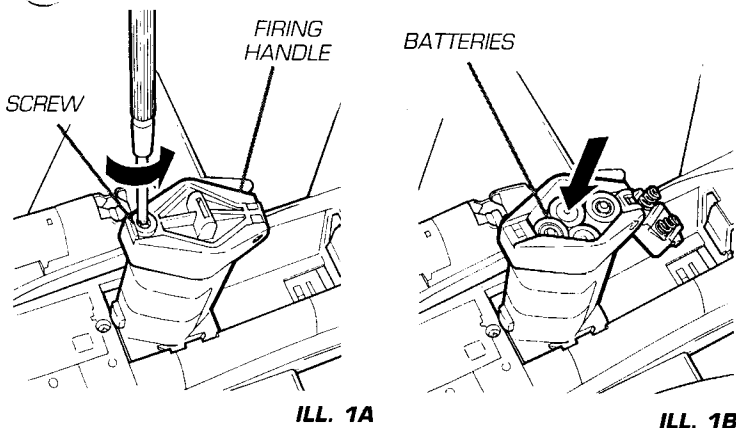


CONTAINS: Ghoststriker jet, Ace™ figure, 2 missile launchers, 6 missiles, film disc, landing gear, canopy, accessories and label sheet. Requires 4 "AA" batteries (not included). Phillips® screwdriver required for primary placement and bulb replacement. **CAUTION:** Do not point weapons at eyes or face.

WARNING
Contains small parts which may present a choking hazard to children under three.



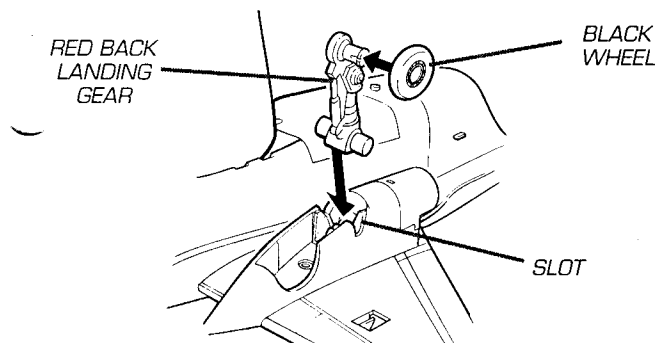
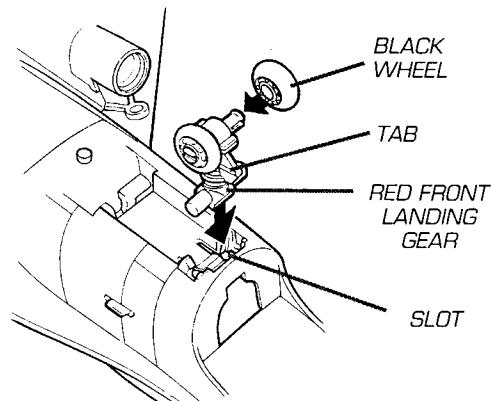
1 INSERTING BATTERIES

Pull down firing handle and use a Phillips® screwdriver to loosen bottom screw (ILL. 1A). Insert batteries in place as shown (ILL. 1B), replace screw. **DO NOT OVERTIGHTEN SCREW.** Lights and sounds will be activated when batteries are inserted.

NOTE: Wing light bulbs may have become loose during shipping. If wing lights do not function, it will be necessary to tighten bulbs back in place. (To access bulbs, refer to **WING LIGHTS STEP 2** in **BULB REPLACEMENT** section).

