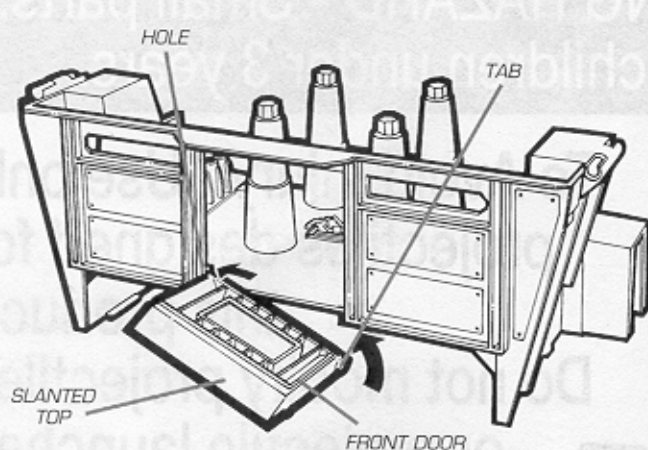
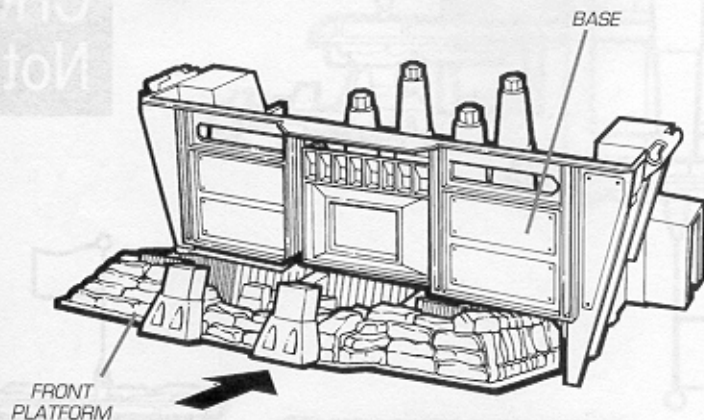


**CONTAINS:** Headquarters, jail cell, control area, front perimeter, service bay, tower unit, upper deck, look-out deck, crane arm with pulley and hook, string, elevator platform and shaft, two laser bazooka guns, rapid-fire cannon with base and six rapid-fire missiles, three rocket launchers, accessories and label sheet. **Requires 5 "AA" batteries (not included).**



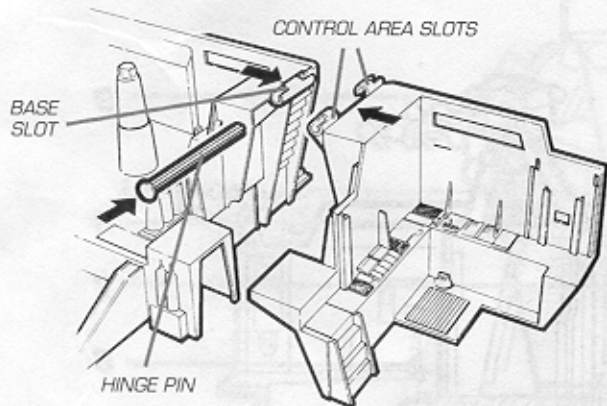
### 1 FRONT DOOR ASSEMBLY

With angled top of front door facing up, fit tab on door into bottom hole at front of Headquarters, then snap other door tab into place. Swing door up to lock in "closed" position.



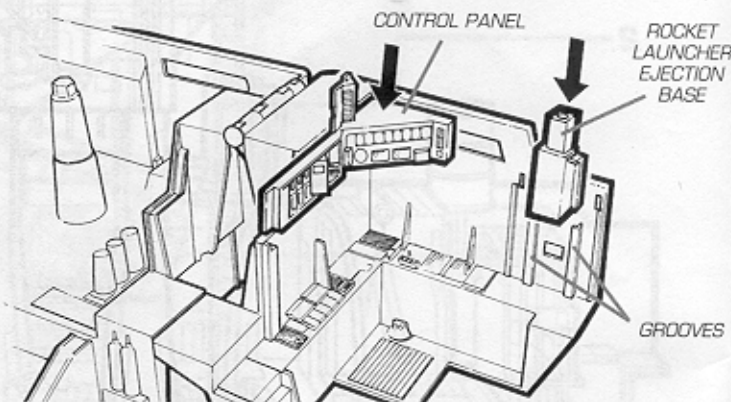
### 2 PERIMETER ASSEMBLY

Hold front perimeter platform at angle shown. Push platform into grooves under Headquarters base. Platform will be able to slide in and out of base.



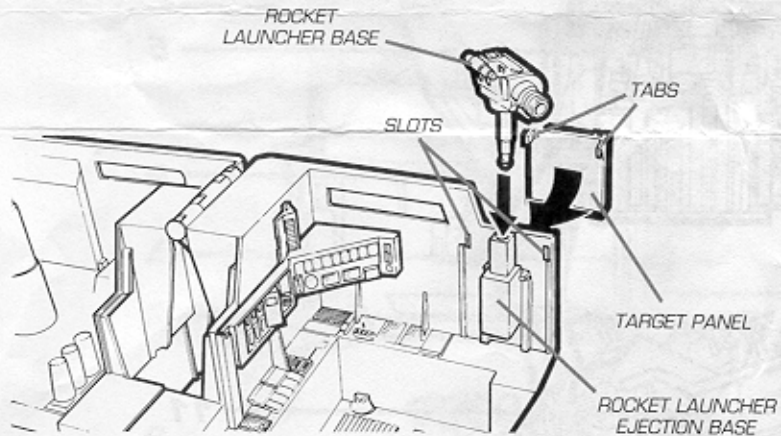
### 3 CONTROL AREA ASSEMBLY

Facing the rear of Headquarters, align slots on side of control area with slot on the right side of Headquarters base. Slide hinge pin through slots to connect control area to base.



