

Handy Nautical Terms

Starboard	The right side of the ship
Port	The left side of the ship
Aft	The back of the ship
Fore	The front of the ship
Hold	The cargo area below decks
Sinking	Oops
Underway	Moving
Pick up this mess	Mom's mad

Limited One-Year Warranty

TECH 2 GO warrants this product to be free from defects in workmanship and materials, under normal use and conditions, for a period of one year from the date of original purchase.

Should service be required by reason of any defect or malfunction, it is best to first return this product and all parts there of, to the store where it was originally purchased. If you need to send the product for service, and it is during the warranty period, TECH 2 GO will repair, or at its discretion, replace this product without charge (except for a \$12.00 charge for handling, packing, return UPS/postage and insurance) subject to verification of the defect or malfunction, upon delivery of this product to the Factory Service Center listed below, with proof of the date of purchase.

Before returning this product for service, replace the batteries (if applicable) with fresh ones, because exhausted or defective batteries are the most common cause of problems encountered.

If service is still required:

1. Remove batteries (if applicable) and pack unit in a well padded, heavy corrugated box.
2. Enclose a photocopy of your sales receipt, credit card statement or other proof of the date of purchase.
3. Also enclose a check or money order payable to the order of KIDdesigns, for the sum of \$12.00.
4. Send the unit prepaid to the Factory Service Center listed below.

NOTE: This warranty is valid only if the product is used for the purpose for which it was designed. It does not cover (i) products which have been damaged by negligence, misuse or accident or which have been modified or repaired by unauthorized persons (ii) cracked or broken cabinets of units damaged by excessive heat (iii) damage to tape cassettes (if applicable) (iv) the cost of shipping this product to the Factory Service Center and its return to you.

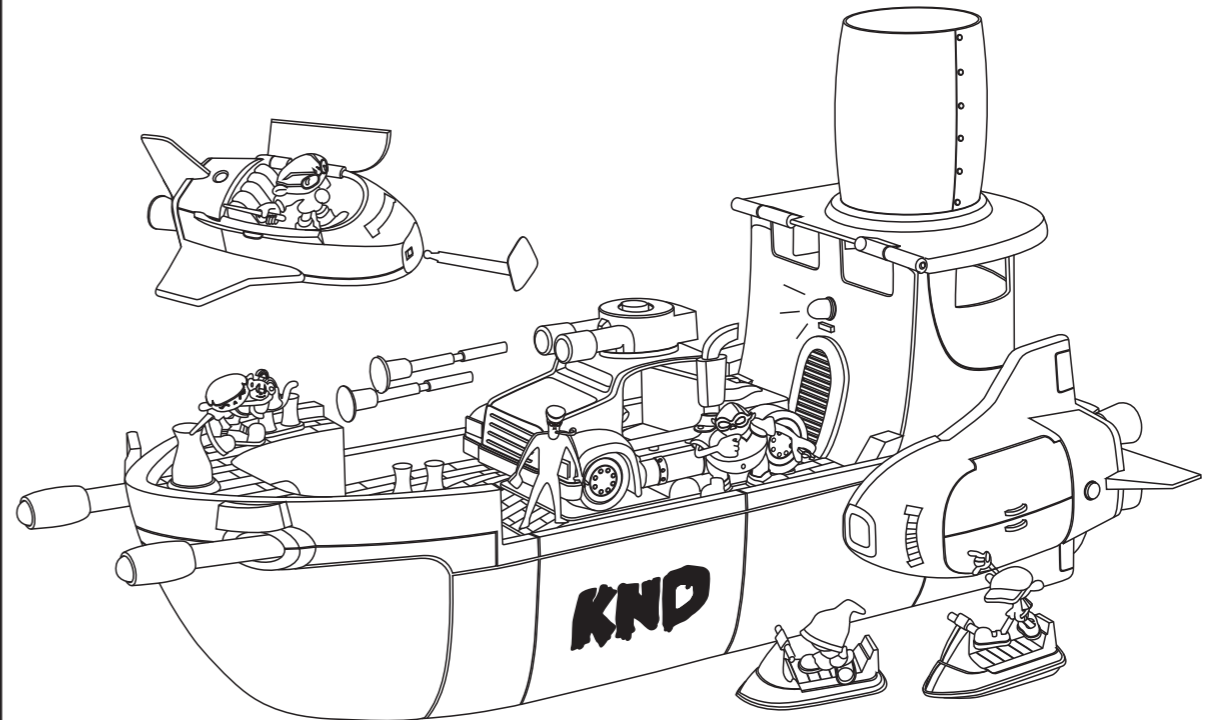
This warranty is valid only in the United States of America and does not extend to owners of the product subsequent to the original purchaser. Any applicable implied warranties are also limited to 90 days, and KIDdesigns will not be liable for consequential damages. (Some states do not allow limitations on implied warranties or exclusion of consequential damages, so these restrictions may not apply to you.) This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Send unit to:

