

TEENAGE MUTANT NINJA TURTLES TURTLE IN A TURTLE

Kids,
follow these
simple blueprints,
it's easy!

• The Turtles' top secret techno weapon goes in next. Plug the NUNCHUCK MICRO NET LOOP into the sockets in the back shell as shown. This generates a powerful electromagnetic force field, to protect the full size Cyber Michaelangelo. (In a pinch, it can also be used to reheat leftover pizza.) When the Command Center is completely closed, and it mutates back into Michaelangelo, the Nunchucks become a massive Cyber Ninja Weapon. Or, clip them onto the weapon holder on his back shell.

• Two mini CYBER SUITS are included to transform the mini dudes with totally awesome power. Attach the SUIT HOLDER and BASE to the socket in the back shell as shown. Insert one Cyber Suit into the holder. Place Mini Michaelangelo onto the surface of the deck. Lower the Cyber Suit onto his chest as shown. You just zapped with him ten gigabytes of cyber power!

• The sewers may be quiet today, but you can bet your last slice of pizza that Shredder and the Foot Clan are planning another attack. Not to worry Dude! You can march into battle with Michaelangelo's turtli awesome and totally techno Cyber Command Center. Full size Michaelangelo is equipped with a high tech breast plate, night vision cyber helmet, and cyber powered arms and legs. Just one look at this hero in hard core cyber shell can even make Shredder shudder.
• Now lets get ready to transpizzafy Michaelangelo into his Cyber Command Center. First attach Michaelangelo's front shell as shown. Then open his back hard-core Cyber Shell. Lower the Escape Access Ladder in the middle of the back shell Mini-Mutants Mike and Raph can now climb up from the ground level.

• You'll then want to give Mini-Mutants Mike and Raph access to the center control station by attaching the two middle ladders as shown.

• Install the CYBER-COMMAND COMPUCHAIR onto the command center floor as shown. From here Mini-Mutant Cyber Raphael can scan the sewers for signs of Shredder and other low-life from the Foot Clan. The chair is connected to the central computer system and can control all the awesome cyber scanning and command functions.

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

• And now, before the action begins, its time to assemble the HARD-SHELL CYBERTECH LAUNCHER. Snap the Launcher into the SWIVEL BASE as shown. Plug the assembly into the socket on the front deck.

• To fire the Cybertech Launcher, insert the pixillated PROJECTILE into the hole in front. When you're under attack, pull back on the launcher lever. Push the missile back as far as it will go, then release. BUT HOLD ON DUDE! CAUTION! Never flick a projectile toward someone's face, mouth, or eyes.

• While Mike is standing guard, you will have time to activate the controls by sticking on all the radical labels as shown in the pictures. Don't forget to stick them on now or they won't be there when you need them!

ASST. NO. 13080
STOCK NO. 13082
AGES 4 AND UP

Playmates