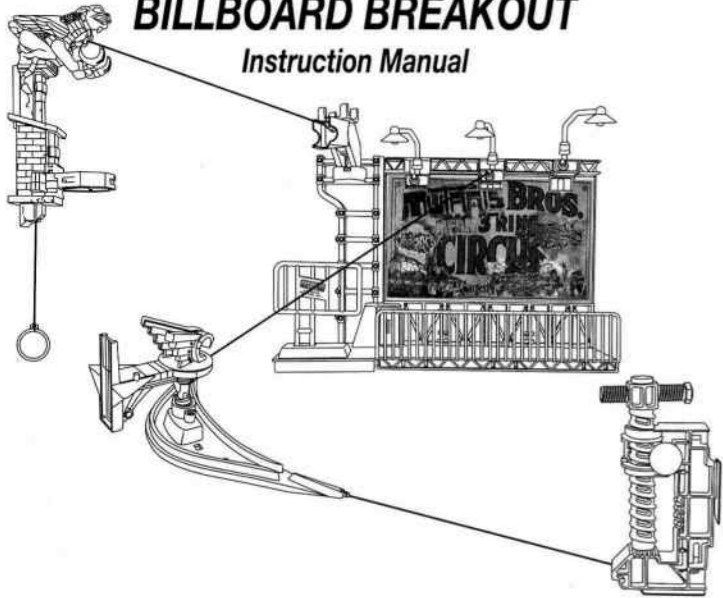




Z-LINE NINJAS BILLBOARD BREAKOUT

Instruction Manual

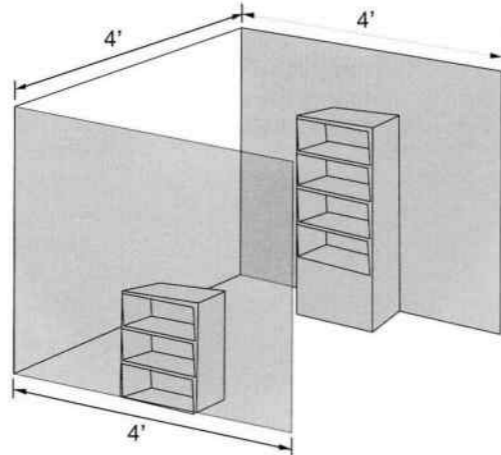


Quick Start Video Online!
Visit Playmatestoy.com

BEFORE YOU BEGIN

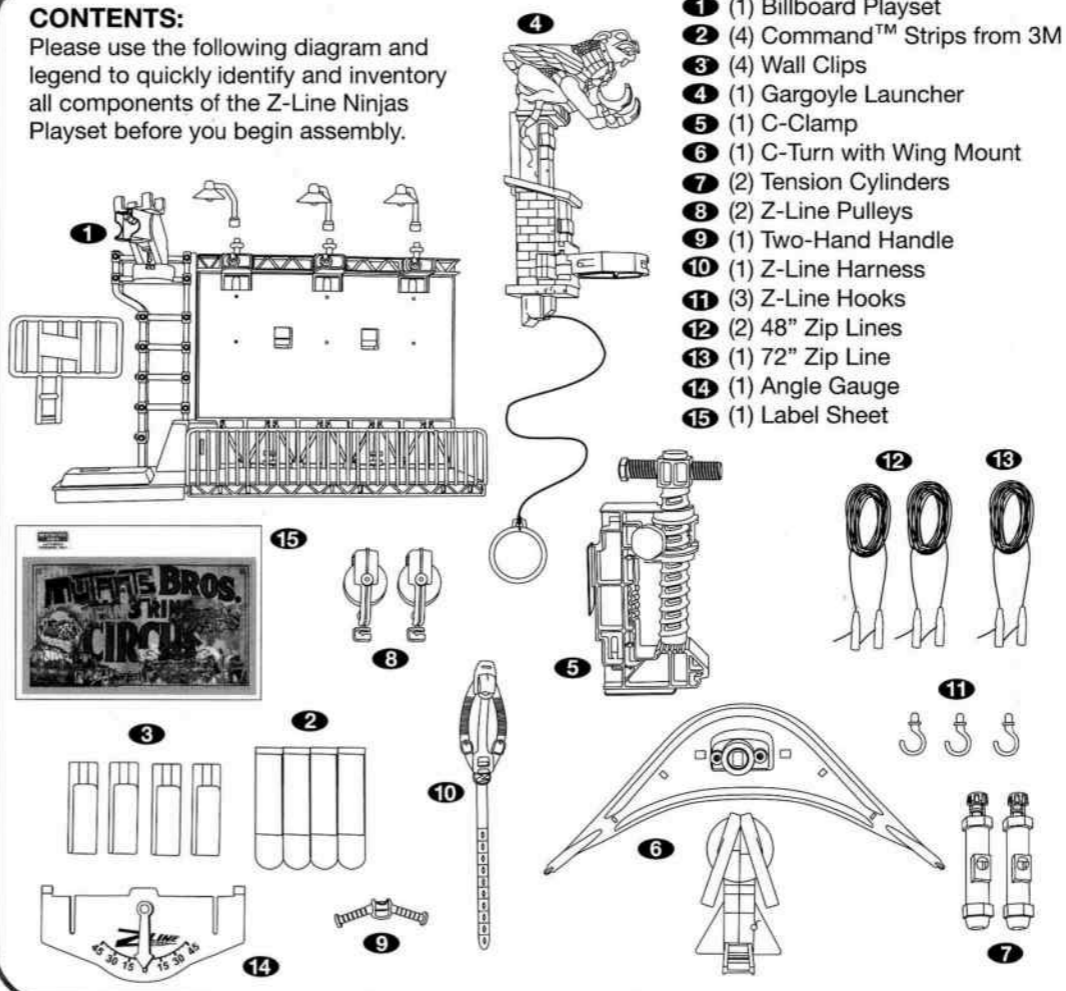
NOTE: ADULT ASSEMBLY REQUIRED. PLEASE READ THROUGH INSTRUCTIONS COMPLETELY BEFORE MOUNTING THE PLAYSETS TO THE WALL.