Consumer Repair Department
KIDdesigns, Inc.
1330 Goodyear Blvd
El Paso, TX 79936-6420

KND

MODEL K6816
K.O.L.A.S.S.A.L.I.N.E.R

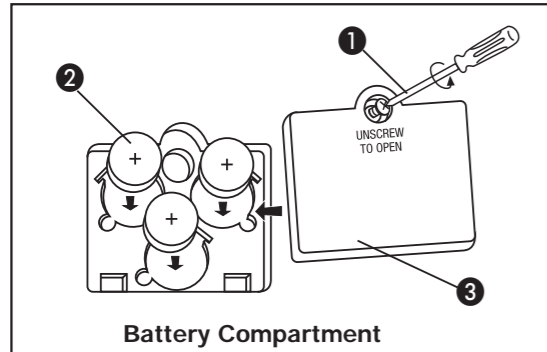


THIS TOY SHIP IS NOT FOR USE IN WATER!!
USING IT IN WATER WILL DAMAGE THE ELECTRONICS AND IF
BATTERIES ARE INSTALLED CAN REPRESENT A POTENTIAL
SHOCK HAZARD.

Battery Installation

ATTENTION: Batteries should only be installed by an adult.

1. Open the battery compartment door located on the back of the guitar.
2. Install 3 LR44 size batteries, making sure that the + and - polarities match the diagram printed inside the battery compartment.
3. Close the battery compartment door and tighten the battery door screw. Do not over-tighten.



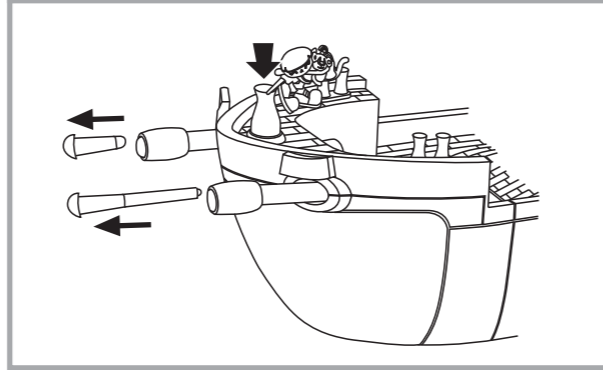
For the Best Possible Performance

- We recommend the use of alkaline batteries for longer life.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Only use batteries of the same or equivalent type as listed.
- Batteries are to be inserted with correct polarity.
- Remove exhausted batteries from the unit.
- Do not attempt to recharge non-rechargeable batteries.
- Remove the rechargeable batteries from the unit before charging (if removable).
- The supply terminals are not to be short-circuited.
- Batteries should be removed if the item will not be used for an extended period of time, such as a month or longer, to prevent battery leakage or damage.
- Rechargeable batteries should only be recharged under adult supervision (if removable).

Features and Functions

Thank you for purchasing the Kids Next Door Kolassaliner. Here's a few simple things to keep in mind that will help you enjoy your fantastic new toy.

Ship



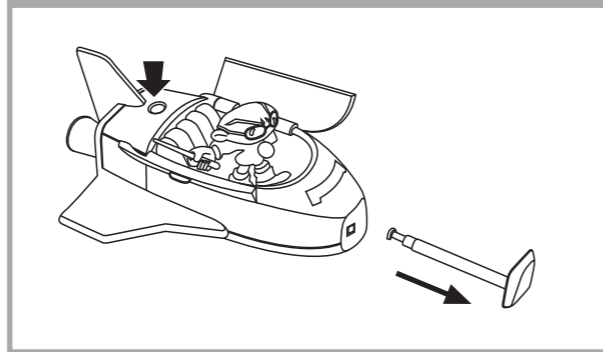
Besides being about the coolest toy ever created, your ship is capable of firing two (2) projectiles from the bow (front).

To Load: Press the thinner end of the projectile into the barrel of the cannon until it clicks.

To Fire: Press the button on top of the silver capstan (the coffee urn-looking thing on the foredeck).

Tip: Use common sense: shooting things at pets or people's eyes is bad and wrong. And no lawyer in the land will help you or blame us if you do.

Planes



The Kolassaliner comes with two (2) planes that may remind you of the NASA space shuttle. We stole their idea and made it better: each plane fires its nose cone!