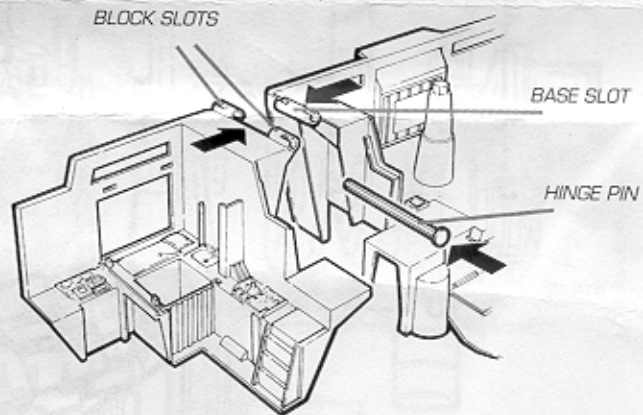
### 4 CONTROL AREA CONTINUED

Slide black rocket launcher ejection base into grooves on the inside wall of control area. Fit orange control panel into corner of control area wall and snap into place.



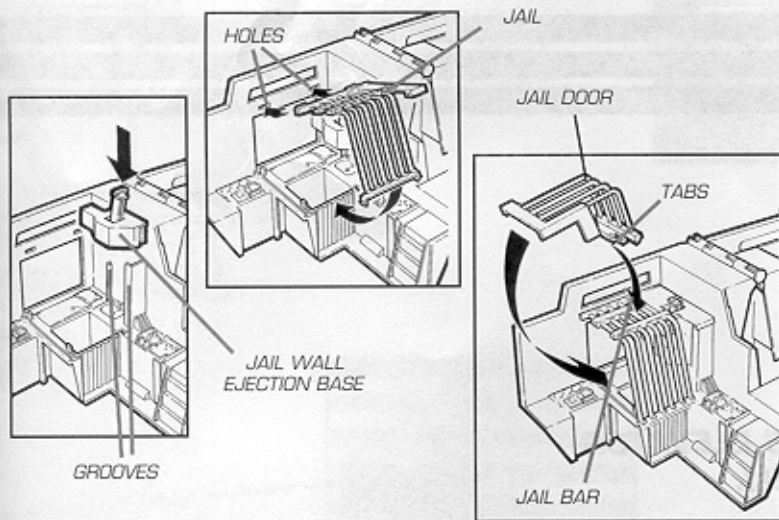
### **5 CONTROL AREA CONTINUED**

*Snap tabs on target panel into slots on outside wall of control area. Insert post on either the single or double rocket launcher into rocket launcher ejection base, rocket launcher will eject when target panel is hit.*



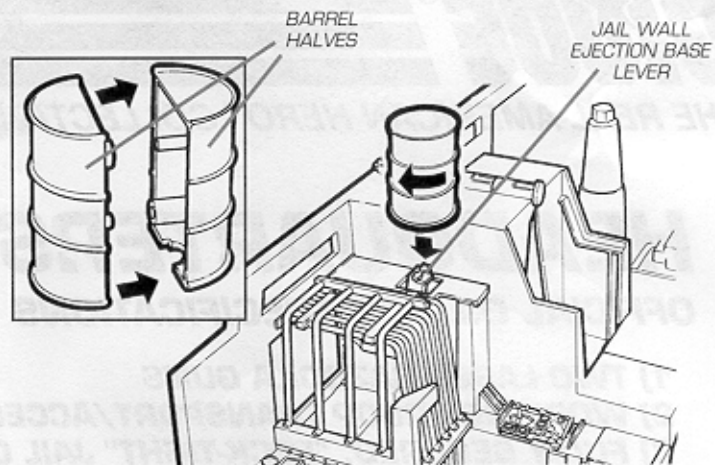
### **6 CELL BLOCK AREA ASSEMBLY**

*Facing the rear of Headquarters, align slots on side of cell block with slot on the left side of Headquarters base. Slide hinge pin through slots to connect cell block to base.*



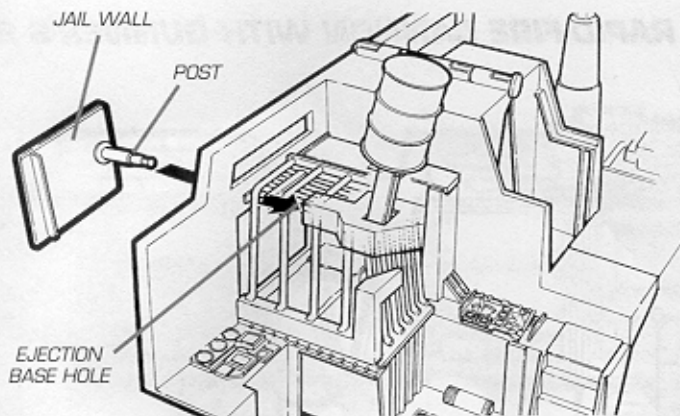
### 7 CELL BLOCK AREA CONTINUED

Slide jail wall ejection base into grooves on the inside wall of jail cell and **PRESS FIRMLY INTO PLACE**. Snap tabs on jail into corresponding holes in cell block area as shown. Attach tabs on jail door to jail bar as shown.



