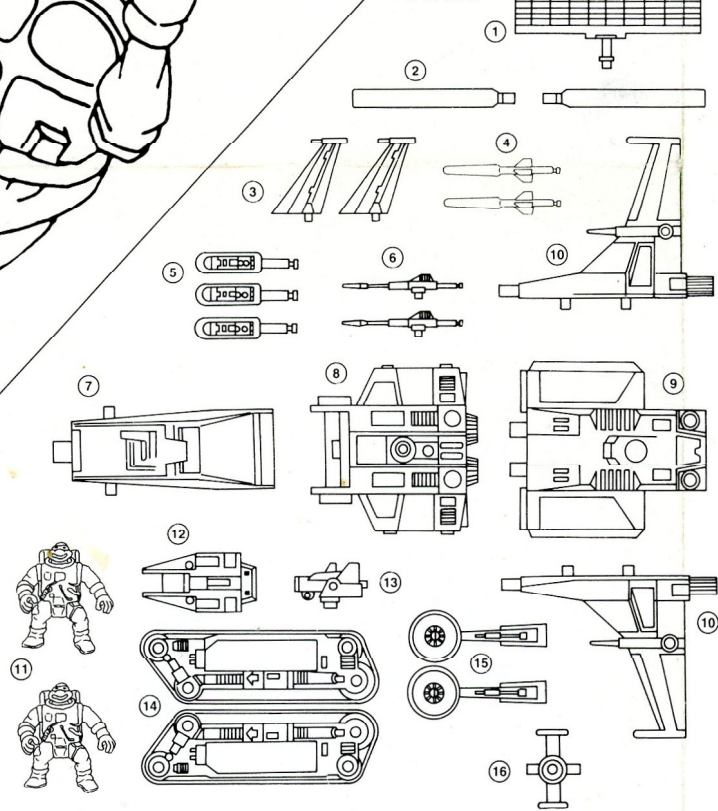


TEENAGE MUTANT NINJA TURTLES

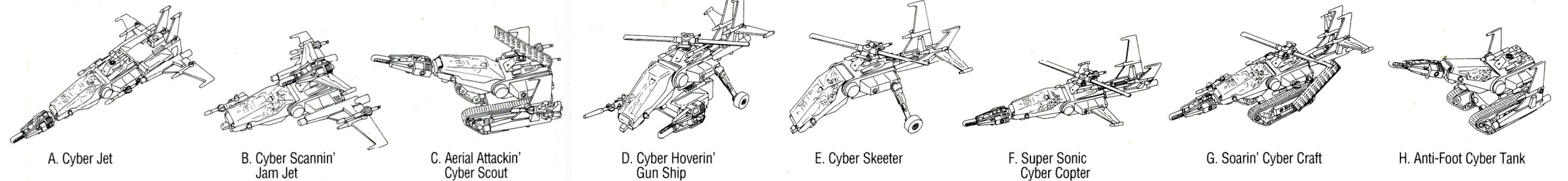
MINI MUTANTS CYBER-JET PLAYSET™

Kids,
follow these
simple blueprints,
it's easy!

Parts List:



- | | | |
|--------------------|---|-----------------------------|
| 1. Rotatin' Radar | 7. Command Cockpit | 12. Mutant Missile Launcher |
| 2. Rotor Blades | 8. Center Module | 13. Techno Launcher |
| 3. Rudders | 9. Main Module | 14. Tank Treads |
| 4. Techno Missiles | 10. Wings | 15. Landing Gear |
| 5. Mutant Missiles | 11. Mini-Mutant Cyber figures, 2 included | 16. Rotor Blades Holder |
| 6. Machine Guns | | |



