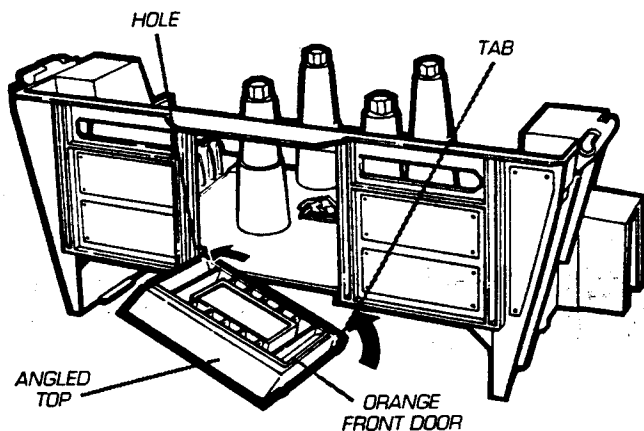
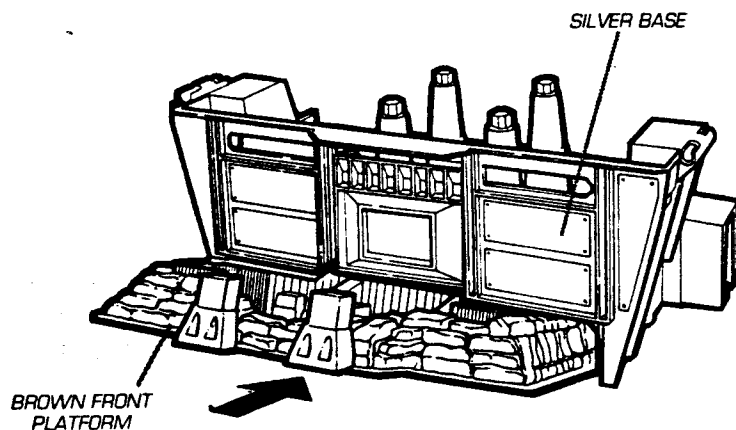


CONTENTS: Headquarters, jail cell, control area, front perimeter, service bay, tower unit, upper deck, look-out deck, crane arm with pulley and hook, string, elevator platform and shaft, two laser bazooka guns, rapid-fire cannon with base and six rapid-fire missiles, three rocket launchers, accessories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



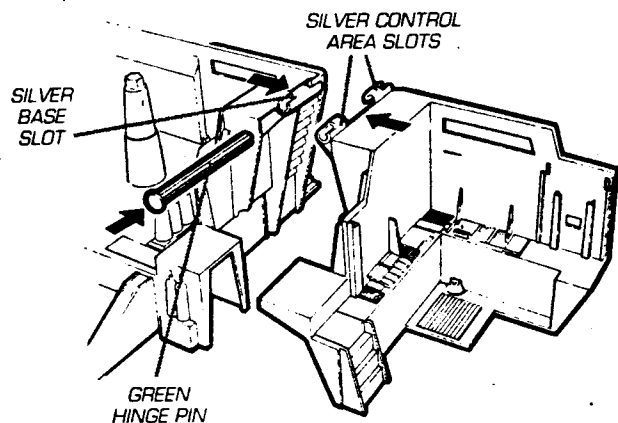
1 FRONT DOOR ASSEMBLY

With angled top of orange 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.



