



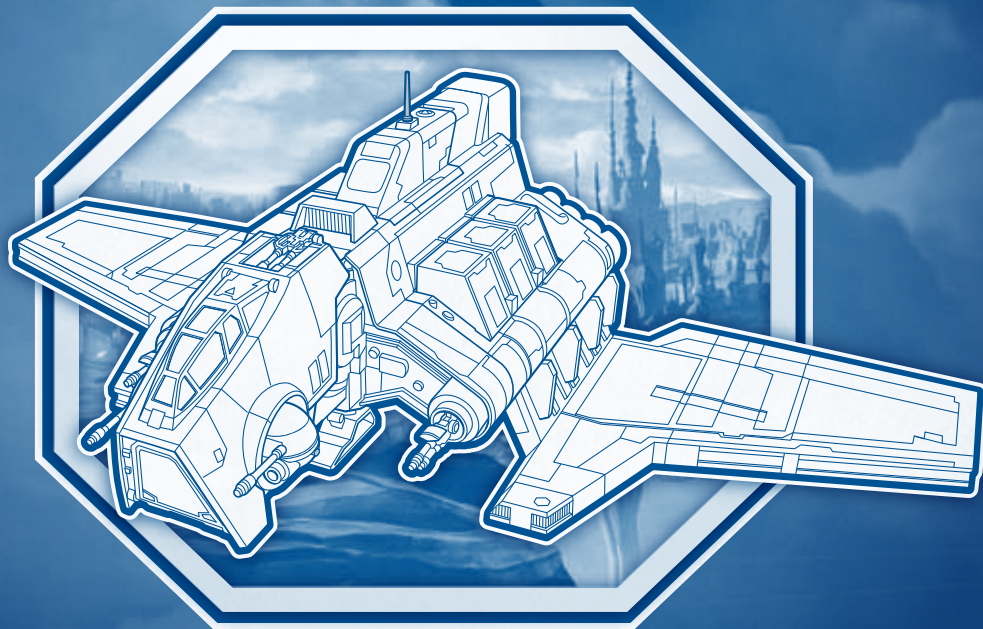
## WARNING:

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

28533  
**AGES 4+**

# STAR WARS

THE CLONE WARS™



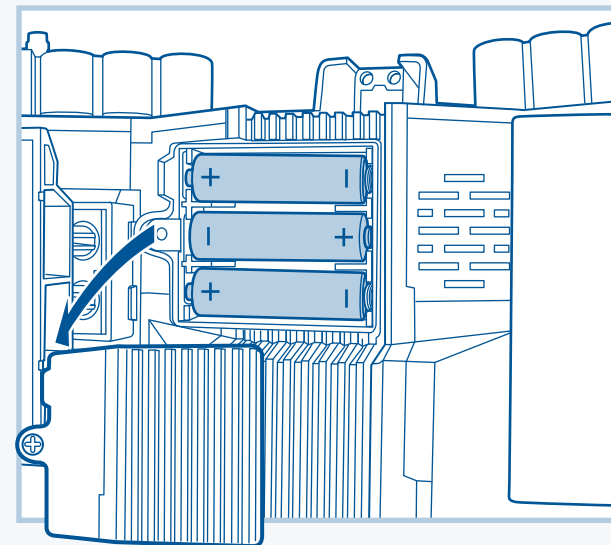
## REPUBLIC ATTACK SHUTTLE

INCLUDES 1 FIGURE. OTHER FIGURES NOT INCLUDED.

ASSEMBLY REQUIRED.

**x3** 1.5V AA  
R6 size  
**BATTERIES  
REQUIRED  
NOT INCLUDED**

Alkaline batteries  
recommended.  
Phillips/cross head  
screwdriver (not included)  
needed to insert batteries.



## TO INSTALL BATTERIES:

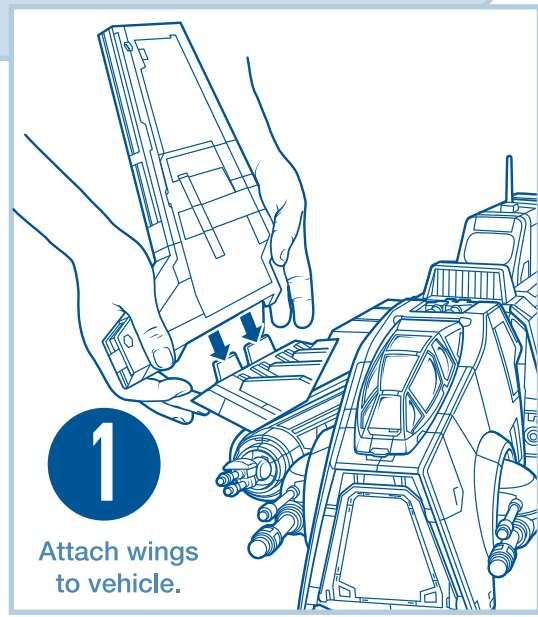
Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Insert 3 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace cover and tighten screw.

