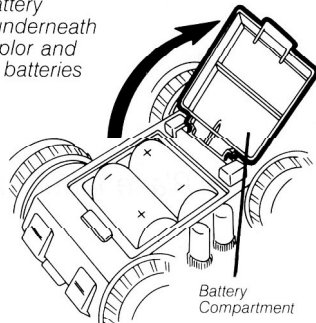


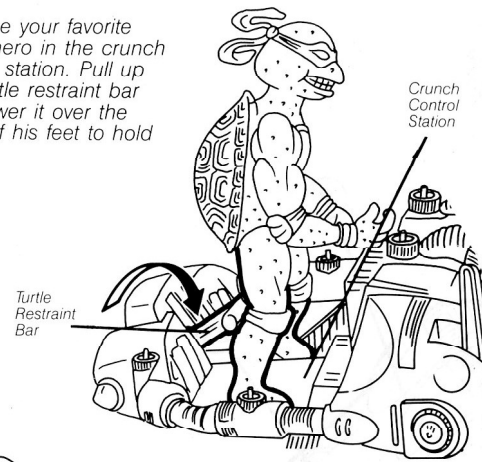
# TEENAGE MUTANT NINJA TURTLES®

Ninjas, it is time for you to concentrate and follow these simple instructions. It's easy!

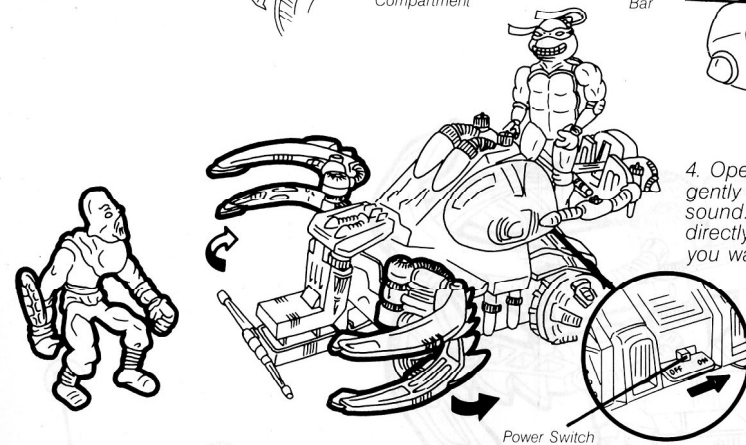
1. Open the battery compartment underneath the Ninja Grappor and insert two "C" batteries as shown.



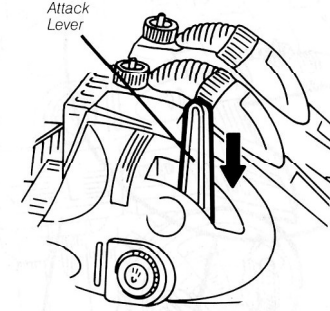
2. Place your favorite Turtle hero in the crunch control station. Pull up the Turtle restraint bar and lower it over the back of his feet to hold him in.



3. Place any Foot victim on a hard flat surface. Use enclosed figure stand, if desired, for added stability.

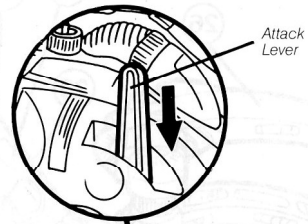
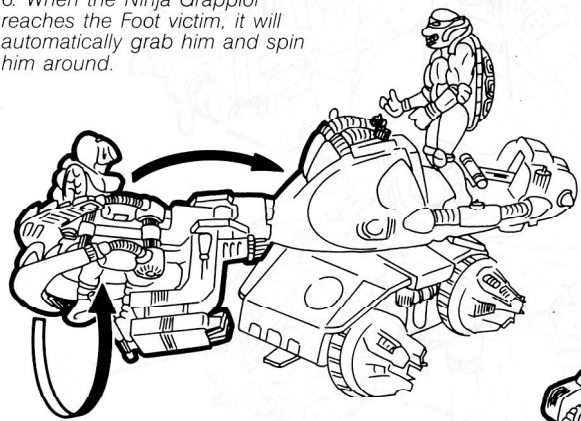


4. Open the clan-crushin' claws gently until you hear a "click" sound. Aim the Ninja Grappor directly at the Foot victim you want to capture. Then turn on the Ninja Grappor by moving the power switch from the "Off" to the "On" position.