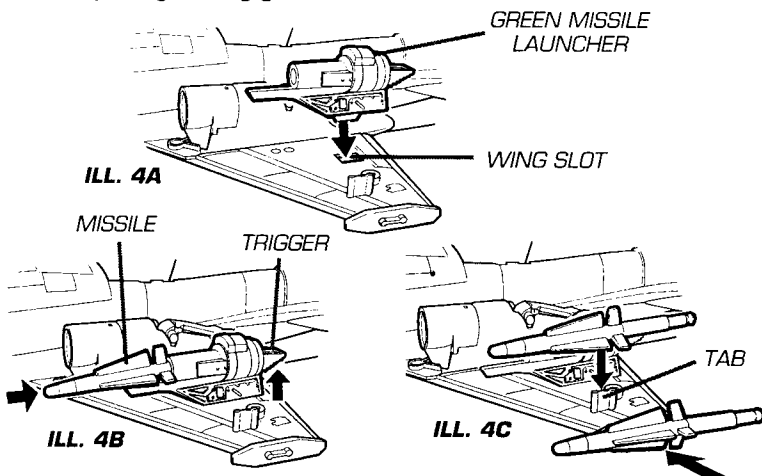
2 FRONT LANDING GEAR

Snap black wheels onto red front landing gear. Snap landing gear into front slot as shown. Landing gear can be positioned up or down by using landing gear tab.



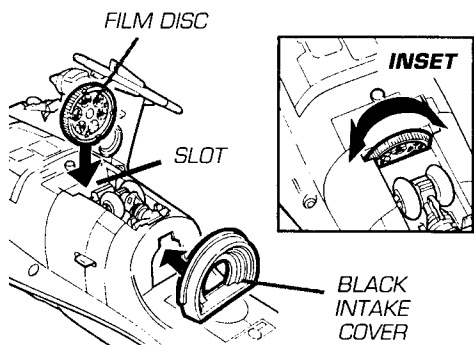
3 REAR LANDING GEAR

Snap black wheels onto red back landing gear. Snap right and left landing gear into right and left slots with wheels **FACING OUT** as shown. Landing gear can be positioned up or down.



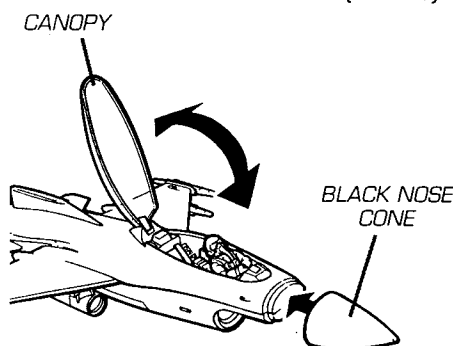
4 MISSILE LAUNCHER ASSEMBLY

Snap right and left green missile launchers into right and left wing slots (ILL. 4A). To fire launchers at Cobra™ enemy figures, vehicles and targets, insert missiles into launchers and lock in place. Press triggers to fire (ILL. 4B). Missiles store on tabs on jet's wings as shown (ILL. 4C). **CAUTION: DO NOT AIM LAUNCHERS AT EYES OR FACE.**



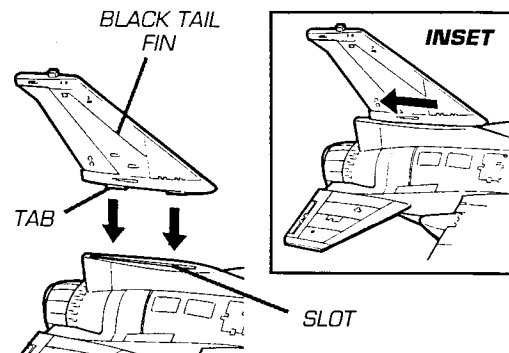
5 INTAKE COVER/FILM DISC ASSEMBLY

Insert black jet intake cover into position as shown. Snap film disc into slot behind front landing gear. Film disc should rotate freely in place (INSET).