A. Cyber Jet

B. Cyber Scannin' Jam Jet

C. Aerial Attackin' Cyber Scout

D. Cyber Hoverin' Gun Ship

E. Cyber Skeeter

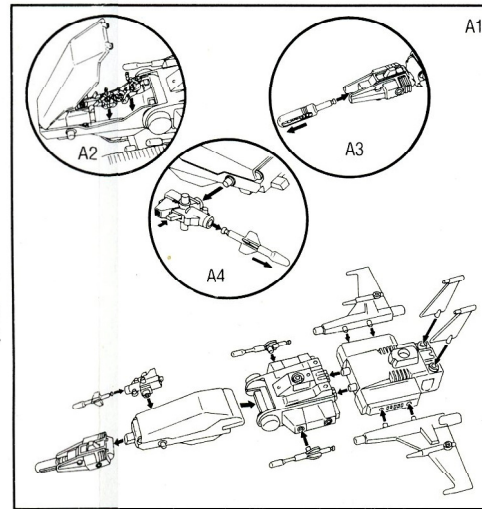
F. Super Sonic Cyber Copter

G. Soarin' Cyber Craft

H. Anti-Foot Cyber Tank

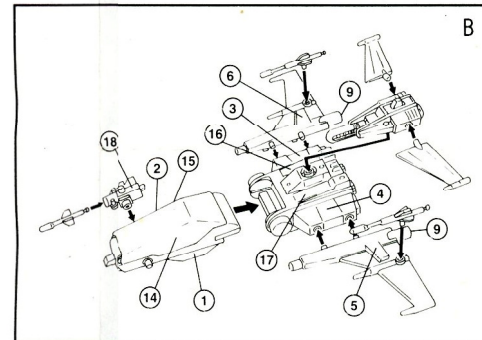
A. CYBER JET

- A1. Attach the #7 Command Cockpit into the #8 Center Module.
 • Then add #9 Main Module to #8 Center Module.
 • Add #10 Wings on both sides of #9 Main Module.
 • Then add #3 Rudders to the holes on the top back end of #9 Main Module.
 Now for some fire power: Add #12 Mutant Missile Launcher to the nose of #7 Command Cockpit.
 • Then load #5 Mutant Missile into Mutant Missile Launcher.
 • Now attach #13 Techno Launcher to one side of #7 Command Cockpit.
 • Then load #4 Techno Missile into the Techno Launcher.
 • Add the #6 Machine Guns to both sides of the #8 Center Module.
 A2. Now lift up the cockpit canopy, add Mini-Mutant Cyber Raphael and Leonardo and you're ready for some bodacious battle action!
 A3. To fire the Mutant Missile, flick the trigger on top of the Launcher.
 A4. To fire the Techno Missile, press trigger on side of Launcher.



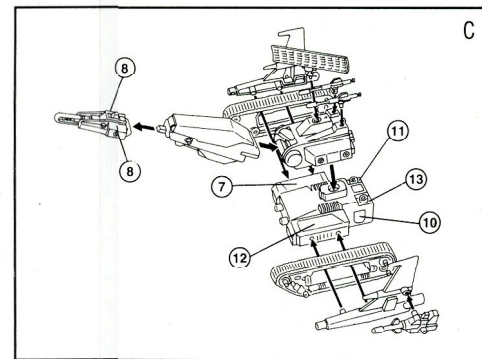
B. CYBER Scannin' Jam Jet

- Attach #8 Center Module to #7 Command Cockpit.
 • Add #10 Wings to both sides of #8 Center Module.
 Now for some fire power: Add #12 Mutant Missile Launcher to the top of #8 Center Module.
 • Place #3 Rudders on each side of #12 Mutant Missile Launcher, then load #5 Mutant Missile into the launcher.
 • Now add #13 Techno Launcher to one side of #7 Command Cockpit, then load #4 Techno Missile.
 • Add #6 Machine Guns to the top of #10 Wings. Insert figures as in A2.



