Surface Washable Only. All new materials: plastic, metal



3 "AA" Batteries Included (for demo purposes only)

STAY TOMBED! RADIO

OPERATING INSTRUCTIONS

KEEP ALL PLASTIC AND WIRE PARTS
AWAY FROM CHILDREN

- 1. Carefully remove and discard the "Try Me" wire and packaging.
- 2. Insert 3 brand new "AA" alkaline batteries into the battery compartment on back of radio.
- 3. Place switch on bottom of radio to the "ON" position.
- 4. Turn the "ON/OFF" (left) knob on front of item clockwise to turn the radio on and control the volume. Turn knob counter-clockwise to lower volume and turn radio off (listen for click).
- 5. Turn "PROGRAMMING" (right knob on front of item) clockwise to change to a new program!

NOTE: Keep the radio powered off when not in use.



BATTERY INSTRUCTIONS AND CAUTIONS

- Battery installation and removal should be performed by an adult.
- · Remove batteries when not in use.
- Use only batteries recommended in the instructions.
- Do not mix new and used batteries.
- Do not mix alkaline, carbon-zinc, nickel-cadmium, rechargeable or different types of batteries.
- Be mindful to insert batteries with the correct polarity (+/-) as indicated.
- Remove all exhausted batteries.
 Reshargeable batteries are only to
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the item before being charged.
- Non-rechargeable batteries are not to be recharged.
- The supply terminals are not to be short-circuited.
- Always dispose of exhausted batteries properly.
- Do NOT dispose of batteries in fire, they may leak or explode.

WARNING! CHOKING HAZARD—Small Parts.

This item is not a toy. For decoration only.

This product is intended for use by persons 15 years of age and older.

Not intended for use by children 14 years of age and younger.

Item #58457 STAY TOMBEDI RADIO™ is a trademark of Tekky.
Copyright © 2018 Tekky. All Rights Reserved.
MADE IN CHINA
Manufactured for and distributed by:
Tekky, Orland Park, IL 60467 USA
TekkyDesign.com