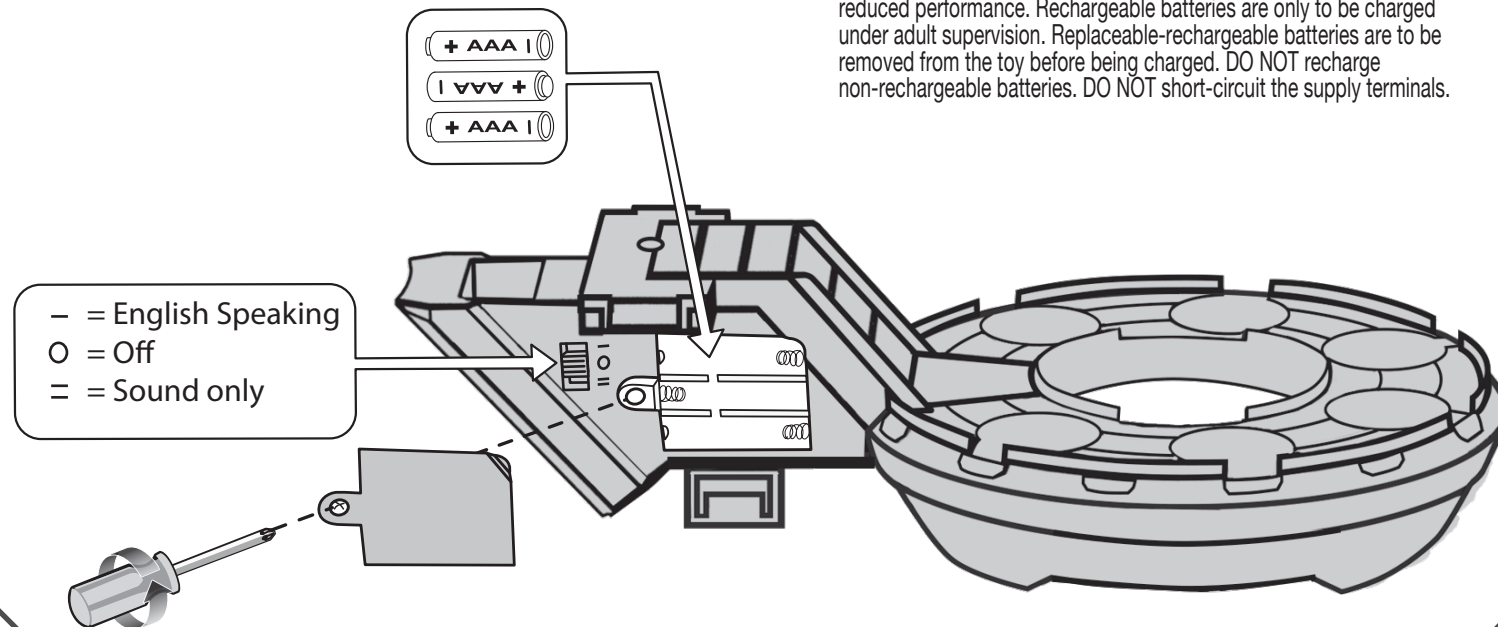


3xAAA (LR03)
1.5 V / 1.5 V
NOT INCLUDED

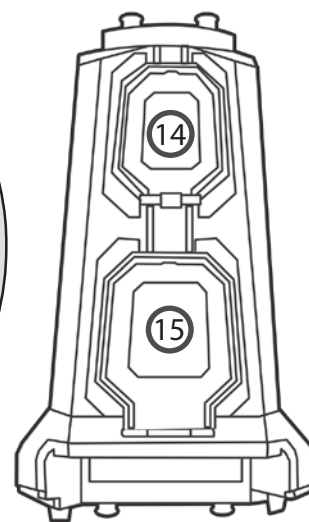
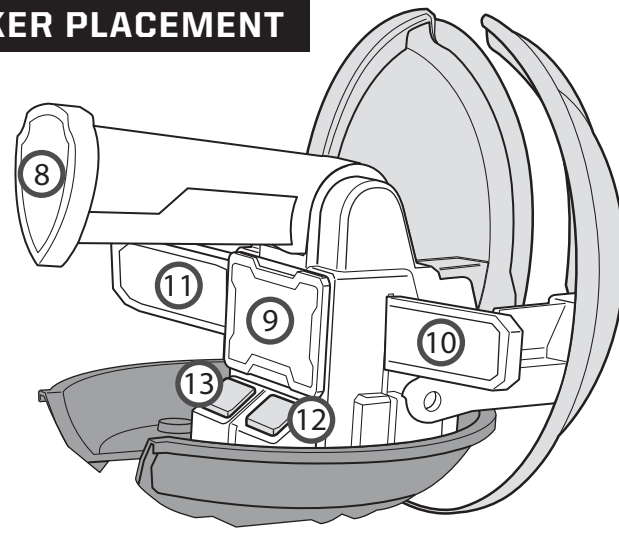
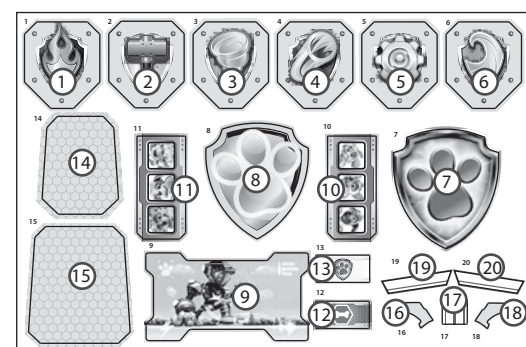
BATTERY REMOVAL AND INSTALLATION INSTRUCTIONS

HOW TO INSTALL BATTERIES: 1. Open the battery door with a screwdriver. 2. If used batteries are present, remove these batteries from the unit by pulling up on one end of each battery. DO NOT remove or install batteries using sharp or metal tools. 3. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment. 4. Replace battery door securely. 5. Check your local laws and regulations for correct recycling and/or battery disposal.