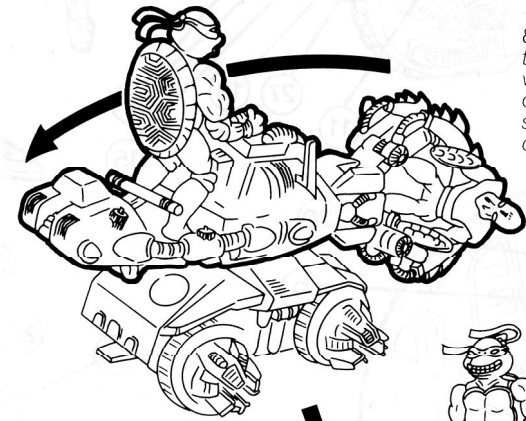


5. When you want the attack to begin, gently push the attack lever down.

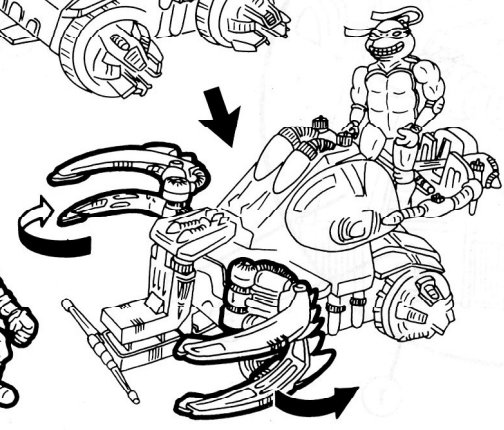
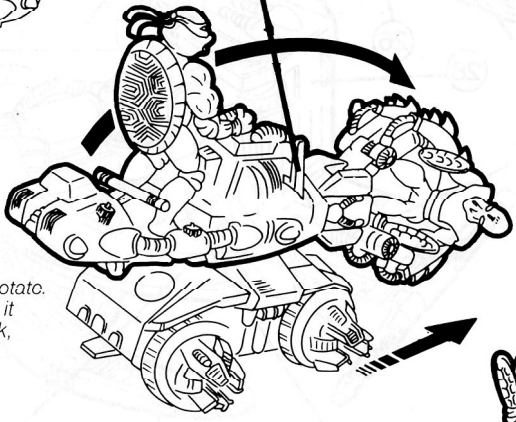
6. When the Ninja Grappor reaches the Foot victim, it will automatically grab him and spin him around.



8. To release the captured Foot fool, rotate the top turret to the front until it locks into place with a "click" sound. Then gently open the clan-crushin' claws until you hear a "click" sound and lift him out. Now you're ready to crush again.



7. The top turret of the Ninja Grappor will rotate. Then the Ninja Grappor will return the way it came — all automatically! To stop the attack, push the attack lever down.



- NOTES:
- Do not force the clan-crushin' claws into position at any time.
  - Do not open the clan-crushin' claws until the top turret is locked into place in the front.
  - If the clan-crushin' claws do not close after the top turret has turned, turn off the Ninja Grappor. Close the clan-crushin' claws by pressing forward on the tab located underneath the claw housing. Rotate the top turret to the front until it locks into place.
  - Do not attempt to rotate the top turret to the front until the clan-crushin' claws are closed.
  - If the clan-crushin' claws do not close completely around a figure, turn off the Ninja Grappor. Carefully pull the figure out of the claws. Be sure to let the claws close completely before rotating the top turret to the front.
  - Do not play with the Ninja Grappor in sand, dirt or on a dusty surface.

• Place labels 1-28 as shown.

