



SHADOWLOO HEADQUARTERS™ INSTRUCTIONS

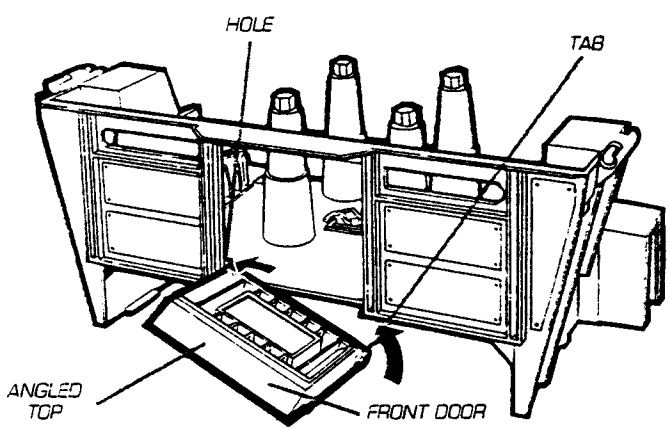
CONTAINS: Headquarters base, figure, battle arena board, computer room, cell block with jail cell door, 2 hinge pins, front door, 12 rockets, launcher, battle tower with target panel and searchlight, tower support, lookout platform, lookout platform support, elevator, flag, elevator platform, elevator rail, crane hook, crane arm, crane pulley, string, ejection base (2) and label sheet.

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Ages: 5 & Up
Remove all pieces from plastic frames. If you have difficulty use safety scissors.

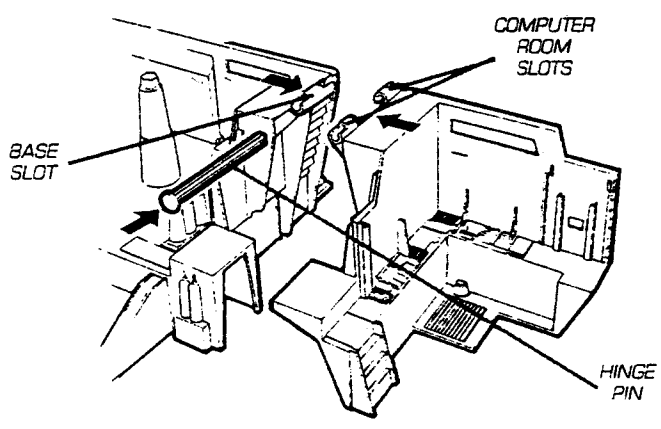
WARNING
Contains Small Parts Which Pose a Choke Hazard For Children Under the Age of Three.

CAUTION: Do not point weapon at eyes or face.



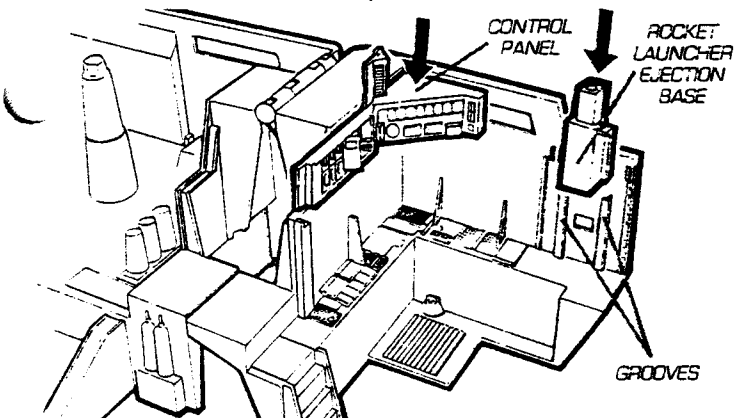
1. FRONT DOOR ASSEMBLY

With angled top of front door facing up, fit tab on door into bottom hole at front of Headquarters, then snap other door tab into place. Swing door up to lock in "closed" position.