## IMPORTANT: BATTERY INFORMATION

### ⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and - polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.

# ASSEMBLY:

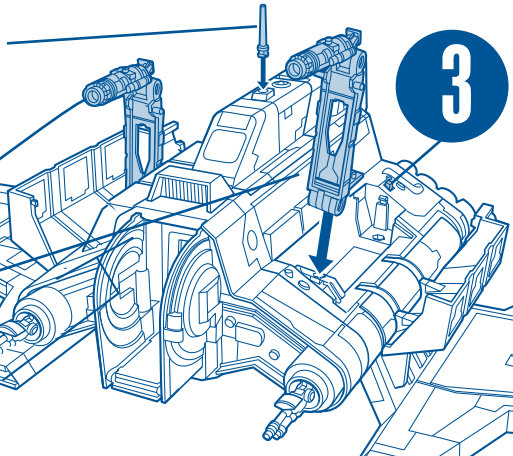


1

Attach wings to vehicle.

2

Attach antenna to launcher on top of vehicle.

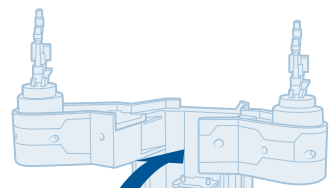
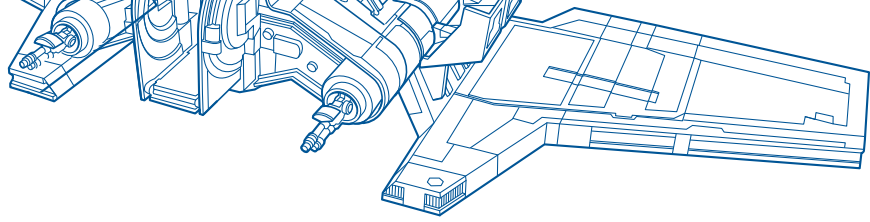


3

Pull button to open panels.

4

Attach launchers.

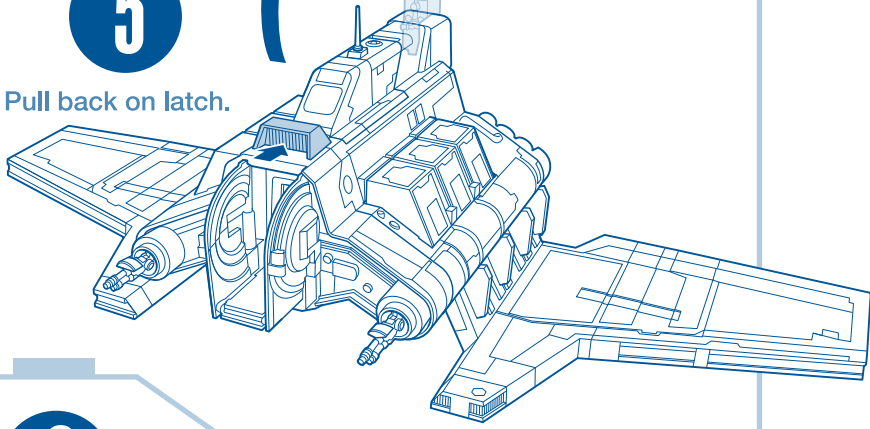


5

Pull back on latch.