- [1] Select an area about 4' x 4' x 4' to set up the Z-Line Ninjas Playset. Adjacent angled walls, parallel walls, or furniture (desk, bookshelf, etc.) can be used to take advantage of the Z-Line Ninjas Playset features.
- [2] Set up time: 20-30 minutes. (See Warning and Safety Notices for the recommended curing time for the Command™ Strips from 3M.)



CONTENTS:

Please use the following diagram and legend to quickly identify and inventory all components of the Z-Line Ninjas Playset before you begin assembly.



- 1 (1) Billboard Playset
- 2 (4) Command™ Strips from 3M
- 3 (4) Wall Clips
- 4 (1) Gargoyle Launcher
- 5 (1) C-Clamp
- 6 (1) C-Turn with Wing Mount
- 7 (2) Tension Cylinders
- 8 (2) Z-Line Pulleys
- 9 (1) Two-Hand Handle
- 10 (1) Z-Line Harness
- 11 (3) Z-Line Hooks
- 12 (2) 48" Zip Lines
- 13 (1) 72" Zip Line
- 14 (1) Angle Gauge
- 15 (1) Label Sheet

WARNING AND SAFETY NOTICES FOR PARENTS

- Do not place any Z-Line Ninjas play pieces in a location where your child would need to use a chair, stepstool, etc. in order to reach them. Do not place above a child's bed.
- If any piece of the Z-Line Ninjas Playset is attached to a bookshelf (or other furniture), make sure the bookshelf is properly secured to a wall or that it is low to the ground, to prevent the furniture from tipping over.
- When using Command™ Strips from 3M:
 - Before applying, make sure the wall surface is clean and dry. If cleaning is necessary 3M recommends using isopropyl rubbing alcohol. Do not use household cleaners.
 - After applying, 3M recommends allowing Command™ Strips to cure for one (1) full hour before mounting playset pieces for maximum effectiveness.
- Avoid pulling on the lines once they are set up and under tension.
- Although the lines can be left in place once they are set up, to maximize safety it is suggested to detach one end of the lines when not playing with the playsets.

