

# SPACE SHOOTER®

## THUNDER SHARK™

### INSTRUCTIONS

For 1 or More Players

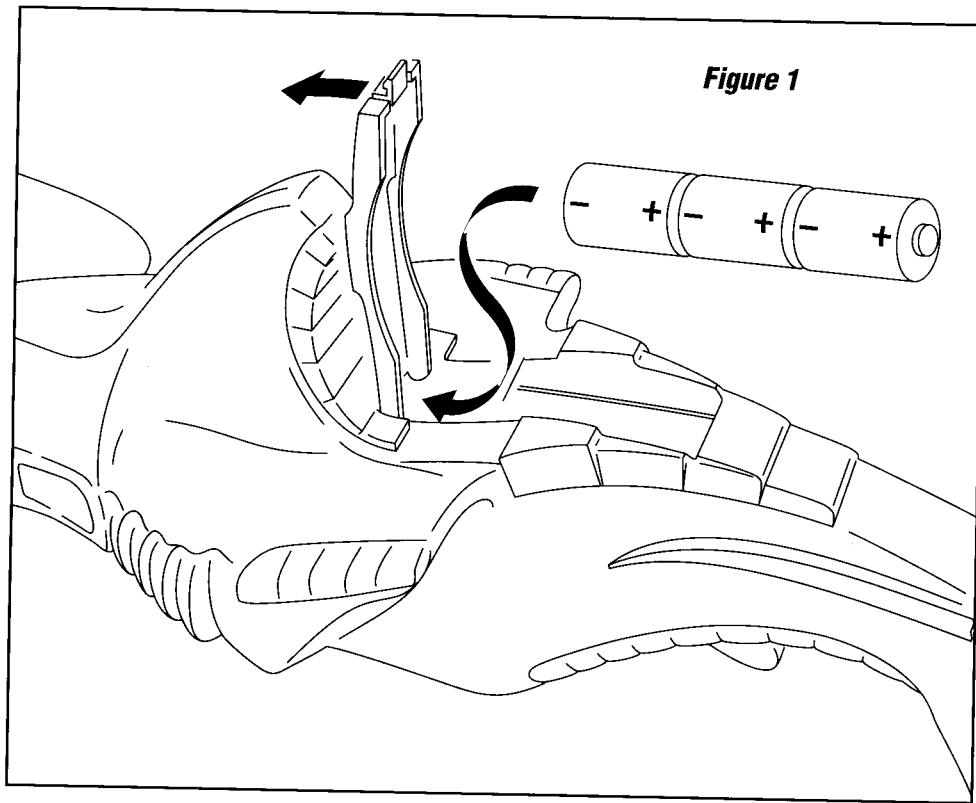
### CONTENTS:

1 Thunder Shark Blaster, 10 Foam Discs, 1 Disc Cartridge, Label Sheet, 8 Cardboard Targets

### OBJECT:

Be the first player to knock down the 8 Evil Cyborg Sea Creature targets.

Figure 1



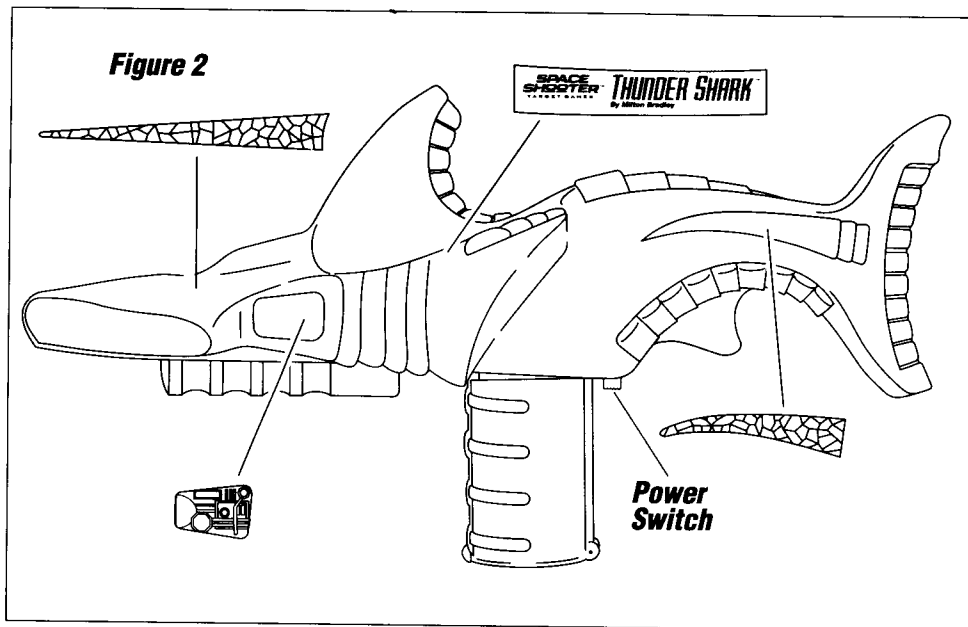
## GET YOUR THUNDER SHARK READY!

