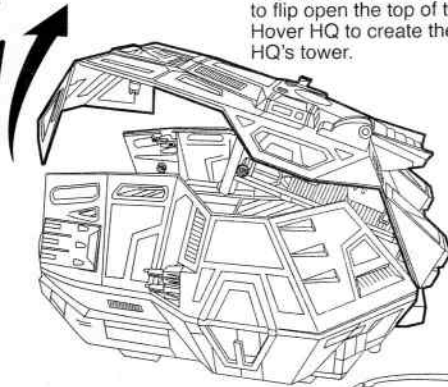




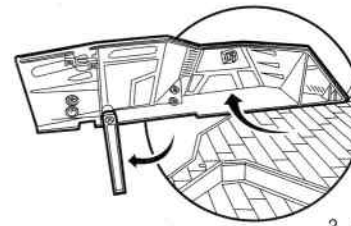
HOVER HQ INSTRUCTIONS:

To assemble Hover HQ:

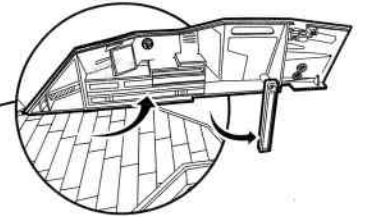
1. Get ready to Fast Forward into the future! First step is to flip open the top of the Hover HQ to create the HQ's tower.



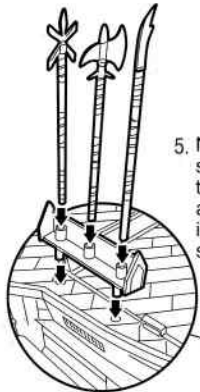
2. Flip down the tower support pole - found at the base of the top panel - for ground support.



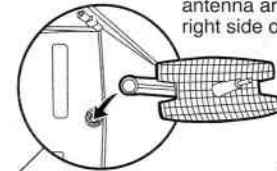
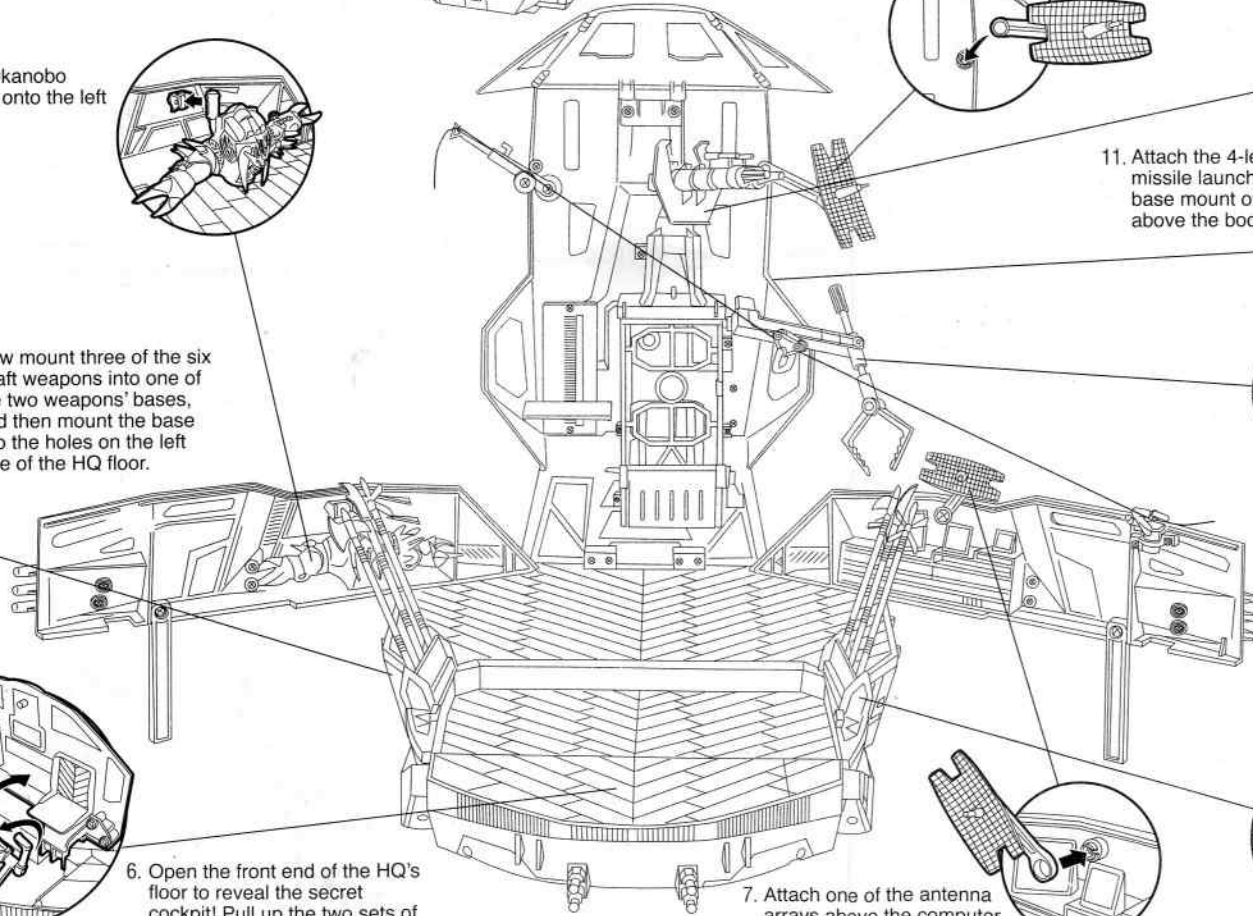
3. Next, dis-attach the front mountings of both the right and left walls of the HQ and extend them back and outward to create play area space. Then slide the base support poles beneath each side wall for ground support.