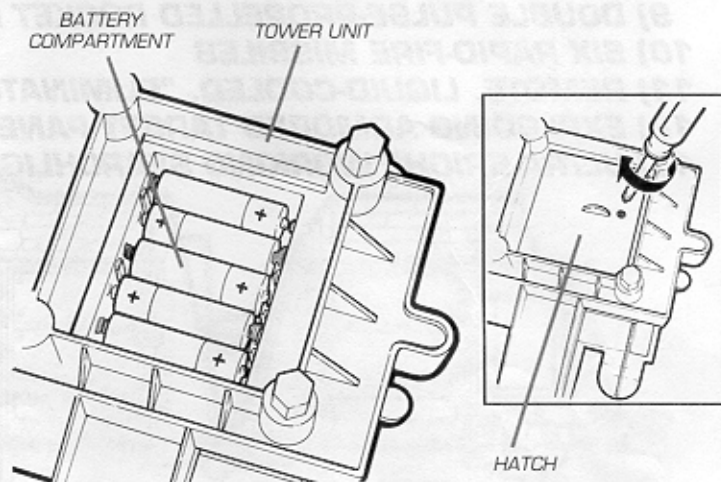
### 8 CELL BLOCK AREA CONTINUED

Press barrel halves together. Fit barrel onto jail wall ejection base lever and twist barrel part way to secure on lever.



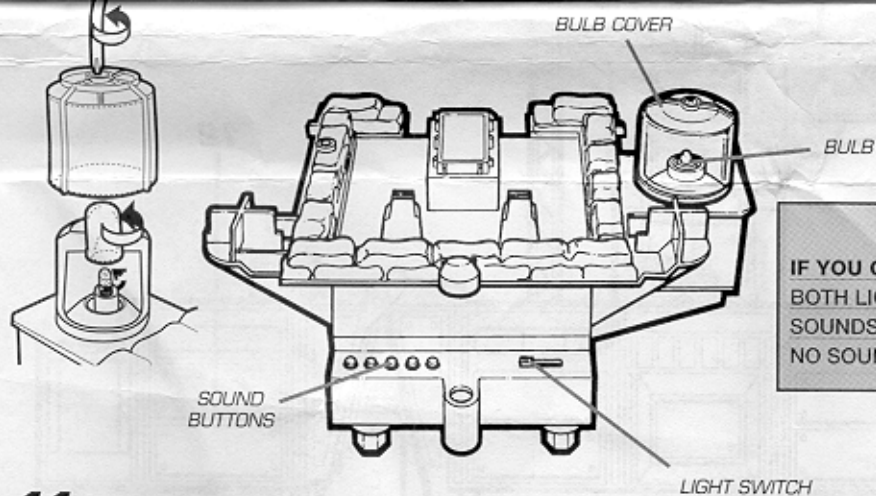
### 9 CELL BLOCK AREA CONTINUED

Insert jail wall post into ejection base hole. Jail wall will eject when barrel is hit.



### 10 BATTERY ASSEMBLY

Place 5 "AA" batteries into battery compartment under tower unit as shown. Use a Phillips® screwdriver to screw battery compartment hatch into battery compartment. **DO NOT OVERTIGHTEN SCREW.**



