



AGES 5 AND UP

ATTACK ZONES™ MICRO PLAYSET COMES WITH 4 FIGURES

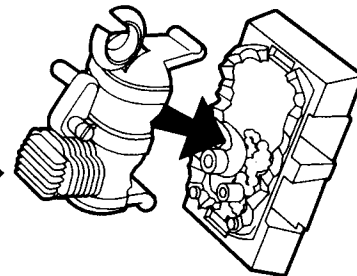
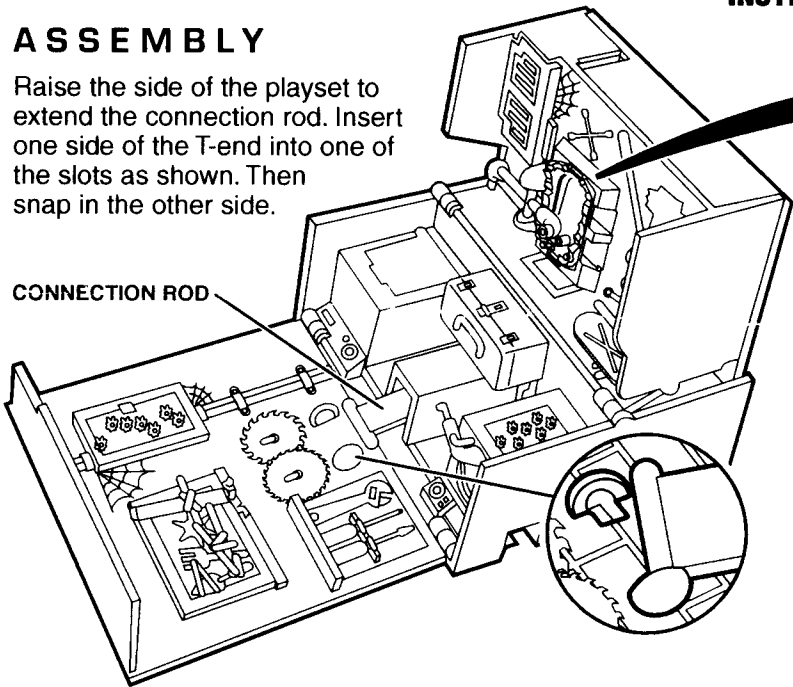
WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

INSTRUCTIONS

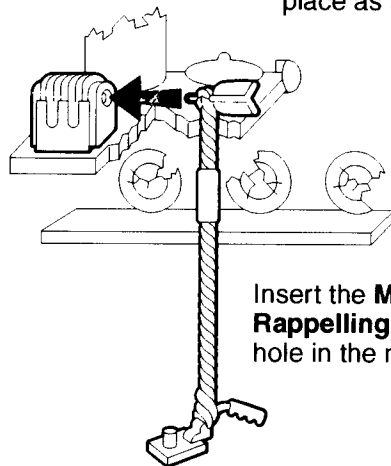
ASSEMBLY

Raise the side of the playset to extend the connection rod. Insert one side of the T-end into one of the slots as shown. Then snap in the other side.