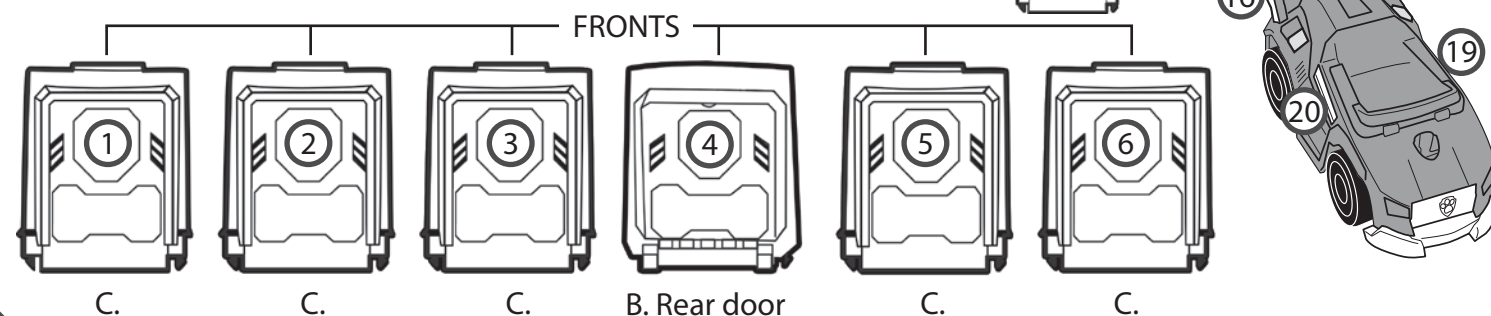
BATTERY SAFETY INFORMATION: Batteries are small objects. Replacement of batteries must be done by adults. Follow the polarity (+/-) diagram in the battery compartment. Promptly remove dead batteries from the toy. Dispose of used batteries properly. Remove batteries for prolonged storage. Only batteries of the same or equivalent type as recommended are to be used. DO NOT incinerate used batteries. DO NOT dispose of batteries in fire, as batteries may explode or leak. DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard/rechargeable). Using rechargeable batteries is not recommended due to possible reduced performance. Rechargeable batteries are only to be charged under adult supervision. Replaceable-rechargeable batteries are to be removed from the toy before being charged. DO NOT recharge non-rechargeable batteries. DO NOT short-circuit the supply terminals.



