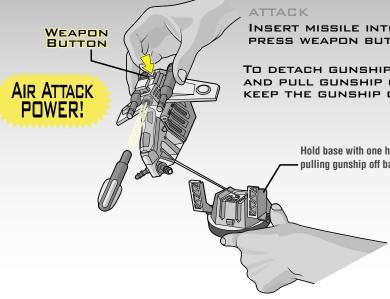




AGES 68080/68062 Asst.

INCLUDES GAME PIECE AND QUICK-START GUIDE.

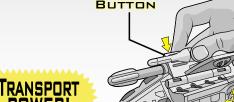
REPUBLIC GUNSHIP™ BATTLE MASTERS™* FIGURE



INSERT MISSILE INTO LAUNCHER, AND PRESS WEAPON BUTTON TO FIRE.

TO DETACH GUNSHIP: HOLD BASE WITH ONE HAND AND PULL GUNSHIP OFF BASE. THE TETHER WILL KEEP THE GUNSHIP CONNECTED TO THE BASE.

Hold base with one hand, when pulling gunship off base.



TRANSPORT

TRANSPORT

TO MOVE A FIGURE WITH THE GUNSHIP, DETACH SHIP FROM BASE (SEE ABOVE). PRESS AND HOLD TRANSPORT BUTTON TO OPEN TRANSPORT DOORS. LOWER OPENED DOORS OVER FIGURE, AND RELEASE BUTTON TO "GRAB" FIGURE. MOVE FIGURE TO DESIRED LOCATION. PRESS TRANSPORT BUTTON TO RELEASE FIGURE, AND RETURN SHIP TO BASE.

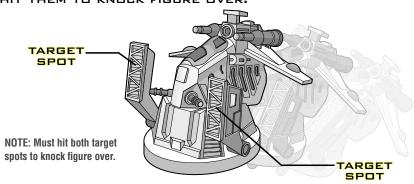
ATTACKING WITH REPUBLIC GUNSHIP:

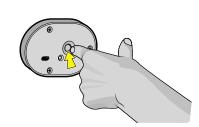
DURING EACH TURN, YOU MAY PERFORM ANY ONE THE FOLLOWING MOVES:

- TRANSPORT ONE OF YOUR FIGURES (NOT AN OPPONENT'S FIGURE) UP TO THE LENGTH OF THE TETHER.
- LAUNCH THE MISSILE.
- TRANSPORT A FIGURE THEN LAUNCH THE MISSILE.
- LAUNCH THE MISSILE THEN TRANSPORT A FIGURE.

ANY OF THE ABOVE COUNT AS ONE ATTACK ACTION.

TWO TARGET SPOTS - OPPONENTS HIT THEM TO KNOCK FIGURE OVER.





TO RESET, PRESS BUTTON IN ON BOTTOM OF GAME PIECE AND RESET TARGET SPOTS TO UPRIGHT POSITION.

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