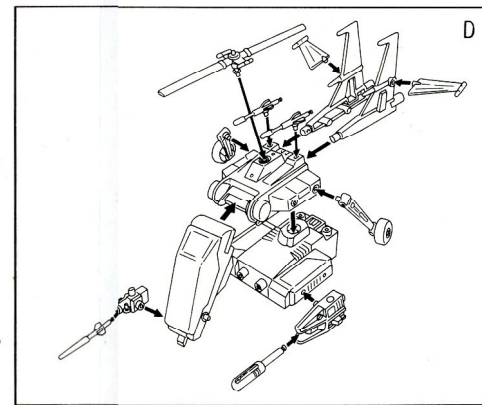
C. Aerial Attackin' Cyber Scout

- Attach #7 Command Cockpit to #8 Center Module.
 • Then attach the #9 Main Module underneath the #8 Center Module.
 • Place #14 Tank Treads on both sides of the #9 Main Module.
 • Add #10 Wings facing up to #9 Main Module inside the treads.
 • Place #1 Rotatin' Radar on top of #8 Center Module.
 Now for some fire power: Add the #12 Mutant Missile Launcher to the nose of #7 Command Cockpit, then load #5 Mutant Missile.
 • Place #13 Techno Launcher on one side of #10 Wings, then load #4 Techno Missile.
 • Mount #6 Machine Guns on top back of #8 Center Module, Insert figures as in A2.



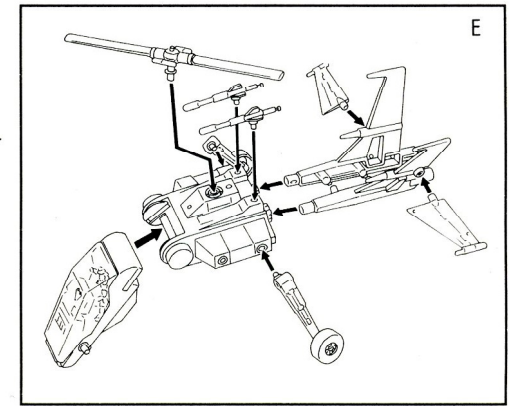
D. Cyber Hoverin' Gun Ship

- Attach #7 Command Cockpit to #8 Center Module and tilt the Cockpit down.
 • Then attach #9 Main Module underneath the #8 Center Module.
 • Add #10 Wings by placing them front tip first and raised into the back end of #8 Center Module.
 • Add #3 Rudder Wings to the sides of #10 Wings.
 • Insert #15 Landing Gear to the second holes on side of #8 Center Module.
 • Now take #2 Rotor Blades and insert them into #16 Rotor Blade holder.
 • Place #2 on top of #8 Center Module.
 Now for some fire power: Attach #13 Techno Launcher to one side of #7 Command Cockpit, then load #4 Techno Missile into the Techno Launcher.
 • Attach #12 Mutant Missile Launcher to one side of #9 Main Module, then load #5 Mutant Missile into the Mutant Missile Launcher.
 • Place #6 Machine Guns onto top of #8 Center Module.
 • Insert figures as in A2.



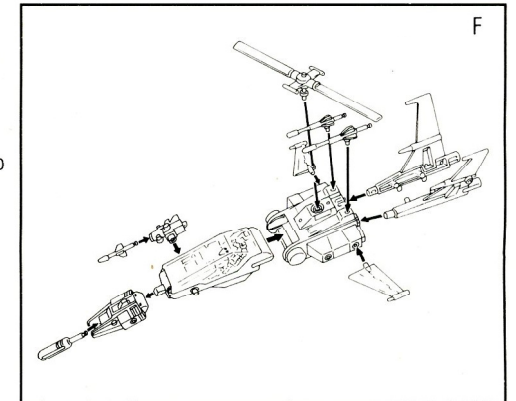
E. Cyber Skeeter

- Attach #7 Command Cockpit to #8 Center Module, angling Cockpit down.
 • Add #10 Wings by placing them front tip first and raised into the back end of #8 Center Module.
 • Add #3 Rudders to the sides of #10 Wings.
 • Insert #15 Landing Gear to the second holes on side of #8 Center Module.
 • Insert #2 Rotor Blades into #16 Rotor Blades Holder and then place them on top of #8 Center Module.
 Now for some fire power: Place #6 Machine Guns onto top of #8 Center Module.
 • Insert figures as in A2.