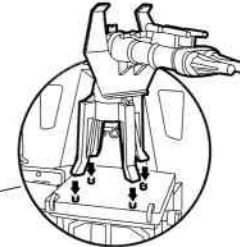
4. Attach the Sh'Okanobo fighting dummy onto the left wall of the HQ.



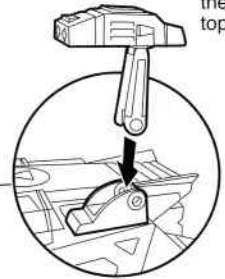
5. Now mount three of the six shaft weapons into one of the two weapons' bases, and then mount the base into the holes on the left side of the HQ floor.



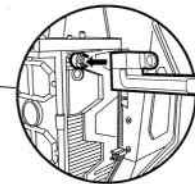
12. Attach one of the antenna arrays to the right side of the tower.



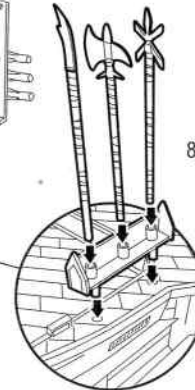
11. Attach the 4-legged tower missile launcher to the base mount of the tower, above the booby trap.



10. Attach the tower missile launcher to the backside of the top panel.



9. Attach the grappling arm to the right side of the Hover HQ tower.



8. Next, mount three of the six shaft weapons into one of the two weapons' bases, and then mount the base into the holes on the right side of the HQ floor.



6. Open the front end of the HQ's floor to reveal the secret cockpit! Pull up the two sets of handle grip controls and flip up the two seats.



7. Attach one of the antenna arrays above the computer command center on the right wall of the HQ.

⚠ WARNING:
CHOKING HAZARD-Small parts.
Not for Children under 3 years.

Age 4 and up

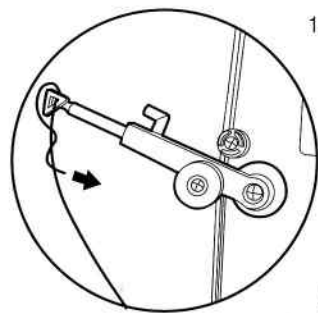


STOCK NO. 54991

Do not use projectiles other than those provided by the toy.

Teenage Mutant Ninja Turtles® © 2006 Mirage Studios, Inc. Teenage Mutant Ninja Turtles®, Leonardo®, Michelangelo®, Donatello®, Raphael®, Splinter®, Shredder®, and April O'Neil® are registered trademarks of Mirage Studios, Inc. All Rights Reserved. PRINTED IN CHINA.

To play with Hover HQ:



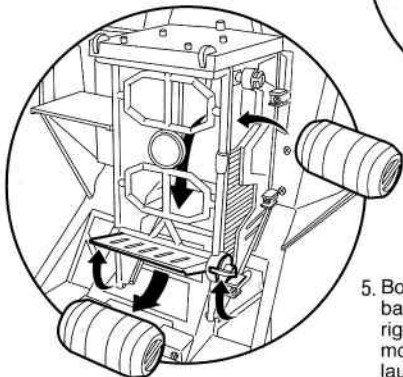
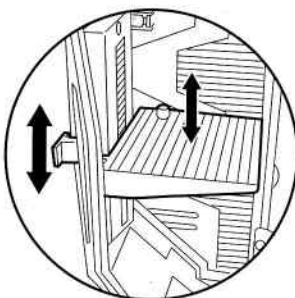
1. Tie one end of the zip line cord through the loop on the end of the swing-slide arm mounted on the left side of the HQ's tower.

2. Attach the other end of the zip line cord string to the loop on the end of the base swing-slide arm that is atop the right wall of the HQ.



3. Place the zip line glider-grip into any Turtle's hand, place the glider-grip over the zip line cord... and have your Turtle zip down the cord!

4. The elevator on the left side of the HQ's tower is adjustable to fit any character height. Move it up and down to take the Turtles up to the 4-legged missile launcher!