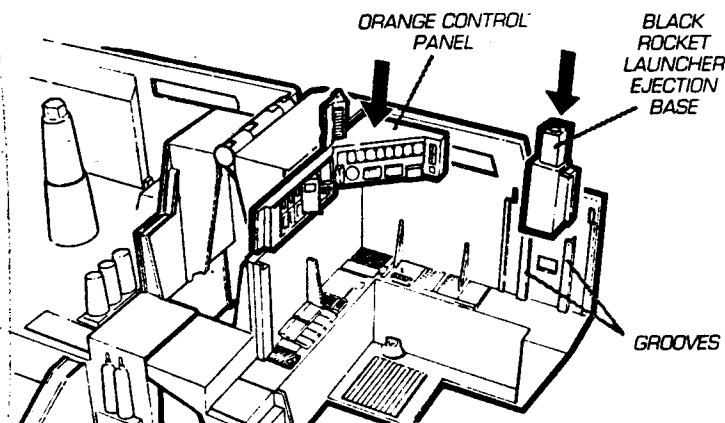
2 PERIMETER ASSEMBLY

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



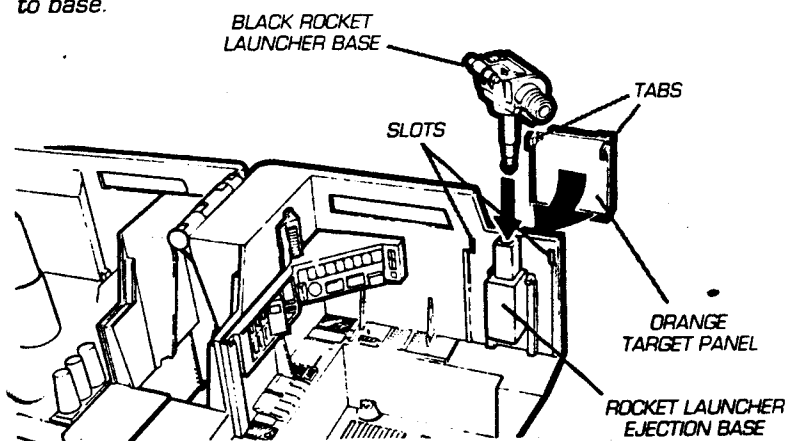
3 CONTROL AREA ASSEMBLY

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



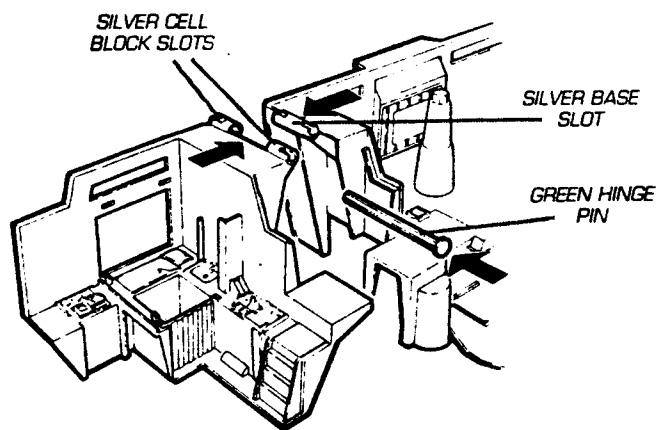
4 CONTROL AREA CONTINUED

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.