Video Instructions Available!
Visit Playmatestoy.com

PREPARE FOR SET-UP

[1] Assemble the Z-Line Ninjas Playset

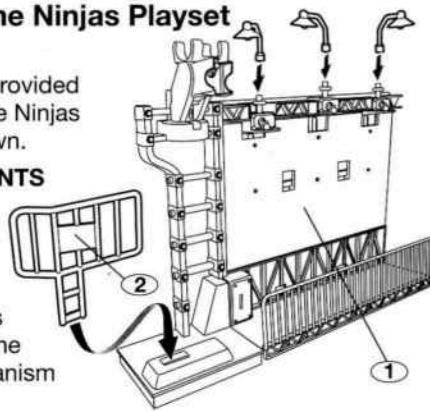
APPLY LABELS

Gently peel labels from the provided sheet and apply to the Z-Line Ninjas Playset components as shown.

CONNECT ALL COMPONENTS

Before mounting the Billboard Breakout Playset, insert the gate into the hole on the left side of the base. Lift the walkway until it clicks into place, and then trigger the gate to make sure the mechanism is working.

Place the lamp pieces onto the pegs located above each Zip Line pin at the top of the Billboard.

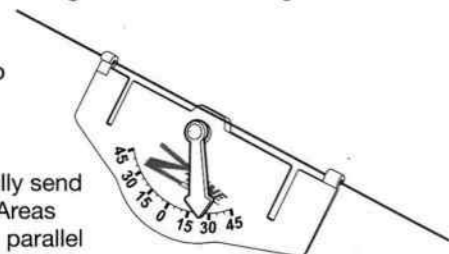


[2] Find Play Area Before Mounting

Please use the tools provided to carefully determine a play area before mounting the Z-Line Ninjas Playset.

Height: The Gargoyle Launcher should be placed no higher than your child can comfortably reach with his or her arm so that they are able to place figures in the starting area while standing on the floor. The Z-Line Ninjas Playset should be mounted at roughly mid-chest height to your child.

Zip Line Angle: An angle between 15° and 30° is the optimal range to successfully send figures down the Zip Line. Areas with adjacent angled walls, parallel walls, or furniture (in combination with the C-Clamp) work best.



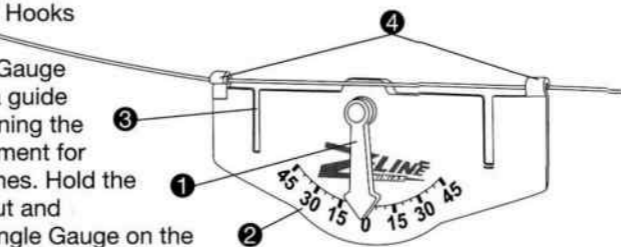
[3] Use the Angle Gauge and Playset Angle Indicators

By using the angle markings and indicator arrow built into the Angle Gauge, you can easily mount the playset to be level, as well as determine the optimal angle for placing the Zip Lines.

- [1] Indicator Arrow
- [2] Angle Markings
- [3] Wall Clip Mounts
- [4] Zip Line Hooks

The Angle Gauge serves as a guide for determining the ideal placement for your Zip Lines. Hold the Zip Line taut and hang the Angle Gauge on the line using the hooks built into the top of the gauge.

Observe the Indicator Arrow. The ideal angle for the Zip Lines is anywhere between 15° and 30°. Figures may not travel along the Zip Line properly if the angle is outside of this range.



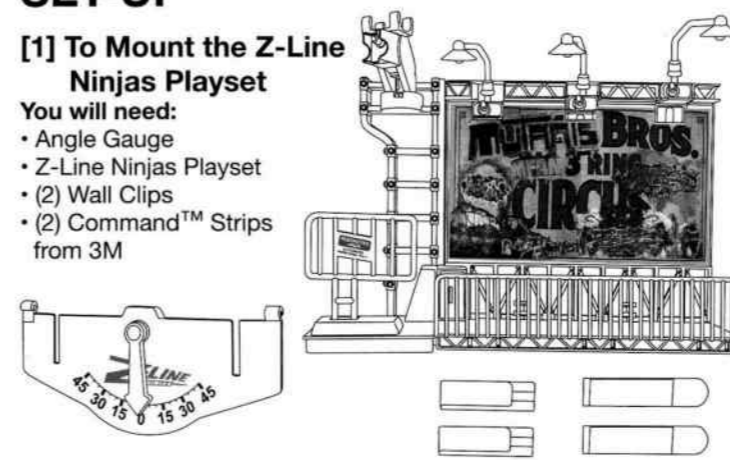
There are angle indicators located at the bottom of each swivel cradle and under each pin to help you find the best line angle when connecting from one playset to another. The Zip Line should be within the middle section for best performance.