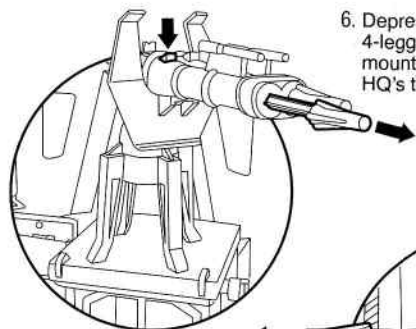


5. Booby trap defensive barrels fit into the top right side of the barrel mount and can be launched to barrel out the bottom!

Age 4 and up

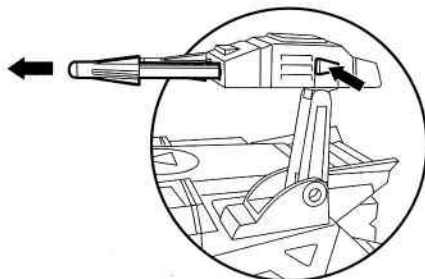
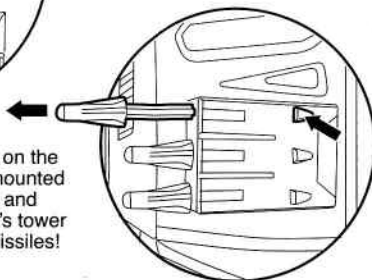
Playmates

STOCK NO. 54991



6. Depress the button on the 4-legged missile launcher mounted on the front of the HQ's tower to fire missiles!

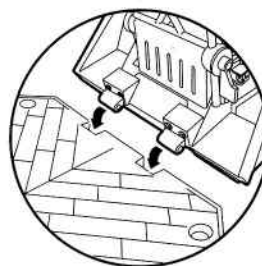
7. Depress the button on the missile launchers mounted on the outside right and left sides of the HQ's tower to fire even more missiles!



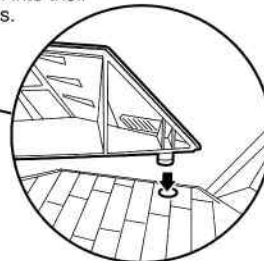
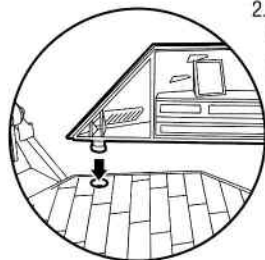
8. Depress the button on the missile launcher (on the backside of the top panel) to fire at the enemy while vehicle is closed.

To re-assemble Hover HQ:

1. To enclose your Hover HQ, first reattach the tower by bringing it down and locking it into the base.



2. Then swing both side walls of the HQ back to the base and snap each into their mounting holes.

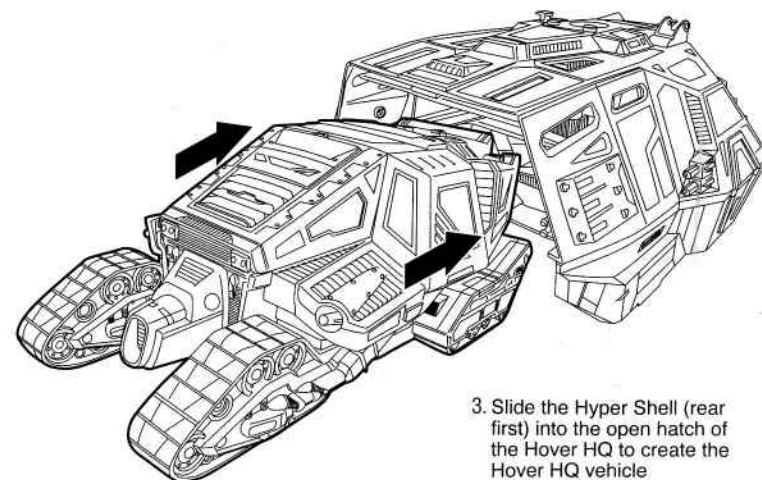
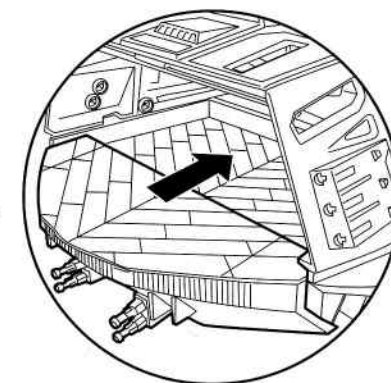


To combine Hover HQ and Hyper Shell:



1. With your Hover HQ completely closed, first push all 3 panels of the front hatch inward so they are completely inverted into the vehicle.

2. Then, slide back the cockpit area into the back of the Hover HQ.



3. Slide the Hyper Shell (rear first) into the open hatch of the Hover HQ vehicle to create the Hover HQ combination!

Do not use projectiles other than those provided by the toy.