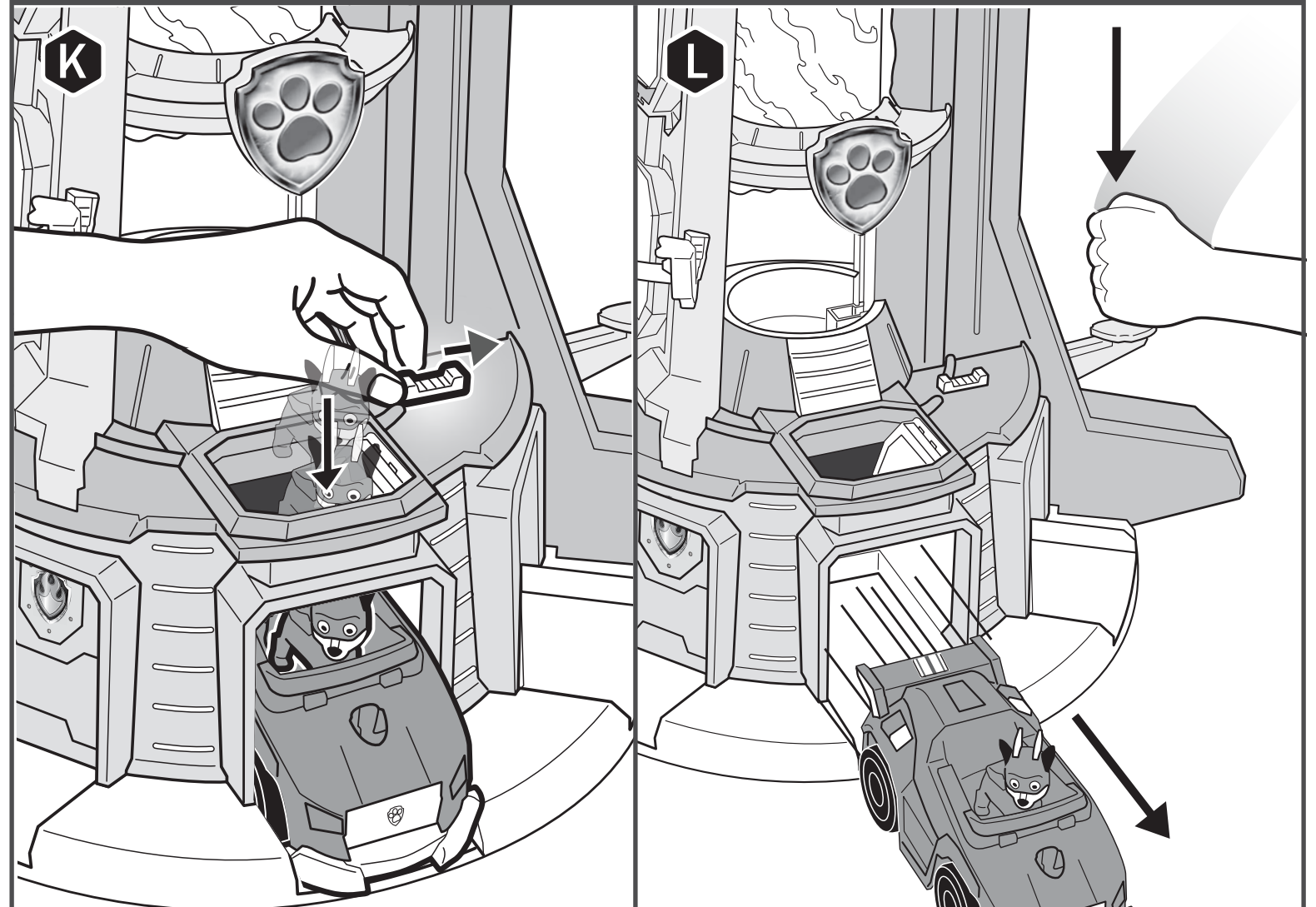
STICKER PLACEMENT



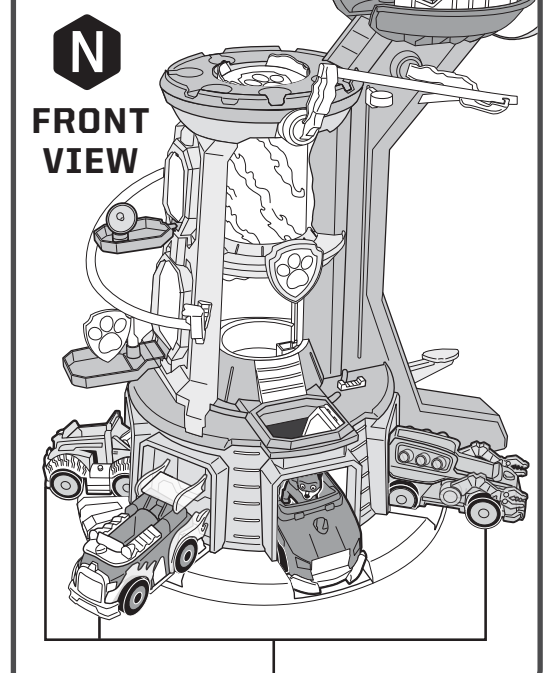
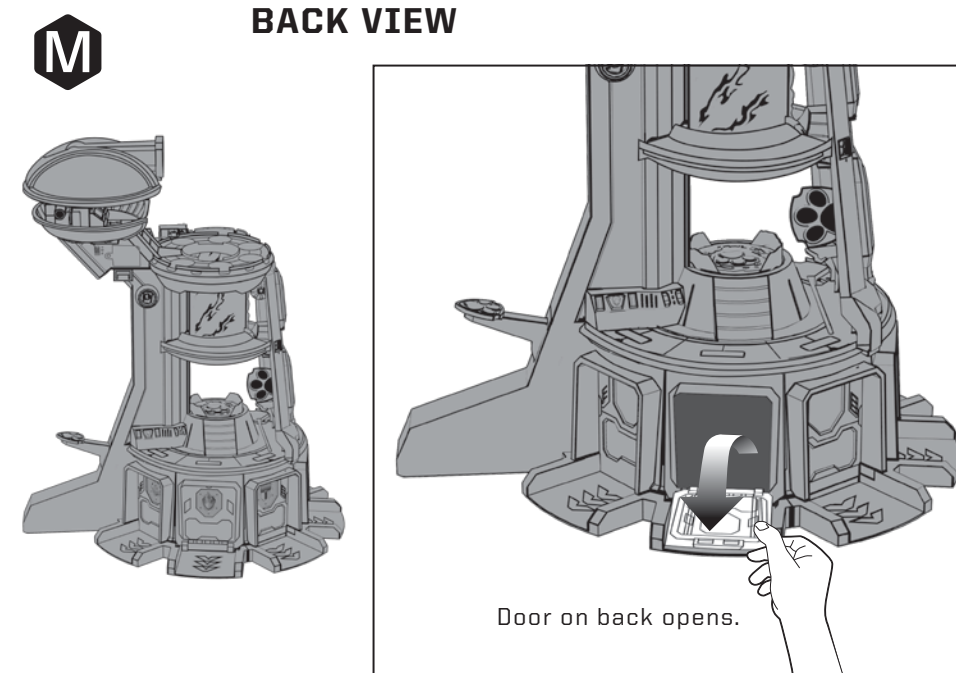
Place stickers in recessed areas on FRONTS only. The backs have letters.



LET'S PLAY



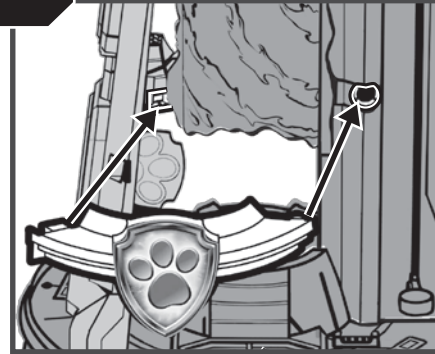
BACK VIEW



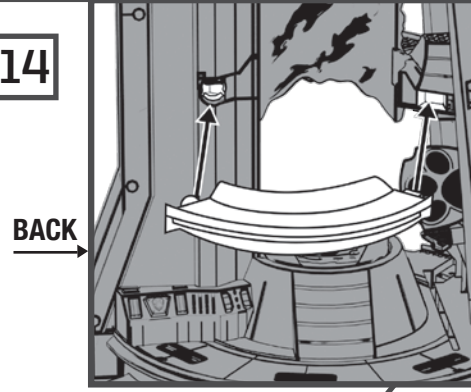
STOP

IMPORTANT! MUST FOLLOW STEP BY STEP ORDER ASSEMBLY

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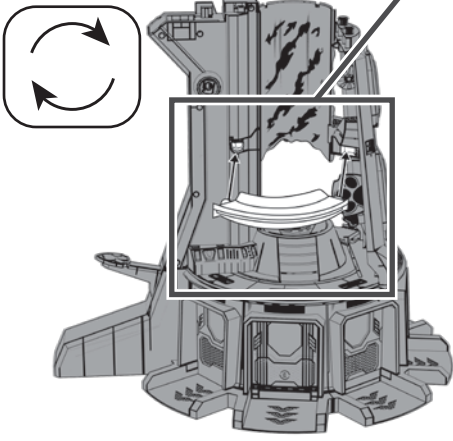
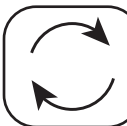
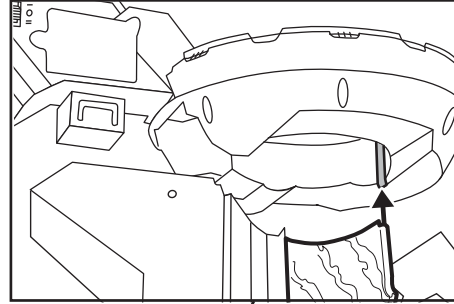
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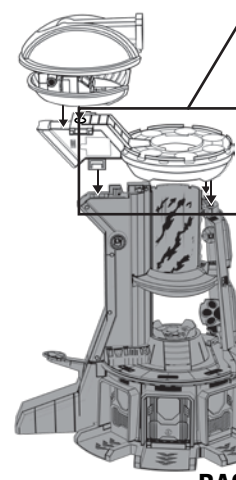
BACK

15

Tab **MUST** fit firmly in slot for elevator to work.