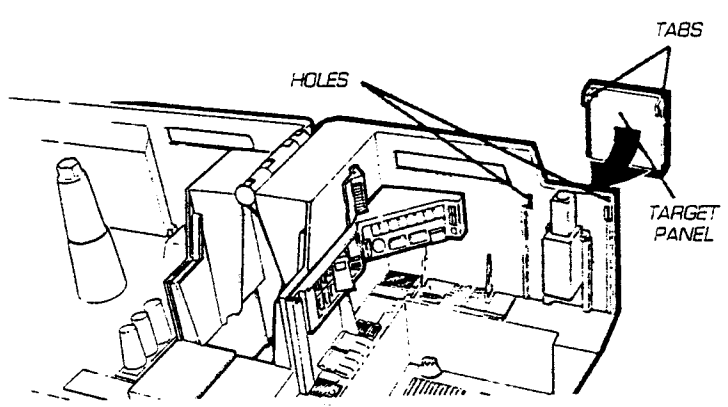
2. COMPUTER ROOM ASSEMBLY

Facing the rear of Headquarters, align slots on sides of computer room with slot on the right side of Headquarters base. Slide hinge pin through slots to connect computer room to base.



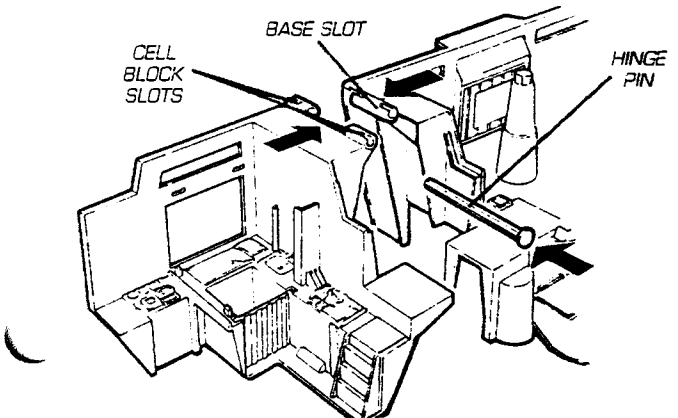
3. COMPUTER ROOM CONT.

Slide rocket launcher ejection base into grooves on the inside wall of computer room. Fit control panel into corner of wall and snap into place.



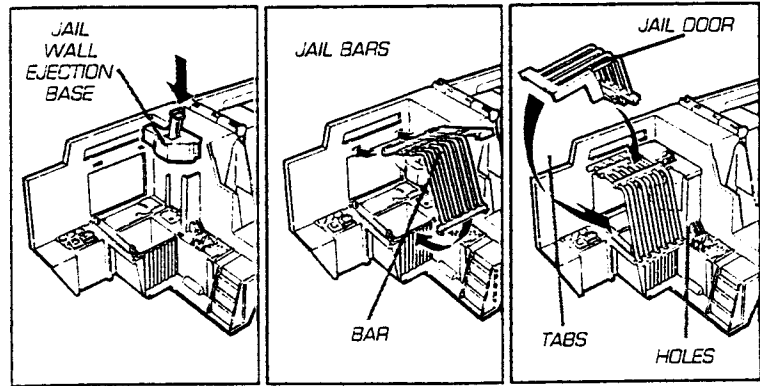
4. COMPUTER ROOM CONT.

Snap tabs on target panel into slots on outside wall of computer room. Insert post on double rocket launcher into rocket launcher ejection base, rocket launcher will eject when target panel is hit.



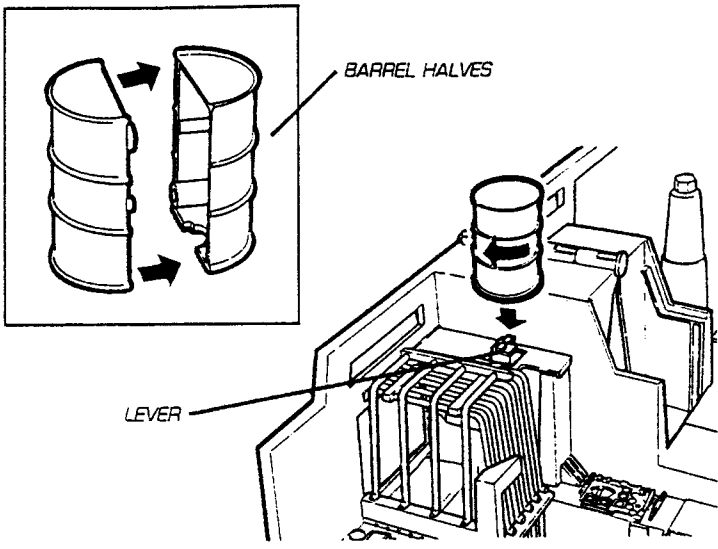
5. CELL BLOCK ASSEMBLY

Facing the rear of Headquarters, align slots on side of cell block with slot on the left side of Headquarters base. Slide hinge pin through slots to connect cell block to base.



