

# GI JOE

## THE RISE OF COBRA

AGES 4+  
94276/68972 Asst.



**WARNING:**

CHOKING HAZARD-Small parts.  
Not for children under 3 years.

**x3**  
1.5V AA or R6 size  
NOT INCLUDED

**BATTERIES REQUIRED**  
Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

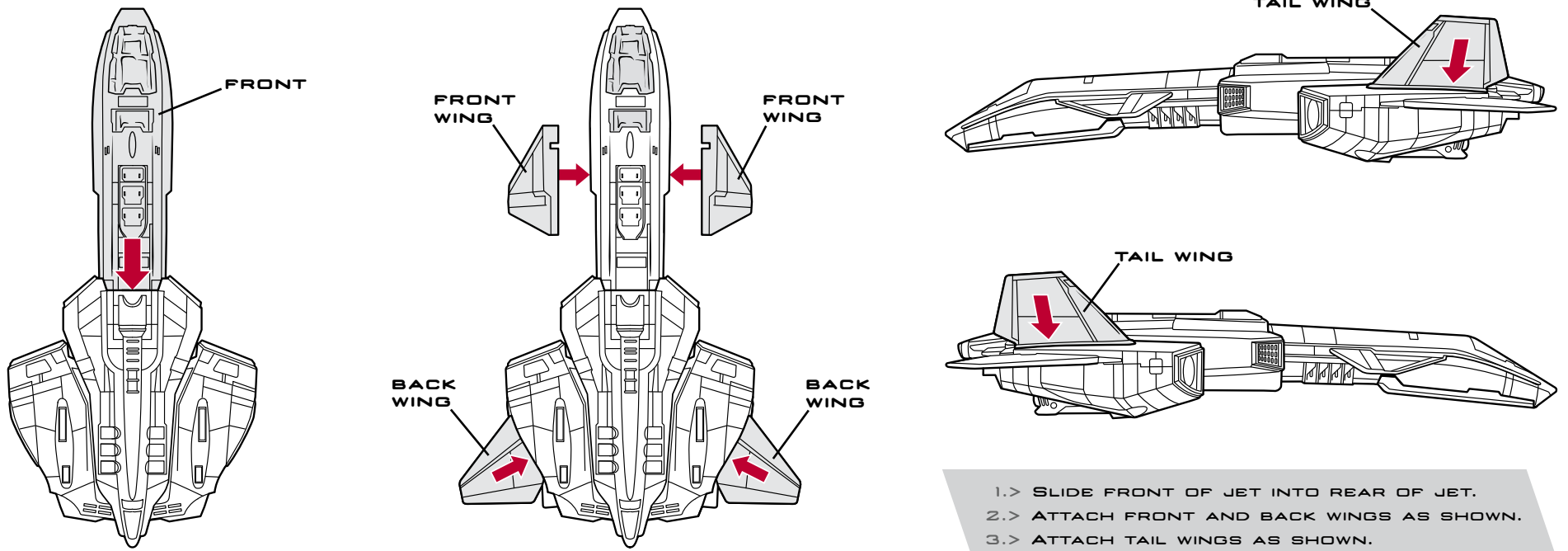
Some assembly required.