SET-UP

[1] To Mount the Z-Line Ninjas Playset

You will need:

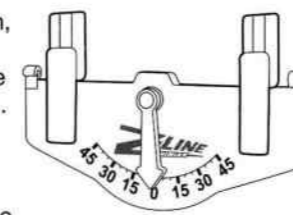
- Angle Gauge
- Z-Line Ninjas Playset
- (2) Wall Clips
- (2) Command™ Strips from 3M



Mounting Wall Clips

Once you have found a suitable location, put down the Z-Line Ninjas Playset and mount two (2) Wall Clips using the Angle Gauge and Command™ Strips from 3M. To use the Angle Gauge to attach the Z-Line Ninjas Playset to the wall, begin by placing the Wall Clips, hook-side up, into the guide tracks on either side of the Angle Gauge.

Hold the Angle Gauge against the wall and slightly tilt the gauge until the Indicator Arrow is pointing straight down to the "0". This indicates that your Wall Clips are level. Practice this a few times before applying the Command™ Strips from 3M to your Wall Clips.



APPLYING COMMAND™ STRIPS FROM 3M TO WALL CLIPS

Separate the Command™ Strips from one another. Take one Command™ Strip and remove the red-printed label, then apply to the back of the Wall Clip with the round tab extending past the bottom, pressing firmly for (10) ten seconds. **Be sure the strip tab is accessible for future removal.** Repeat this process for the second clip.

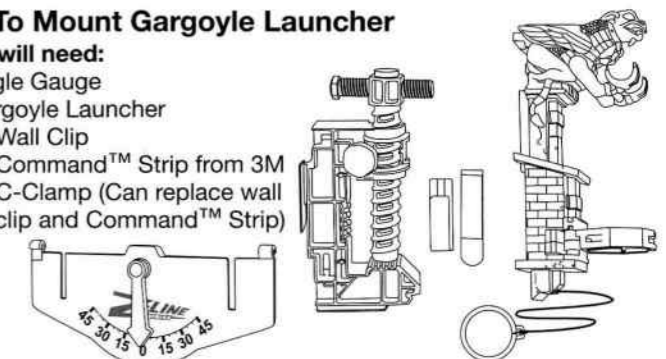
Slide two (2) Wall Clips into the grooves on the top of the Angle Gauge. When you're ready to affix the Wall Clips to a surface, peel away the black-printed "Wall Side" label. Use the Angle Gauge to align the Wall Clips, making sure they are level, then press firmly onto the wall for 30 seconds. Once the Wall Clips are secured to the wall, simply slide the Angle Gauge down and leave the Wall Clips in position on the wall. Once the Command™ Strips from 3M have properly cured, use the two small slits on the face of the façade to view the Wall Clips. Slide the Z-Line Ninjas Playset onto the Wall Clips to install the Z-Line Ninjas Playset.

DO NOT APPLY COMMAND™ STRIPS TO WALLPAPER. COMMAND™ STRIPS MAY NOT ADHERE WELL TO VINYL SURFACES. WAIT AT LEAST (7) SEVEN DAYS BEFORE APPLYING TO FRESHLY PAINTED SURFACES. APPLY TO SURFACES ABOVE 50°F (10°C). ADHESIVE COULD SOFTEN AND LOSE ADHESION ABOVE 105°F (40°C)

[2] To Mount Gargoyle Launcher

You will need:

- Angle Gauge
- Gargoyle Launcher
- (1) Wall Clip
- (1) Command™ Strip from 3M
- (1) C-Clamp (Can replace wall clip and Command™ Strip)



Mounting Gargoyle Launcher

The Gargoyle Launcher is the starting location where your figures will begin their descent down the Zip Line. It should be placed higher than all other objects in your Z-Line Ninjas Playset up. Remember to keep the Gargoyle Launcher within reach of your child; they should be able to place a figure in the starting position easily while standing on the floor. Once a location has been determined, use the Angle Gauge to mount a single Wall Clip using a Command™ Strip from 3M, making sure it is level as described in the "Mounting Wall Clips" section. Once the Command™ Strip has properly cured, slide the Gargoyle Launcher onto the Wall Clip.

[3] To Connect the Strings

Once the Z-Line Ninjas Playset and Gargoyle Launcher are in place, setting up the Zip Lines is a snap. There are three main methods of attaching the strings: socket and pin, socket and hook, and the Tension Cylinder.