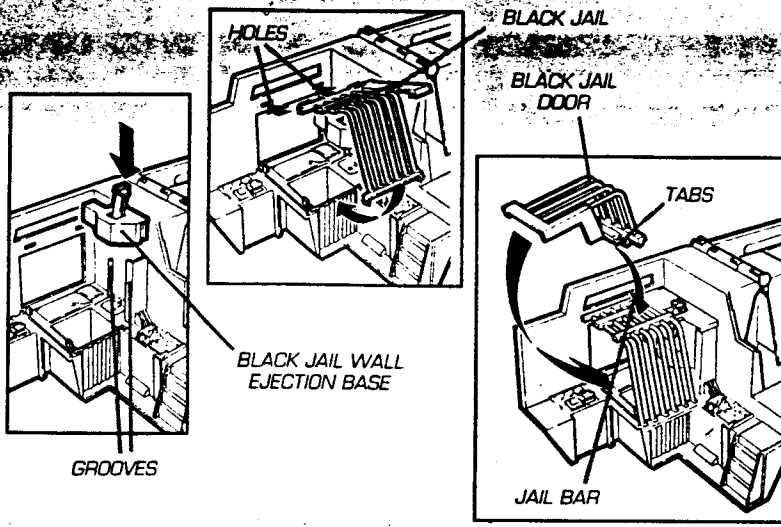
5 CONTROL AREA CONTINUED

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



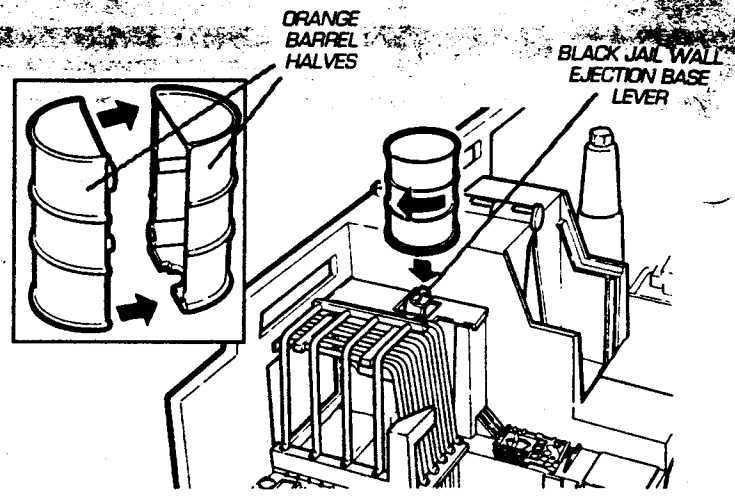
6 CELL BLOCK AREA ASSEMBLY

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



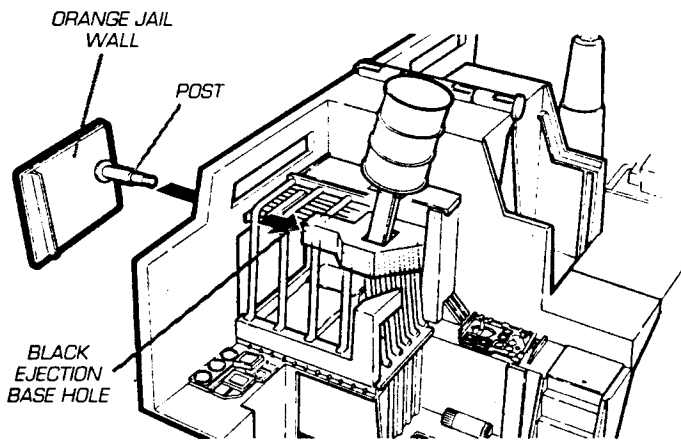
7 CELL BLOCK AREA CONTINUED

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



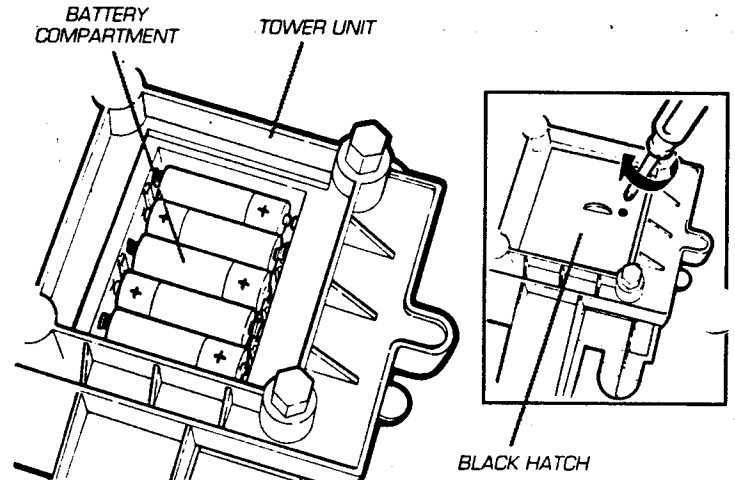
8 CELL BLOCK AREA CONTINUED

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



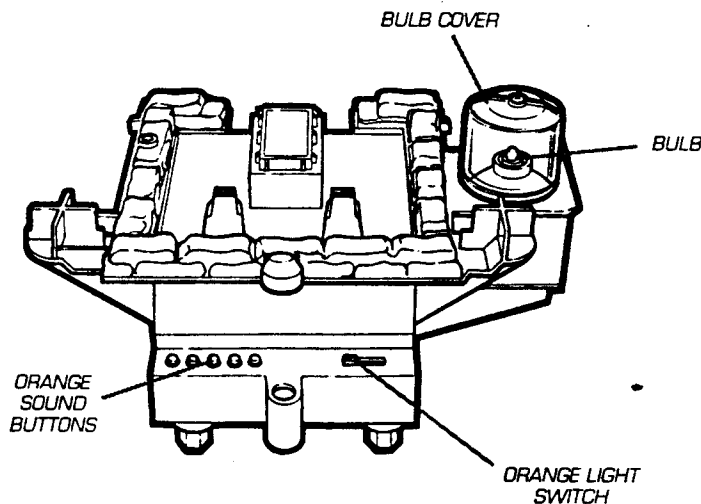
9 CELL BLOCK AREA CONTINUED

Insert orange jail wall post into black 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 black battery compartment hatch into battery compartment. **DO NOT OVERTIGHTEN SCREW.**

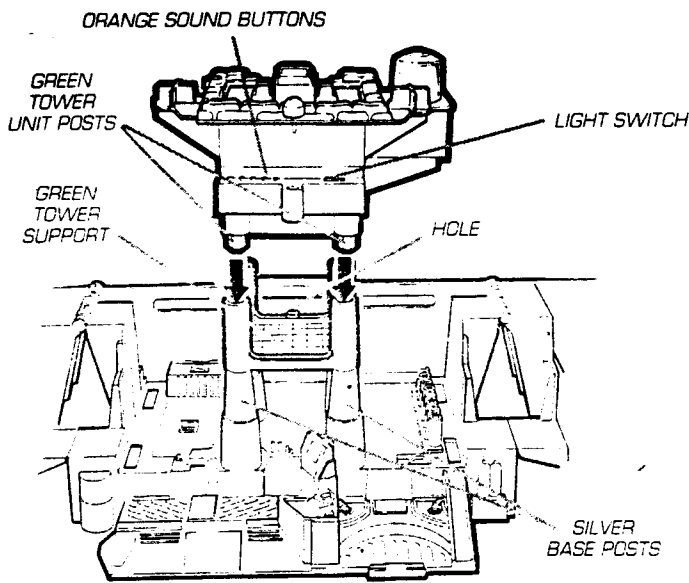


11 BATTERY TEST

Test batteries by activating orange light switch and orange sound buttons on tower unit. Refer to Battery Test Chart listed above. If you need to check bulb, use a Phillips screwdriver to remove the bulb cover. Bulb may have loosened during shipping and it may be necessary to tighten bulb into place. **DO NOT OVERTIGHTEN BULB!**

