



GI JOE[®]

COMBAT FIGHTERS[™]

A REAL HAND-TO-HAND COMBAT GAME!

For 2 players • Ages 6 & Up

CONTENTS

- 2 Controllers
- 1 Duke[®] Fighting Figure
- 1 Neo-Viper[™] Fighting Figure
- Label Sheet

OBJECT

Be the first player to complete your mission by beating your opponent in 5 rounds of hand-to-hand combat!

ASSEMBLY AND SETUP

Apply labels to the top and sides of both controllers and the chest plate of the Neo-Viper fighting figure as shown in Figures 1 and 2. (NOTE: The green G.I. Joe labels go on the green controller and the blue Cobra labels go on the blue controller.)

FIGURE 1

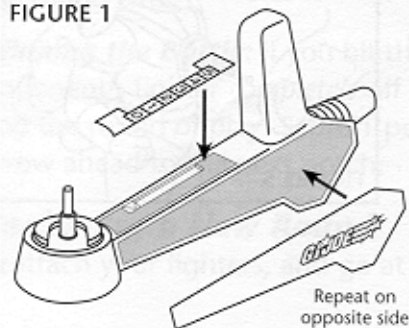
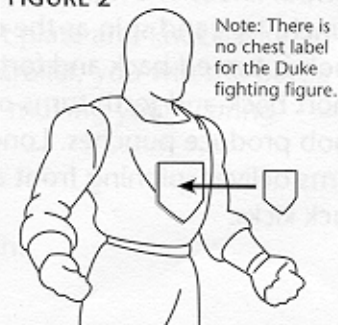
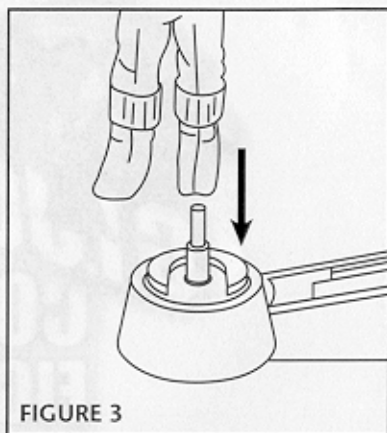


FIGURE 2

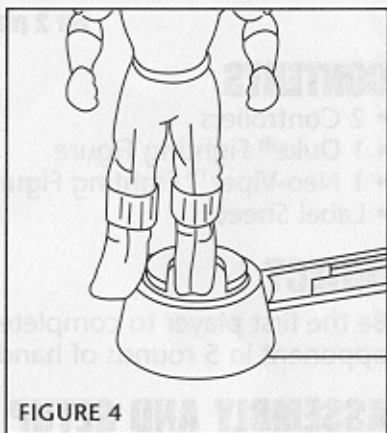


Attach the Duke and Neo-Viper fighting figures to the controllers as described below. Duke should be attached to the controller with the G.I. Joe label and Neo-Viper should be attached to the controller with the Cobra label.

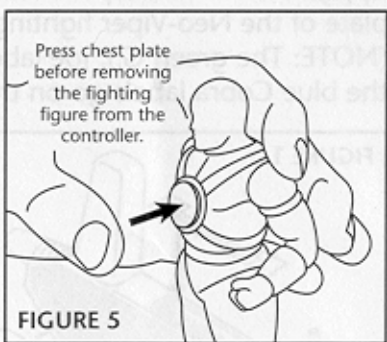
Step A: With the controller on the table, lower the fighting figure so the hole in the bottom of its foot goes over the post on the controller. See Figure 3.



Step B: Press down on the fighter's leg until the foot snaps into the indentation on the controller base. See Figure 4.



Important: Never try to remove a fighting figure from the controller without first pressing the chest plate. See Figure 5.



PRACTICING WITH YOUR FIGHTING FIGURES

Each player chooses a fighting figure and matching controller. Players should practice using their fighters by experimenting with the control knob. The fighters will punch, kick and spin as the control knob is turned back and forth. Short back-and-forth turns of the knob produce punches. Longer turns deliver spinning front and back kicks.

HOW TO PLAY

The game is played in rounds.

Battle!

Slide the scoring arrows on both controllers to "0". (These arrows will be adjusted throughout the game to reflect the number of battles won by each fighter.) With fighters approximately 2 inches apart and facing each other, count to three. On "three" move the fighters towards each other and start battling!

Using the knob on your controller, attack and defend from all directions. Your goal is to find and strike your opponent's chest plate with enough force to send him flying off his controller!

STRATEGY HINT: At times you may need to retreat. To do so, pull your controller and fighter towards you, away from your opponent, then advance again to attack from another angle!

Interrupting the Battle: Your controller must stay on the play surface at all times during the battle. If you or your opponent lift your controller off of the play surface, STOP the battle immediately. Return both controllers to the play surface and then resume fighting. If a fighter was knocked off of his controller during a battle where one or both of the controllers had been lifted off of the play surface, reattach the fighter and resume fighting.

If you hit your opponent's chest plate, but he does not completely pop off the controller, STOP the battle. Put the fighter back onto his controller and resume fighting. If both fighters are knocked from their controllers at the same time, reattach them and start the round over.

Winning the Battle: If you hit the chest plate and knock your opponent's fighter *completely* off its controller, you win the battle and the round of play! Score 1 point by moving your scoring arrow ahead to the next notch.

Beginning a New Round

Reattach your fighters, and go at it again.

WINNING THE GAME

The first player to win 5 rounds is the Champion!

STORAGE

Press the fighters' chest plates to remove them from their controllers. Return all contents to the box and close for easy storage.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free).

Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6

©2002 Hasbro, Pawtucket, RI 02862. All Rights Reserved.
U.S. Patent No. 5,458,523. **PRINTED IN CHINA.** 40819