BACK

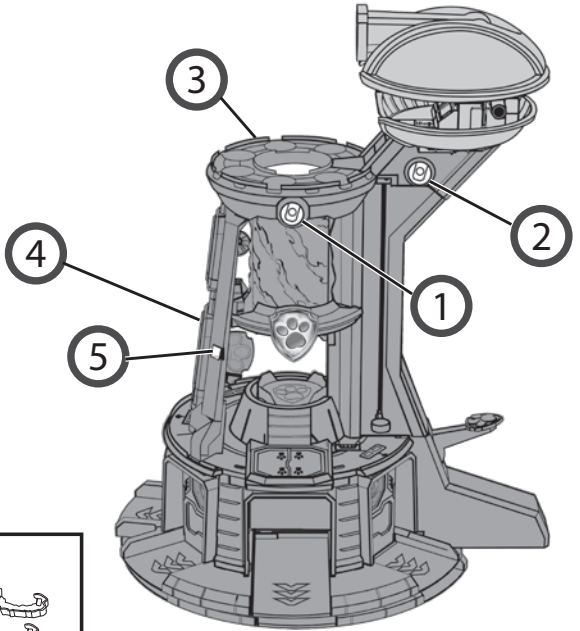
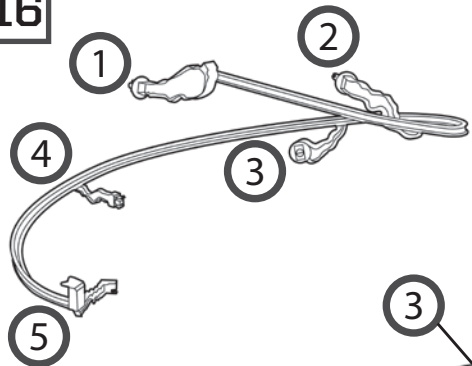


BACK

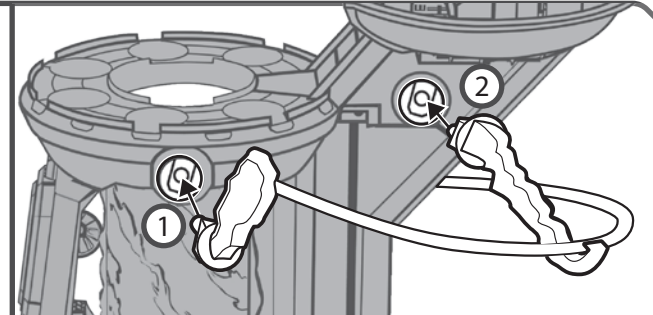
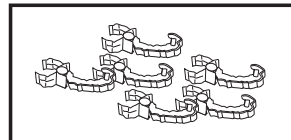
FRONT

ZIP LINE

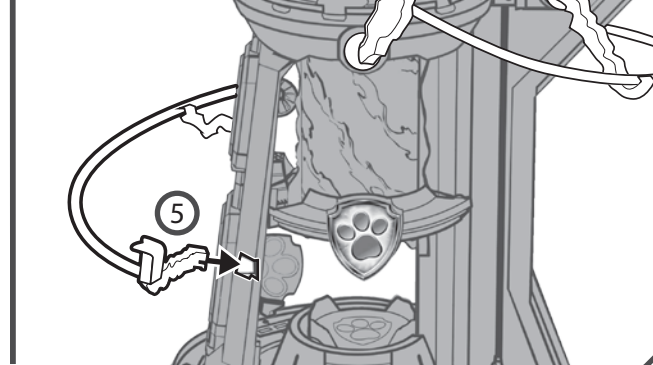
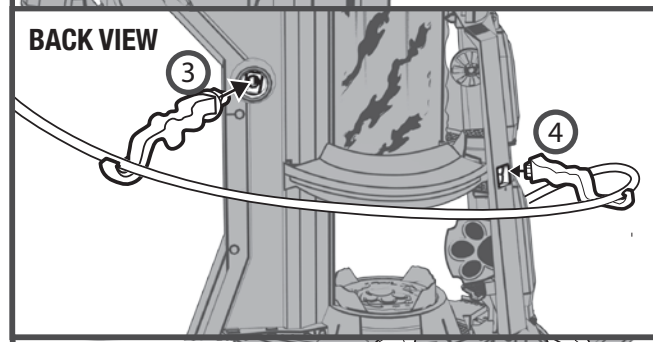
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PUP HOOKS



