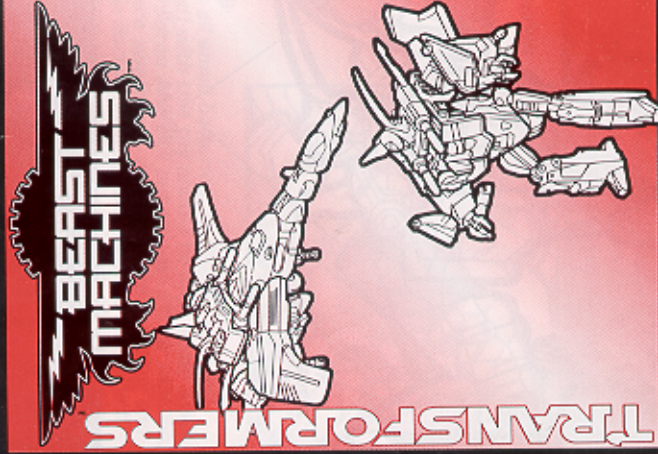


INSTRUCTIONS AGES 5 & UP



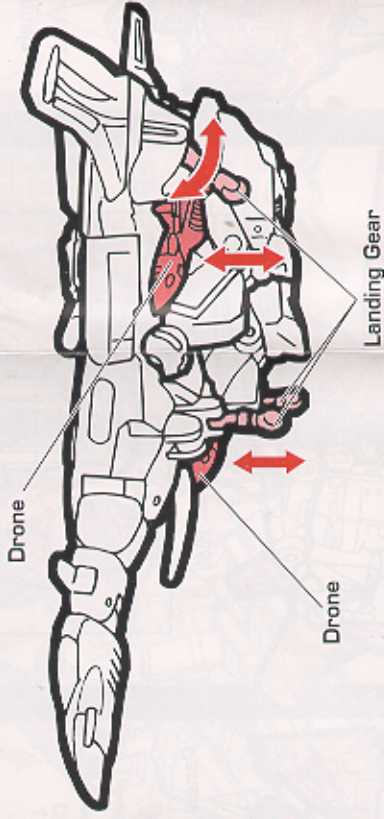
VEHICON™

JETSTORM®

STEP 1

From underneath, drones can be attached under wings. Landing gear can be positioned up or down.

Landing gear should be positioned up and drones removed to continue transformation.



NOTE:

Some parts are made to detach if excessive force is applied and are designed to be re-attached if separation does occur. Adult supervision may be necessary for younger children.