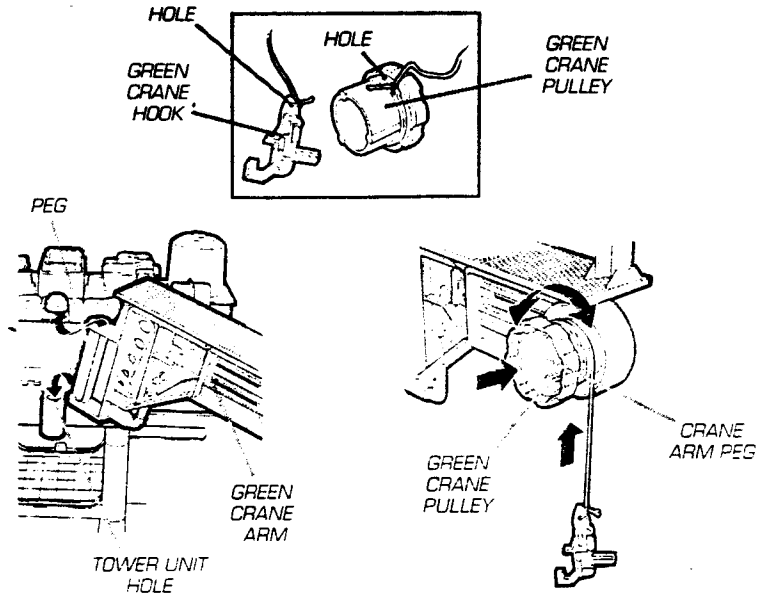
BATTERY TEST CHART

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



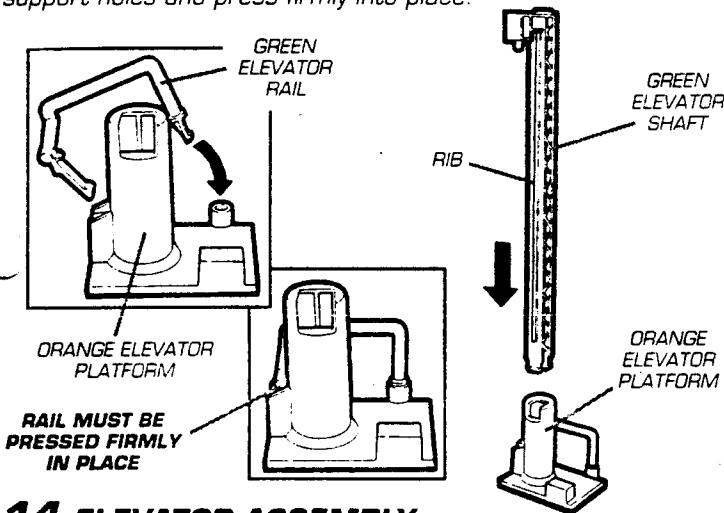
12 TOWER ASSEMBLY

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



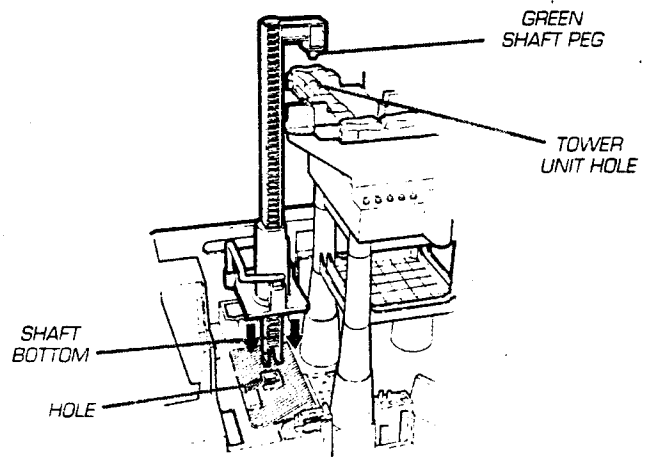
13 CRANE ASSEMBLY

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



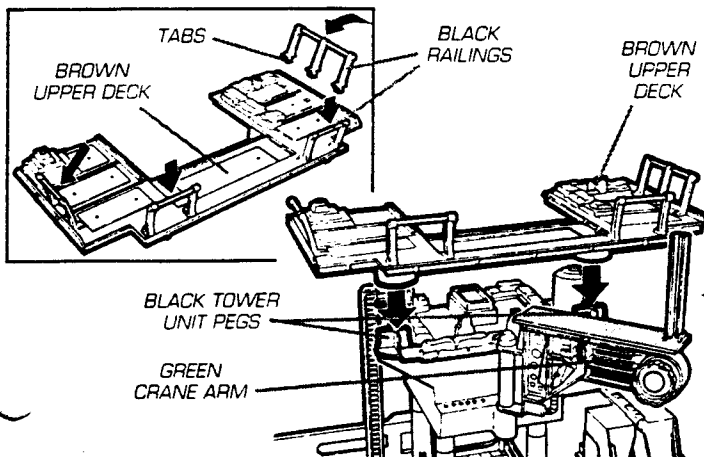