6 NOSE CONE/CANOPY ASSEMBLY

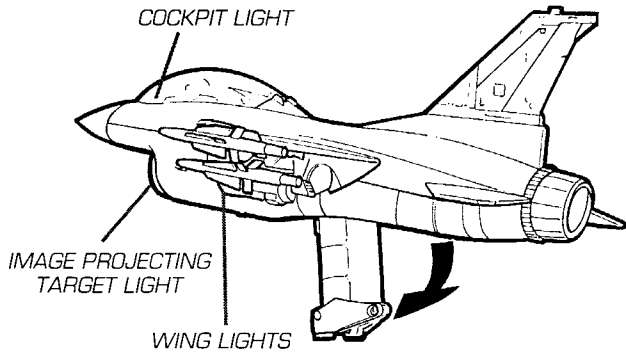
Turn jet over and fit black nose cone onto front of jet. Snap canopy tabs into slots as shown. Fit figure(s) into cockpit.



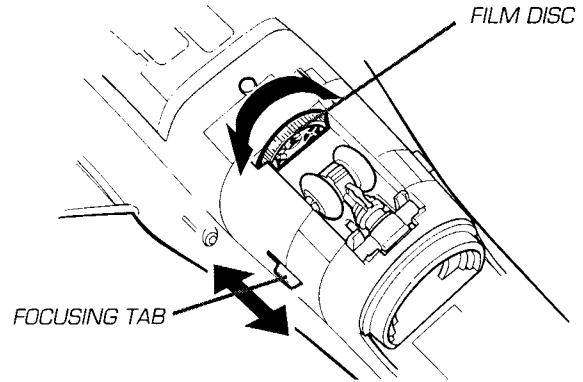
7 TAIL FIN ASSEMBLY

Snap black tail fin tabs into tail fin slots, then slide tail fin backwards into position (INSET).

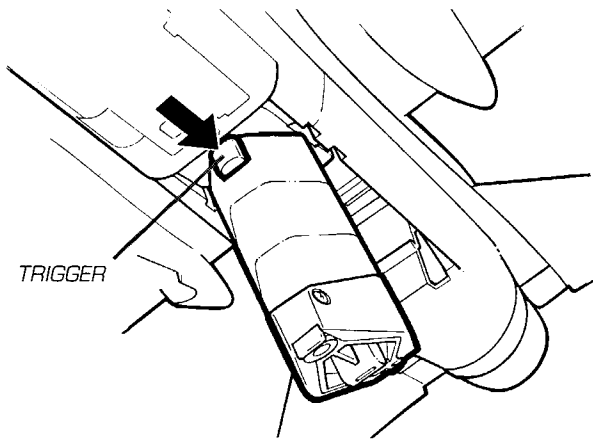
ACTIVATING JET



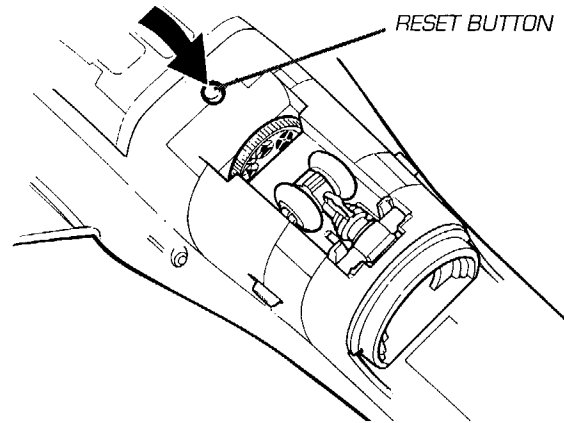
1 When firing handle is pulled down the wing lights, cockpit light, jet sounds and image projecting target light are activated.



2 By turning the film disc you can choose the target image to be projected. Adjust the image with side focusing tabs as shown. For best projection results, you'll need a room that's dark. Project image onto a wall from 6 to 8 feet away.



