



**WARNING:**

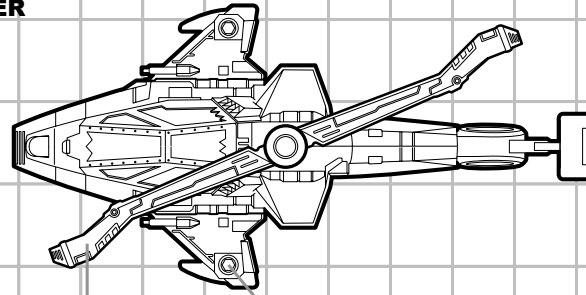
CHOKING HAZARD-Small parts.  
Not for children under 3 years.

## R.H.I.N.O.™ (RAPID HELI-INTEGRATED NEUTRALIZING OFFENSIVE VEHICLE)

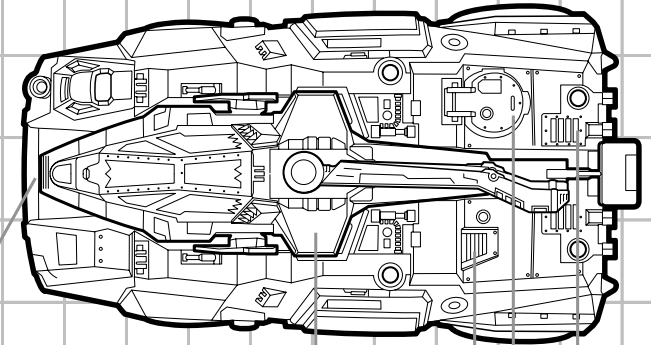
Some assembly required. No tools needed.  
Includes vehicle, helicopter, weapons, missiles and figure.

**AGES 5+**

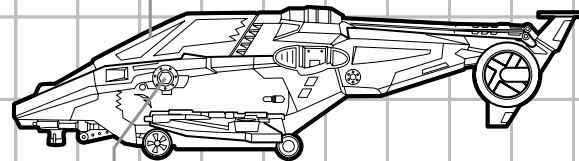
1. SPINNING, FOLD-OUT BLADES
2. CANOPY OPENS TO ACCESS DRIVER'S COMPARTMENT
3. WEAPON PORTS TO ATTACH WEAPONS FROM OTHER SELECT GI JOE® VEHICLES (OTHER WEAPONS AND VEHICLES NOT INCLUDED)
4. SLOW RISE HELIPAD
5. FRONT COCKPITS OPEN TO ACCESS COMPARTMENTS
6. REMOVABLE HELICOPTER
7. OPENING SIDE DOOR
8. COVERS LIFT TO ACCESS FIGURE TRANSPORT AREAS
9. HATCH LIFTS TO ACCESS FIGURE TRANSPORT AREA
10. ROLLING WHEELS



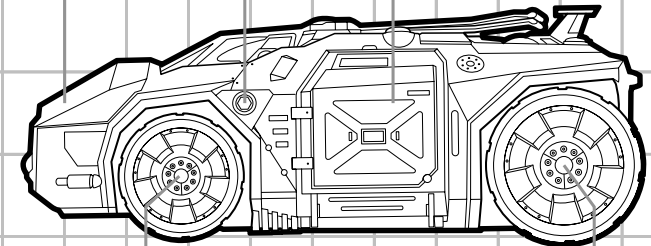
(1) (2) (3)



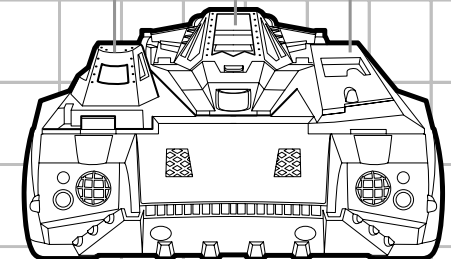
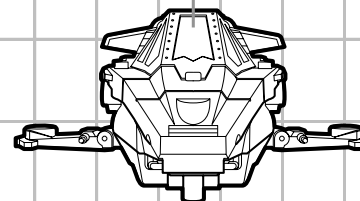
(4) (5) (3) (6) (7) (8) (9) (8)



