

may cause undesired operation.

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 the 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.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

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TS826-0920



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GHOSTBUSTERS.

GHOST TRAP USER MANUAL

ADULT
COLLECTOR

Please keep these instructions for future reference as they contain important information.



WARNING!

Space is required to set the trap. Remove antiques, heirlooms and tableware before trashing the room.

Dear Ghostbuster-in-training,

Finally, with a Ghost Trap in hand, you too can yell, "We came, we saw, we kicked its..." I think you get the point. It's a classy line.

Now I could go on to explain the science behind the Ghost Trap, but my lawyer (and accountant) advised me against it. Besides, you don't need that to impress the ladies.

Don't look directly into the trap! Something to do with nuclear acceleration instability or ... whatever. Just gear up and have fun, guys!

No refunds.

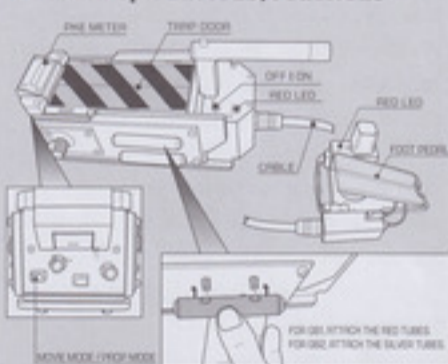
Venkman, Inc.

Cable Connections

Connect the trap to the foot pedal using the cable supplied.



Ghost Trap Features/Functions



Your Ghost Trap has two modes:

- 1) **Prop Mode** - This mode duplicates the function of the Ghost Trap prop used in the first Ghostbusters™ movie. (No sound effects, no

- 2) **Movie Mode** - This mode embellishes the function of the Ghost Trap prop, adding sounds, colored lights, and shaking.

Prop Mode

1. Turn knob counterclockwise to select Prop Mode.
2. Flip power switch to ON (No light or sound effects.)
3. Press foot pedal (Trap door opens. No light or sound effects.)
4. Press foot pedal again (Light effects activate. Trap door closes. PNE METER lights up and Red LEDs begin flashing. No sound effects.)
5. Flip power switch to OFF (All LEDs turn off. No sound effects.)

NOTE:

- In Prop Mode, the system does not power off automatically. This feature allows you to cycle the trap, disconnect the cable and pedal, and affix the trap assembly with flashing LEDs to your GB costume.

Movie Mode

1. Turn knob clockwise to select Movie Mode.
2. Flip power switch to ON (Red LEDs on the trap and foot pedal light up. Sound effects indicate the device is powering up.)
3. Press foot pedal (Trap door's open with light and sound effects.)
4. Press foot pedal again (Additional light and sound effects activate followed by trap doors closing. PNE METER lights up and Red LEDs begin flashing.)
5. Ghost Trap shakes to indicate a ghost was captured. (Light and sound effects continue.)
6. Flip power switch to OFF. (Sound effects indicate the device is powering down and all LEDs turn off.)

NOTE:

Removable Carrier

1. To remove the Ghost Trap from its carrier, press the button under the PNE meter and pull.



2. To re-connect, put Ghost Trap into the carrier and push back into original place. Make sure the trap is connected securely to the carrier.



Battery Installation

1. Unscrew the battery cover with a Phillips head screwdriver (not included).
2. Install 4 new AA (LR6) alkaline batteries (not included in the orientation (N-I) shown).
3. Replace battery cover and tighten screw.

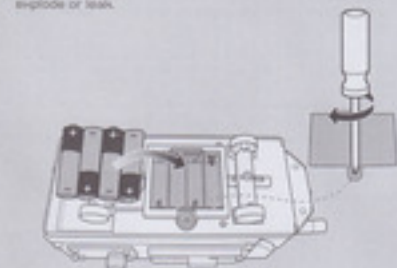
NOTE:

- Replace batteries when sound becomes distorted or the toy does not respond.
- When exposed to an electrostatic source, the product may malfunction. To resume normal operation, remove and re-install the batteries.

Battery Safety Information

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of batteries safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.



NOTE:

It is not recommended that you remove the outer shell of the Ghost Trap. Modification of the device will result in revocation of your non-binding, non-existent Venkman, Inc.