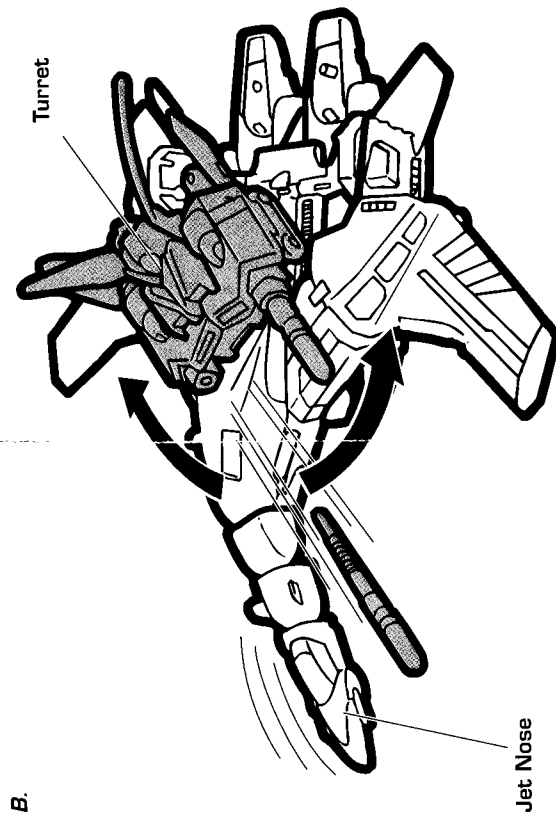
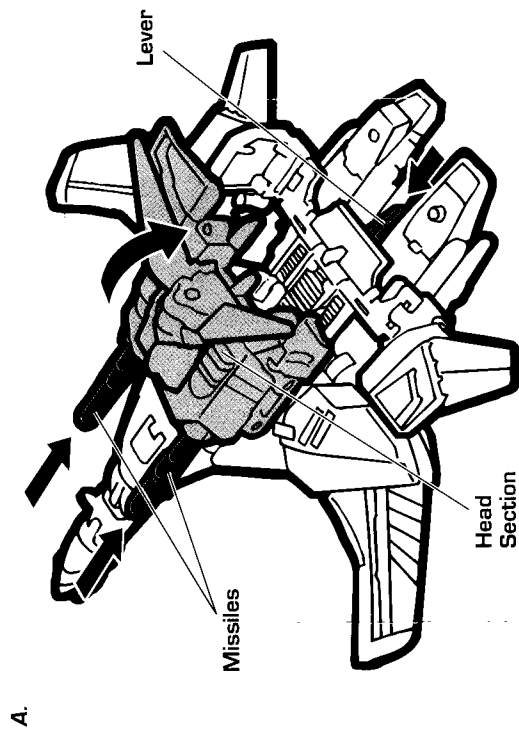
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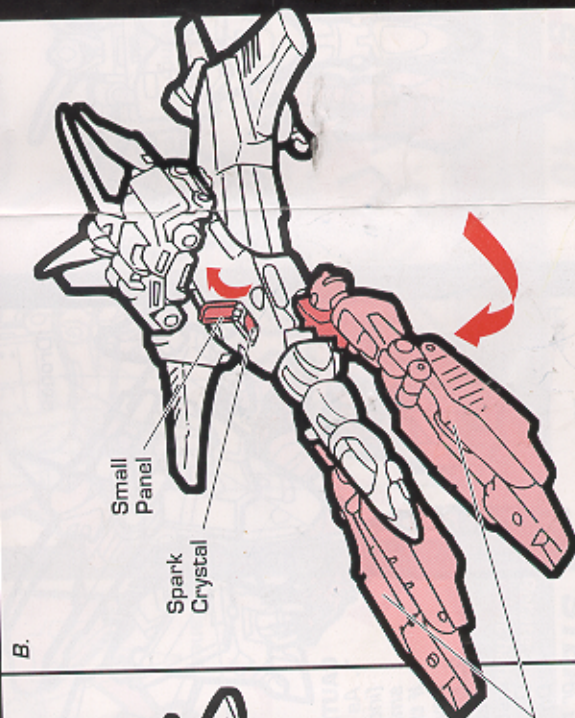
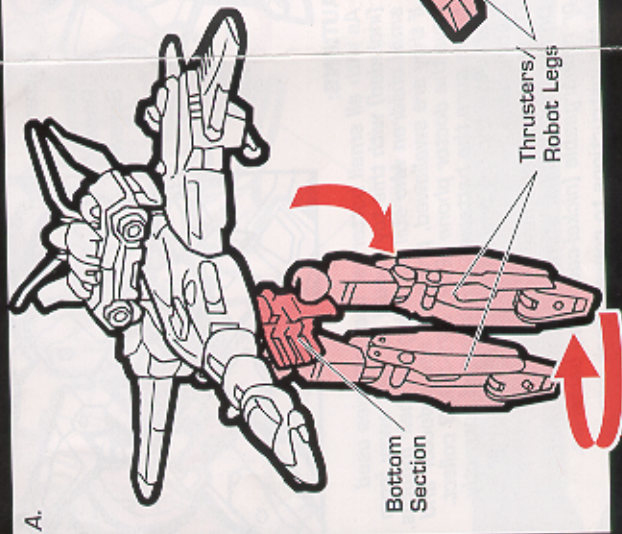
STEP 2 ATTACK MODE

A. Release lever to raise turret and light up jet. Load missiles. B. Turn turret left and right to aim and fire missiles.



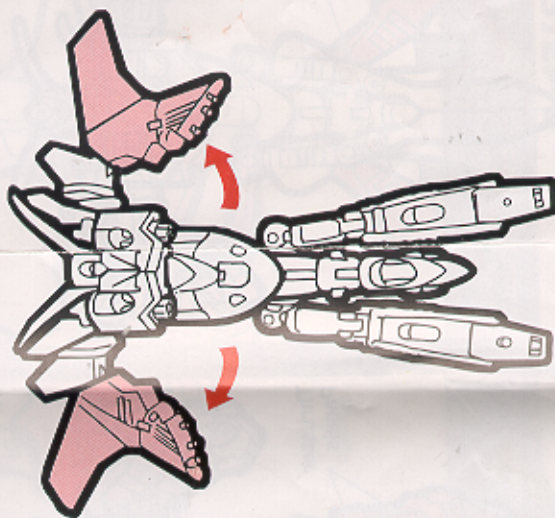
STEP 3

- A. Pull bottom section and thrusters down and rotate around as shown.
B. Raise robot legs up and lock in place.
Raise small panel to reveal Spark Crystal and identify true allegiance.