A Tension Cylinder should be placed at one end of every length of string, so determine which end will be used to control tension before connecting the strings.

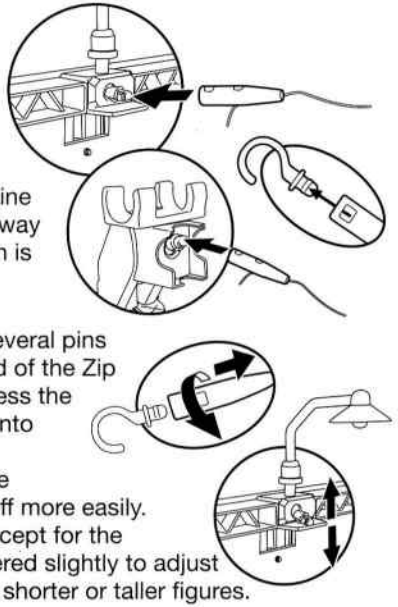
Note: To prevent injury the Zip Line sockets are designed to break away from the pins if too much tension is applied.

SOCKET AND PIN

The Z-Line Ninjas Playset has several pins where the socket from either end of the Zip Line can be attached. Simply press the socket onto the pin to secure it into place, turning slightly as you do.

Tip: Try turning the socket on the pin or hook so it snaps on and off more easily.

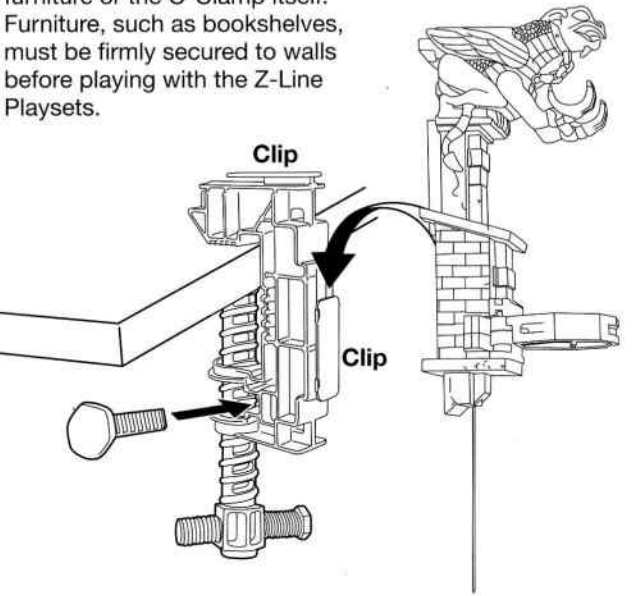
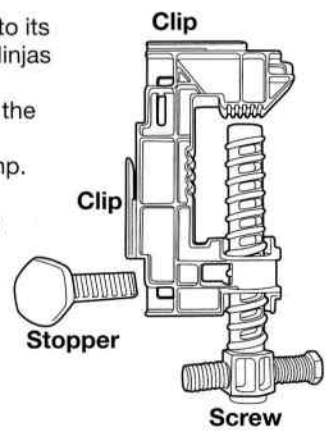
Note: The height of each pin (except for the cradle pin) can be raised or lowered slightly to adjust tension in the line and adjust for shorter or taller figures.



C-CLAMP

The C-Clamp has (2) two Clips built into its frame, allowing you to mount Z-Line Ninjas Playset pieces without the use of Command™ Strips from 3M. Remove the red stopper and turn the screw counter-clockwise to open the C-Clamp. Insert the C-Clamp onto a piece of furniture and turn the screw clockwise until firmly secured to its mounting. Replace the red stopper by pressing it firmly into place to prevent loosening of the C-Clamp during play.