# SAND SERPENT

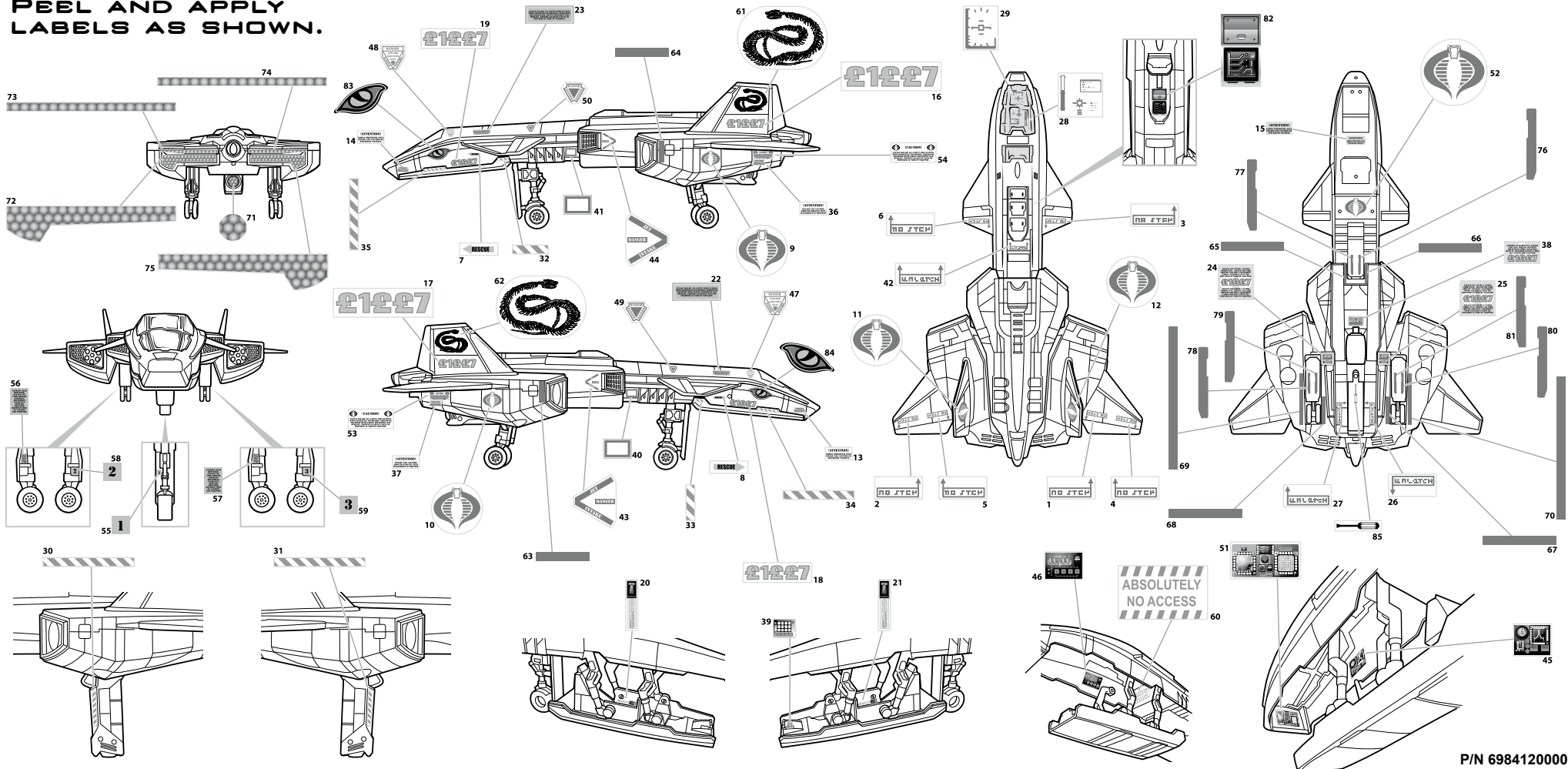
WITH STAR-VIPER

**ASSEMBLY:**



1. > SLIDE FRONT OF JET INTO REAR OF JET.
2. > ATTACH FRONT AND BACK WINGS AS SHOWN.
3. > ATTACH TAIL WINGS AS SHOWN.

**PEEL AND APPLY LABELS AS SHOWN.**



P/N 698412000

VISIT [GIJOE.COM](http://GIJOE.COM) FOR MORE G.I. JOE® vs. COBRA® ITEMS!