BACK VIEW



LET'S PLAY

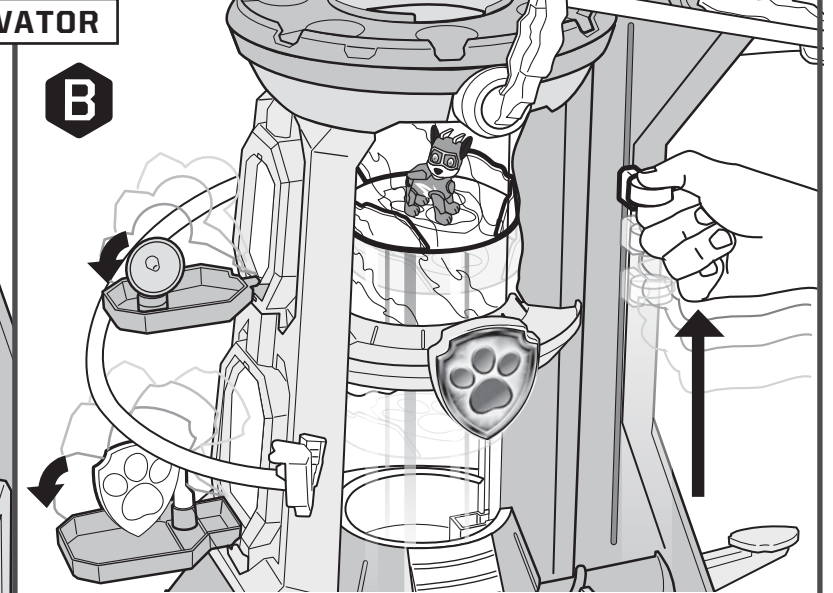
ELEVATOR

A



Place Chase on elevator platform.

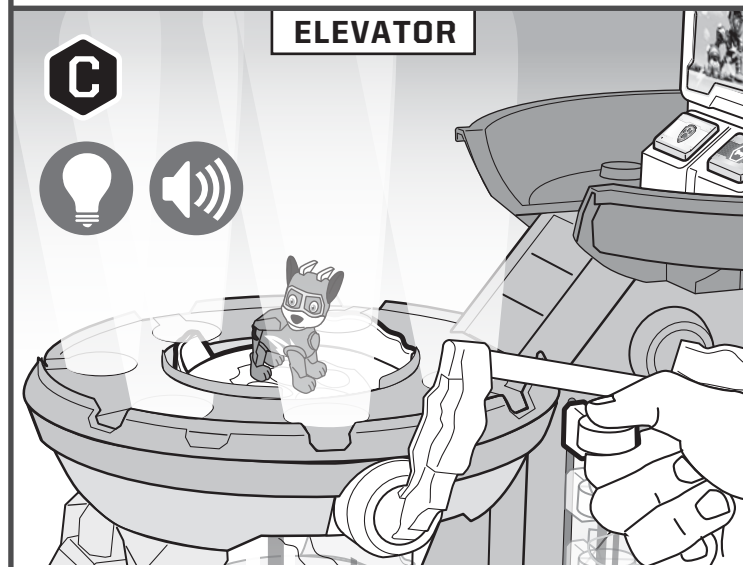
B



Lift lever to raise elevator and release radar and Mighty Badge platforms.

C

ELEVATOR

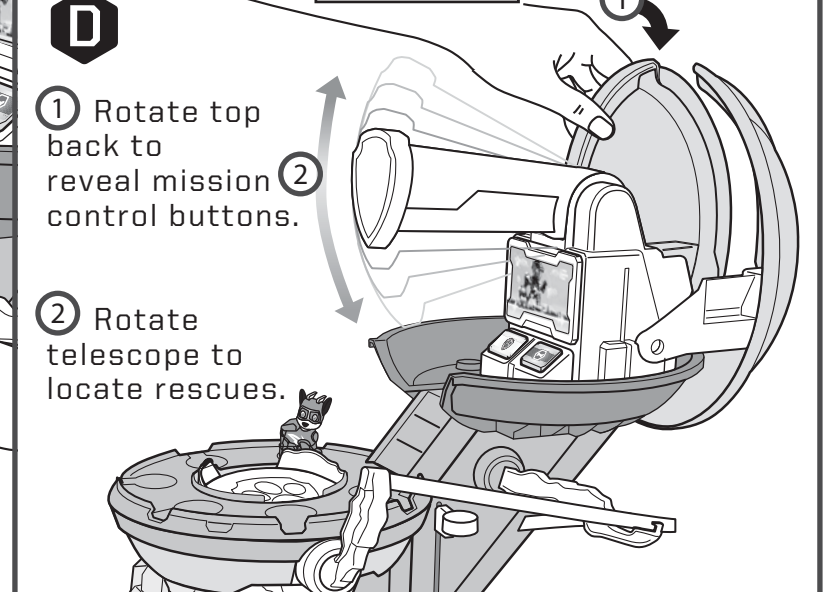


Continue to the top to activate lights and sounds

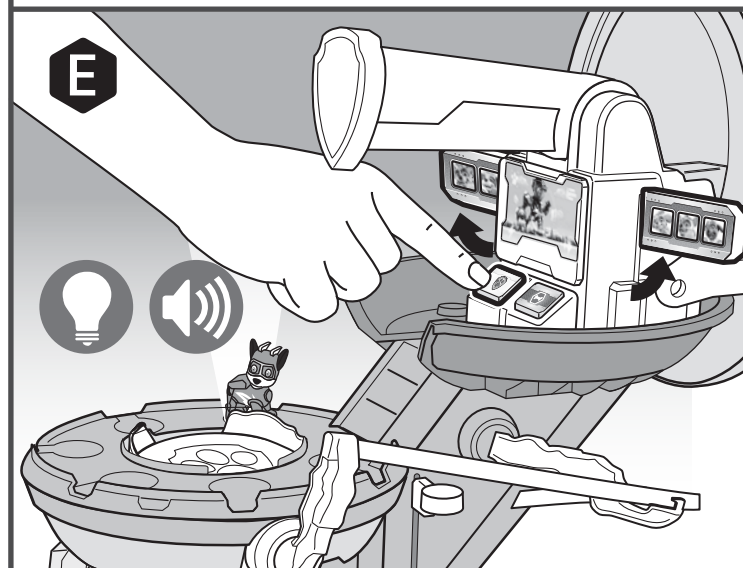
D

MISSION

- ① Rotate top back to reveal mission control buttons.
- ② Rotate telescope to locate rescues.

