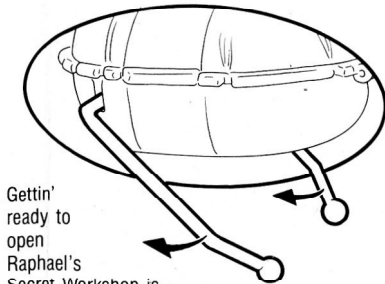
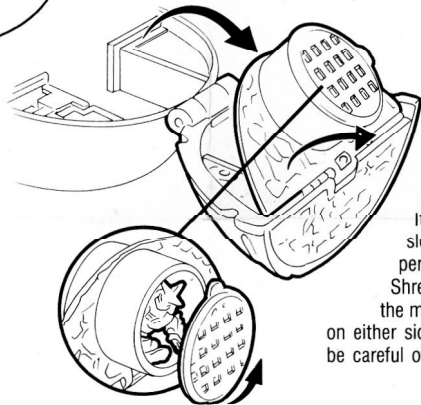


**TEENAGE MUTANT NINJA
TURTLES**
**MINI
MUTANTS
CARRYALONG
PLAYSETS**

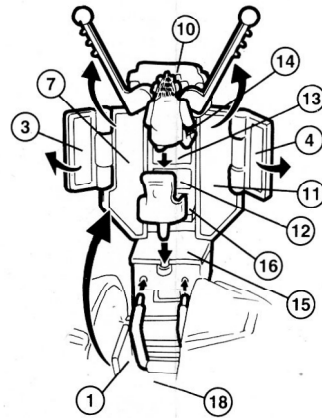
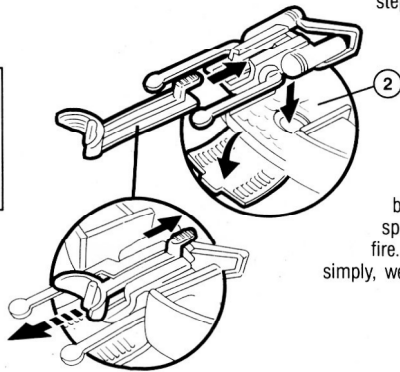


Gettin' ready to open Raphael's Secret Workshop is easy! Fold up the communicator's Foot-bashin' antenna to provide an electronic protection field for the Secret Workshop. Now it's time to go the tiny-Turtle tech way with a Workshop that's a wonder of Turtle technology!



Fold out the other side shell as shown. Pull out the Sewer Pipe Specimen Cell until it's upright as shown. It's a stinky, silmy, sleazy place, just perfect for holding Shredder. You can slide the manhole covers open on either side of the cell, so be careful of escapes on Foot!

If the Bad Boy Brain Scanner shows no sign of life, it's time for the High Voltage Microwave Blaster. First lower the steps to allow access for installation of the Blaster. Place the Blaster's post in the hole as shown. To load, insert the radar into the Blaster, pull it all the way back against the spring and release to fire. Now shredder is simply, well, shredded!

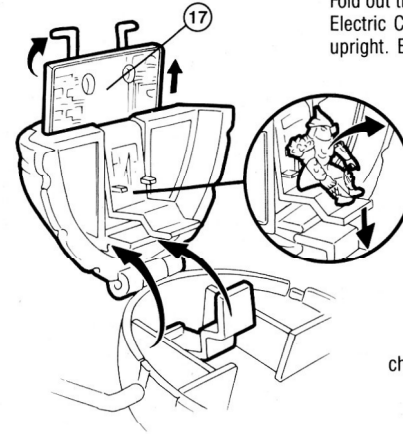


Lift up the center shell section first, then secure in place by raising the ladder below and inserting it into the holes as shown. Swing the Ultimate Control Panel antennas around and up. Then fold out the side panels twice until the Ultimate Control Panel is fully operational. Insert the Circum-spinnin' Captain's Chair as shown and Mini-Mutant Movie III

Raphael is at the controls and ready to track the location of Mini-Mutant Shredder's super secret hide-out.



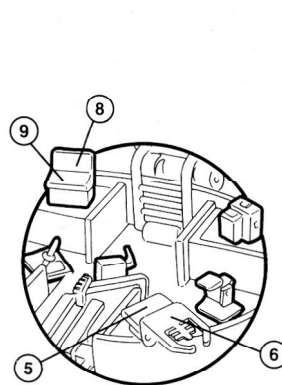
Insert the Electron Blaster Cannon into the hole next to the Sewer Pipe Specimen Cell so Mini-Mutant Raphael and April can take turns standing watch as the search for Shredder continues.



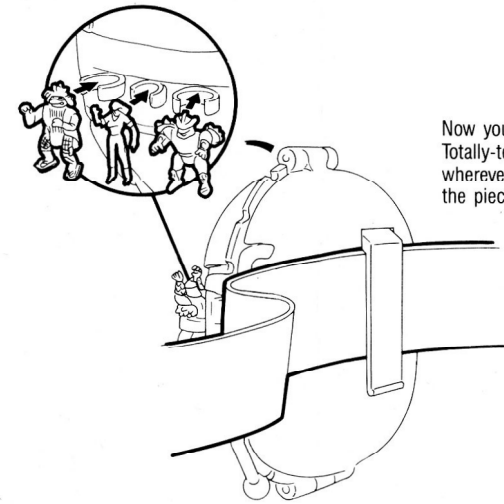
Fold out the side shell with the Ergonomic Electric Chair Launcher and keep it upright. Engage the locking clip beneath the chair launcher as shown to keep it in position. Pull out the communications power center from the slot above the Ergonomic Electric Chair Launcher. Then lift up the antennas behind it. Now it's time for Mini-Mutant Movie III Raphael to lure the hapless Mini-Mutant Shredder into the Launcher. To send him flyin', just pull back on the chair and release.



Once the capture of Mini-Mutant Shredder has been accomplished, it's time to talk turtle. By using the incredible Bad Boy Brain Scanner, Mini-Mutant Movie III Raphael can electronically siphon the minuscule amount of information lurking somewhere in the brain of Shredder. Just pull up the Bad Boy Brain Scanner, place Mini-Mutant Shredder's head inside and the rest is history. The big question is, is there anything in Shredder's brain, or does he have a brain at all?



For added electrical energy, place the portable electronic equipment around the inside of the workshop as needed.



Now you can close up Raphael's Secret Totally-tech Workshop and carry it along wherever you go! Make sure you remove all the pieces you have inserted, then fold the playset in the reverse order you assembled it. Place the three Mini-Mutants into their carry along clips, plug the cool Communicator into your belt or waistband and you're on the mutant move!

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

ASST. NO. 3485
STOCK NO. 3488
AGES 4 AND UP

Playmates