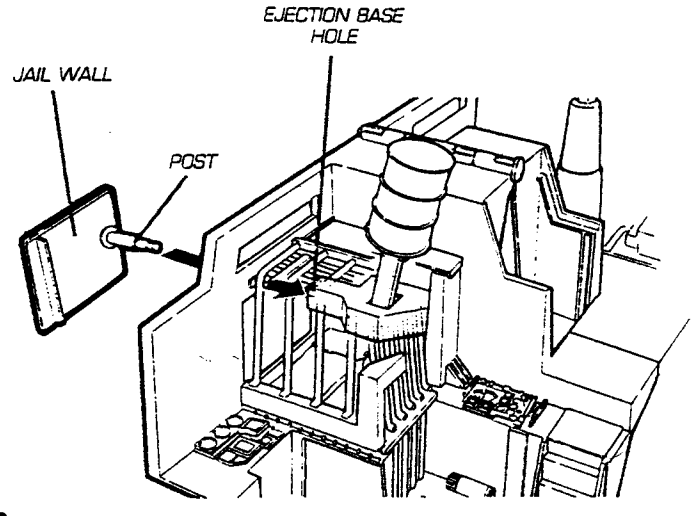
6. CELL BLOCK AREA CONT.

Slide jail wall ejection base (with lever pointing up) into grooves on the inside wall of cell block and PRESS FIRMLY INTO PLACE. Snap tabs on jail bars into corresponding holes in cell block area as shown. Attach tabs on jail door to jail bar as shown.



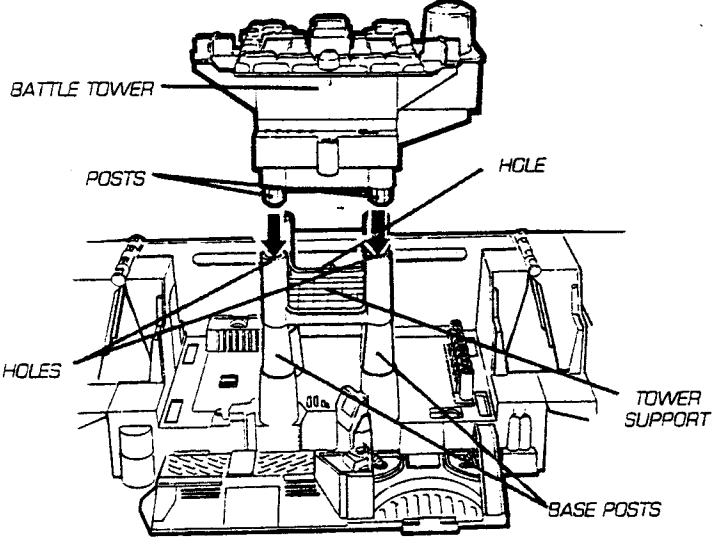
7. CELL BLOCK AREA CONT.

Press barrel halves together. Fit barrel onto ejection base lever and twist barrel part way to secure on lever.



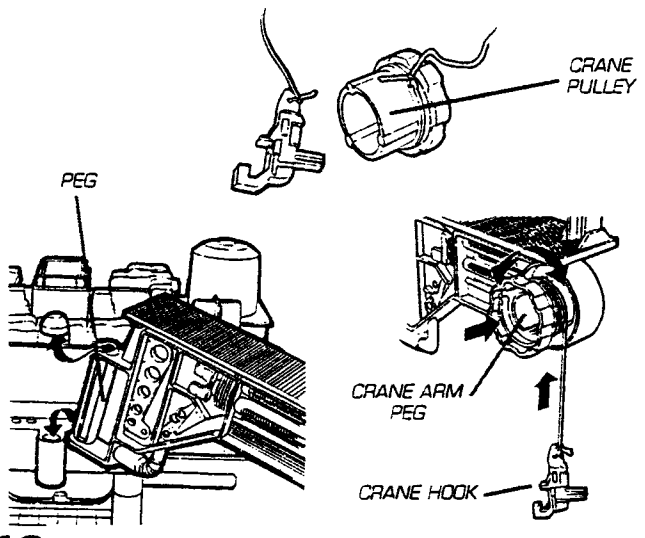
8. CELL BLOCK AREA CONT.

Insert jail wall (target panel) post into ejection base hole. Jail wall will eject when barrel is hit.