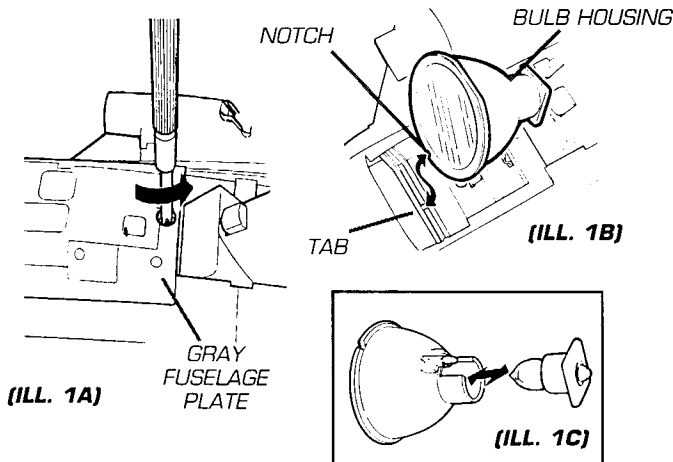
3 Press the firing trigger to shoot at projected targets. Or line up your own targets in the cross-hair image and blast away! After you have pressed the trigger eight times, an explosion sound is heard and you can watch the target get hit.



4 Jet projector light will automatically shut off after approximately 4½ minutes. Press reset button to reactivate projector light. When using jet outside or in bright light, we recommend leaving projector light off to conserve battery life.

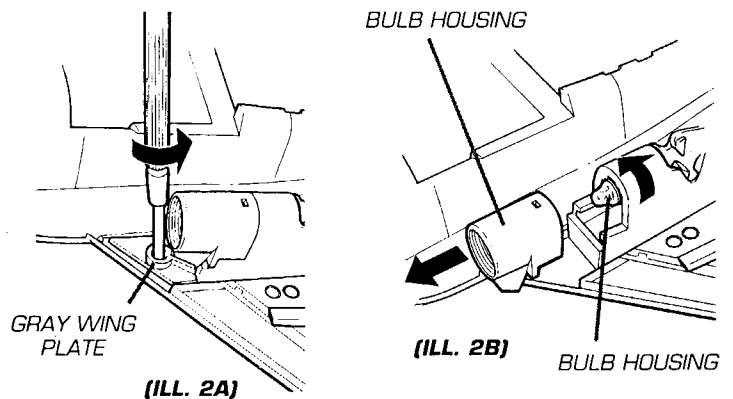
BULB REPLACEMENT

Bulbs are included with the Ghoststriker X-16 jet. However, if they do require replacement, use the following instructions.