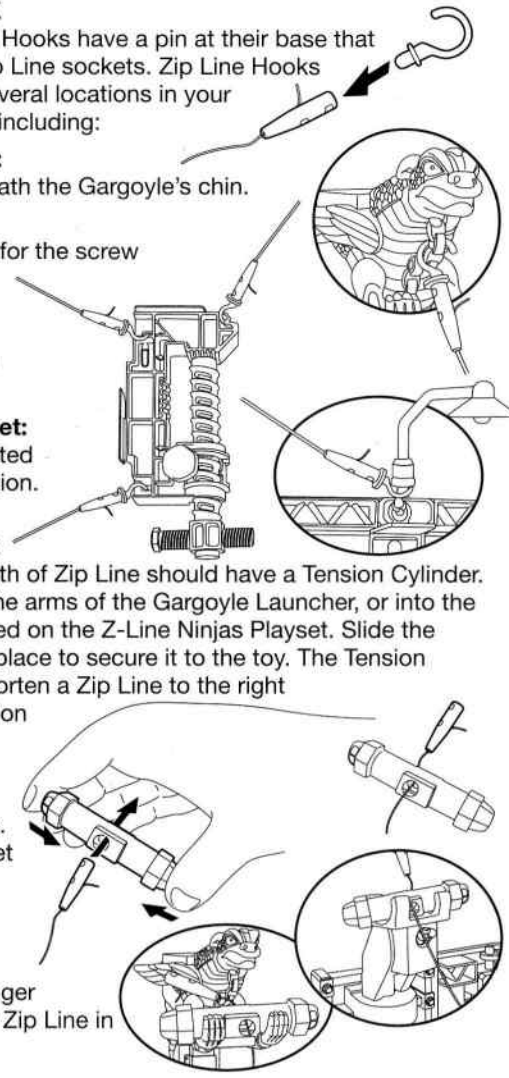
Warning: Do not over-tighten the screw to avoid damaging your furniture or the C-Clamp itself. Furniture, such as bookshelves, must be firmly secured to walls before playing with the Z-Line Playsets.



SOCKET AND HOOK

The included Zip Line Hooks have a pin at their base that also snap onto the Zip Line sockets. Zip Line Hooks can be attached to several locations in your Z-Line Ninjas Playset including:

- **Gargoyle Launcher:** The "chain" underneath the Gargoyle's chin.
- **C-Clamp:** Each corner (except for the screw location) has a hook point. See the end of this manual for more information on the C-Clamp.
- **Z-Line Ninjas Playset:** Hook points are located above each pin location.



TENSION CYLINDER

One end of every length of Zip Line should have a Tension Cylinder. It can be installed in the arms of the Gargoyle Launcher, or into the swiveling cradle located on the Z-Line Ninjas Playset. Slide the Tension Cylinder into place to secure it to the toy. The Tension Cylinder is used to shorten a Zip Line to the right length, and keep tension required for play.

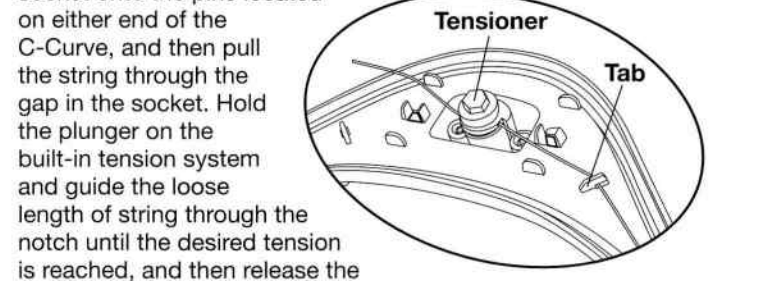
To open the Tension Cylinder, click the plunger once. Insert a Zip Line socket into the center hole and pull the Zip Line through until you reach the desired tension. Click the plunger once more to lock the Zip Line in place.

C-CURVE

The C-Curve allows your figures to round corners or zigzag from wall to wall. Attach the C-Curve between the Gargoyle Launcher and the Z-Line Ninjas Playset, or after the Z-Line Ninjas Playset.

Connect the Wing Mount to the C-Curve by inserting the bottom into the round connector at the top of the C-Curve. The Wing Mount can then be slid onto a Wall Clip or the C-Clamp to support the curve. Swivel the C-Curve to adjust its angle. Attach a Zip Line socket to the pins on either end of the C-Curve.

