

FIRST STEP  
TO THE WORLD OF G.I. JOE



NT-01

# CEREBRAL

INSTRUCTION

# NT-01 CEREBRAL



▲ THERE IS A MAGNET IN THE CEREBRAL.

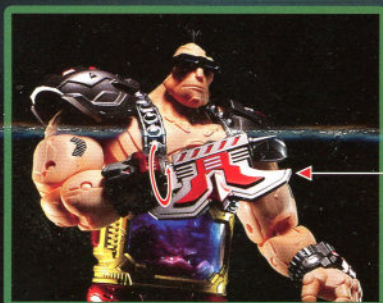
— OPEN THE CLEAR COVER OF CAB.

◀ 10 INCH HEIGHT ACTION FIGURES, WITH DIE CAST PART.

— LIGHT UP THE CAB BY THE SWITCH ON THE BACK.



— OPEN  
BUTTON  
CELL  
COVER  
(USE 2  
AG13/LR44  
BUTTON  
CELLS).



— REPLACE HANDS WITH AXES TO TURN ON THE FIGHTING MODE.



◀ INCLUDED:  
CEREBRAL, BIG ROBOT SUITE, CLEAR COVER, 2 AXES.