TEENAGE MUTANT NINJA

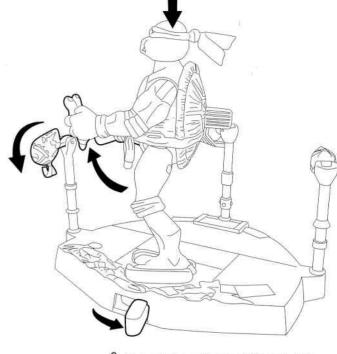
SHELL KICKER RAPH **INSTRUCTIONS**



2. Place Raphael's left foot into its base peg nub on the practice floor.



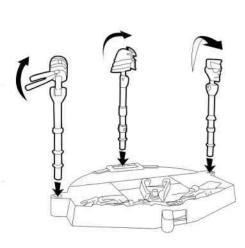
3. Turn the wind-up knob clockwise all the way.



time lining Raph's right foot up with the third target. Hai-ya!

6. Repeat the actions of Step 4, this

5. Repeat the actions of Step 4, this time lining Raph's right foot up with the second target.



1. Get ready to kick some serious shell! First, insert the ends of the three targets into their base holes on the practice floor and move the dummy heads into upright positions.

4. Move the lever in the practice base directly under Raph's left foot to line up his right leg with one of the targets. Then push down on Raph's head and watch him kick shell!

Age 4 and up ASST. NO. 53775 **STOCK NO. 53778**

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