

ATTACKTIX™

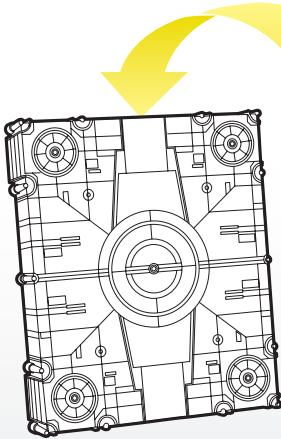
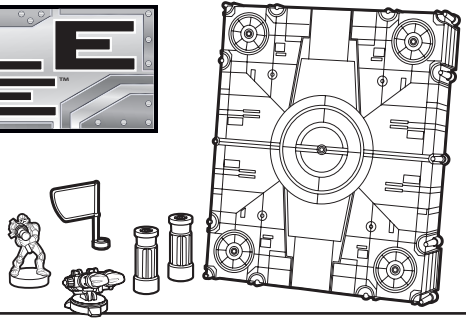
BATTLE FIGURE GAME

AGES 6+
68061 ASST.

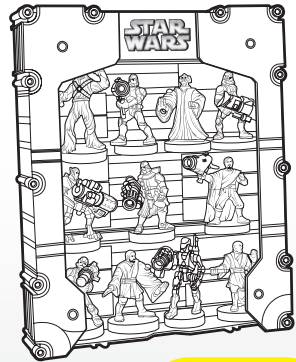
STAR WARS®

BATTLE CASE™

INCLUDES CASE, FIGURE, LAUNCHER, MISSILES, FLAG, 2 COLUMNS, GAME RULES AND QUICK-START GUIDE.



TRANSPORT MODE

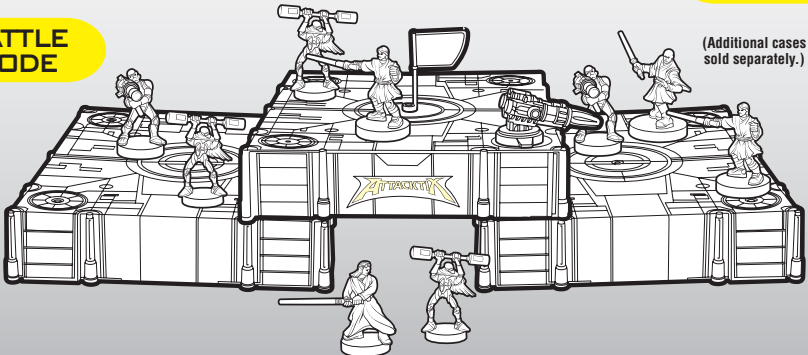


DISPLAY MODE

(Additional figures sold separately.)

(Additional cases sold separately.)

BATTLE MODE

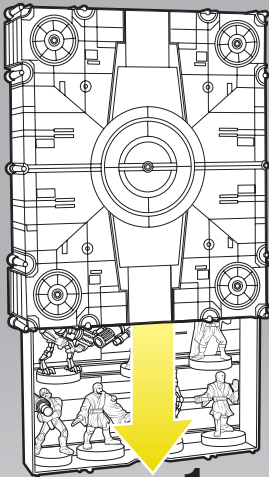


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Patents Pending

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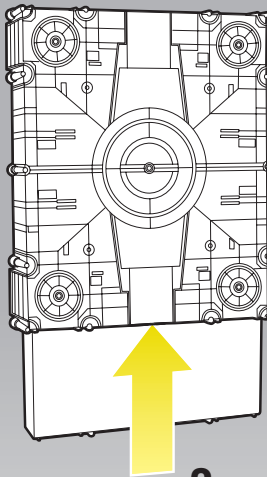
P/N 6435580000

TO CONVERT FROM TRANSPORT MODE TO DISPLAY MODE:



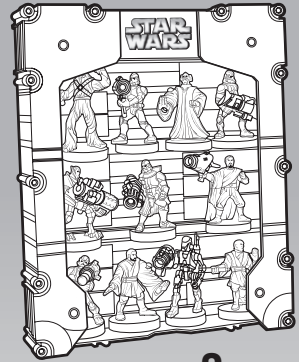
1.

Pull tray out of case.



2.

Turn tray around and re-insert it into case.



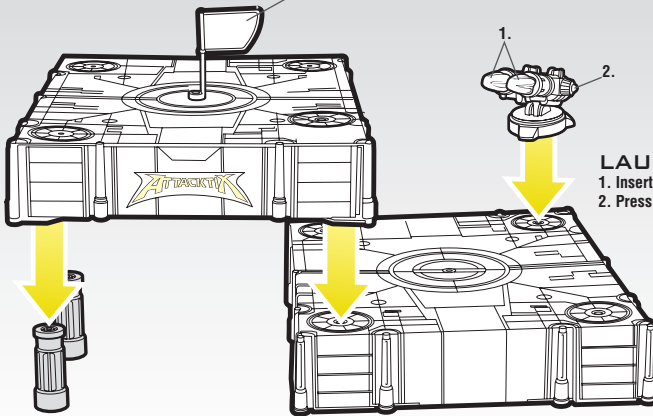
3.

Display.

Connect other Battle Cases (sold separately) at indentations. Use columns to support cases.

FLAG

For "CAPTURE THE FLAG" game, attach flag to battle figure. (Flag clamp attaches to most ATTACKTIX™ figures.)



LAUNCHER

1. Insert missiles into launcher.
2. Press button to fire.

CAPTURE THE FLAG™ GAME RULES

OBJECT OF THE GAME:

Capture the flag and win the game!

SETTING UP:

Insert flag into one of the holes in the case. Place launcher in game area.

PLAY:

Use standard ATTACKTIX game rules. For this game variation, the goal is to capture the flag and return it to your starting point. Battle figures can move to a different level only at the stairs. To move up or down one level: One tix.

CAPTURE:

You capture the flag when one of your battle figures comes into contact with the flag. Remove the flag from the case and attach it to your figure. (Flag clamp fits most ATTACKTIX battle figures.)

If a battle figure is knocked down while carrying the flag, return the flag to its original place on the base. It must now be captured again.