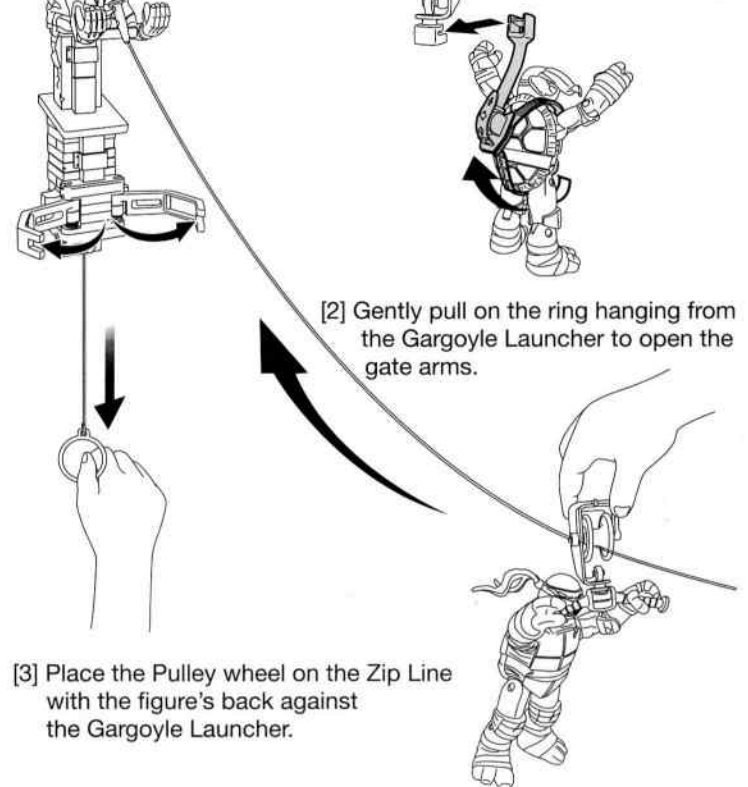
If you need to adjust the length of the Zip Line, there's a built-in tension system on the underside of the C-Curve. Snap the Zip Line socket onto the pins located on either end of the C-Curve, and then pull the string through the gap in the socket. Hold the plunger on the built-in tension system and guide the loose length of string through the notch until the desired tension is reached, and then release the plunger. Finally, make sure the string is tucked under the plastic tabs located on the underside of the C-Curve.



PLAY!

[1] Launching a Figure

- [1] Slide the Two-Hand Handle or harness post onto the bottom of the Pulley to secure it in place. Push the figure's hand(s) onto the handle bar(s) to secure the figure in place (or wrap the harness around the figure body).

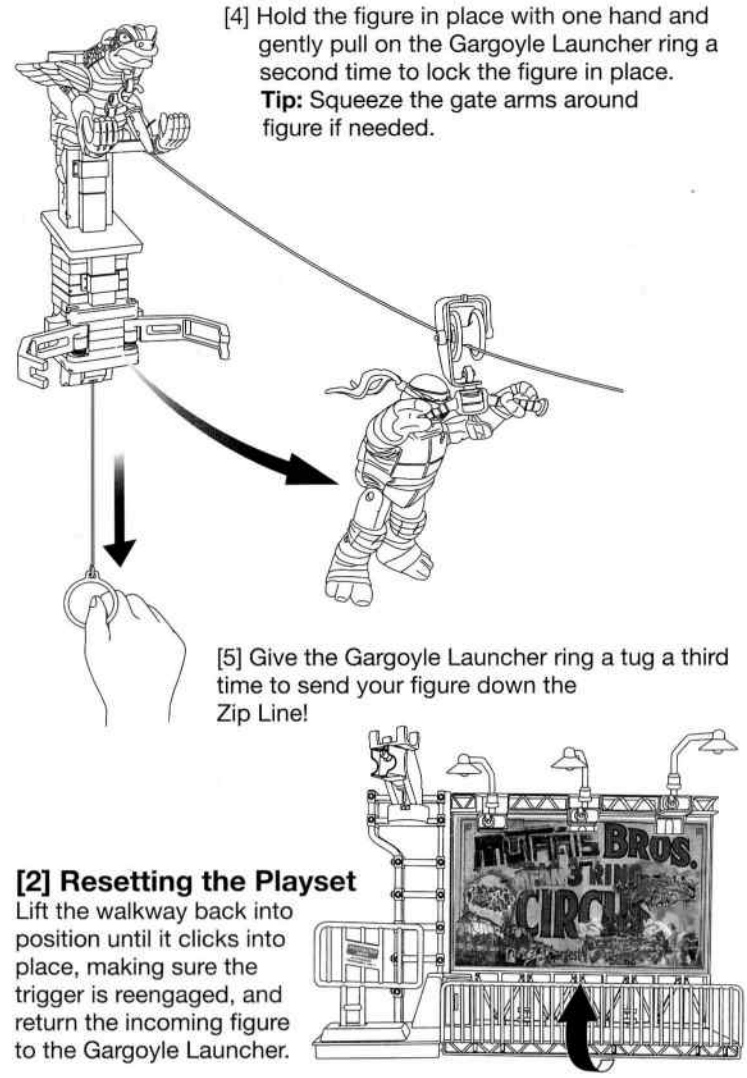


- [2] Gently pull on the ring hanging from the Gargoyle Launcher to open the gate arms.