CONNECTION ROD



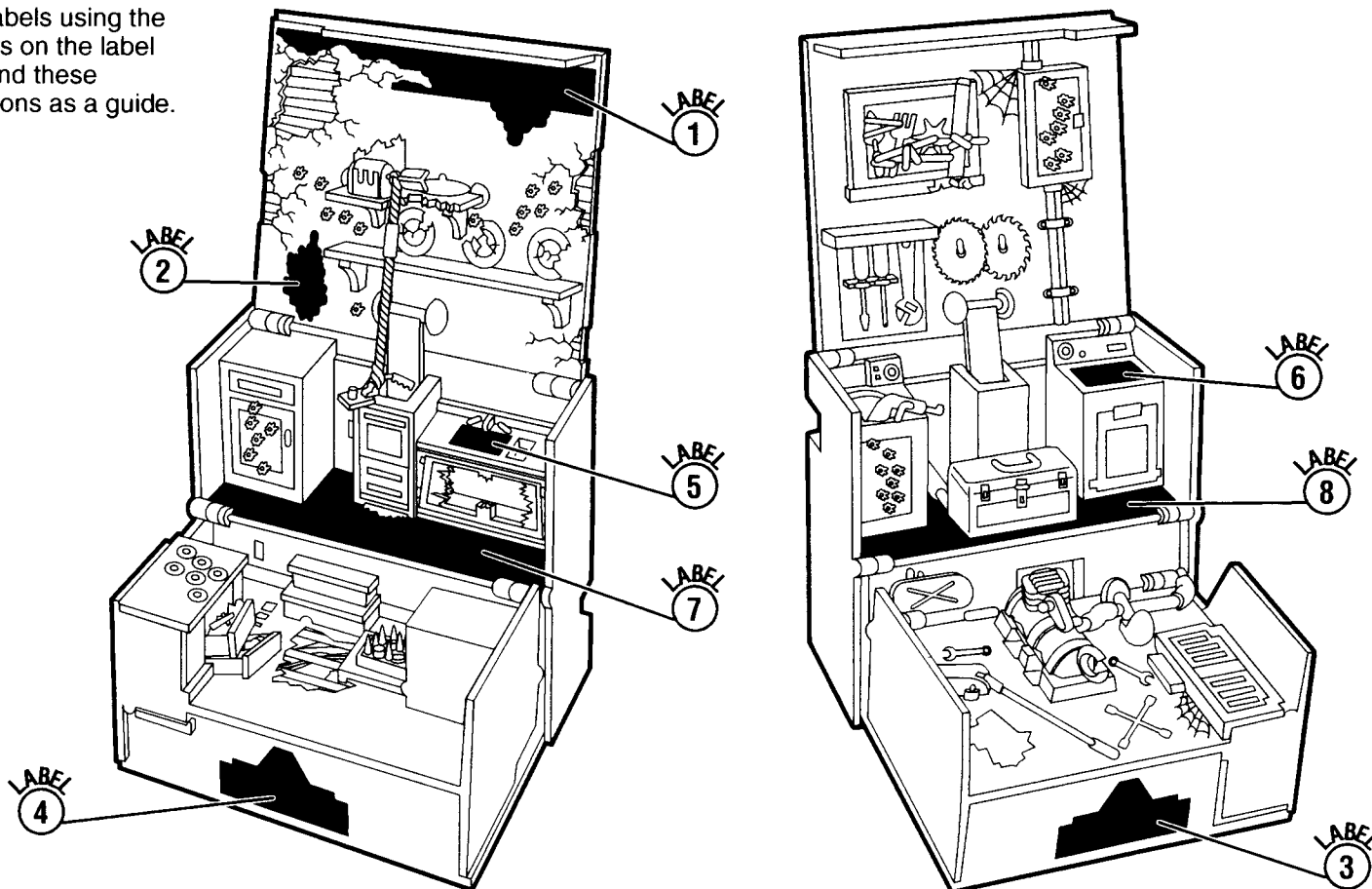
Snap the **Air Compressor** into place as shown.



Insert the **Mixer Blade Rappelling Rope** into the hole in the mixer as shown.

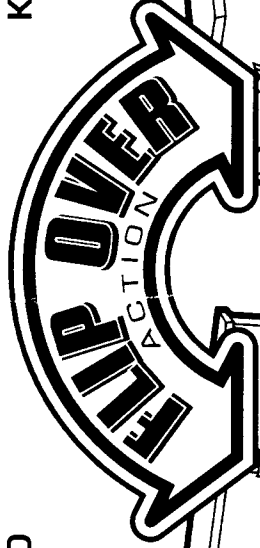
LABEL APPLICATION

Apply labels using the numbers on the label sheet and these illustrations as a guide.



GARAGE BATTLEFIELD

KITCHEN COMBAT SITE



SECRET DRYER ELEVATOR TO KITCHEN
This dryer does more than dry clothes. Place a figure inside and slide the lever on the side of the playset to move the secret elevator. Now the figure is in the kitchen cabinet.

WASHER ROTATING GUN TURREL
This washer does more than clean clothes. Set a figure inside and move the lever behind it, and it becomes a rotating gun turret.

TOOL BOX ENTRAPMENT
Set a trap and pretend to capture a figure or hide him under this tool box.

CATAPULTING AIR COMPRESSOR
Place a figure in the c-clip end of the compressor top. Put the top into place, then hit the end of the pipe to explode the air compressor and send the figure "flying".

COOKIE JAR LOOKOUT POST
Place a figure high up in the cookie jar as a lookout.

MIXER BLADE RAPPELLING ROPE
The peg on the spatula swing holds a figure so you can move him into action.