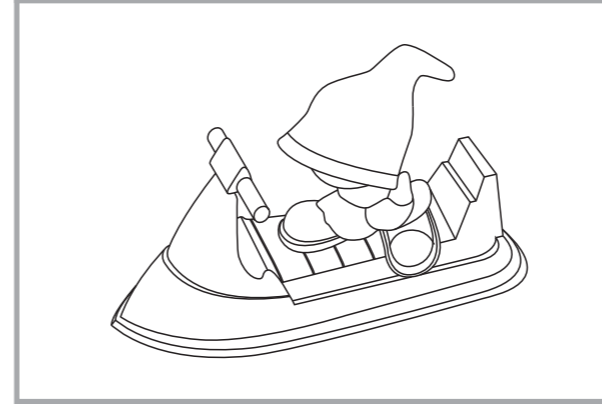
To Load: Press the barrel of the nose cone into the slot at the tip of the plane until it clicks.

To Fire: Press the button near the tail fin.

To Release Planes from Ship: Gently grip the plane and turn until the nose is facing upwards. Pull outwards from the ship. You have a plane in your hands!

To Attach Planes to Ship: Line up the slot on the bottom of the plane with the plane mounting thingy on the side of the ship and gently press. Rotate until the nose of the plane is facing forward.

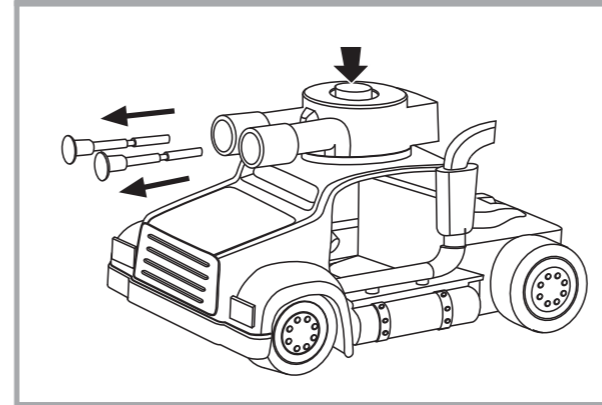
Jet Skis



Put a figure on and push it around.

Tip: A toy is more fun before you break it. Try not to play too roughly with it to ensure longer life and less heartache.

Truck

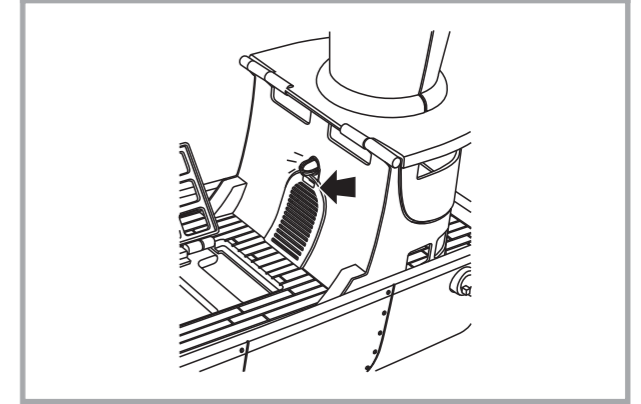


The truck fires two spring-loaded projectiles.

To Load: Press the thinner end of the projectile into the barrel of the cannon until it clicks.

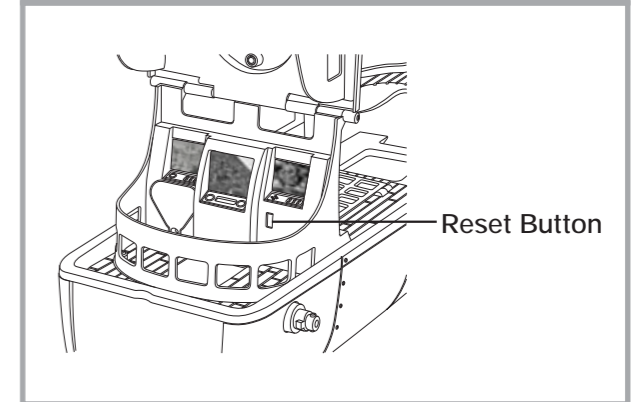
To Fire: Press the button on top of the truck cab.

Lights



There is a light on the ship. Press the button under the light to turn it on. It will make cool sounds, too!

Control Room



If this boat had brains, this is where they'd be. Hey look, it DOES have brains. Lift up the smokestack to access the control room. Start pushing the button like crazy. You will see the screen light up and hear sounds and possibly you'll squeal with delight. We did!

There's a **RESET BUTTON** under the Control Panel in the control room. Press Reset if the ship starts acting strange.

TIP: Snacks and the Kolassaliner don't mix. Spilled liquids, crumbs and sticky hands will not improve its operation or appearance.