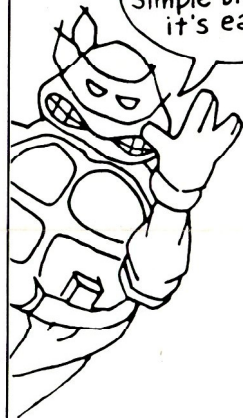


**TEENAGE MUTANT NINJA  
TURTLES**  
**MINI  
MUTANTS  
TURTLE-TOP  
PLAYSETS™**

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



Insert the Swingin' Blaster Bat to the left side of the Sewer Grate Home Plate as shown. Donatello's on deck and Raphael's at the plate! Batter up!

To sock the balls far or foul, place a Bleacher Beanin' Baseball onto the location position just in front of home plate as shown. To swing, pull back on Swingin' Blaster Bat and release. It's awaaayyyy back, it's gone! Way to go Raphael!

Open the Ball Return door behind home plate as shown to retrieve Bleacher Beanin' Baseballs. Balls will roll down the Radical Rolling Ramps after they've been hit.

Insert the end of the Bebop Blockin' Fly Swatter into outfield area as shown. Attach Swat area to Bebop as shown. Try your hand at getting it past him and going the distance down the Home Run Rumblin' Pipe.

You can move the Bebop Blockin' Fly Swatter side to side to get the full range of bodacious ball blockin' action.

Insert the Grand Slam Scoreboard counters as shown. Rotate counters to keep track of who's knocking in those homers as our fearless Turtles triumph over the Feckless Foot team.

Flip up the Double Play Mitt as shown to prepare for some awesome outfield catches. Could a Turtle win a Golden Glove?

Insert the Display Screen as shown for the perfect view of the incredible antics of the TMNT Team.

**START HERE:**

**TO OPEN** the Playset: Firmly hold the bottom half of RAPHAEL'S head with one hand. Pull up on the upper half with the other hand and raise it to a vertical position. Remember, two halves of a turtlehead are better than one!

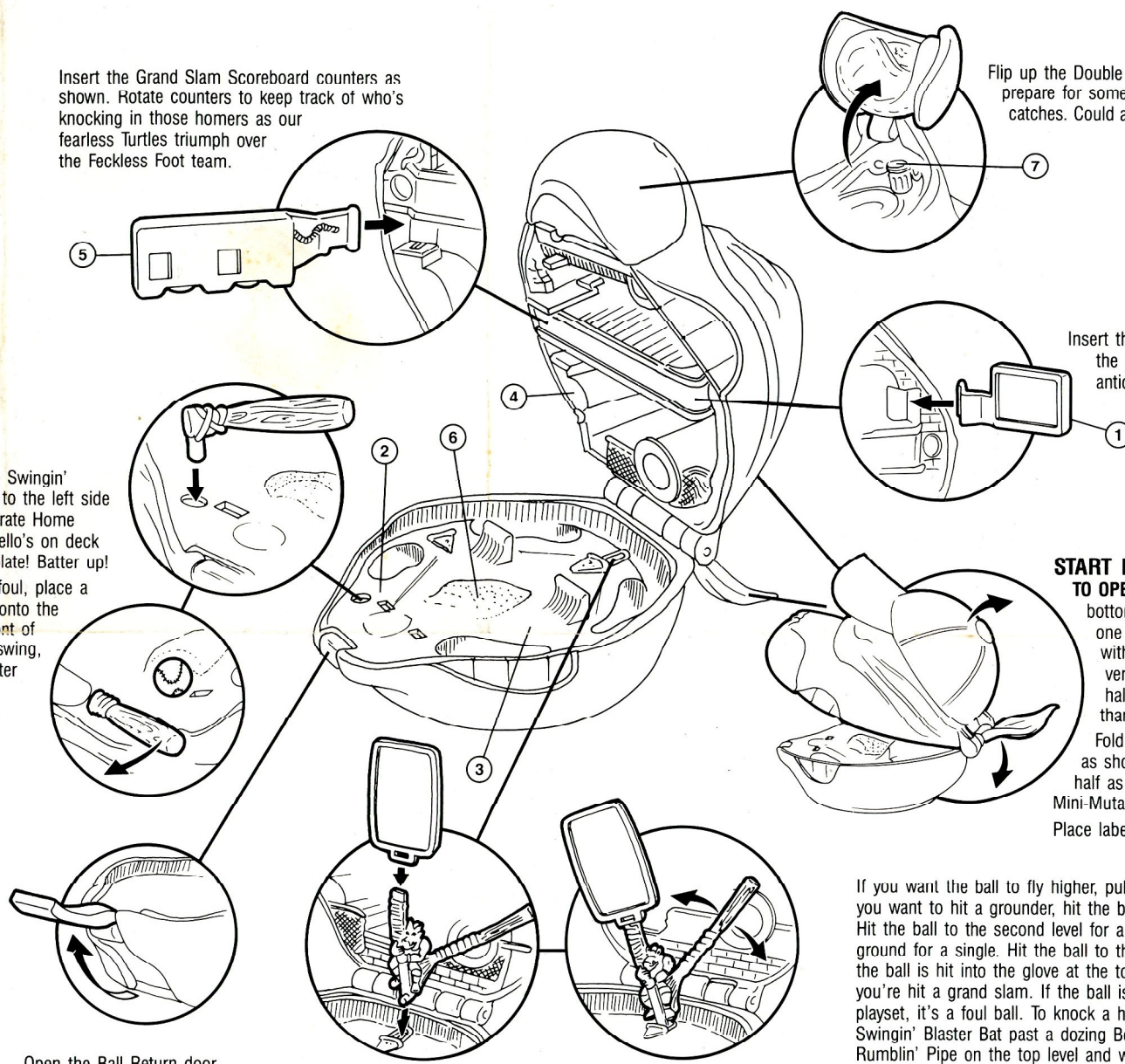
Fold down the tail of Raphael's mask as shown to help the support the upper half as you play in and around the Mini-Mutant Baseball Playset.

Place labels 1-7 as shown.

If you want the ball to fly higher, pull the bat back further. If you want to hit a grounder, hit the ball softer. It's easy to play. Hit the ball to the second level for a double. Hit the ball on the ground for a single. Hit the ball to the third deck for a triple. If the ball is hit into the glove at the top of the playset then you're hit a grand slam. If the ball is hit completely out of the playset, it's a foul ball. To knock a homer, hit the ball with the Swingin' Blaster Bat past a dozing Bebop into the Home Run Rumblin' Pipe on the top level and watch it shoot down the pipe, into the Radical Rollin' Ramps and out of the ball return beneath home plate. Final Score: TNMT 6--Foot--0.

**TO CLOSE** the Playset: First remove the Bebop Blockin' Fly Swatter. Then place all accessories and parts back to their proper locations and positions, then carefully lower the upper shell. Watch your fingers, dudes!

Wanna go a few extra innings? Try to see how many different ways you can put all the parts back and see how fast you can do it.



ASST. NO. 3460  
STOCK NO. 3461  
AGES 4 AND UP

**Playmates™**