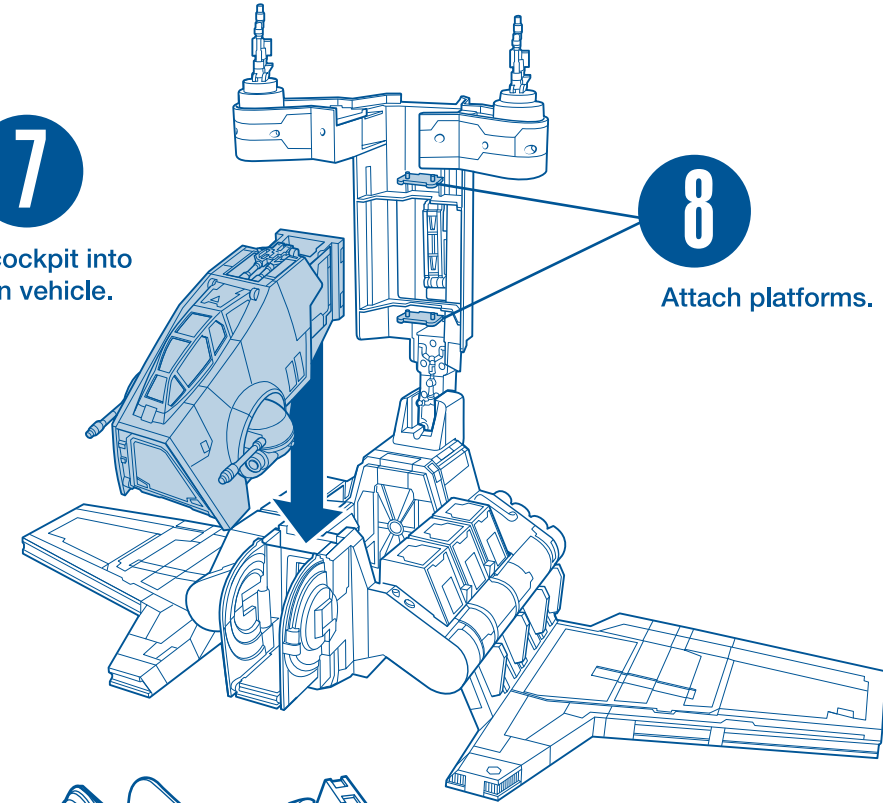
6

Lift top of vehicle.



7

Slide cockpit into slot in vehicle.



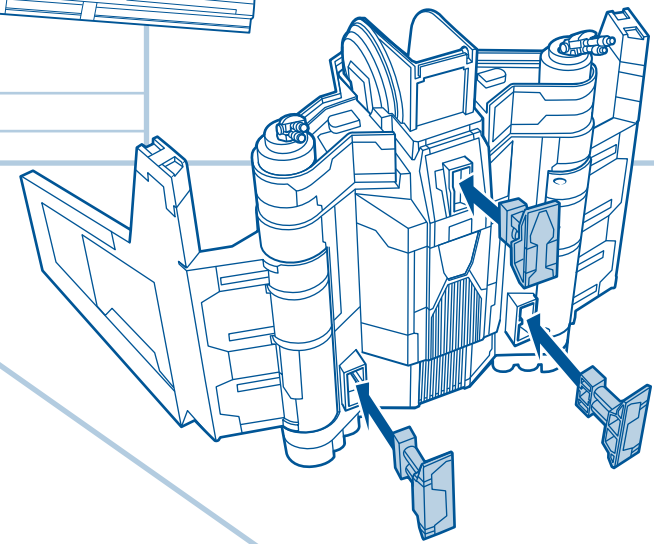
8

Attach platforms.