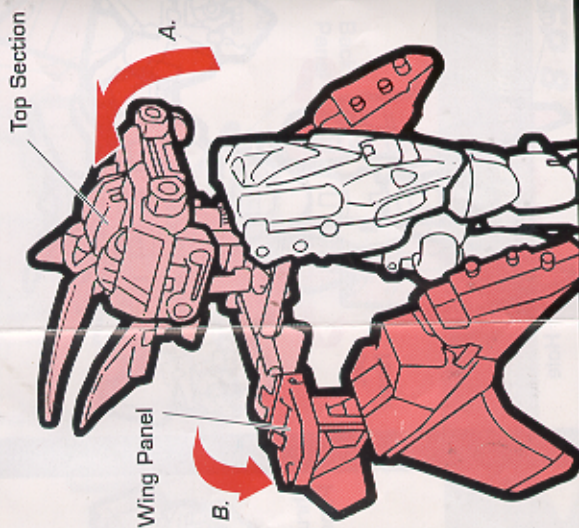
STEP 4

- Pull wings out to become robot arms.



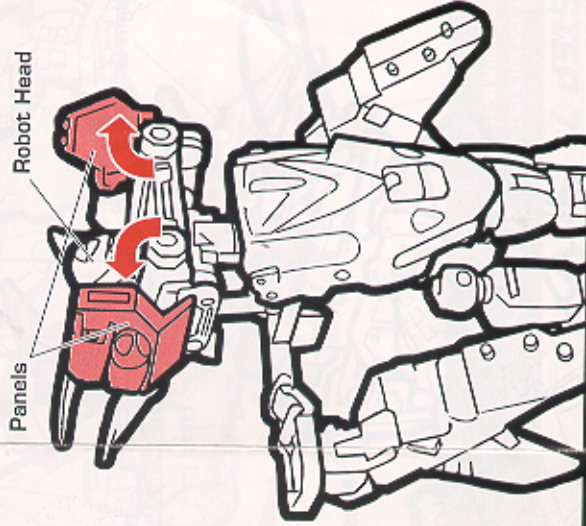
STEP 5

- A. Rotate the entire top section of jet back as shown.
B. Rotate both wing panels down as shown.



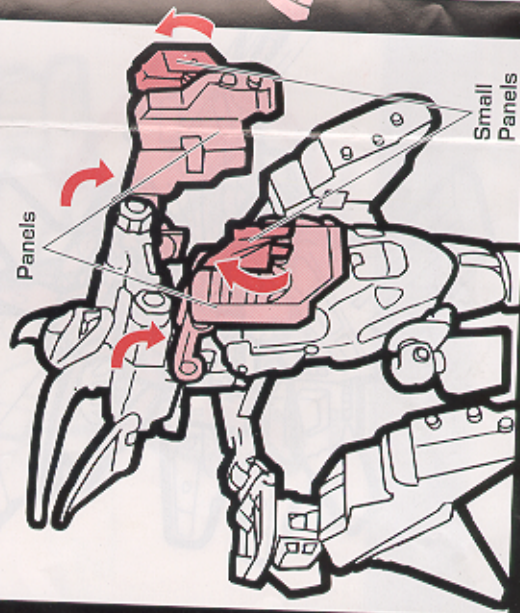
STEP 6

Open panels to expose robot head.



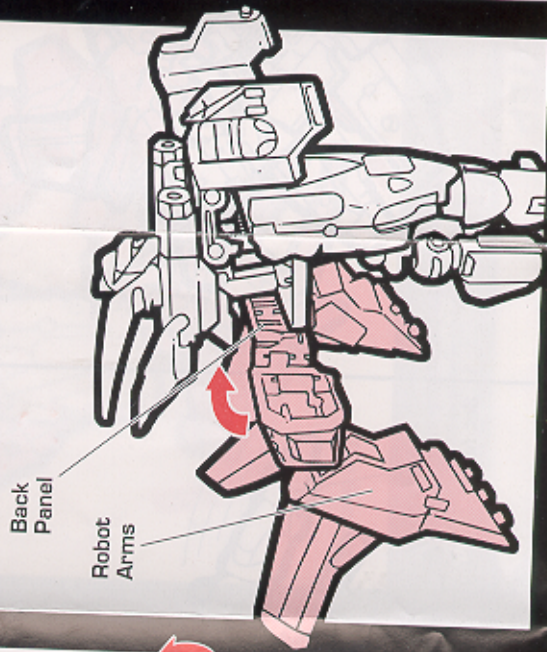
STEP 7

Rotate and extend panels forward as shown. Rotate small panels up.