- [3] Place the Pulley wheel on the Zip Line with the figure's back against the Gargoyle Launcher.

- [4] Hold the figure in place with one hand and gently pull on the Gargoyle Launcher ring a second time to lock the figure in place. **Tip:** Squeeze the gate arms around figure if needed.

- [5] Give the Gargoyle Launcher ring a tug a third time to send your figure down the Zip Line!



[2] Resetting the Playset

Lift the walkway back into position until it clicks into place, making sure the trigger is reengaged, and return the incoming figure to the Gargoyle Launcher.

GENERAL NOTES

- To trigger a chain reaction, the Zip Line for the incoming figure should be connected to the swiveling cradle on the Z-Line Ninjas Playset with a Tension Cylinder in the swiveling cradle or a string socket on the pin beneath the cradle.
- Be sure to leave enough vertical space for figures when setting up multiple Zip Lines that criss-cross.
- Each connector pin located on the face of the Z-Line Ninjas Playset can be adjusted vertically to make room for figures of varying heights.
- Figures will travel along the inside or outside track of the C-Curve, depending on the direction of the pulley.

REMOVING WALL CLIPS

Adult Supervision recommended. Remove playset pieces from wall prior to removing wall clips.

To remove wall clips from the wall entirely:

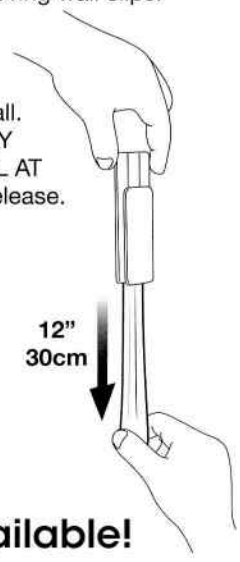
1. NEVER pull strip towards you.
2. Hold wall clip gently to prevent it from snapping fingers. DO NOT press against wall.
3. Grab tab on Command™ Strip and SLOWLY STRETCH STRAIGHT DOWN ALONG WALL AT LEAST 12 INCHES until bracket and strip release.

Purchase medium Command™ Refill Strips to reapply to your wall.

WARNING: CHOKING HAZARD- Small parts. Not for Children under 3 years.

Figures not included. Not all figures will work with all features.

Video Instructions Available! Visit Playmatestoy.com



TROUBLESHOOTING

My figures keep falling off of the Zip Line, or they won't travel all the way down the line.

- The Zip Line angle may be too steep or too shallow. Hang the Angle Gauge on the Zip Line and make sure the Arrow Indicator falls between the marks of 15° and 30°. If not, raise or lower the start or end of the Zip Line and try again.
- The Zip Line may not have enough tension. Tighten using the Tension Cylinder as described in the "To Connect the Strings" section of this manual.

The trap on the Z-Line Ninjas Playset won't lock back into place after it's been triggered.

- Pull forward slightly on the trigger itself while lifting the floor back into place.



Ages 4 and up
Asst. #95050
Item #95052

©2013 Viacom International Inc. All Rights Reserved. TEENAGE MUTANT NINJA TURTLES and all related titles, logos and characters are trademarks of Viacom International Inc. ©2013 Viacom Overseas Holdings C.V. All Rights Reserved. TEENAGE MUTANT NINJA TURTLES and all related titles, logos and characters are trademarks of Viacom Overseas Holdings C.V. ©2013 Playmates Toys Inc. Distributed by Playmates Toys Inc. 909 N. Sepulveda Blvd., Suite 800, El Segundo, CA 90245. PATENT PENDING. Command™ Strips are a product of 3M. For further information visit command.com 3M and Command are trademarks of 3M. ©2014. All Rights Reserved. PRINTED IN CHINA.