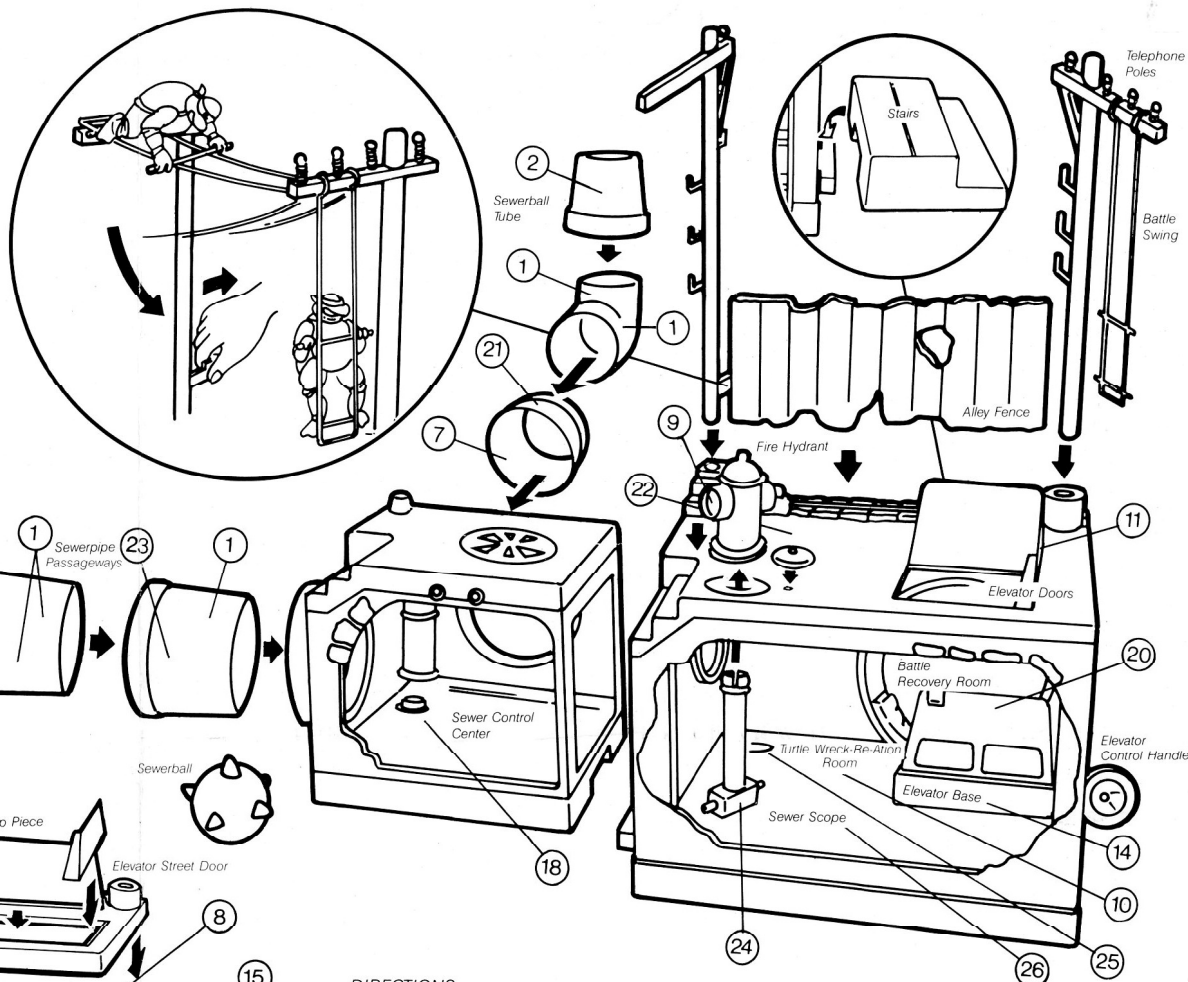
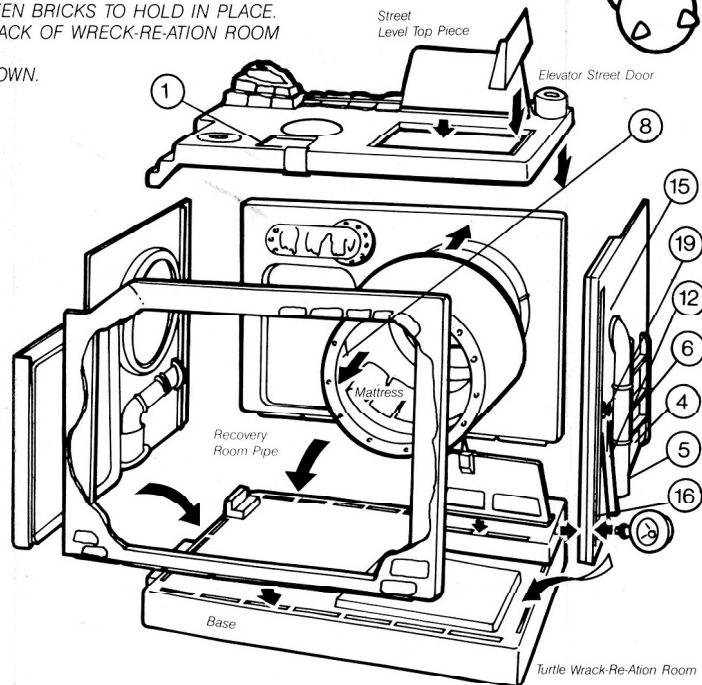
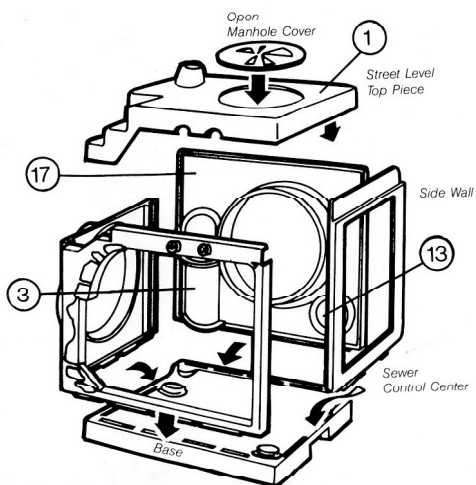