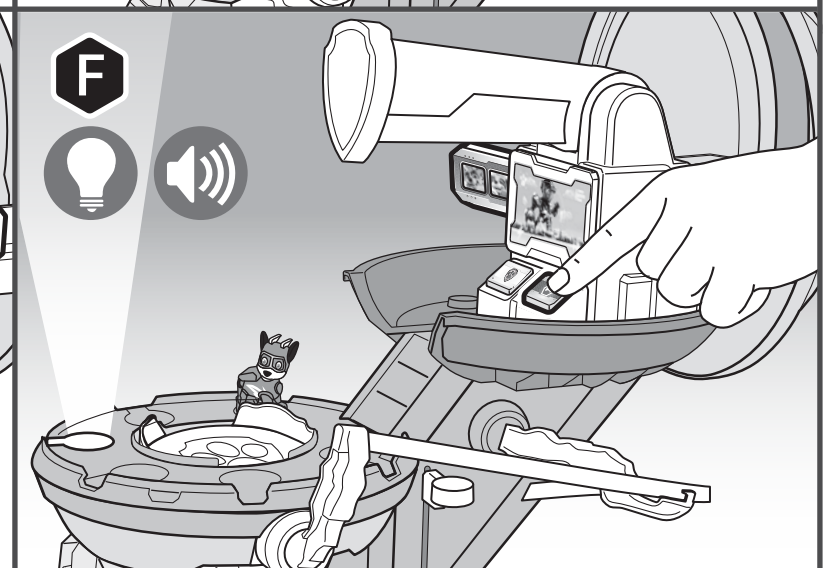


E



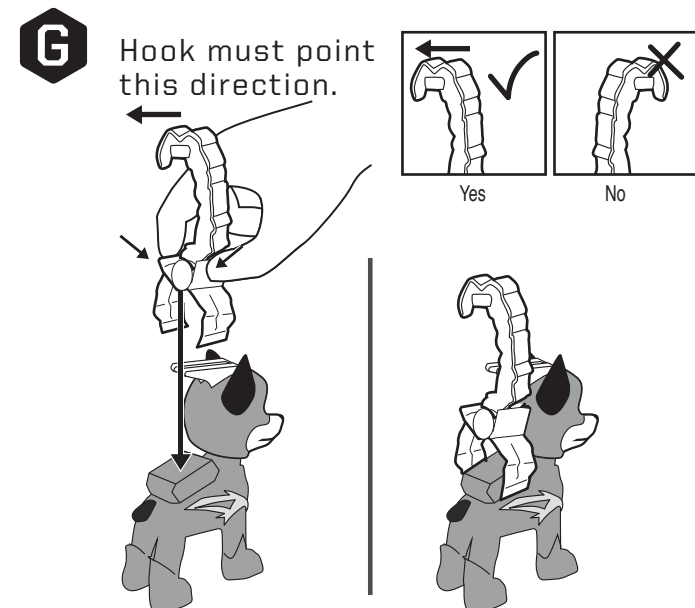
Press left button to activate mission screens and hear Ryder give the pups a mission.

F

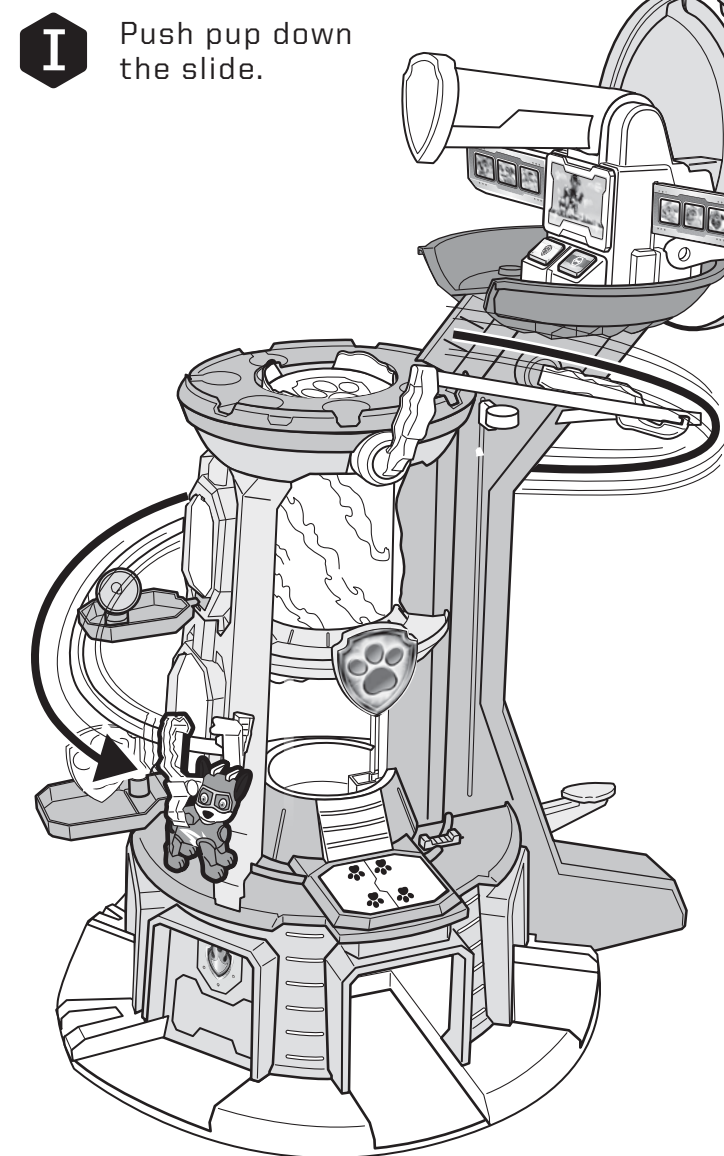


Press right button to choose a pup. Keep clicking the button until desired pup is chosen.

