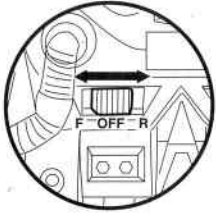


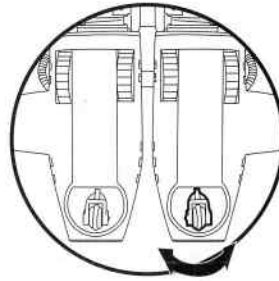
TMNT™

SHELL SHIFTER DON / MIKE INSTRUCTIONS:

3. Move switch on the side to make the robot move forward or reverse.

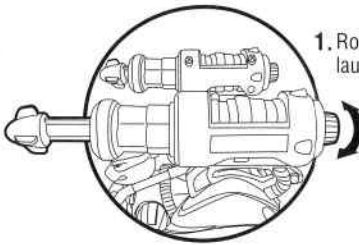


4. Turn and lock the steering wheel in the right foot to make the robot move left, right, or straight.



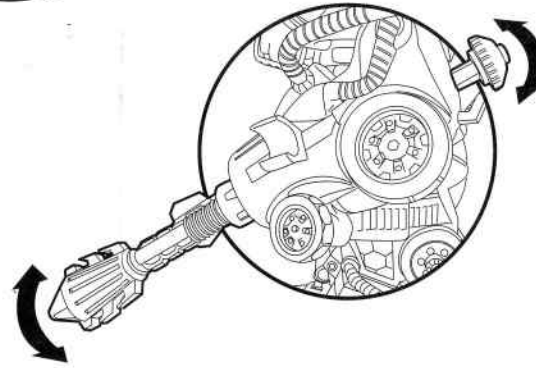
5. **Transforming step 1:**
Open shoulder bar and leg cover, take out figure from cabin. Place figure into sitting position and fold shoulder bar to back the figure.

6. **Transforming step 2:**
Bend and lock the knee into position.



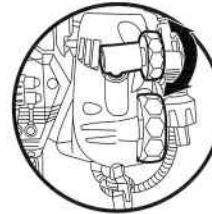
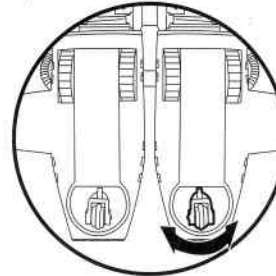
1. Rotate tips on shoulder launchers to fire missiles.

2. Rotate elbow tip to activate front weapons.



7. **Transforming step 3:**
Turn and lock shoulder counter-clockwise. Turn and lock elbow counter-clockwise. Pull the front weapon out and snap into clip.

8. Turn the front wheels on the bottom of both forearms to set vehicle's direction. Lock front steering wheel in center/straight position.



Note: Both sides of the forearm steering wheel must be in same direction for movement.

To replace the batteries:
Remove battery cover with small screwdriver and replace 3 "AA" batteries. Replace battery cover and tighten the screw.

Battery Regulations:

- Do not mix old and new batteries,
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

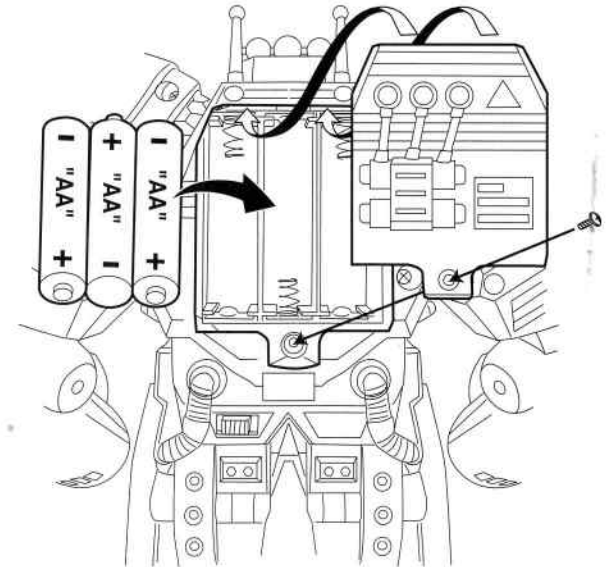
Battery Instructions:

- Non-rechargeable batteries are not to be recharged;
- Different types of batteries or new and used batteries are not to be mixed;
- Only batteries of the same or equivalent type as recommended are to be used;
- Batteries are to be inserted with the correct polarity;
- Exhausted batteries are to be removed from the toy;
- The supply terminals are not to be short-circuited;
- Batteries are to be removed from the toys when not in use;
- Batteries should only be replaced by an adult.
- Do not dispose of batteries in fire;
- Do not use rechargeable batteries;

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Under the environment with severe electrostatic discharge, the product may malfunction and requires user reset.

For toy - To reset: Slide the power switch inside the first to "OFF" then slide to the "F" or "R" position.



Age 4 and up

Playmates® ASST. NO. 55665
STOCK NO. 55667/55670

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

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