14 ELEVATOR ASSEMBLY

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



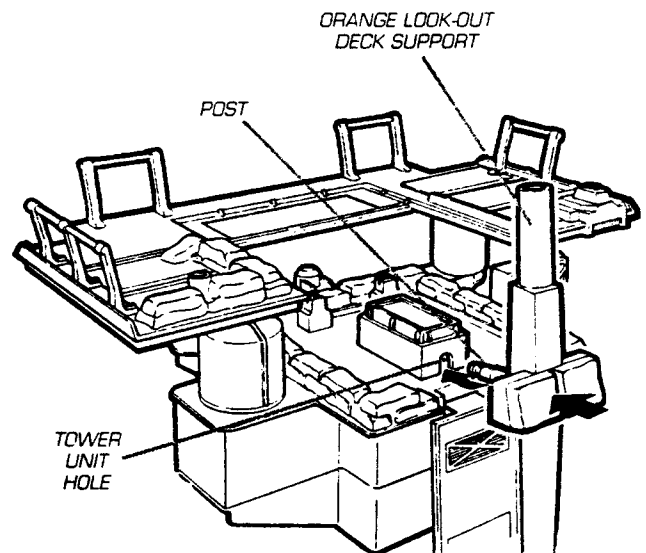
15 ELEVATOR ASSEMBLY CONTINUED

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



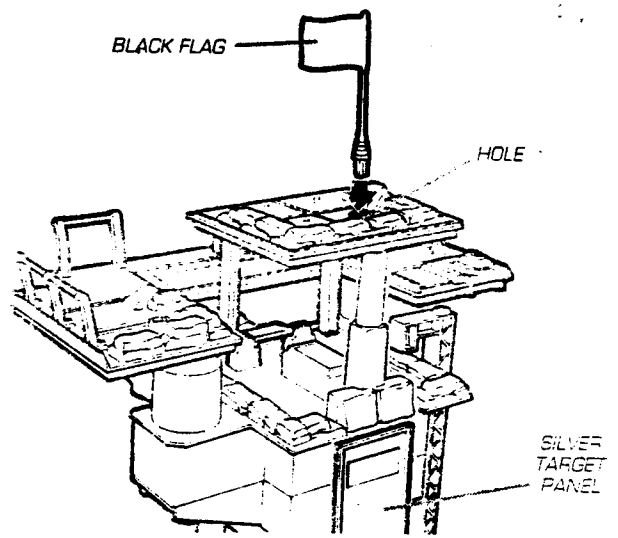
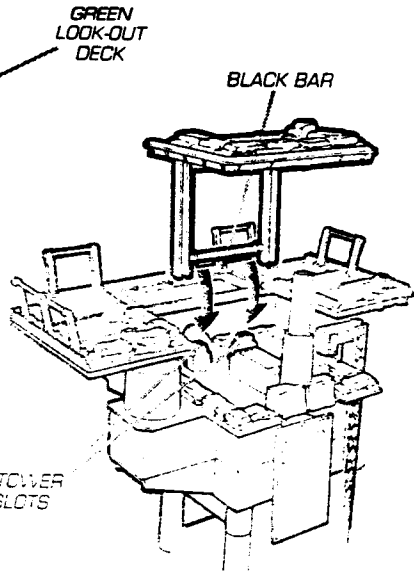
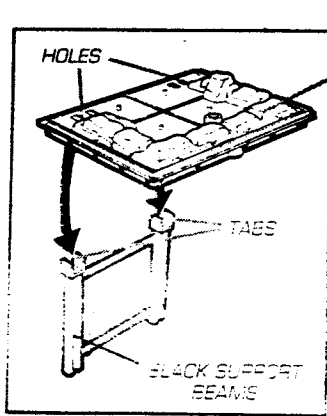
16 UPPER DECK ASSEMBLY