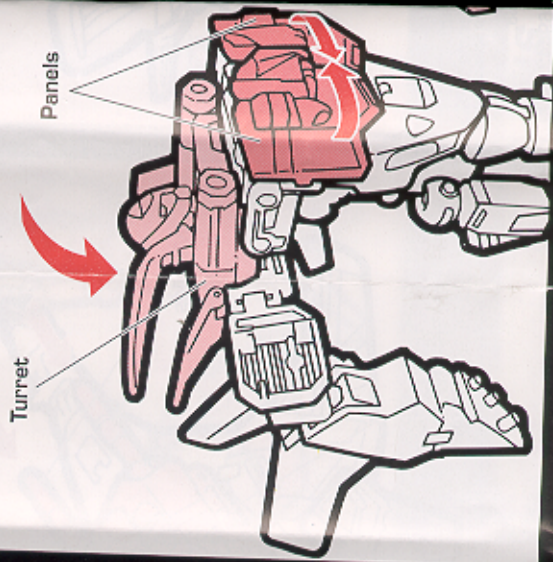
STEP 8

Rotate back panel and robot arms up as shown



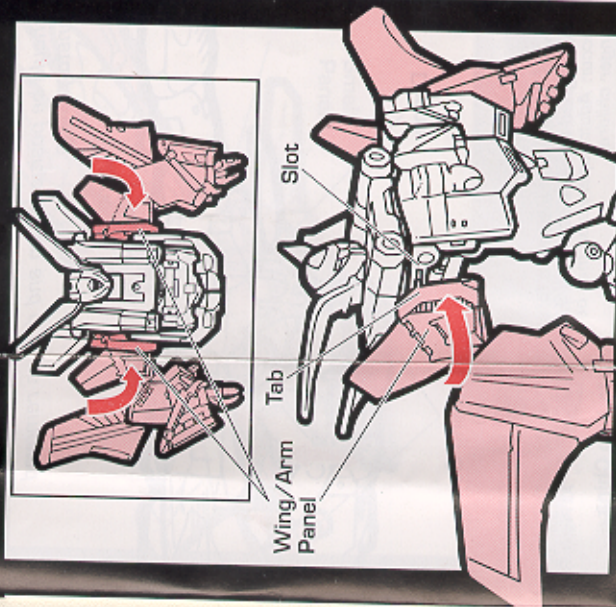
STEP 9

Push down turret and lock into place. Close panels together to become robot chest.



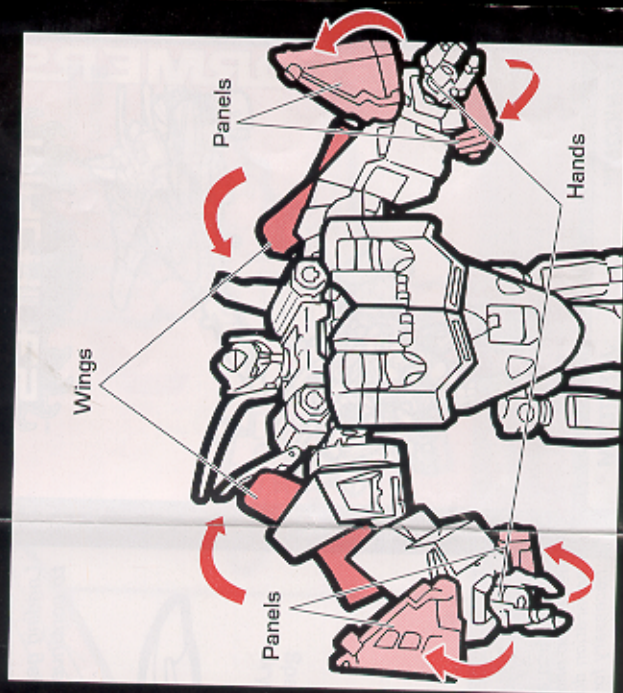
STEP 10

Bring both wing/arm panels forward and lock tabs into slots on body.



