

B.

Bump here, slam there...
Lights flash everywhere!

Bumper Space Car™ Ju-Peter™

| YEAR +

Non-stop bumping
and giggling...
This cute alien is always
ready to save the party!

FUNCTIONS

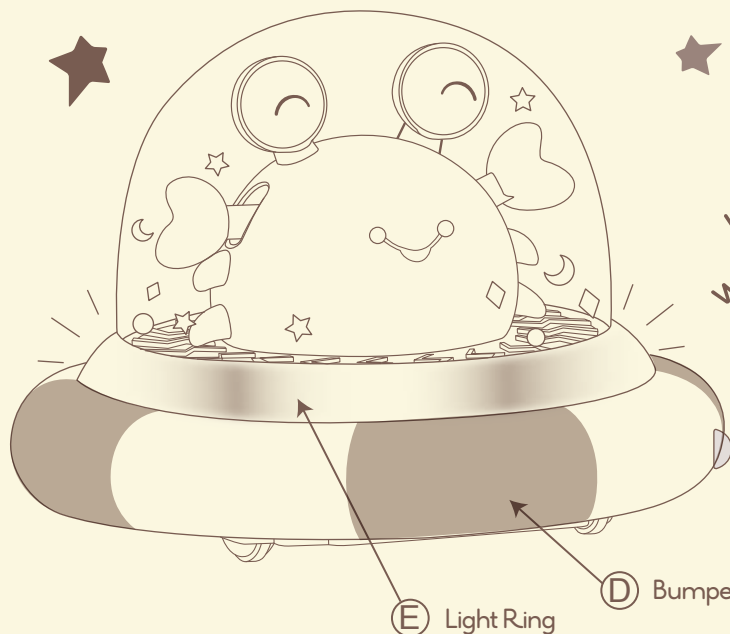
1. Auto Play Mode: A lil' too young to drive?

- Slide switch to "AUTO PLAY".
- Ju-Peter™ will randomly drive around, exploring and bouncing all over.
- Feel like driving? Decide where Ju-Peter™ goes next by pressing "Go" or "Turn" on the remote. Ju-Peter™ automatically goes back to "AUTO PLAY" when you stop controlling its twists and turns.
- Press "Stop/Start" on the remote to stop the car. Press again to restart.
- The car will stop automatically when the remote control is not in use for 2 minutes.

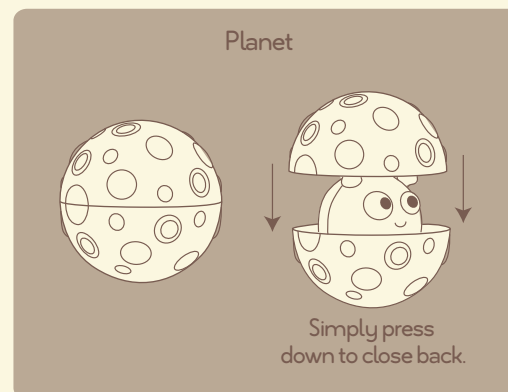
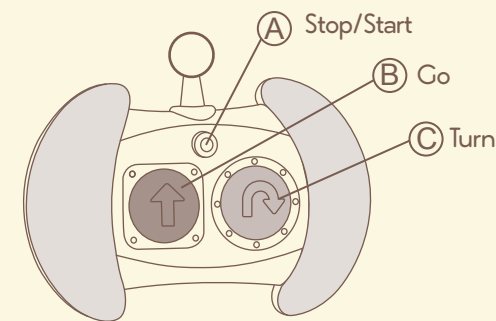
2. Time Play Mode: A thrilling race against time!

- Slide switch to "TIME PLAY".
- Wait for the starting signal, and get ready for 2 minutes of bumping!
- Ju-Peter™ will stop automatically after 2 minutes. Time's up!
- Press "Stop/Start" to restart another game.

The car will stop after 2 minutes of inactivity. Simply hit the bumper to restart.



Lights up
when bumped!



Come and see the beautiful world
of B. Visit us at mybtoys.com. If
there's a bump in the road, or if you
have any questions or comments,
call us (toll-free) at
1-866-665-5524.

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Ju-Peter and Just B. Just You. B. You
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1-866-665-5524

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BX1609

11.69" x 8.27"

SINGLE-PLAYER GAME

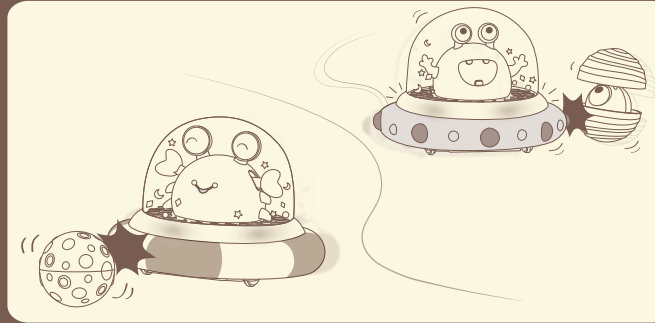
- Place the planet on the floor. Ready to go?
- A friendly alien is trapped inside.
Gotta save this lil' fella! This rescue mission will start in 3, 2, 1...
- Drive Ju-Peter™ around and bump in as many times as you can until the alien pops up. "Hello there, fellow alien!"
- Simply close back the planet to start again.



