

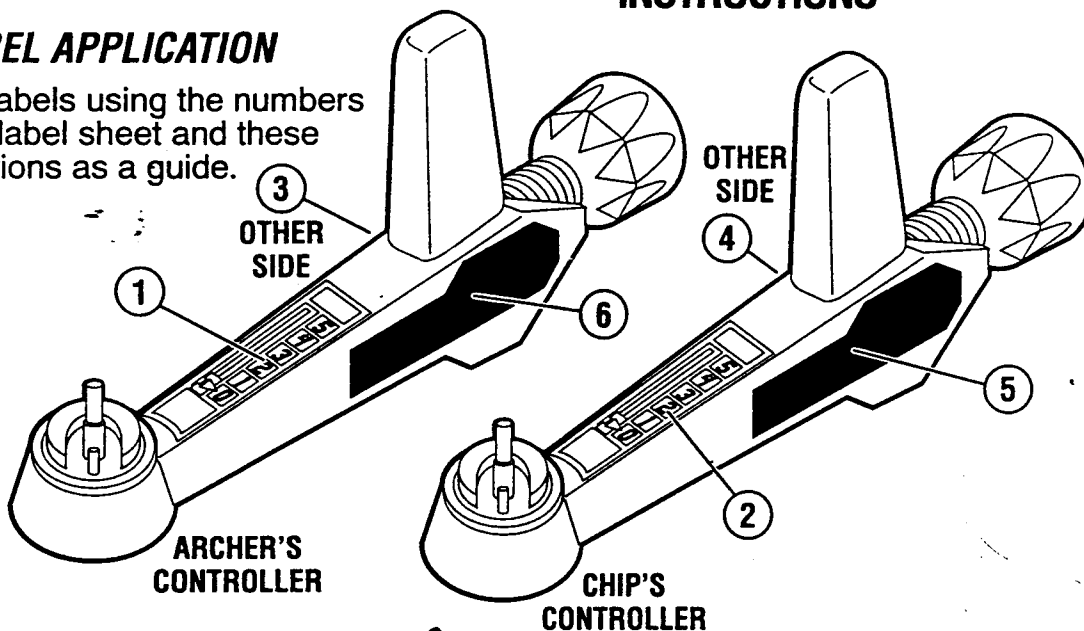


CHIP HAZARD *VS* **ARCHER**

INSTRUCTIONS

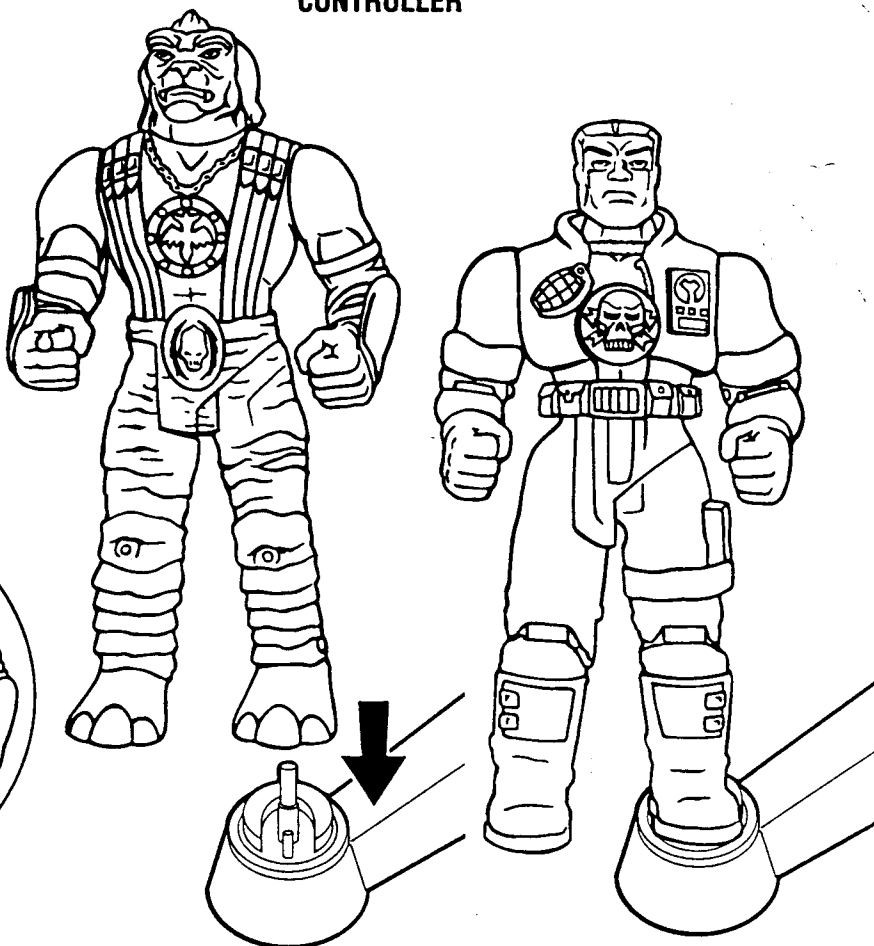
1. LABEL APPLICATION

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

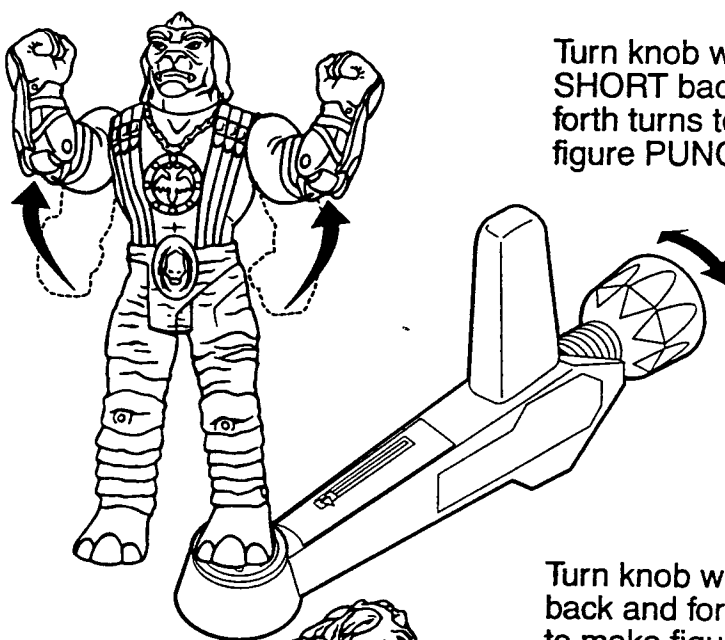


2. Attach figures to the controllers by inserting the posts on the controllers base all the way into the holes in each figure's foot.

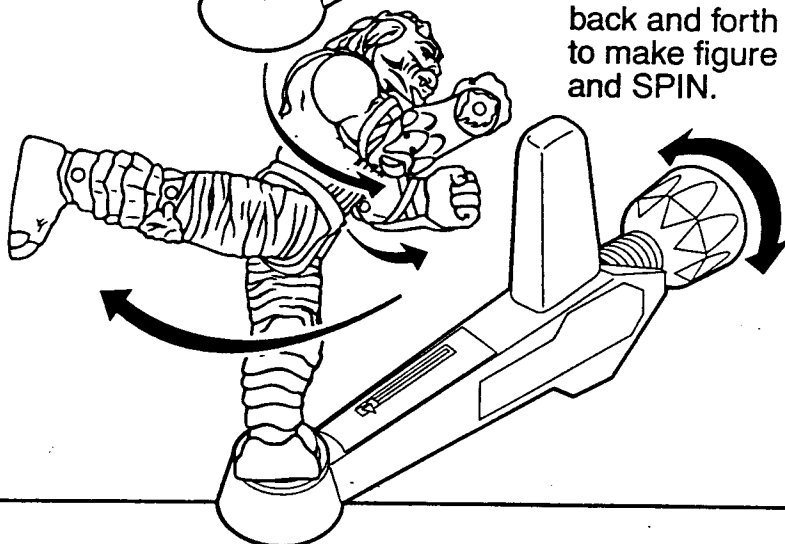
To remove the figure from the base, you MUST press the knock-out button to release him.



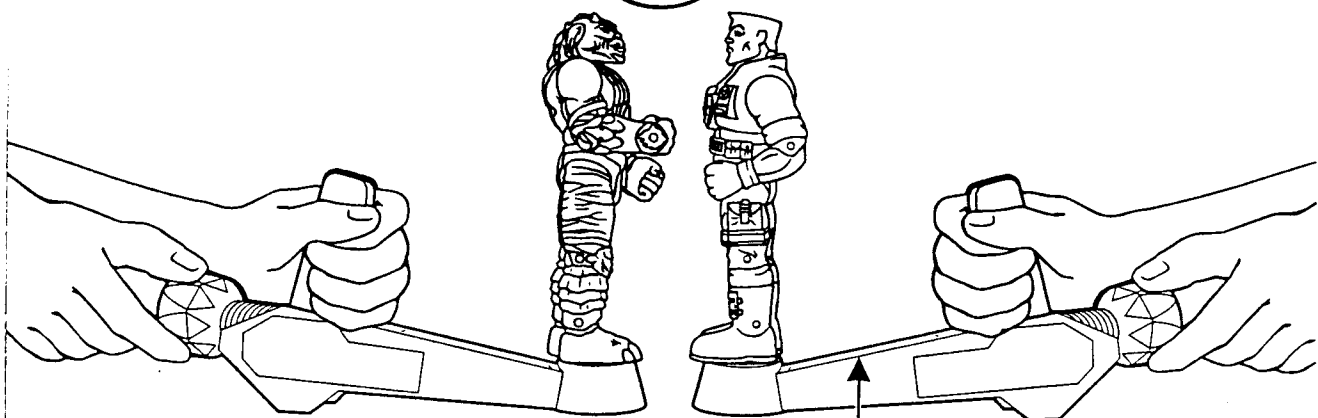
3. You can make the figures punch, kick and spin by turning the knob. Always keep the controller down on a flat surface.



Turn knob with **SHORT** back and forth turns to make figure **PUNCH**.



Turn knob with **LONG** back and forth turns to make figure **KICK** and **SPIN**.



4. Now you are ready to battle! Set the controllers on a flat surface about two inches apart. Turn the knob on the controller to make your figure punch and kick trying to hit your opponent's knock-out button sending him from the controller.

5. The first warrior to knock his opponent from the controller base five times wins the fight... but the battle rages on!

Use the movable pointer to help you remember how many times you have won.

Kenner®

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