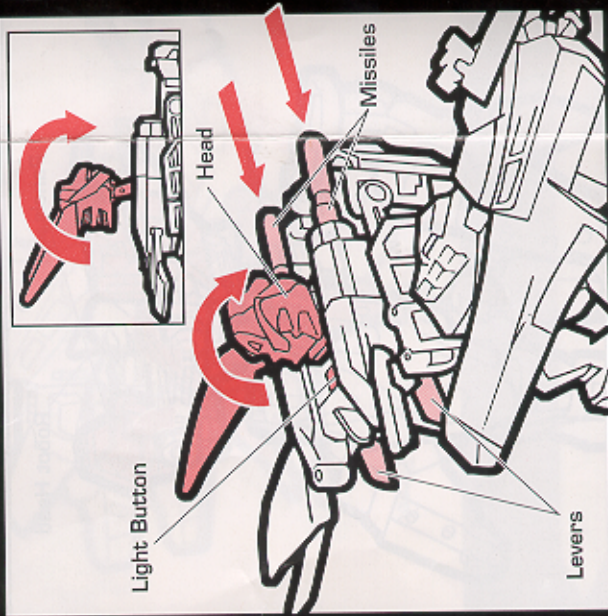
STEP 11

Rotate wings back. Separate panels on arms to expose robot hands as shown.



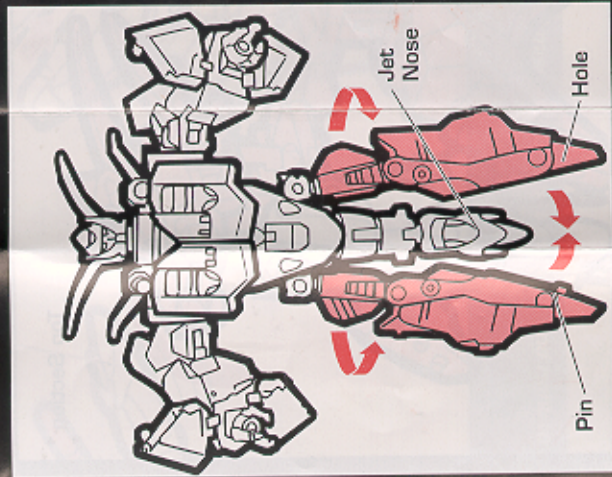
STEP 12

Lift and bring head forward to reveal button. Press button to activate lights. Load missiles. Levers on back of turret can now be used to launch missiles.



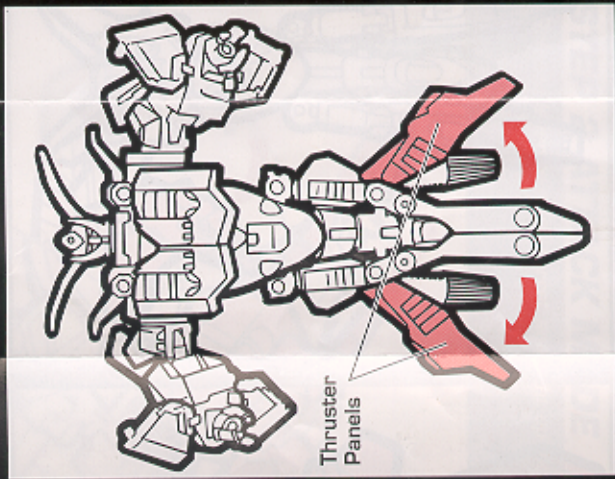
STEP 13

Rotate thrusters as shown. Trap jet nose between legs as you insert pin into hole.



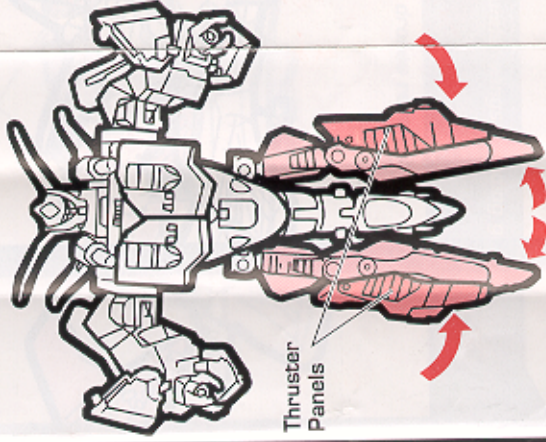
STEP 14 HOVER MODE

Open thruster panels to complete transformation to Hover Mode.



STEP 15

Close thruster panels and separate thrusters to become robot legs.



STEP 16 ROBOT MODE

Rotate legs forward and open feet. Drones can be attached as shown. Rotate jet nose back to complete conversion to robot mode. To replace batteries, loosen screw and remove the panel on back of turret. Replace old batteries with new ones.



CAUTIONS:

1. As with all small batteries, the batteries used (included) with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.
2. Make sure the batteries are inserted correctly and follow the toy and battery manufacturer's instructions.
3. Do not mix old and new batteries.
4. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Note: Reverse the order of the instructions to convert back into jet.