# TEENAGE MUTANT NINJA TURTLES

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

## ASSEMBLY

- ATTACH EIGHT (8) SIDE WALLS TO BASES AS SHOWN (TABS AND NOTCHES ON ENDS OF WALLS SHOULD FIT TOGETHER FLUSH).
- PLUG RECOVERY ROOM PIPE TO INSIDE BACK WALL OF TURTLE WRECK-RE-ATION ROOM AS SHOWN. PLACE RECOVERY ROOM MATTRESS INSIDE.
- PLUG FRONT OF ELEVATOR TO ELEVATOR BASE. PLUG ELEVATOR UNIT TO INSIDE OF RIGHT SIDE WALL AS SHOWN.
- PLUG IN ELEVATOR CONTROL HANDLE TO OUTSIDE OF RIGHT SIDE WALL AS SHOWN.
- ATTACH TWO (2) STREET-LEVEL TOP PIECES TO TOP OF SIDE WALLS AS SHOWN
- ATTACH SEWER CONTROL CENTER ROOM TO TURTLE WRECK-RE-ATION ROOM AS SHOWN.
- PLACE MANHOLE COVER ON STREET LEVEL TOP PIECE OF SEWER CONTROL CENTER AS SHOWN.
- PLUG ELEVATOR STREET DOORS TO TOP PIECE OF TURTLE WRECK-RE-ATION ROOM AS SHOWN.
- CONNECT THREE (3) SEWER BALL TUBES AND ATTACH TO OUTSIDE BACK WALL OF SEWER CONTROL CENTER AS SHOWN.
- CONNECT TWO (2) SEWER PIPE PASSAGEWAYS AND ATTACH TO OUTSIDE SIDE WALL OF SEWER CONTROL CENTER AS SHOWN.
- PLUG TWO (2) TELEPHONE POLES TO TOP PIECE OF TURTLE WRECK-RE-ATION ROOM AS SHOWN.
- PLACE FIRE HYDRANT ONTO TOP PIECE OF WRECK-RE-ATION ROOM AS SHOWN. PLUG BOTTOM PART OF SEWER SCOPE WITH VIEW FINDER TO BOTTOM OF FIRE HYDRANT AS SHOWN. PLUG FIRE HYDRANT PLUG TO TOP PIECE OF WRECK-RE-ATION ROOM (NEXT TO FIRE HYDRANT) AS SHOWN.
- PLACE ALLEY FENCE BETWEEN 2 TELEPHONE POLES AND INSERT INTO GROOVE BETWEEN BRICKS TO HOLD IN PLACE.
- ATTACH STAIRS TO BASE IN BACK OF WRECK-RE-ATION ROOM AS SHOWN.
- PLACE LABELS (#1-26) AS SHOWN.



## DIRECTIONS

FOR REAL SEWER SCUM FUN:

- FIGURES CAN TRAVEL FROM STREET TO SEWER WITH EASE. SECURE FIGURE BY PLUGGING FEET TO PEGS ON ELEVATOR BASE AND ATTACHING HAND ON FRONT OF ELEVATOR. USE CONTROL HANDLE TO MOVE ELEVATOR UP AND DOWN. ELEVATOR CAN BE POSITIONED ON ANY LEVEL DESIRED.
- DUMP #5531 RETROMUTAGEN OOZE DOWN THE OPEN MANHOLE COVER TO TRANSFORM TURTLES FROM TEENS TO PETS (RETROMUTAGEN OOZE NOT INCLUDED).
- ATTACH FIGURE TO HIGH VOLTAGE BATTLE SWING BY SECURING HANDS AND FEET ON SWING AS SHOWN. PLACE SWING ON TOP OF TELEPHONE POLE CROSSBEAM AS SHOWN. ROTATE TELEPHONE POLE USING LEVER ON BOTTOM TO DETACH LINE AND SEND FIGURE FLYING THROUGH AIR.
- SEWER PIPE PASSAGEWAYS AND SEWERBALL TUBES ARE DETACHABLE AND CAN BE POSITIONED IN HORIZONTAL OR VERTICAL CONFIGURATIONS. PASSAGEWAYS CAN BE USED BY MOST FIGURES.
- FOR SHELL SMASHING FUN, TOSS SEWERBALL DOWN SEWERBALL TUBE.
- TO SPY ON FOOT CLAN: STAND ENEMY FIGURE ON BACK STAIRS AND LOOK THROUGH SEE-THROUGH COMPUTER LOCATED IN BATTLE RECOVERY ROOM.
- FIGURES CAN REST OR HAVE PIZZA PARTIES ON THE BATTLE RECOVERY ROOM MATTRESS OR ON SPLINTER'S MEDITATION MAT.

Playmates

AGES 4 AND UP  
NO. 5685