### BATTERIES

**Insert:** With power switch in the OFF position (refer to Figure 2), insert 3 "C" size alkaline batteries. Be sure to match the "+" and "-" battery symbols. See Figure 1.

**Test:** Slide the power switch to the ON position. Thunder Shark will hum and quiver in your hand. If it doesn't, the batteries may be weak or improperly installed. Slide the switch to OFF.

**Caution:** Batteries may leak if improperly installed. Remove batteries during extended storage. Never mix battery types. Do not mix old and new batteries.



### **LABELS**

Carefully remove the labels from the label sheet and apply them to Thunder Shark as shown in Figure 2.

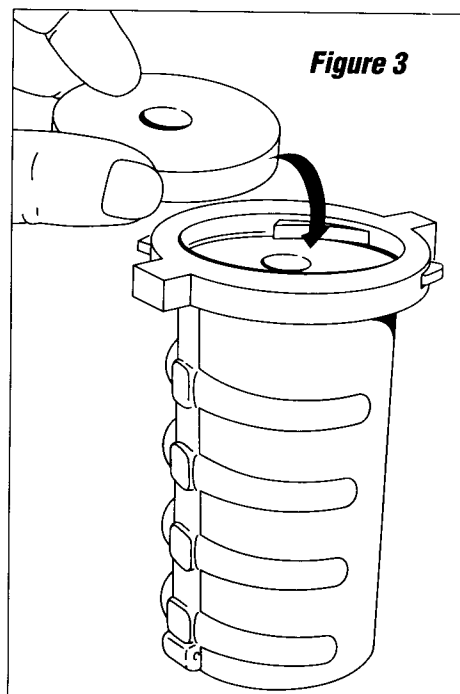
### **SETUP**

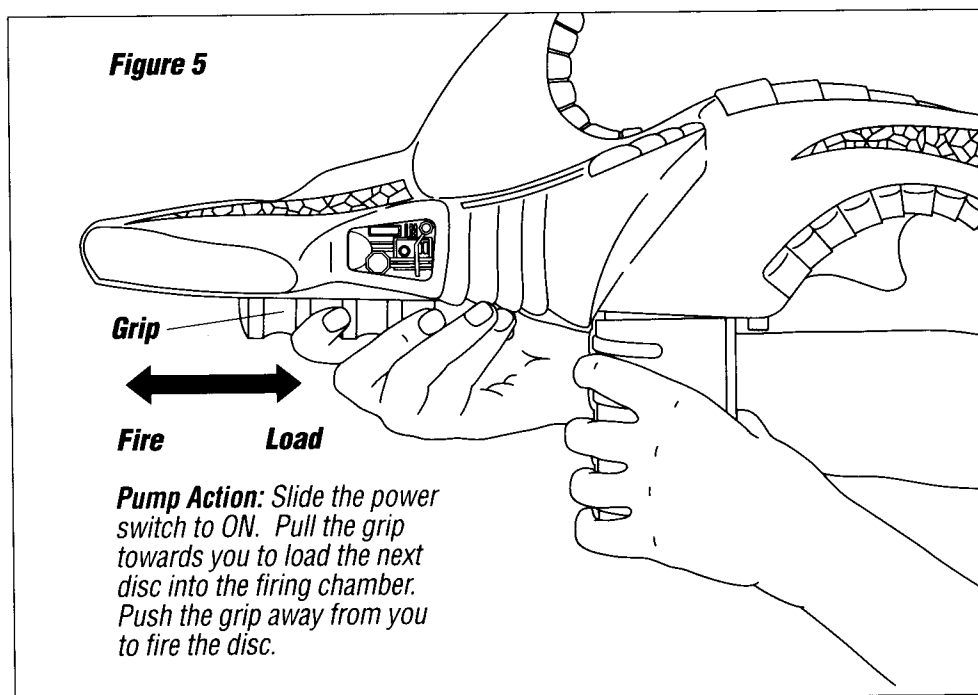
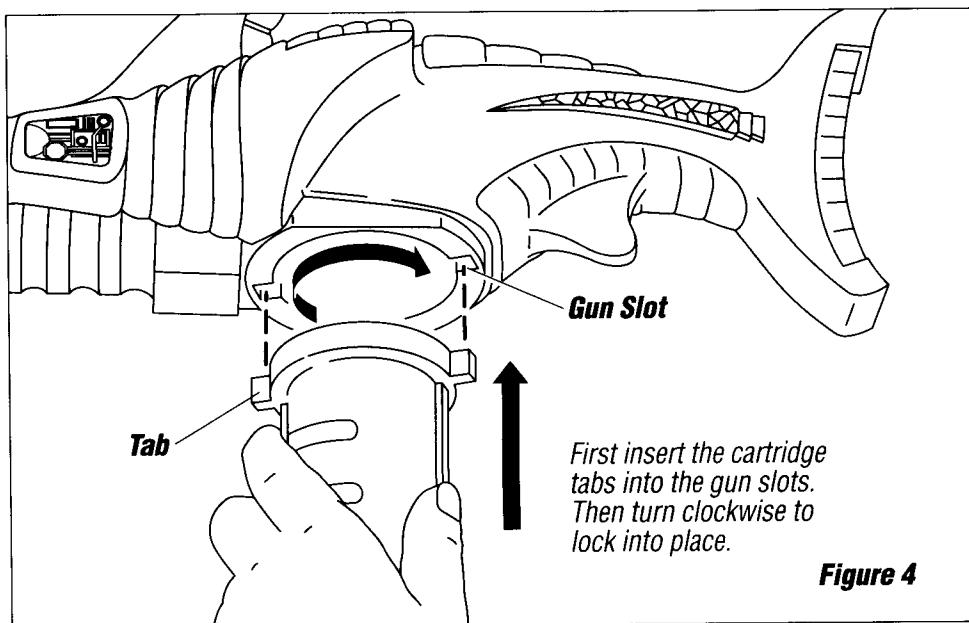
- 1.** Carefully cut out the 8 targets from the box flaps.
- 2.** Place all 8 targets 10 feet away on a flat surface. **Note:** Once you think you have mastered Thunder Shark, place the targets 15-20 feet away for an even greater challenge!

**3.** Load the 10 foam discs into the disc cartridge. Make sure that each disc lies flat within the chamber. See Figure 3.

**Loading Tip:** Be careful not to bend discs.

**4.** Attach the loaded disc cartridge to Thunder Shark as shown in Figure 4.





## HOW TO PLAY

Slide the power switch to the ON position. Youngest player goes first.