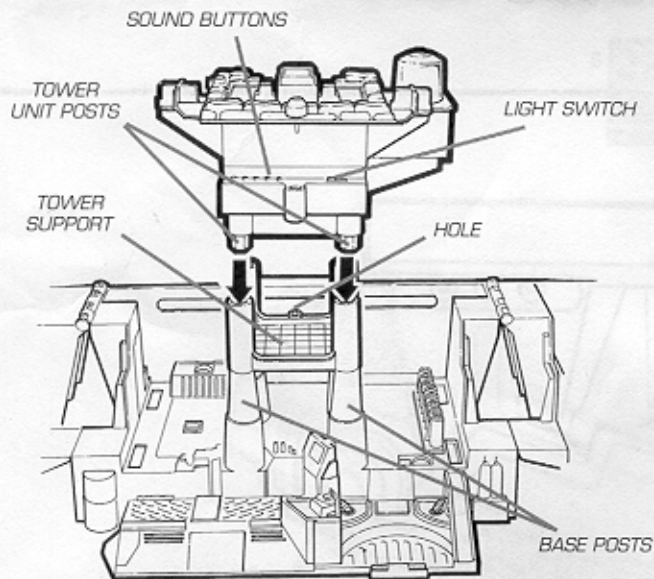
#### BATTERY TEST CHART

IF YOU GET:	THEN:
BOTH LIGHT & SOUNDS	OK
SOUNDS ONLY	CHECK BULB
NO SOUNDS OR LIGHT	CHECK BATTERIES

## 11 BATTERY TEST

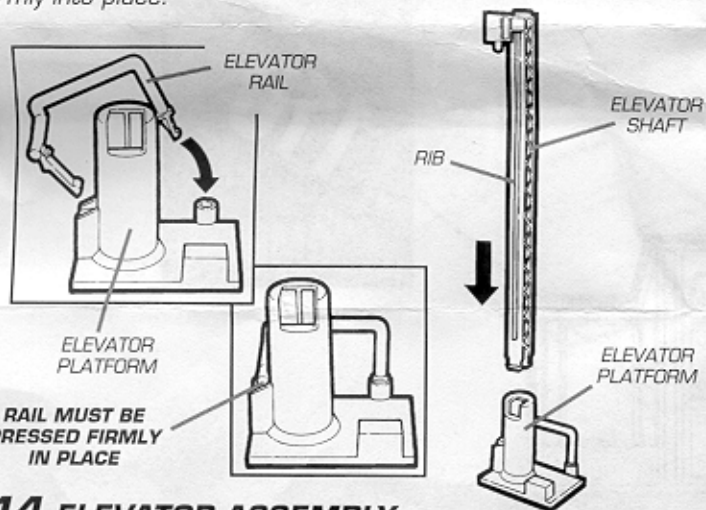
Test batteries by activating light switch and orange sound buttons on tower unit. Refer to Battery Test Chart. If you need to check bulb, use a Phillips screwdriver to remove bulb cover. Bulb may have loosened during shipping and it may be necessary to tighten bulb into place.

**To check or replace bulb. Loosen screw with Phillips screwdriver and remove bulb cover. Twist the bulb lens to remove (as shown) and loosen bulb by turning. Replace bulb and re-assemble. DO NOT OVERTIGHTEN BULB.**



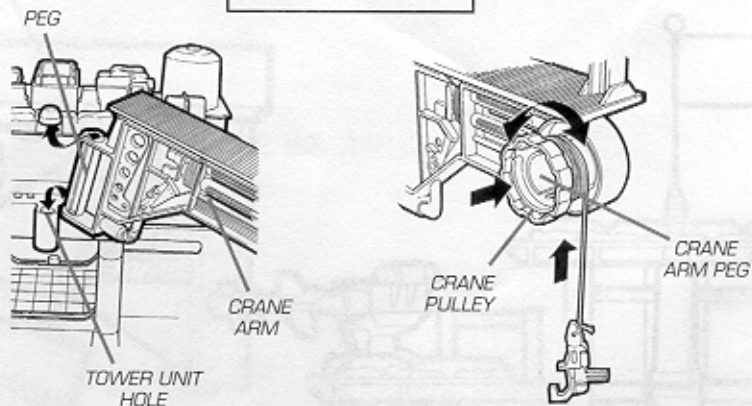
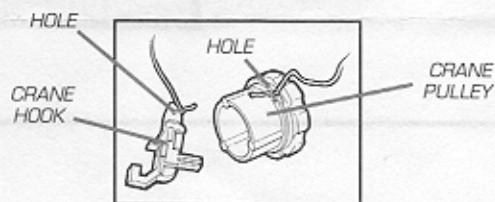
## 12 TOWER ASSEMBLY

With hole in tower support facing front of Headquarters, place tower support onto the four base posts and press firmly into place. With sound buttons and light switch on tower unit facing rear, place tower unit posts into tower support holes and press firmly into place.



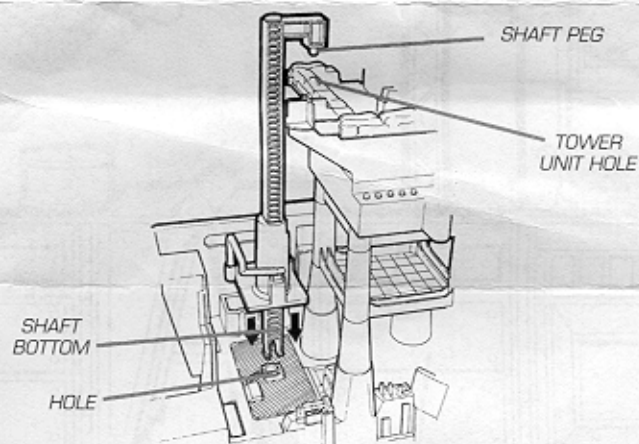
## 14 ELEVATOR ASSEMBLY

Snap elevator rail onto orange elevator platform as shown. Guide bottom of elevator shaft into elevator platform with rib on side of shaft facing away from elevator railing. When inserted properly, elevator platform should make a clicking sound as it slides along shaft.



## 13 CRANE ASSEMBLY

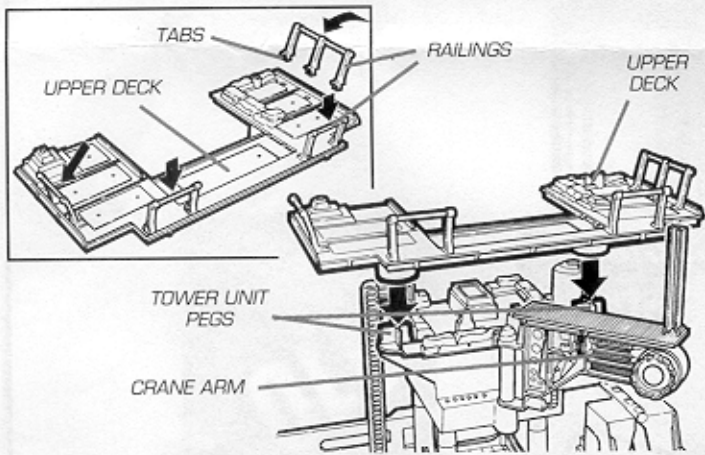
Insert crane arm peg between holes at rear of tower unit as shown. Tie one end of string through hole in crane pulley and tie other end through hole in crane hook. Snap crane pulley onto crane arm peg and wind up string.