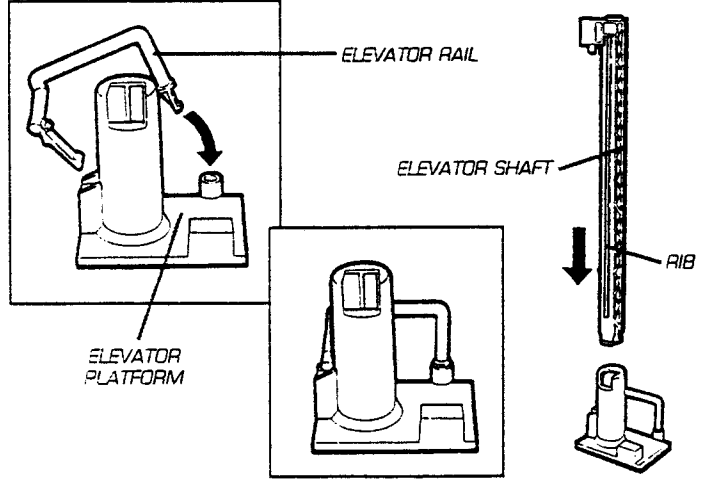
9. TOWER ASSEMBLY

With hole in tower support facing front of Headquarters, place tower support onto the four base posts and press firmly into place. With battle tower positioned as shown, insert battle tower posts into tower support holes and press firmly into place.



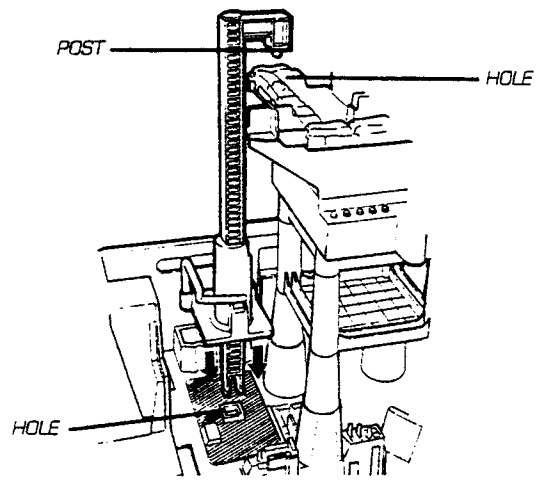
10. CRANE ASSEMBLY

Insert crane arm peg between holes at rear of battle tower as shown. Tie one end of string through hole in crane pulley, tie other end through hole in crane hook. Snap crane pulley onto crane arm peg and wind up string.



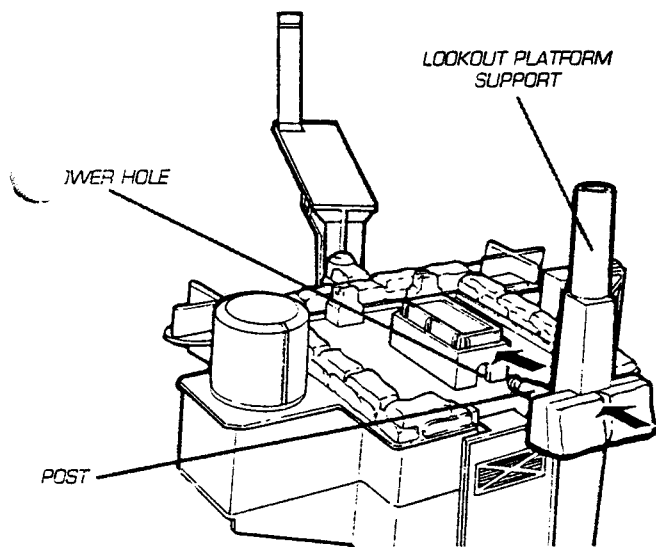
11. ELEVATOR ASSEMBLY

Snap elevator railing onto elevator platform as shown. Guide bottom of elevator shaft through elevator platform with rib on side of shaft facing away from elevator railing.