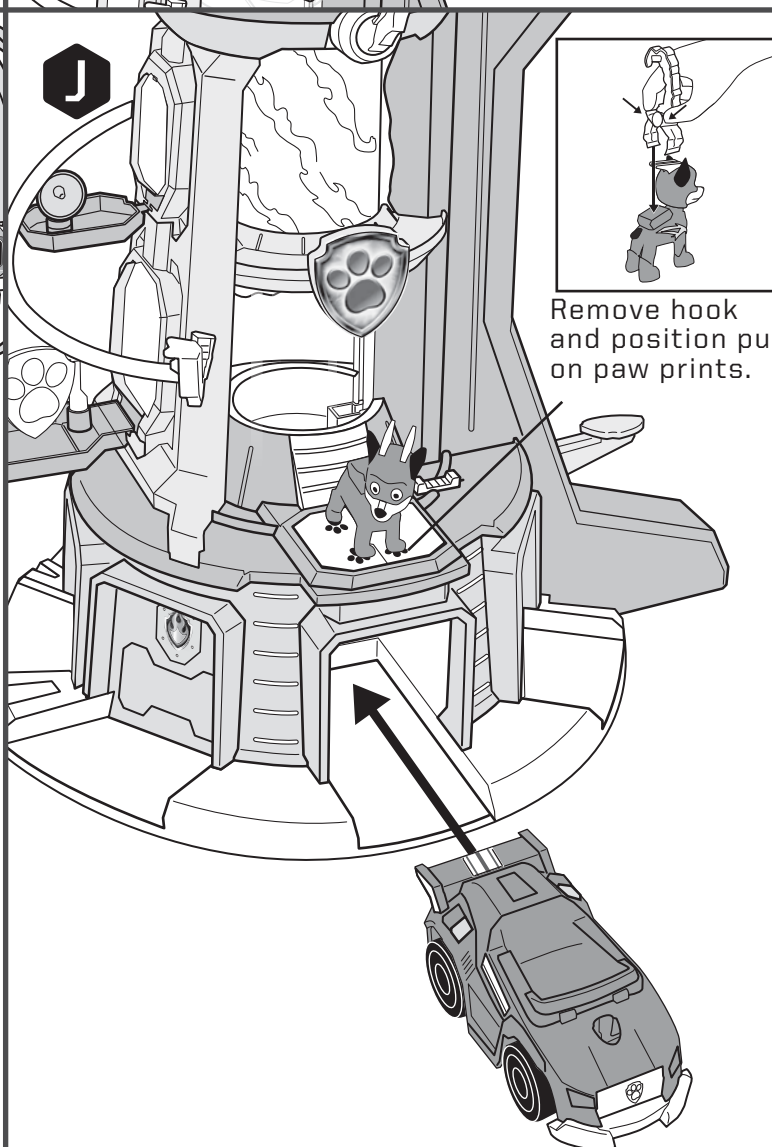
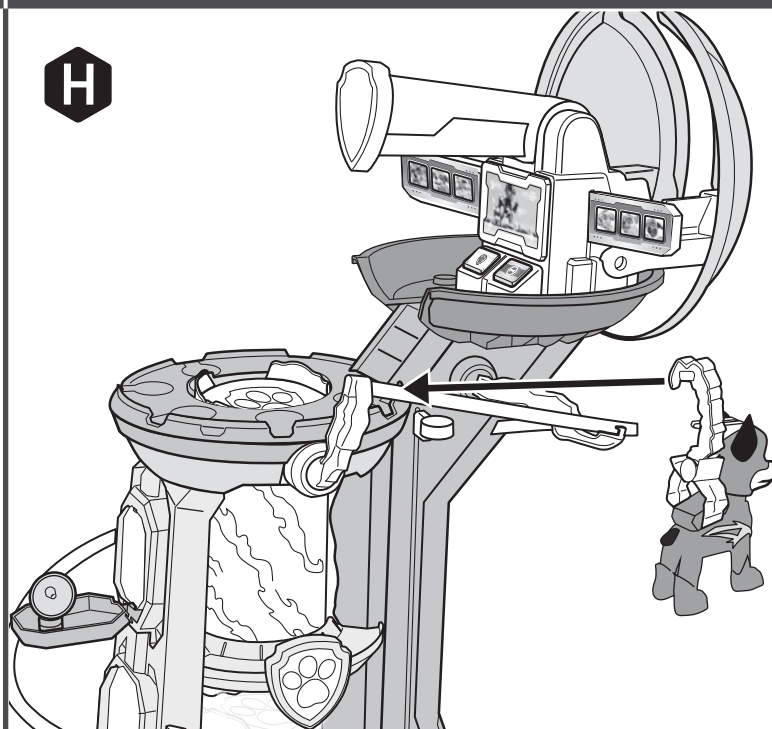
GETTING READY FOR THE ZIP LINE



Squeeze clip to open. Let go to attach to pup.



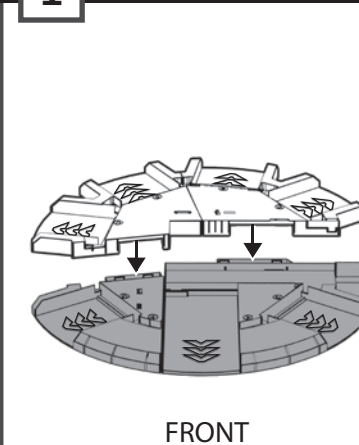
LET'S PLAY



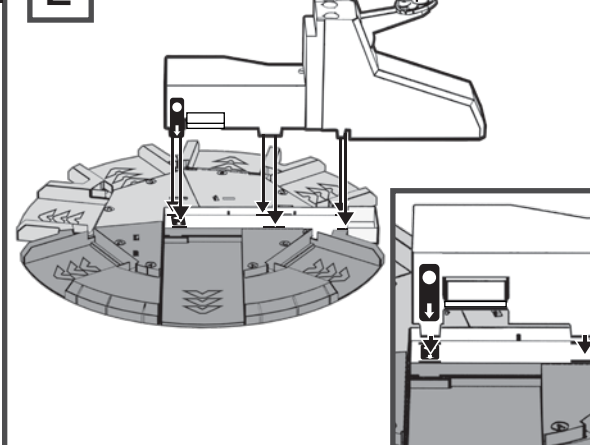
Put vehicle in entrance. Push all the way back.