## 15 ELEVATOR ASSEMBLY CONTINUED

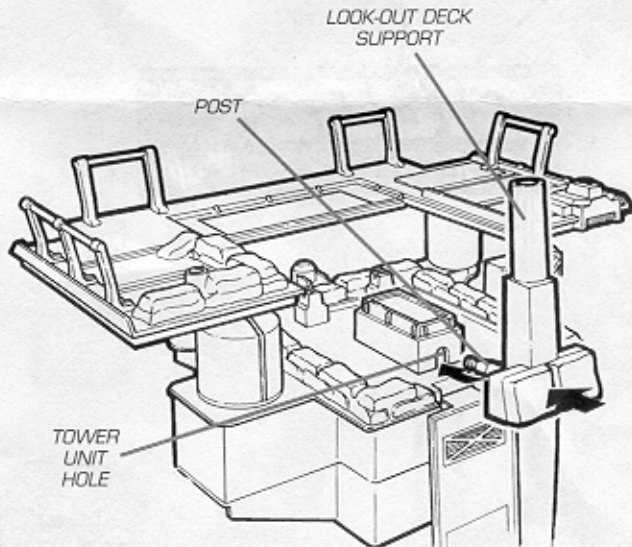
Insert peg at top of shaft into hole in tower unit and snap bottom of shaft into hole in Headquarters base as shown.

shaft facing away from elevator shaft. When installed properly, elevator platform should make a clicking sound as it slides along shaft.



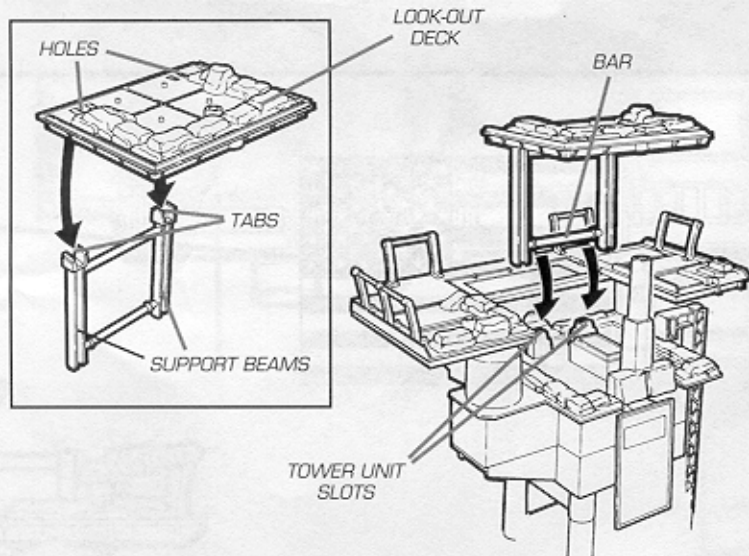
## **16 UPPER DECK ASSEMBLY**

Snap tabs on the four railings into holes in upper deck. With railings facing rear towards crane arm, fit holes beneath upper deck onto tower unit pegs and press firmly into place.



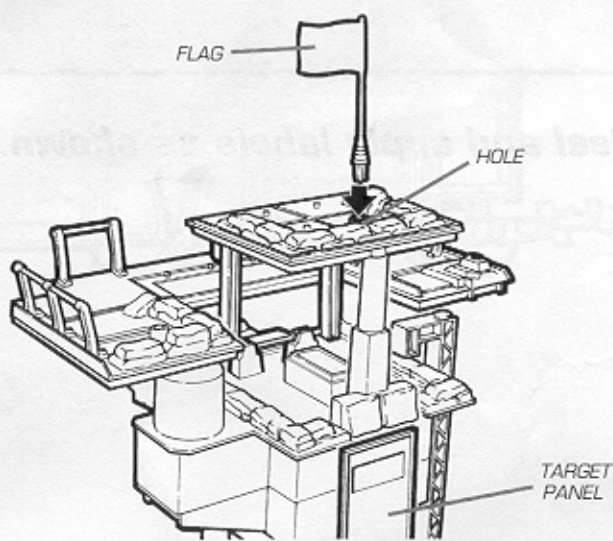
## **17 LOOK-OUT DECK ASSEMBLY**

Insert post on look-out deck support into hole in front of tower unit and snap in place.



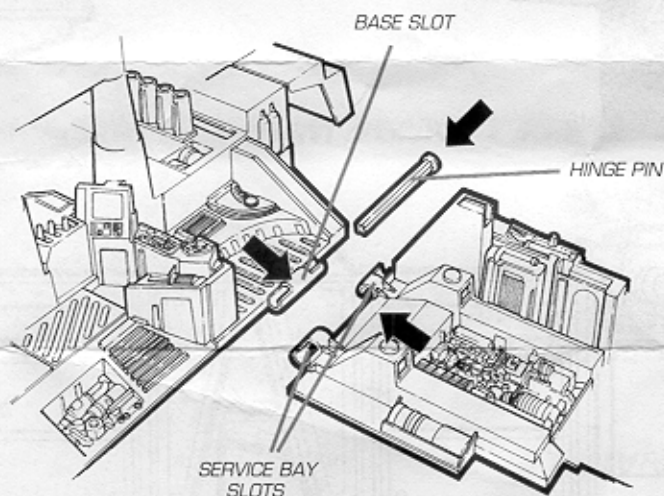
### 18 LOOK-OUT DECK ASSEMBLY CONTINUED

Snap support beam tabs into holes beneath look-out deck. Insert bar at bottom of support beams into slots at rear of tower unit.