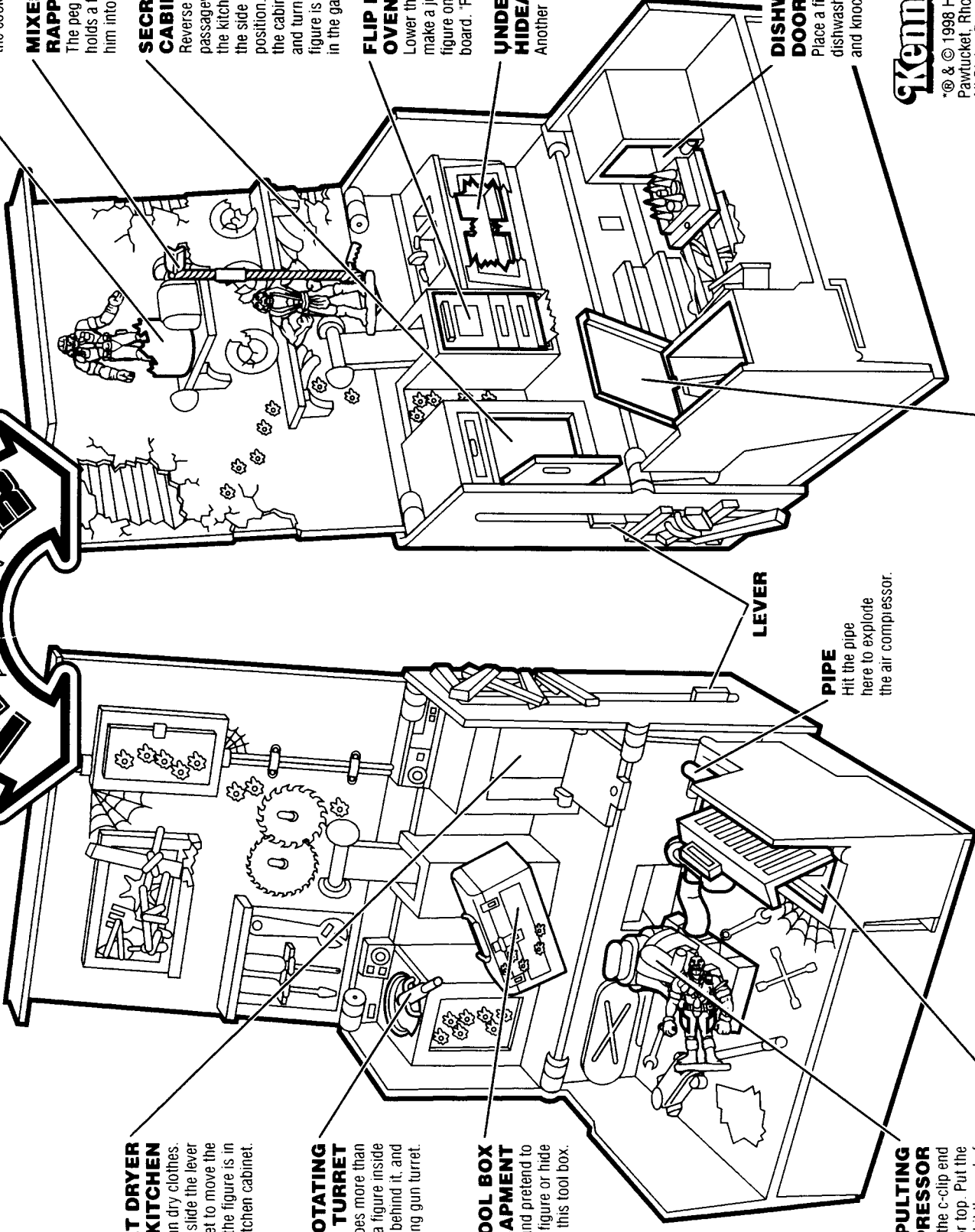
SECRET KITCHEN CABINET ELEVATOR
Reverse play for the secret passageway from the garage to the kitchen. Move the lever on the side of the playset to the "up" position. Place a figure inside the cabinet. Push the lever down and turn the playset over. The figure is now inside the dryer in the garage.

FLIP DOWN DOUBLE OVEN DOOR
Lower the double oven door to make a jumping board. Place a figure on the end of the jumping board. "Flip" him into action!

UNDER THE SINK HIDEAWAY
Another place to hide!

DISHWASHER DOOR TRAP
Place a figure in front of the dishwasher. Flip open the door and knock him out of the way.

COUNTERTOP CATAPULT
Stand a figure on the end closest to you. Hit the other end with your finger to send him catapulting into the air.



Kenner
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