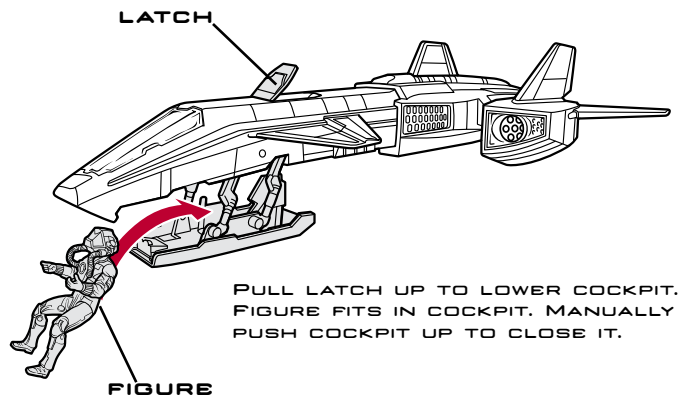


SOME POSES MAY REQUIRE HAND SUPPORT. PRODUCT AND COLORS MAY VARY. © 2009 PARAMOUNT PICTURES CORPORATION. ALL RIGHTS RESERVED. ® AND/OR™ & © 2009 HASBRO. ALL RIGHTS RESERVED. TM & ® DENOTE U.S. TRADEMARKS.

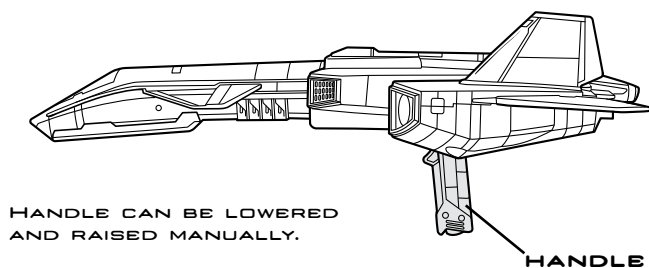


Not suitable for children under 3 years because of small parts - choking hazard.

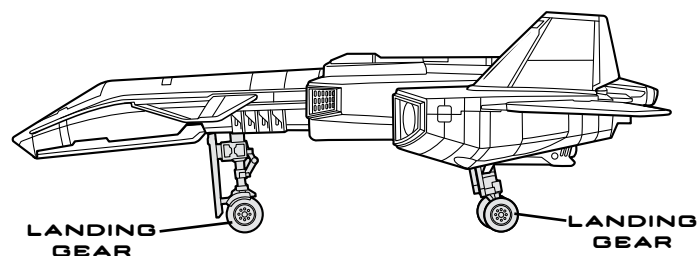
## FEATURES/OPERATION



PULL LATCH UP TO LOWER COCKPIT. FIGURE FITS IN COCKPIT. MANUALLY PUSH COCKPIT UP TO CLOSE IT.



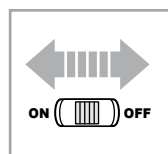
HANDLE CAN BE LOWERED AND RAISED MANUALLY.



LANDING GEAR CAN BE LOWERED AND RAISED MANUALLY. NOTE: MAKE SURE YOU RAISE THE LANDING GEAR BEFORE YOU FIRE THE MISSILES.

## PRESS EACH BUTTON FOR THE FOLLOWING FEATURES:

- BUTTON A:** WEAPON SOUNDS AND VEHICLE LIGHTS
- BUTTON B:** PILOT COMMUNICATION SOUNDS
- BUTTON C:** ENGINE SOUNDS AND LIGHTS

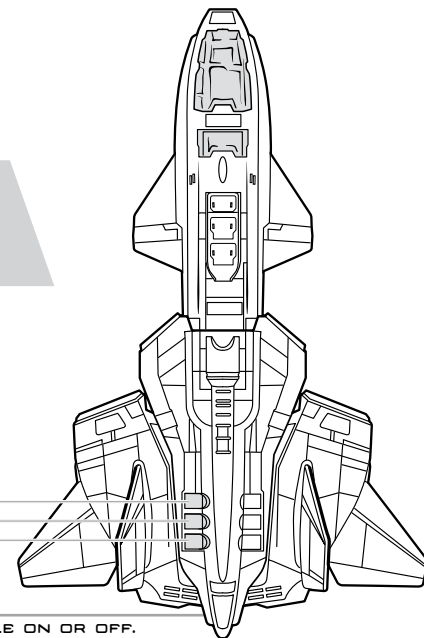


ON/OFF SWITCH: SLIDE SWITCH TO TURN VEHICLE ON OR OFF. (LOCATED UNDER VEHICLE)