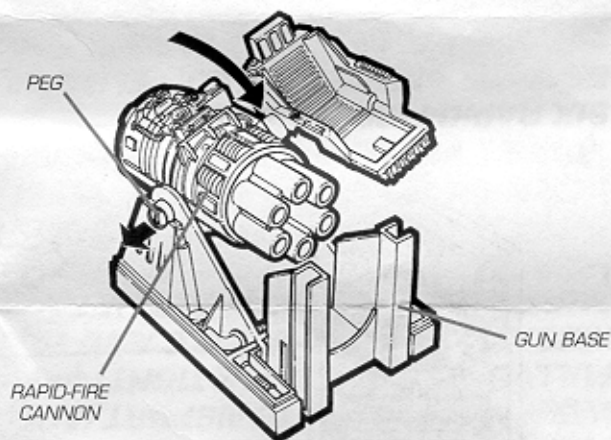
### 19 LOOK-OUT DECK ASSEMBLY CONTINUED

Insert flag into hole on top of look-out deck. Deck will fall when target panel at front of tower unit is hit.



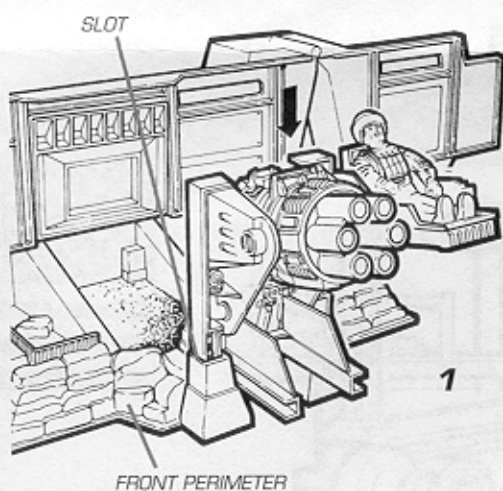
### 20 SERVICE BAY ASSEMBLY

Align slots on service bay with slot at rear of Headquarters base. Slide hinge pin through slots to connect service bay to base.



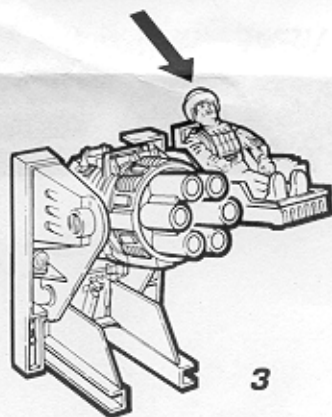
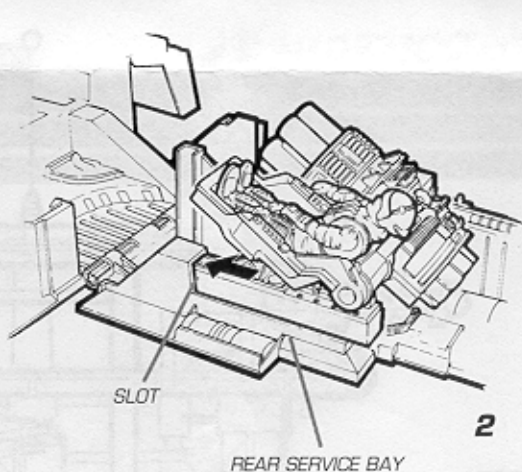
### 21 RAPID-FIRE CANNON ASSEMBLY

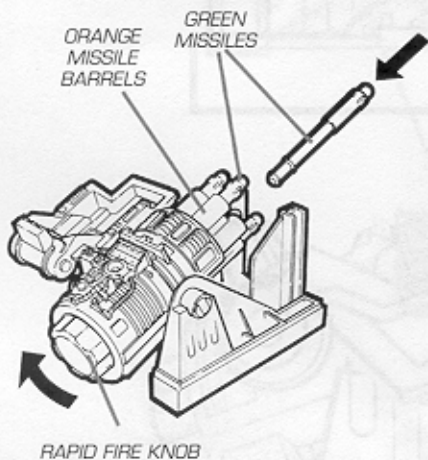
Slide rapid-fire cannon peg into hole in cannon base as shown. Snap other side of cannon into base.



### 22 CANNON ASSEMBLY CONTINUED

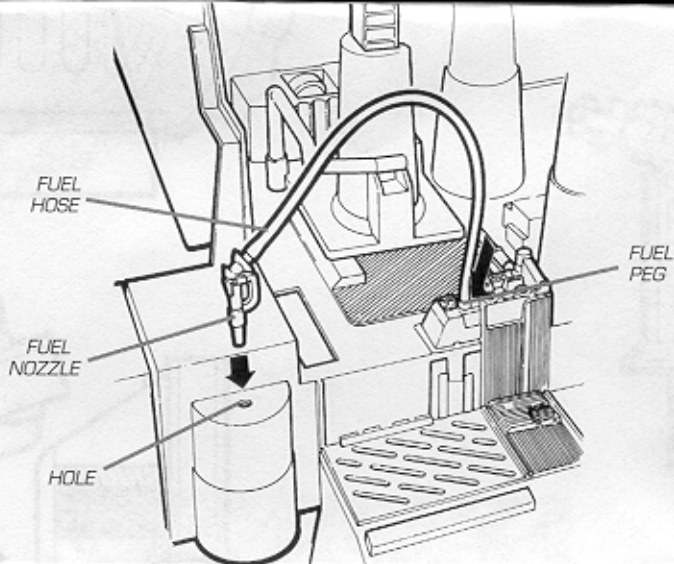
Cannon base may be inserted into slots in front perimeter platform, into slots in rear service bay, or can stand upright on its own. Place figure into seat.