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



17 LOOK-OUT DECK ASSEMBLY

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

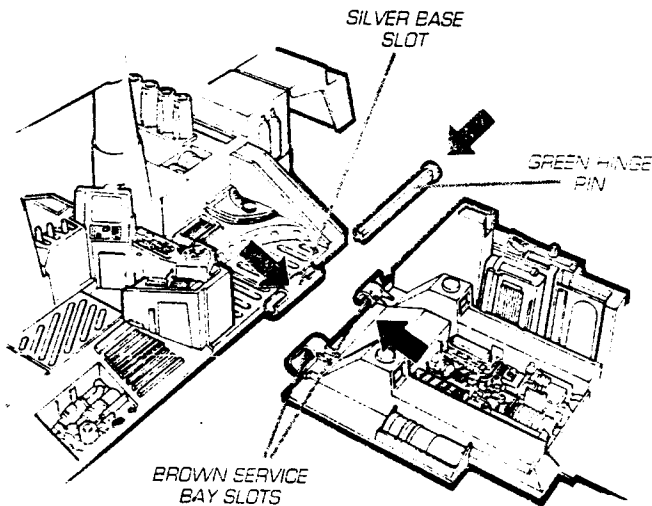


18 LOOK-OUT DECK ASSEMBLY CONTINUED

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

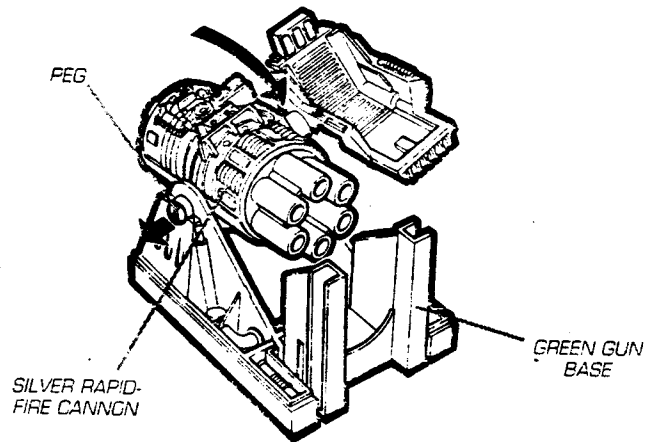
19 LOOK-OUT DECK ASSEMBLY CONTINUED

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



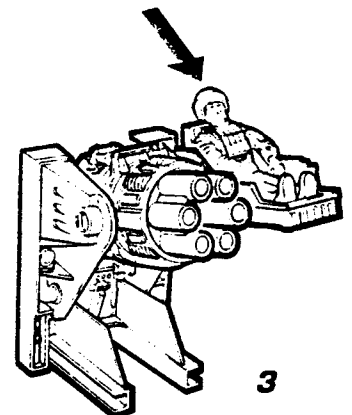
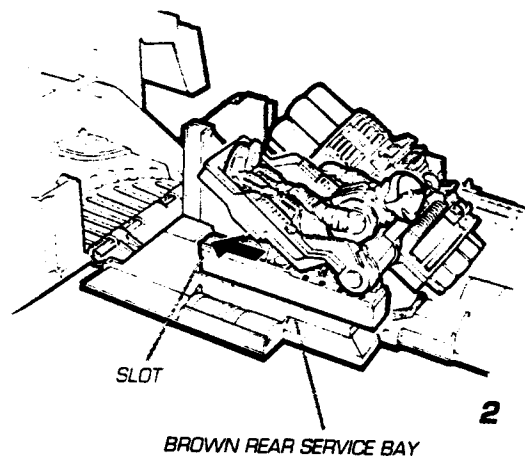
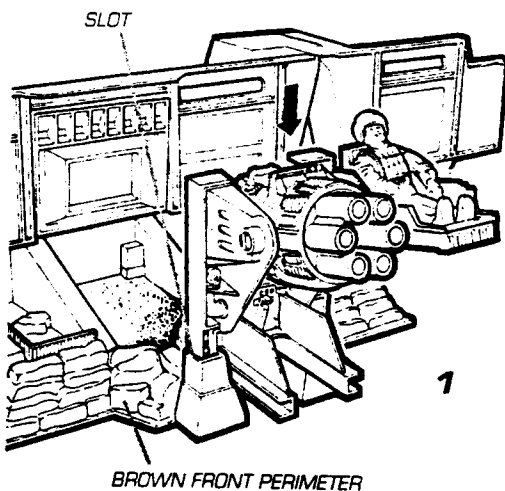
20 SERVICE BAY ASSEMBLY

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



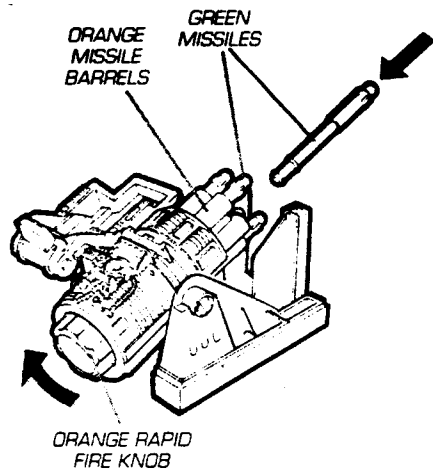
21 RAPID-FIRE CANNON ASSEMBLY

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



22 CANNON ASSEMBLY CONTINUED

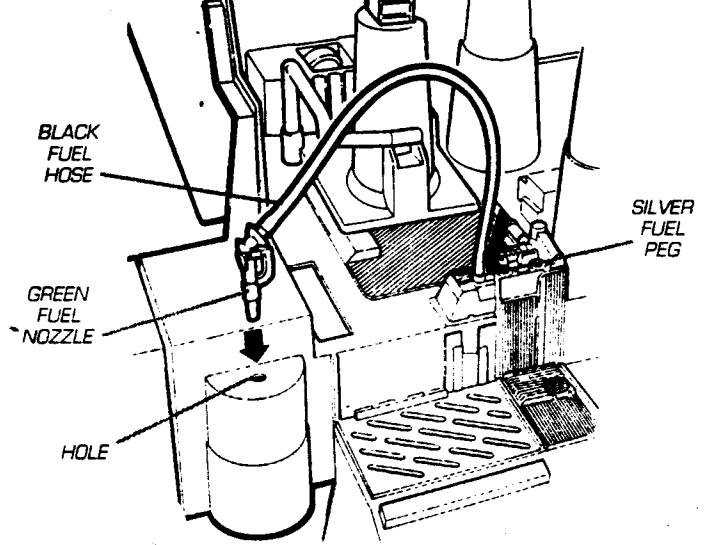
Cannon base may be inserted into slots in brown front perimeter platform (inset 1), into slots in brown rear service bay (inset 2), or can stand upright on its own (inset 3). Place figure (not included) into seat.