**BUTTON C**

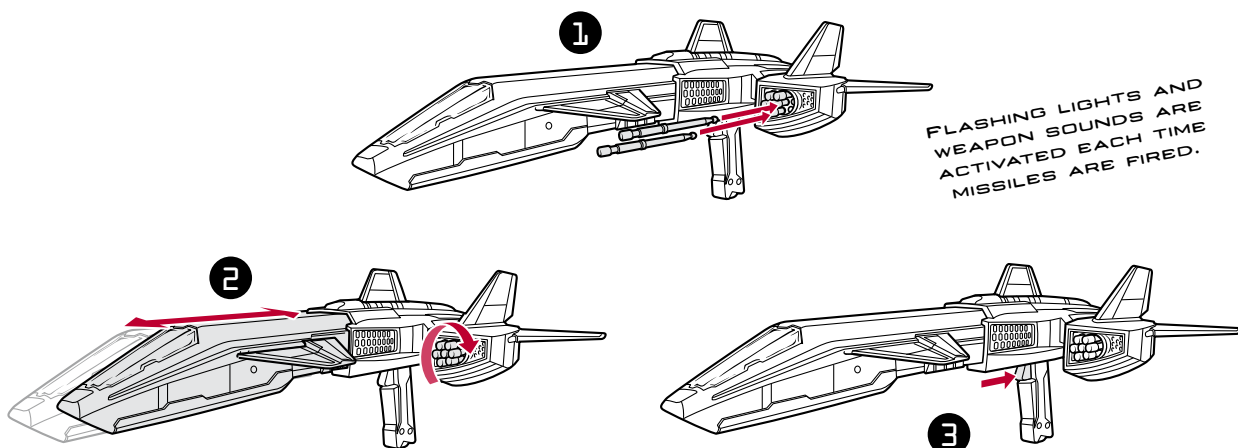
**BUTTON B**

**BUTTON A**



## TO FIRE PROJECTILES:

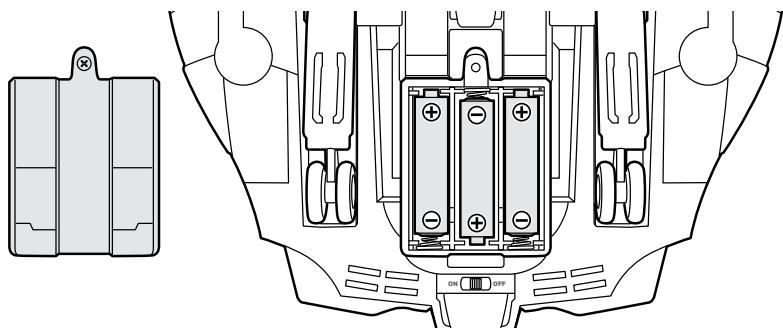
Make sure landing gear is up. Insert 6 missiles into each gun. Lower handle. Press trigger to launch one missile from each gun. Slide front of jet backward and forward for LOCK & LOAD action; this action "engages" the next 2 missiles. Pull trigger to launch the 2 engaged missiles. Keep repeating the LOCK & LOAD/firing sequence to launch all 12 missiles.



NOTE: IF YOU PULL THE TRIGGER WITHOUT LOCKING/LOADING FIRST, YOU WILL ACTIVATE SOUNDS AND LIGHTS, BUT THE MISSILES WILL NOT FIRE.

## TO INSTALL BATTERIES:

Lower the handle to access the battery compartment door. Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Insert 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace door, and tighten screw.



## FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that 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 this 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.
- Consult the dealer or an experienced radio/TV technician for help.

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

## IMPORTANT: BATTERY INFORMATION

### ! CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. **RECHARGEABLE BATTERIES:** Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**



NOTE TO UK CONSUMERS: This product and its batteries must be disposed of separately at your local waste recycling centre. Do not dispose of in your household waste bin.