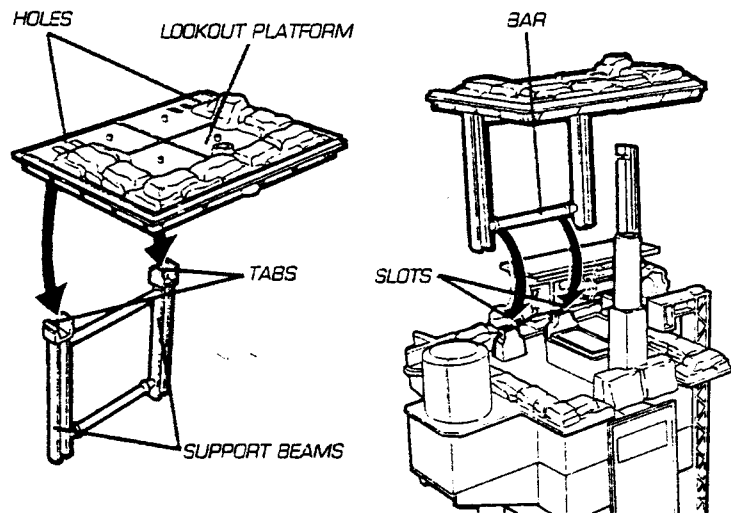
12. ELEVATOR ASSEMBLY CONT.

Insert post at top of shaft into hole in battle tower, then snap bottom of shaft into hole in Headquarters base.



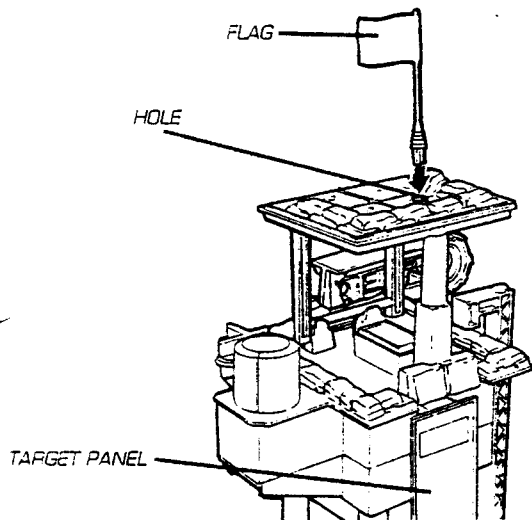
13. LOOKOUT PLATFORM ASSEMBLY

Insert post on the lookout platform support into hole in front of battle tower and snap in place.



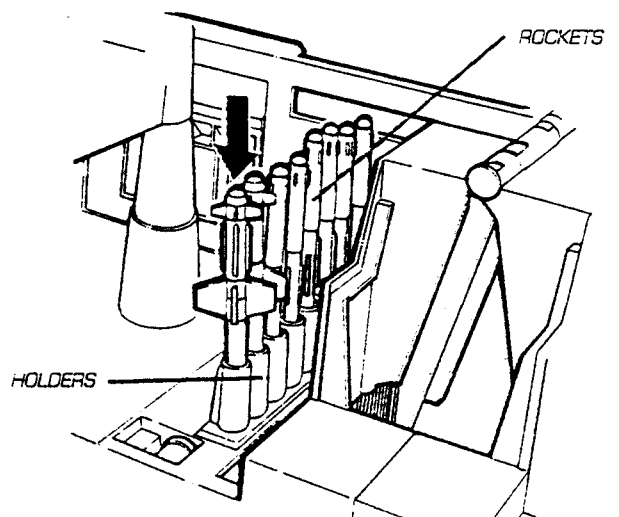
14. LOOKOUT PLATFORM ASSEMBLY CONT.

Snap support beams' tabs into holes beneath lookout platform. Insert bar at bottom of support beams into slots at rear of battle tower.



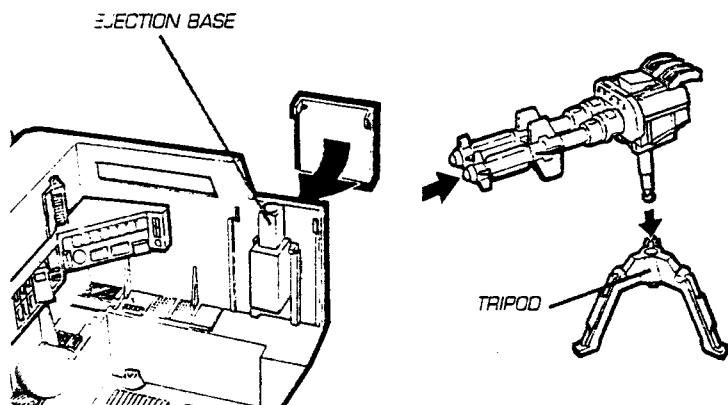
15. LOOKOUT PLATFORM ASSEMBLY CONT.