23 RAPID-FIRE FIRING PROCEDURE

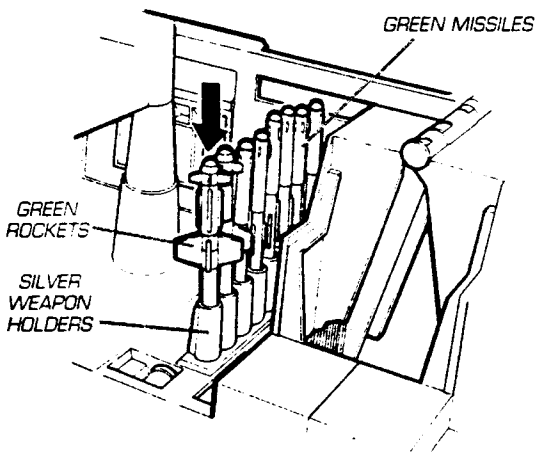
Insert green missiles into orange missile barrels until they lock into place. Turn orange rapid-fire knob at back of cannon clockwise to fire missiles.

DO NOT AIM MISSILES AT EYES OR FACE.



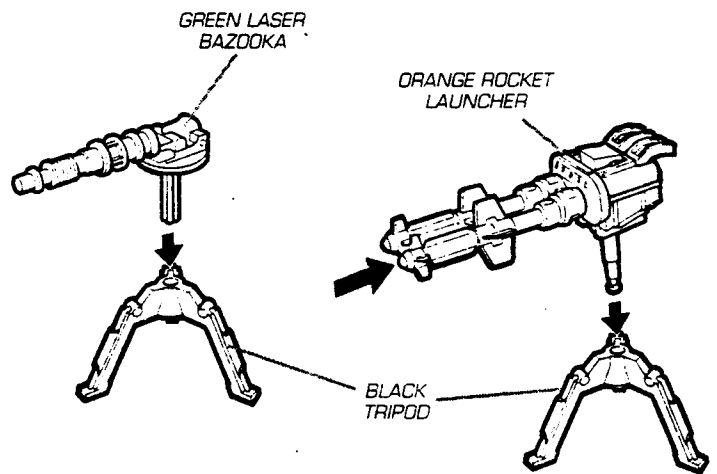
24 FUEL HOSE ASSEMBLY

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



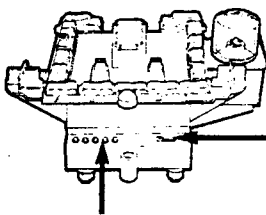
25 WEAPONS STORAGE

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

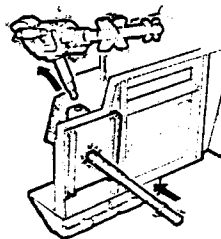


26 BAZOOKA/ROCKET LAUNCHER PLACEMENT

Green laser bazooka guns and orange rocket launchers can be inserted into various holes in Headquarters or into black tripod.



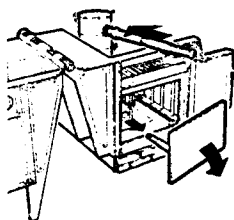
Searchlight and siren switch
To activate searchlight and siren, slide orange light switch on tower unit into any of the three possible positions.



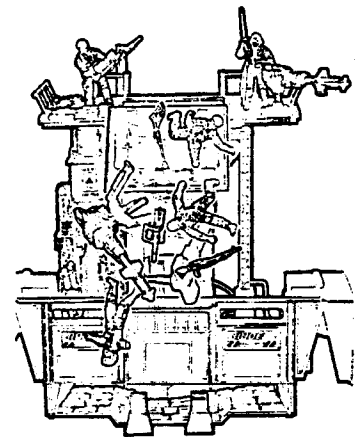
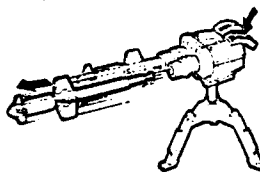
Rocket launcher ejection
Either the single or double rocket launcher can be ejected from rocket launcher base when orange target panel at front of control area wall is hit.

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

Jail wall ejection
Orange jail wall will eject when orange barrel is hit.