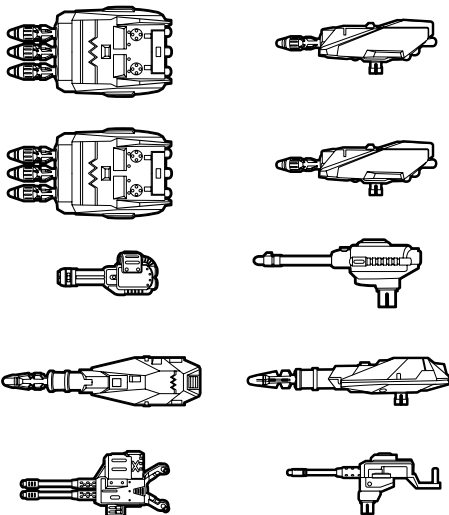
(3) (2)

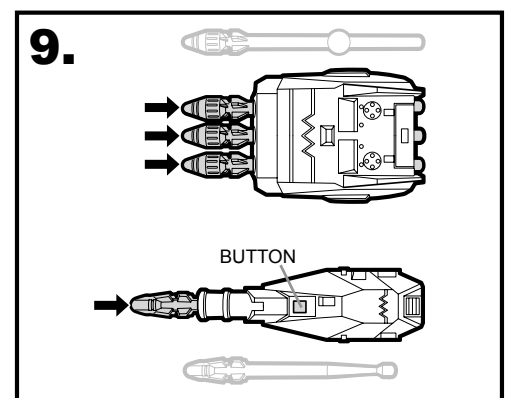
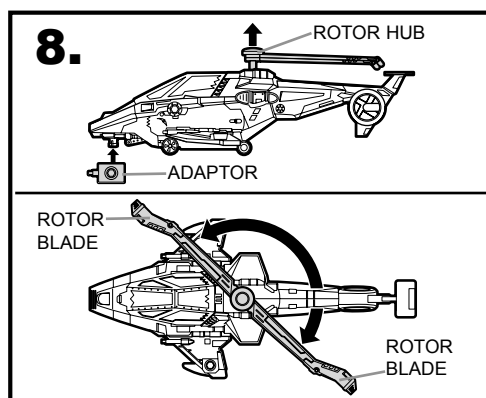
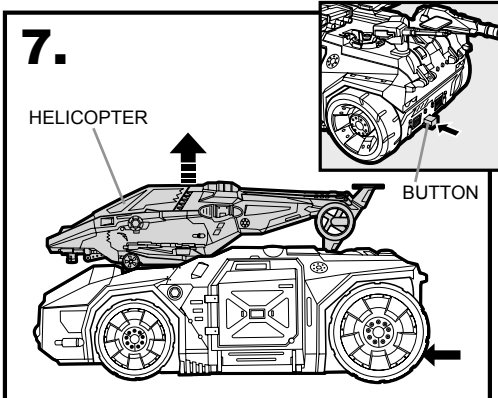
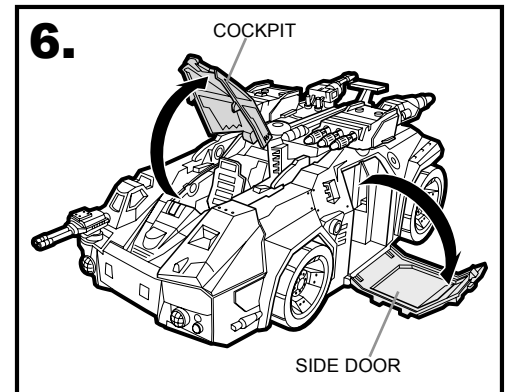
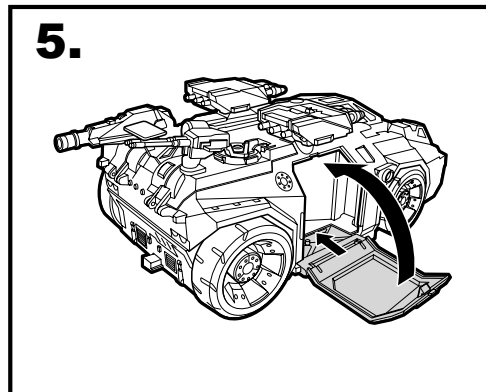
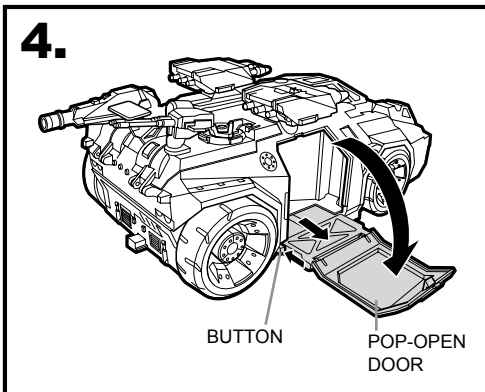
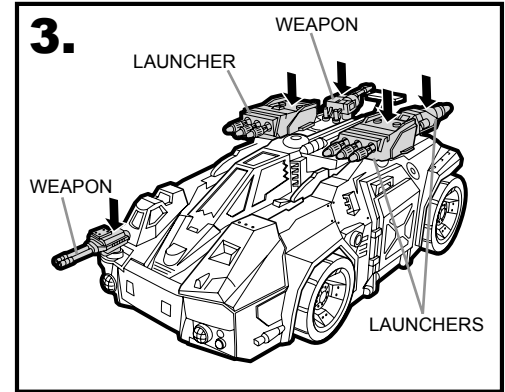
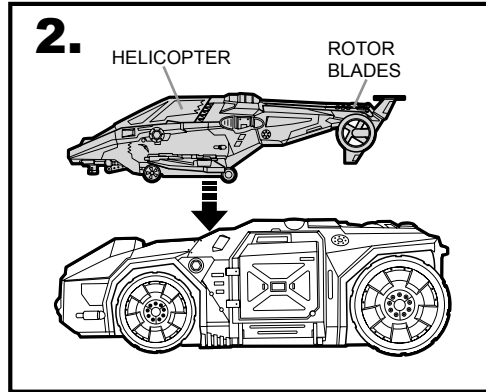
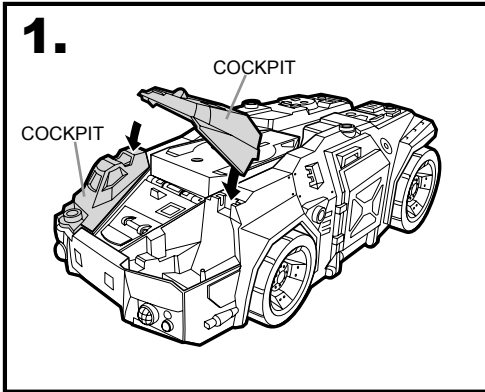


(10) (5) (2) (5) (10)



### INTERCHANGEABLE LAUNCHERS AND WEAPONS





1. Attach front cockpits to vehicle as shown.
2. To insert helicopter in vehicle, fold rotor blades together and position them along tail. Attach helicopter to helipad, and push helicopter down to lower it back into vehicle.
3. Attach launchers and weapons to vehicle. Note: Vehicle and helicopter have multiple places to attach the weapons.
4. Press button on side of vehicle for pop-open door.
5. To close door, slide platform in, then close door. For a surprise attack, attach figure to posts on inside of door.
6. Other side door can be opened manually. Cockpit opens and fits 2 figures. (Includes 1 figure. Other figures not included.)
7. To remove helicopter from vehicle, remove launchers from vehicle. Press button on vehicle to deploy helicopter. Remove helicopter from helipad.
8. Pull rotor hub up. Unfold rotor blades. Helicopter's cockpit opens and fits 2 figures. (Includes 1 figure. Other figures not included.) Adaptor can attach to helicopter.
9. Multi-missile launcher: Insert missiles, and press backs of missiles to fire. Single missile launcher: Insert missile, and press button to fire.