TRANSFORMERS
CYBERTRON
ROBOTS IN DISGUISE®

NOTE: Some parts are made to detach if excessive force is applied and are designed to be reattached if separation occurs. Adult supervision may be necessary for younger children.

CHANGING TO ROBOT

1. Insert key to flip open missile rack.
2. Attack mode.
3. Push to fire.
4. Insert missiles.
5. Flip up twin rocket launchers.
6. Attach weapon.

ATTACK MODE

Reverse order of instructions to convert back into vehicle.

KEY ACTIVATED

INSERT KEY TO ACTIVATE FEATURES!

Cyber Planet Key flips open missile rack!

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

 Ages 5+

Transformers.com

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