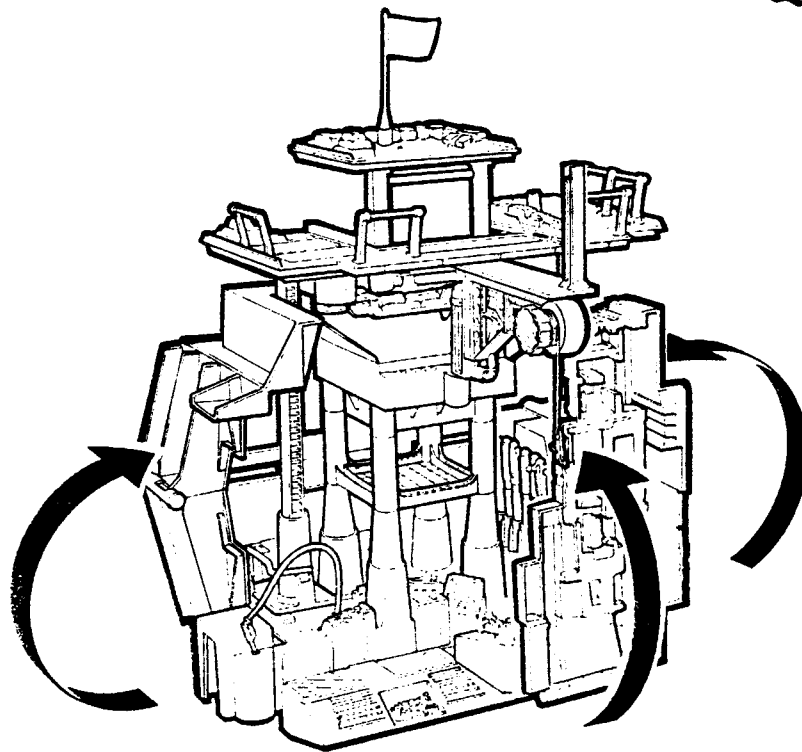
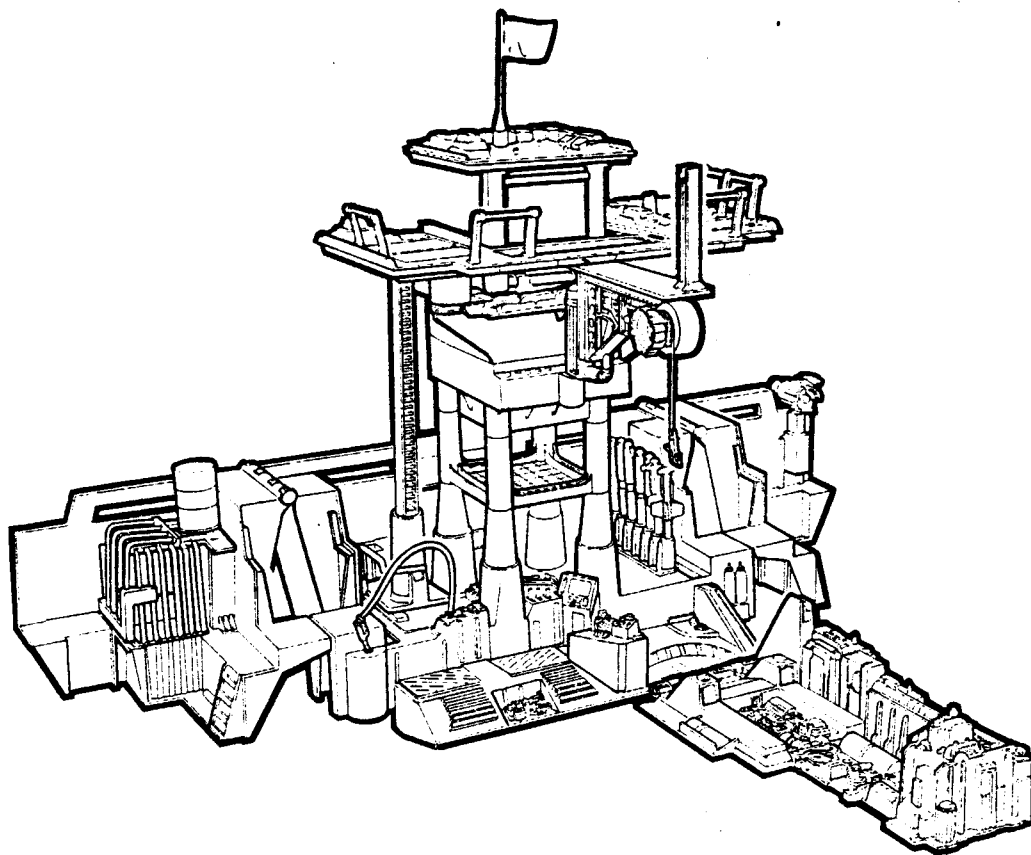


Rocket launcher firing
Insert green rocket into front of rocket launcher and lock in place. To fire rocket, press black trigger(s).



27 HEADQUARTERS ACTION FEATURES

Sounds & falling look-out deck
When silver target panel at front of tower is hit, the orange deck support will eject and the green look-out deck will fall. A siren or explosion sound (depending on the position of light switch) will then be activate



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.