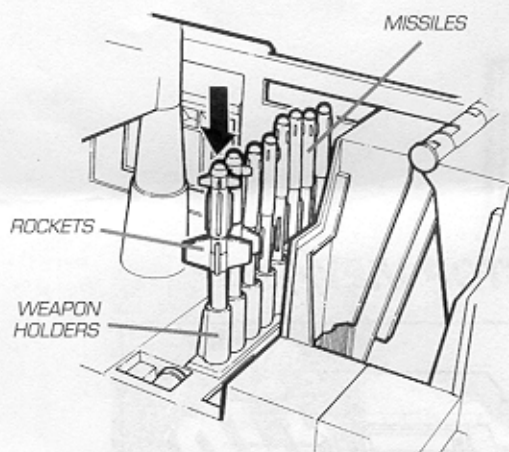
### 23 RAPID-FIRE FIRING PROCEDURE

Insert missiles into missile barrels until they lock into place. Turn rapid-fire knob of cannon clockwise to fire missiles. **DO NOT AIM MISSILES AT EYES OR FACE.**



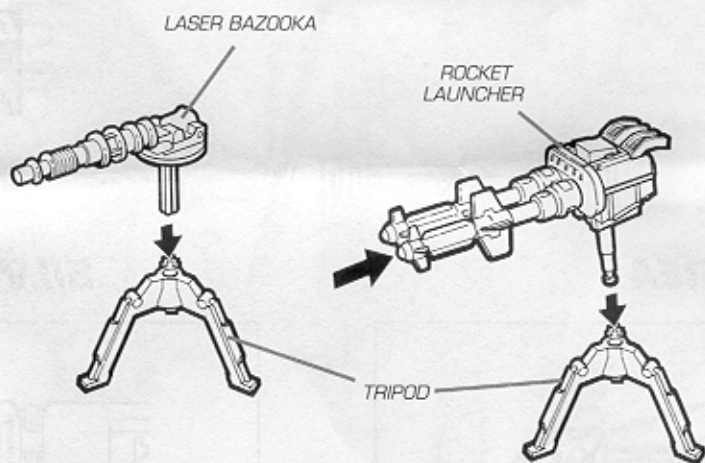
### 24 FUEL HOSE ASSEMBLY

Insert one end of fuel hose onto end of fuel nozzle. Insert other end of fuel hose onto fuel peg at rear of base. To store nozzle, place into hole as shown.



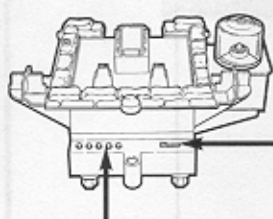
### 25 WEAPONS STORAGE

The six rapid-fire missiles can be stored in the missile barrels or in the weapon holders in base. The rockets can also be stored in the weapons holders.



### 26 BAZOOKA/ROCKET LAUNCHER PLACEMENT

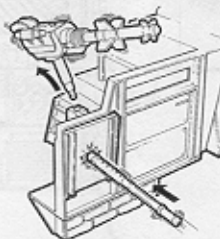
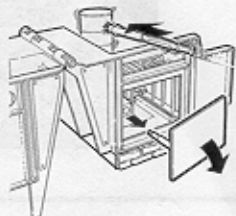
Laser bazooka guns and rocket launchers can be inserted into various holes around the Headquarters or into the tripod.



**Searchlight and siren switch**  
To activate searchlight and siren, slide Light switch on tower unit into any of the three possible positions.

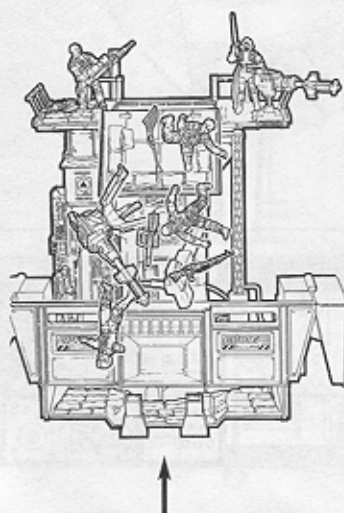
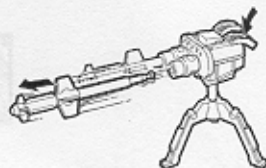
**Sound buttons**  
Press buttons on tower unit to activate sounds.

**Jail Wall Ejection**  
Jail wall will eject when barrel is hit.



**Rocket launcher Ejection**  
Either the single or double rocket launcher can be ejected from rocket launcher base when target panel at front of control area wall is hit.