Insert flag into hole on top of lookout platform. The lookout platform support will eject and the lookout platform will collapse when target panel at front of battle tower is hit.



16. WEAPONS STORAGE

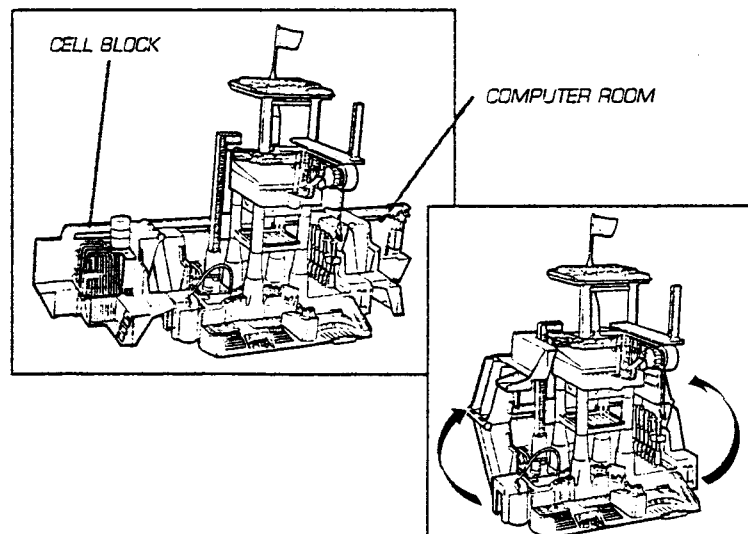
Eight rockets can be stored in rocket holders in weapons armory area as shown.



17. ROCKET LAUNCHER PLACEMENT

Rocket launcher can be inserted into computer room ejection base or into tripod. Insert rockets into launcher barrels and lock in place. To fire, press triggers.

CAUTION: Do not aim launchers at eyes or face.

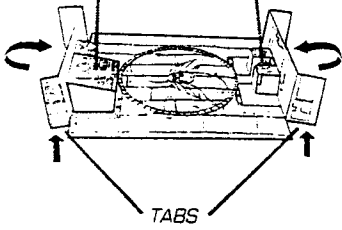


18. HEADQUARTERS CONVERSION

The Headquarters can be folded into a compact, fortified bunker. Just swing up front door and fold in the computer room and cell block areas. General M. Bison™, other figures (sold separately) and accessories can be stored inside.

COMMAND CENTER

CHAMPION
THRONE



19. MARTIAL ARTS BATTLE ARENA ASSEMBLY

Carefully push up on the
command center and General
M. Bison's™ champion
throne. Fold back tabs (4)
to use as support.

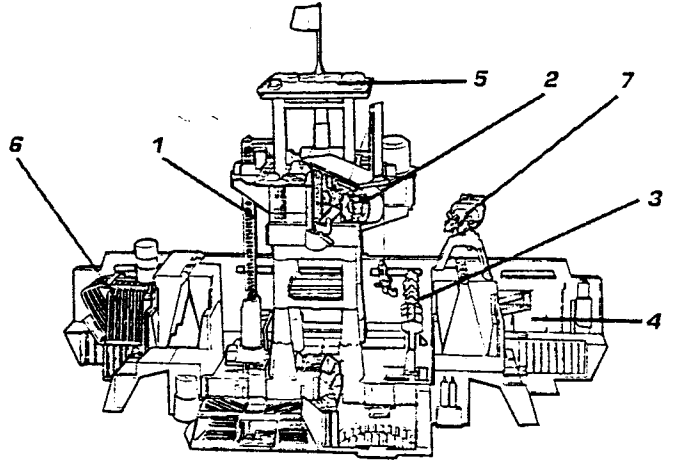


Using the joystick, press ↓
and hold it for 2 seconds. Then
simultaneously press ↑ while
pressing any punch button.