STOP IMPORTANT! MUST FOLLOW STEP BY STEP ORDER ASSEMBLY

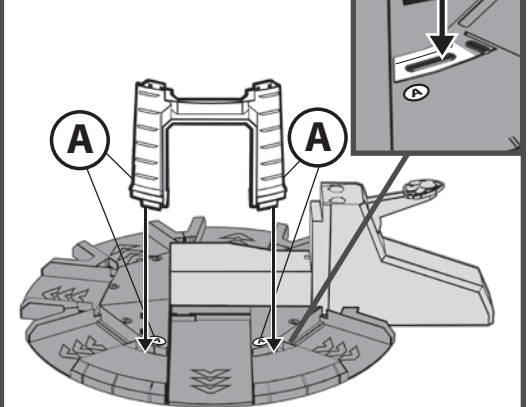
1 TOWER



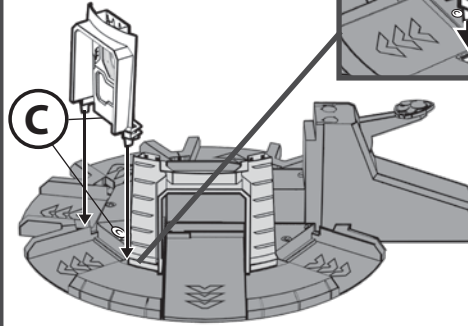
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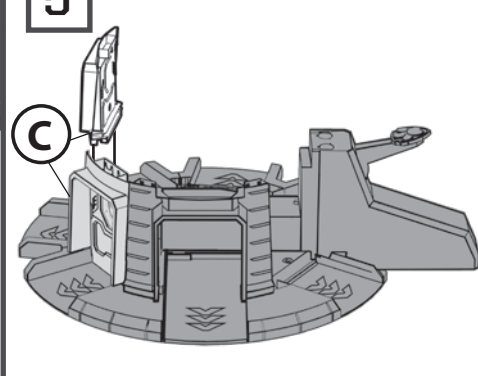
3 Match letters on doors to letters on base.



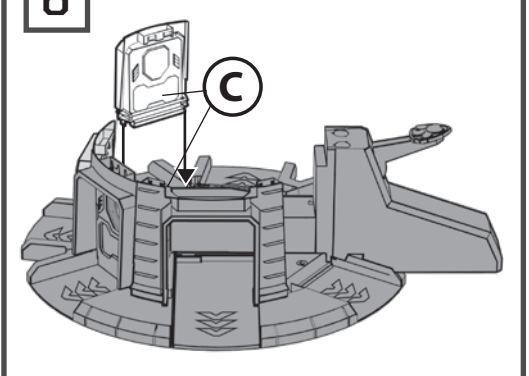
4 All doors with the letter C fit all slots with the letter C.



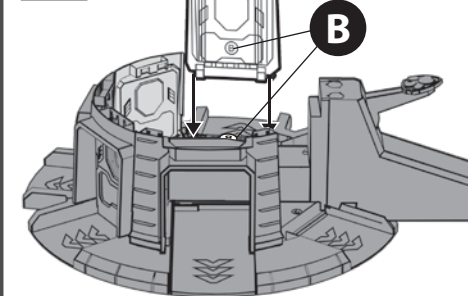
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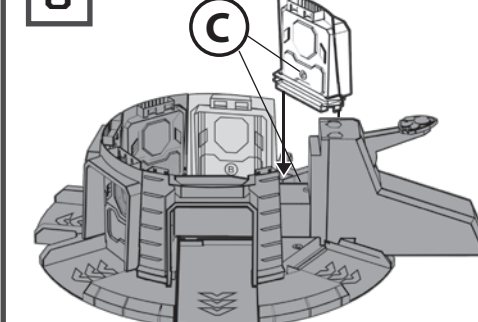
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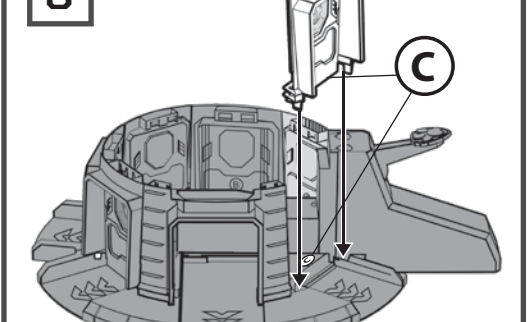
7 Rear door



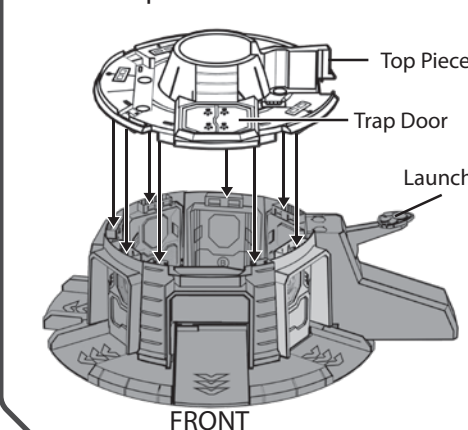
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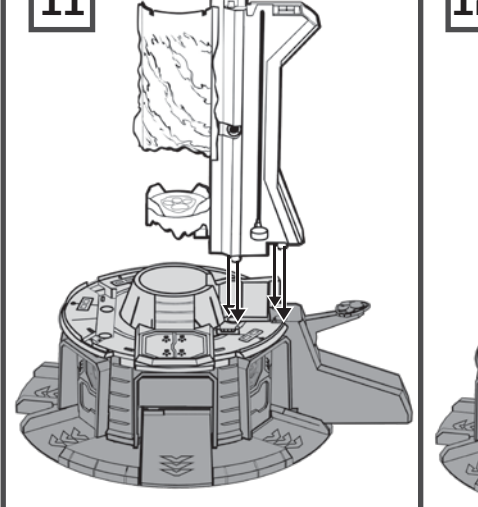
9



10 STOP Make sure launcher and all doors are assembled before top piece. Trap door should face front.



11



12