MULTI-PLAYER GAMES

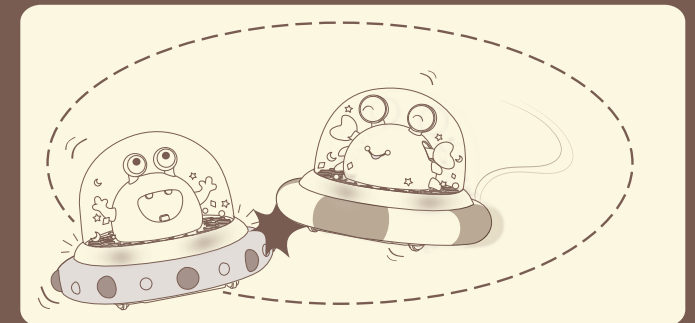
Game 1

- For this mode, you need at least 2 Bumper Space Cars™. Heard about Ju-Peter™'s friend? Check out the very friendly Marky Mars™!
- Place your opponent's planet behind your own Bumper Space Car™, and vice versa. Your mission now is to block your opponent as he tries to get to its planet while trying to bump into your own planet to free your friend.
- First one to pop open its planet is the new master of the universe.

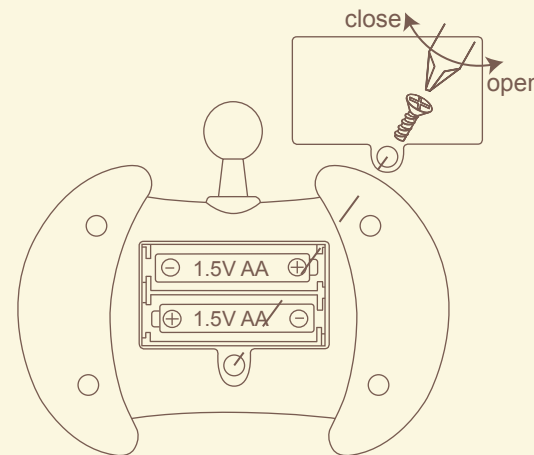
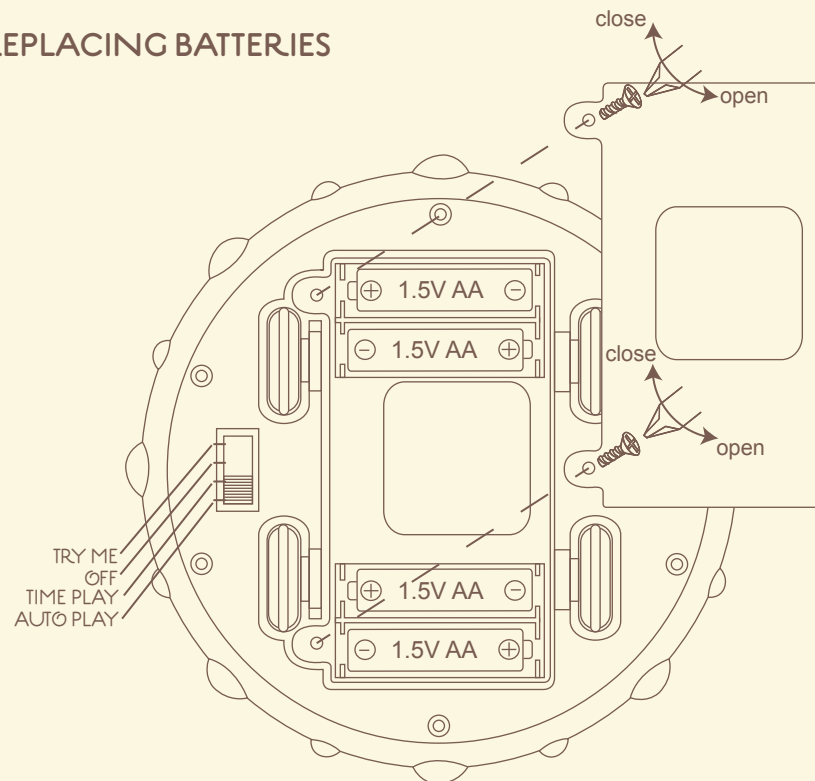


Game 2

- Easiest way to play. Try to bump the other one away!
- Simply bump into your opponent to try to make him go out of bounds.
- Use your imagination to outline the perimeter.
Straws, tape, cones, paper... Anything goes in this intergalactic battle!



REPLACING BATTERIES



2 AA (1.5V) FOR REMOTE (INCLUDED)
4 AA (1.5V) FOR BUMPER CAR (INCLUDED)

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable batteries.
- Dead batteries? Check out earth911.com to quickly find the recycling center nearest you.

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.

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

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.

11.69" x 8.27"