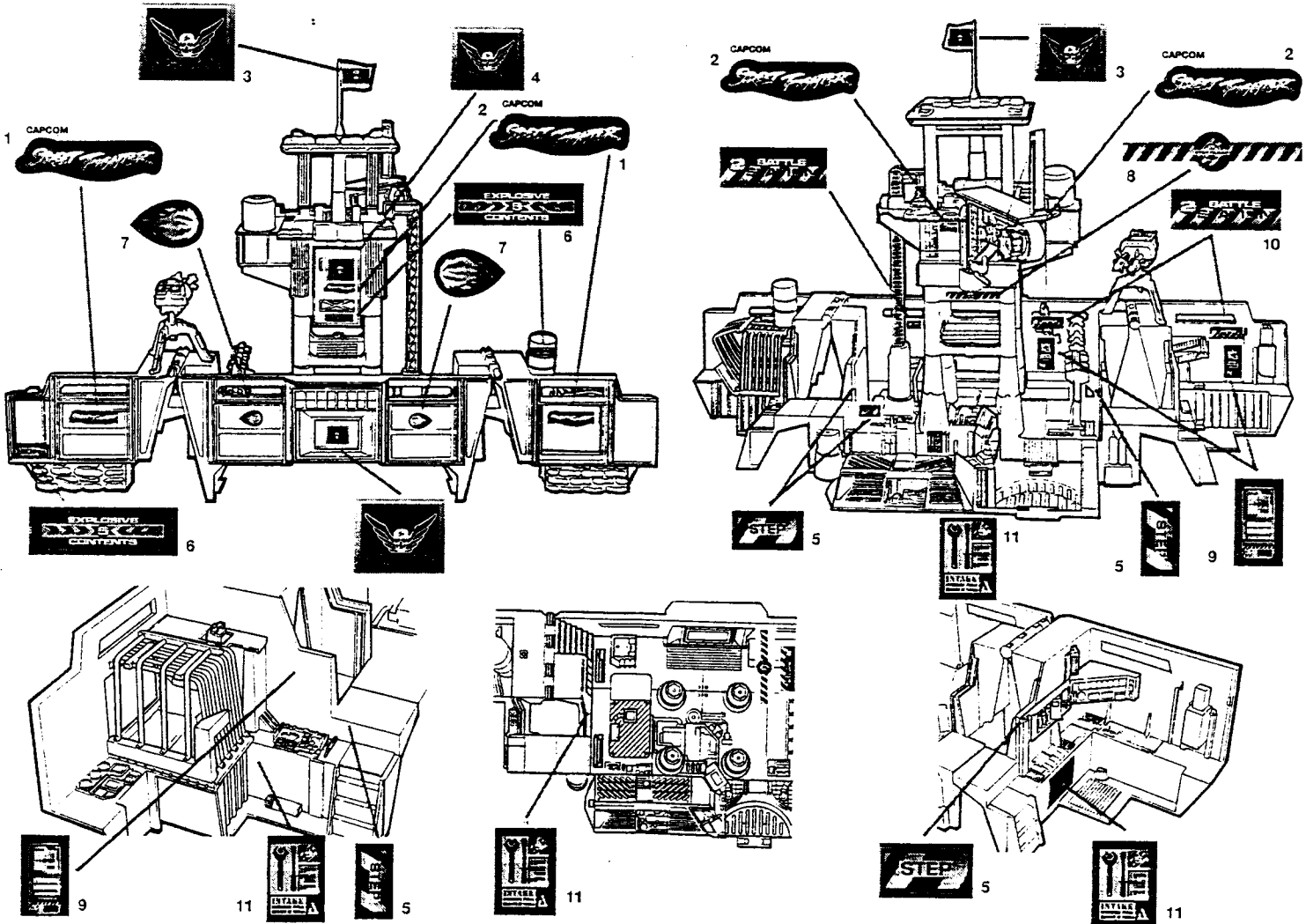
SHADOWLOO HEADQUARTERS™

OFFICIAL SPECIFICATIONS

1. WORKING ELEVATOR
2. WORKING CRANE TOW HOOK LIFT
3. WEAPONS ARMORY WITH ROCKET STORAGE
4. BISON'S COMPUTER ROOM WITH ROCKET LAUNCHER
5. COLLAPSIBLE LOOKOUT PLATFORM
6. JAIL CELL WITH BREAKOUT WALL
7. DOUBLE BARRELED ROCKET LAUNCHER



PEEL AND APPLY LABELS AS SHOWN



Product and colors may vary. Approximate size of Shadowloo Headquarters is 30 1/2" L x 30 1/2" W x 20" H. Capcom Street Fighter is a trademark of Capcom Co., Ltd. © 1994 Capcom Co., Ltd. All Rights Reserved. Instructions © 1994 Hasbro, Inc., Pawtucket, RI 02862 U.S.A. All Rights Reserved. GUN ASSEMBLIES, TOWER ASSEMBLY AND FIGURE MADE IN CHINA, REMAINDER MADE IN U.S.A.

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