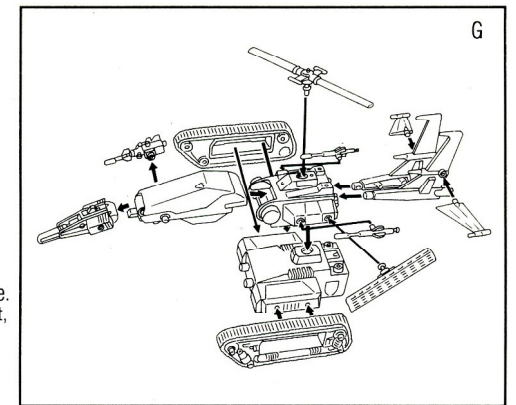
F. Super Sonic Cyber Copter

- Attach #7 Command Cockpit to #8 Center Module.
 • Add #10 Wings by placing them front tip first and angled out into the back end of #8 Center Module.
 • Add #3 Rudder Wings to the sides of #8 Center Module.
 • Insert #2 Rotor Blades into #16 Rotor Blades Holder and place them on top of #8 Center Module.
 Now for some fire power: Attach #12 Mutant Missiles Launcher to front of #7 Command Cockpit, then load #5 Mutant Missiles into Mutant Missile Launcher.
 • Place #6 Machine Guns on back of #8 Center Module.
 • Insert figures as in A2.



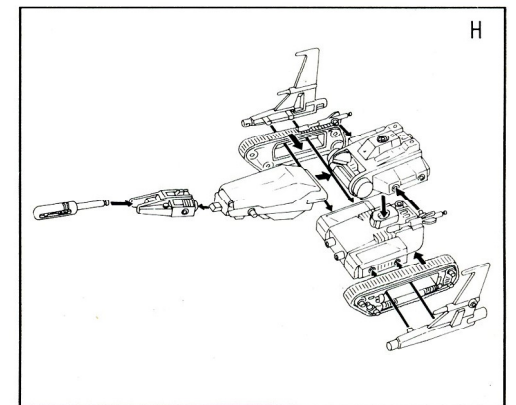
G. Soarin' Cyber Craft

- Attach #7 Command Cockpit to #8 Center Module.
 • Then attach the #9 Main Module underneath the #8 Center Module.
 • Place #14 Tank Treads on both sides of the #9 Main Module.
 • Add #10 Wings by placing them front tip first and raised into the back end of #8 Center Module.
 • Add #3 Rudders to the sides of #10 Wings.
 • Insert #2 Rotor Blades into #16 Rotor Blades Holder and then place them on top of #8 Center Module.
 • Place #1 Rotatin' Radar in the second hole on side of #8 Center Module.
 Now for some fire power: Add the #12 Mutant Missile Launcher to the nose of #7 Command Cockpit, then load #5 Mutant Missile.
 • Place #13 Techno Launcher on one side of #7 Command Cockpit, then load #4 Techno Missile.
 • Mount #6 Machine Guns in first holes on sides on #8 Center Module.
 • Insert figures as in A2.



H. Anti-Foot Cyber Tank

- Attach #7 Command Cockpit to #8 Center Module.
 • Then attach the #9 main Module underneath the #8 Center Module.
 • Place #14 Tank Treads on both sides of the #9 Main Module.
 • Place #6 Machine Guns on both sides of #8 Center Module.
 • Add #10 Wings facing up to #9 Main Module inside the treads.
 Now for some fire power: Add the #12 Mutant Missile Launcher to the nose of #7 Command Cockpit, then load #5 Mutant Missile.
 • Insert figures as in A2.



Place labels where indicated in Diagram B & C.

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

STOCK NO. 3301
AGES 4 AND UP

Playmates®