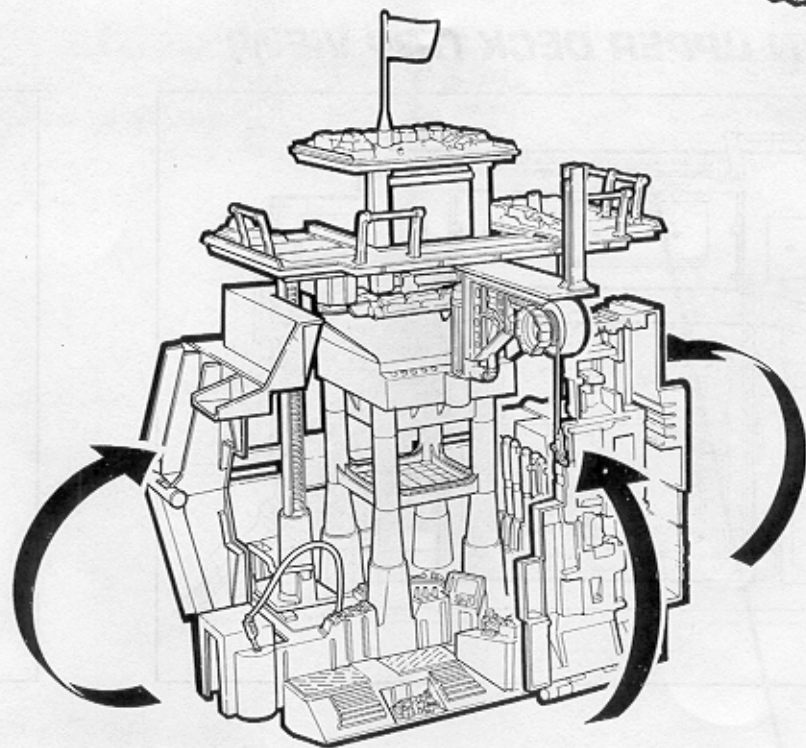
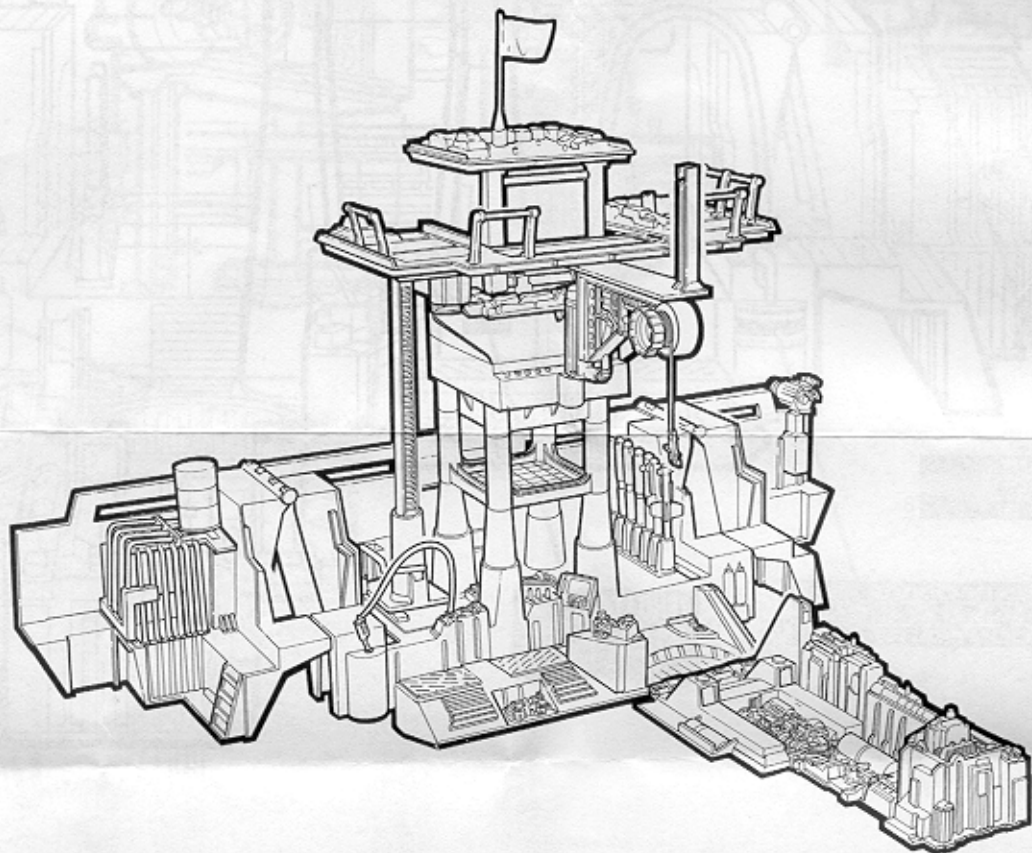
**Rocket Launcher firing**  
Insert rocket into front of rocket launcher and lock in place. To fire rocket, press trigger(s).



**Sounds & Falling Look-Out Deck**  
When target panel at front of tower is hit, the deck support will eject and the look-out deck will fall. A siren or explosion sound (depending on the position of light switch) will then be activated.

## 27 HEADQUARTERS ACTION FEATURES





## **28 HEADQUARTERS CONVERSION**

The Headquarters can be folded into a compact, fortified bunker. Just swing up front door, swing up control area and cell block, swing up rear service bay. Then angle front perimeter and push into base (see step #2). Perimeter must at least be partially inserted into base to transport with Headquarters. Figures and accessories can be stored in platform.