1 PROJECTOR BULB

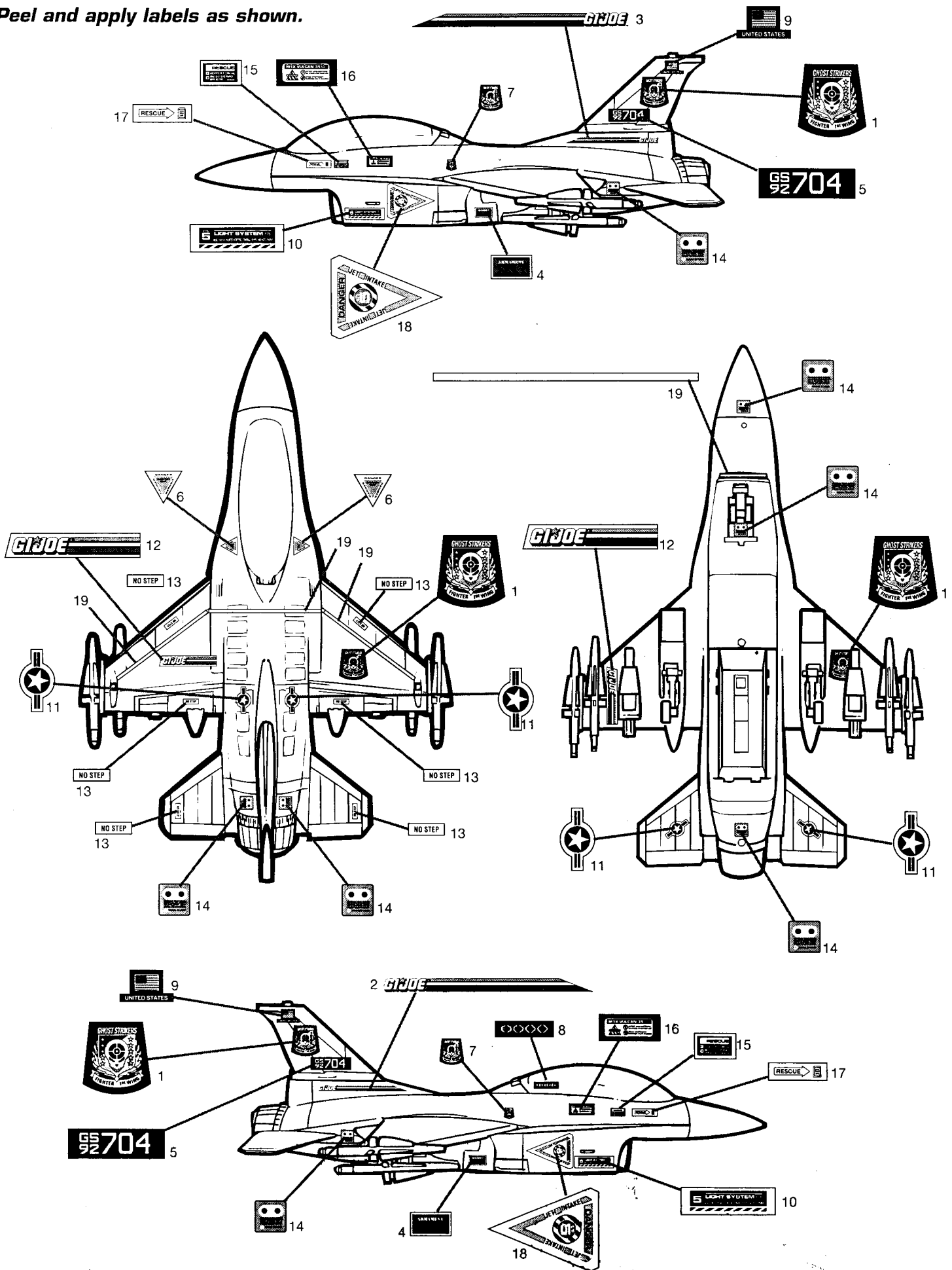
To replace projector bulb, use a Phillips screwdriver to loosen screw from gray fuselage plate below jet (ILL. 1A). Remove plate and lift bulb housing out (ILL. 1B); remove bulb from rear of housing (ILL. 1C). Replace bulb with a 2.4 volt PR-2 bulb. Fit bulb housing back into jet by aligning notch with tab inside jet. Replace fuselage plate and screw. **DO NOT OVERTIGHTEN SCREW.**

