## TRANS® FORMERS

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.

Welcome to the World of The TRANSFORMERS robots...A World of Heroic AUTOBOT® and Evil DECEPTICON® robots! Collect them all!



Includes: OPTIMUS PRIME® truck cab, trailer extension, super robot head, Ginrai™ figure, 2 wings, 2 blasters, rifle, 2 cannons, 2 projectiles, 2 label sheets and instruction sheet.



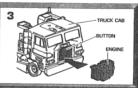
To change OPTIMUS PRIME truck to attack mode, attach blasters to top of trailer. Attach cannons to sides of trailer. Before changing, remove weapons.



To change truck cab into OPTIMUS PRIME robot, follow these step-by-step instructions.



To change GINRAI™ robot into Powermaster engine used to unlock the secret of OPTIMUS PRIME'S robot change, swing up legs at hips.



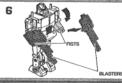
To unlock OPTIMUS PRIME truck cab for change fit Powermaster engine into front of truck cab. NOTE: If your Powermaster engine is miselaced, you can still unlock OPTIMUS PRIME truck cab for change. To change truck cab, push in button in front of cab.





Flip rear wheels down to create robot feet. Swing down truck cab to form robot

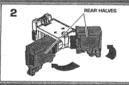
PLATE



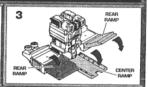
Swing down robot forearms. Attach blasters to fists.



To change trailer into battle station, swing back center panels as shown.

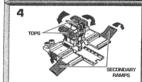


Separate rear halves of trailer.

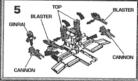


Stand trailer on rear halves. Swing out rear ramps. Swing down center ramp.





Swing out secondary ramps. Swing down tops of battle station.

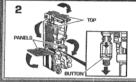


Swing top of battle stations straight up. Attach blasters and cannons as shown. Place GINRAI figure in cannon control seat.

Stand robot. Swing out front to form robot arms. Flip down front plate. Swing up robot head.

To change truck cab and trailer into POWERMASTER OPTIMUS PRIME robot.

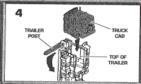
change battle station back to trailer mode.



Stand trailer on rear. Swing down panels Swing tops out and down to form robot arms. Slide buttons down to reveal fists.



Swing up rear of truck cab.



Swing back trailer post. Fit truck cab into

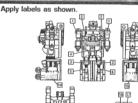


5 SUPER ROBOT HEAD HOLE

G CANNON BLASTER

Insert post on super robot head into hole in top of truck cab.

Swing up robot arms. Attach blasters and cannons as shown.



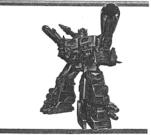
To change back to trailer truck, reverse the order of the instructions.



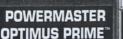
Product and colors may vary.

© 2002 Hasbro. All Rights Reserved. © denotes Reg. U.S.
Pat. & TM Office. Manufactured under license from Takara
Co., Ltd. © TX/NAS.

P/N 6205980000

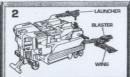




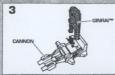




To change trailer extension to attack mode 1 follow these step-by-step



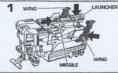
Insert posts on blasters into holes in wings. Insert posts on wings into holes in sides of trailer extension. Insert post in rear of flauncher into hole on top of trailer extension.



PLACE GINRAI™ robot onto cannon. Insert post on cannon into hole on top of trailer extension.



ATTACK MODE 1 complete!
Insert missile into launcher. Press
button to launch missile. Before
changing remove weapons.

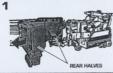


To change trailer extension to attack mode 2 insert posts on wings into holes in sides of trailer. Insert post in rear of launcher into hole on top of



ATTACK MODE 2 complete!

Insert missile into launcher. Press buttor
to launch missile. Before changing
remove weapons.



To attach trailer extension to trailer, separate rear halves of trailer.

LATCH

Insert latch into top hole inside trailer. Close trailer halves.



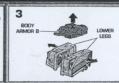
Weapons can be attached to trailer and trailer extension. Before changing hole in truck cab.



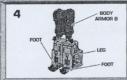
Weapons can be attached to trailer extension. Before changing remove weapons.



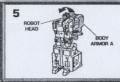
Remove front of trailer extension (body armor A). Remove top parts of extension trailer (arm armor).



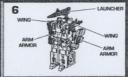
Remove top part (body armor B) Separate trailer extension halves flower legs).



Swing up robot's feet. Insert posts on body armor B into holes on top of robot's legs.



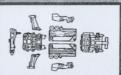
Swing up robot's head. Attach body armor A to back of robot.



Insert posts on wings into holes in robot sides. Insert posts on arm armor into holes in wings. Insert post in rear of launcher into hole on top of



APEX BOMBER™ robot Complete!
Insert missile into launcher. Press button to launch missile. Before changing remove weapons.

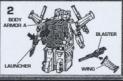


To attach armor to robot disassemble APEX BOMBER robot.



To change trailer extension to APEX BOMBER™ robot, follow these step-by step instructions. Remove wings and

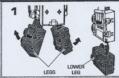
To attach armor to POWERMASTER OPTIMUS PRIME robot follow these



Insert posts on blasters into holes in wings. Insert posts on wings into holes in robot shoulders. Slide body armor A onto front of robot. Insert post in rear of launcher into robot's fist.



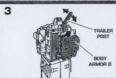
POWERMASTER OPTIMUS PRIME robot with armor complete! Before changing remove weapons and armor.



To Change to POWERMASTER
OPTIMUS PRIME WITH APEX ARMOR
robot, separate robot legs. Attach
lower legs to the bottom of robot legs.



Insert posts on arm armor into holes in



Swing up trailer post. Attach body armor B to back of robot. Swing down trailer post.



Insert posts on wings into holes on sides of body armor B.



Slide body armor A onto front of robot. Insert post in front of launcher into hole on top of body armor A.



Insert posts on blasters into holes in robot fists. Insert posts on cannons into holes in robot legs.

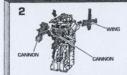
POWERMASTE APEX ARMOR



POWERMASTER OPTIMUS PRIME WITH APEX ARMOR robot complete! Insert missile into launcher. Press button to launch missile.

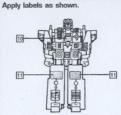


To change POWERMASTER OPTIMUS PRIME WITH APEX ARMOR robot to attac mode, remove weapons and wings. Insert posts on blasters into holes in wings.



Insert posts on cannons into holes in robot fists. Insert posts on wings into holes in body armor 8.









To change back to trailer truck, reverse the order of the instructions.