**On Your Turn:** Try to knock down the 8 targets in order (from the largest size to the smallest). Once you successfully knock down the 8 targets, or have fired all 10 discs, your turn ends. Return all fallen targets to their original upright positions.

**Important!** If you knock down all 8 targets, count up the number of discs fired and make a note of it. Play now passes to the next player.

**Firing Action:** Pump the Thunder Shark's grip as shown in Figure 5 to fire a disc.

### **DON'T KNOCK DOWN THE WRONG TARGET!**

If you knock down the wrong size target, you've been "zapped" by the enemy. You must return *all* fallen targets to their original upright positions and continue shooting with the discs you have remaining.

## WINNING THE GAME

The first player to knock down the 8 targets in the correct order wins the game.

**Note:** If both players correctly knock down the 8 targets during the same round of shooting, the player who does so *with the least number of discs* wins.

## CAUTION:

**Never point or fire at a person's face.**

**Never load any object other than the foam "Space Discs."**

### **REPLACEMENT DISCS**

To order a set of 10 Mega-Size Thunder Shark Discs, send your request along with your name, address and check or money order for \$4.00 to:

**Milton Bradley Company  
Attn: Consumer Sales  
443 Shaker Road  
East Longmeadow, MA 01028**

Make checks payable to Milton Bradley Company. Postage and handling included. Please allow 6 weeks for delivery.

Milton Bradley Company  
P.O. Box 1247  
East Longmeadow, MA 01028

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4636-I U.S. Patent No. 5,471,967 and U.S. Patent Pending.