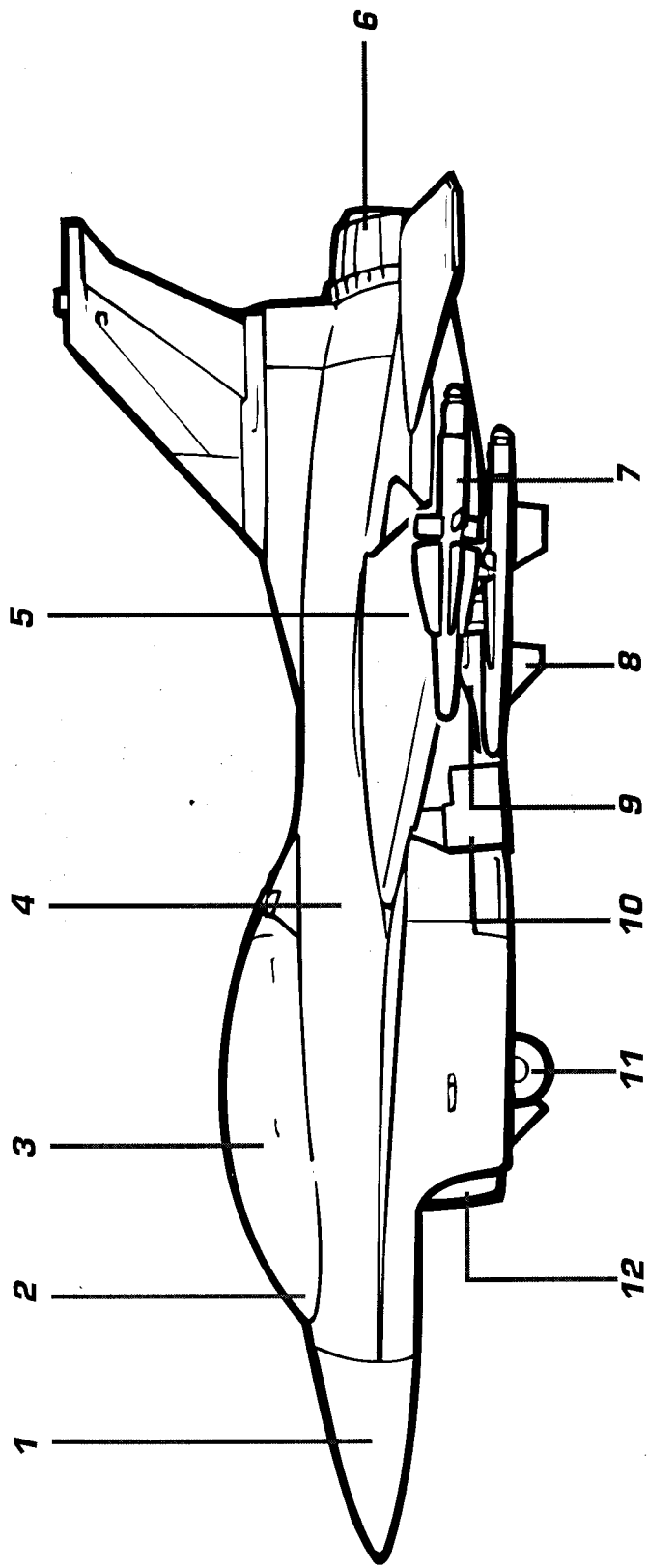


2 WING LIGHTS

Use a Phillips® screwdriver to remove screw from gray wing plate (ILL. 2A). Remove wing plate and slide bulb housing off. Unscrew bulb and replace with 2.2 volt 222 bulb. Replace bulb housing, wing plate and screw. **DO NOT OVERTIGHTEN SCREW.**

Peel and apply labels as shown.





GHOSTSTRIKER X-16™

OFFICIAL G.I. JOE VEHICLE SPECIFICATIONS

1. INTERNAL RADAR PROCESSING NOSE CONE
2. H.U.D. (HEADS UP DISPLAY) DASHBOARD READOUT
3. COCKPIT SEATS TWO G.I. JOE® FIGURES
4. HIGH SPEED, ARMOR-REINFORCED MACH-10 FUSELAGE
5. FLASHING, WING-MOUNTED NAVIGATIONAL LIGHTS
6. HIGH-TECH, MACH-10 PROPULSION TURBO-THRUSTER
7. 2 ANTI-AIRCRAFT, X-16 SIDEWINDER MISSILES
8. 4 HIGH-TECH, RAPID FIRE PHOENIX MISSILES
9. 2 WING-MOUNTED, ANTI-AIRCRAFT MISSILE LAUNCHERS
10. LASER GUIDED, MISSILE TARGETING BLAST LIGHTS
11. RETRACTABLE LANDING GEAR WITH SELF-STABILIZING WHEELS
12. IMAGE PROJECTING JET INTAKE/TARGETING SIGHT

Product and colors may vary.
 Approximate size of plane is 20"L x 13"W x 7"H.
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FIGURE AND JET MADE IN CHINA.
 6868 P/N 43650900