**STEP 1/ATTACK WEAPONS**

A.

- Push forward on lever on head. Clove opens to expose launcher. Pull lever to fire.
- Rear leg extensions are missiles. Remove and load into launcher. Push forward on lever to fire.

**NOTE:**

- Excessive force is not necessary.
- Adult supervision may be necessary for younger children.

**STEP 2**

- Remove launcher/pinchers. Pull launcher out from back of pinchers.
- To reinstall reverse the procedure.

**STEP 3**

- Rotate upper torso 180°.

**STEP 4**

- "A." Open door. "B." Rotate antehead forward to reveal robot head.

**STEP 5**

- Turn robot head around. Close door. Fold ante leg extensions into legs. Rotate front legs to become robot arms.

**STEP 6**

- Raise forearms and lock them in position as shown.

**WARNING:**

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

**INSTRUCTIONS**

- AGES 5 & UP

**PREDICON™ INFERNO™**
**STEP 7**
Open ast body to create wings for flying mode.

**STEP 8**
Press button to rotate wings.

**STEP 9**
First tail spin, locking it into position. Lower robot legs to standing position.

**STEP 10**
Lock legs together at hips.

**STEP 11**
Pull hidden energon chip to reveal true elegance.

**STEP 12**
Place weapons in either hand.

---

**Hidden Energien Chip**

---

**NOTE:**
Reverse the order of the instructions to convert back into Kreon!

---

©1986 HASBRO, INC.

Printed in Hong Kong (C/N 005052)

All Rights Reserved.