9

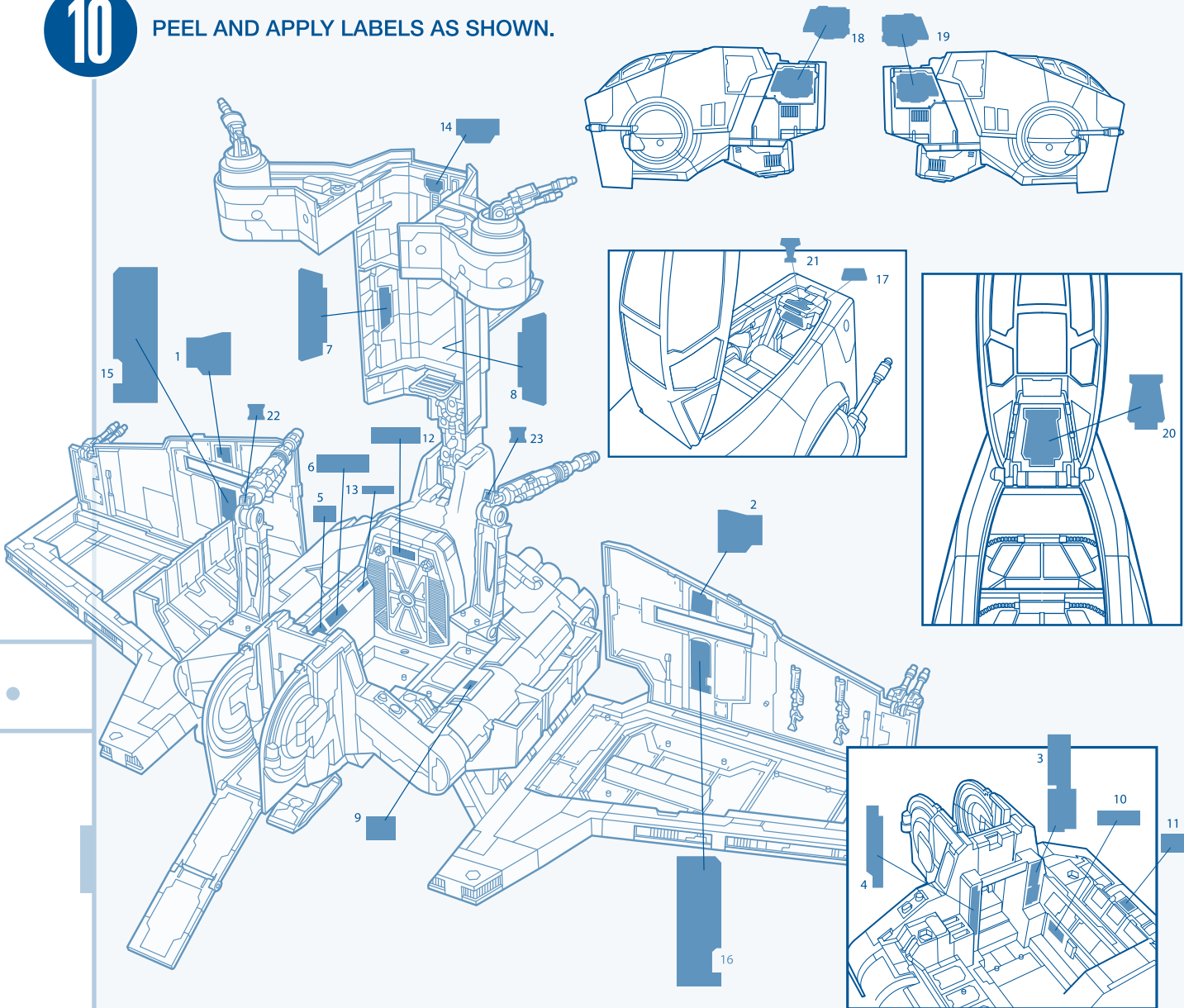
Attach landing gear.

Match the notches with the grooves to help you attach each landing gear correctly.



# 10

PEEL AND APPLY LABELS AS SHOWN.





# OPERATION:

## Grasp antenna, lift and position the launcher.

Load missile. Press button to fire missile. Launcher pivots up and down. The launcher can be closed with a missile in the barrel.

## Cannon pivots up.

Canopy opens;  
2 figures\* can fit inside.

Ramp folds down to access interior.

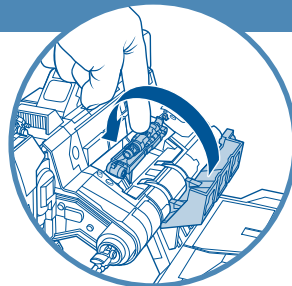
Load a missile into each side cannon. Press button to launch missiles. Side cannons rotate 360 degrees.

**Lights:** Flashing lights illuminate inside main body of the vehicle.

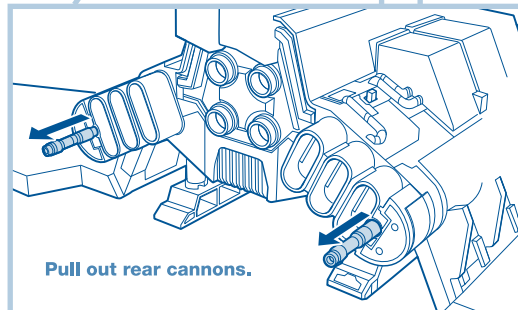
**NOTE:** All missiles are interchangeable and can be loaded into any of the firing launchers.

**Pull button behind each launcher** – panels automatically open, launchers pop up and sound effects/phrases are activated. A figure\* can be placed on the launcher.

**NOTE:** The panels will only open when the wings are in the flying or base positions. They will not open when the wings are in the landing mode.



To close launcher into compartment and, holding launcher down, close panel. A figure\* can remain on the launcher when it is closed, so that when the launcher springs open, the figure\* is in the battle-ready position.



Pull out rear cannons.

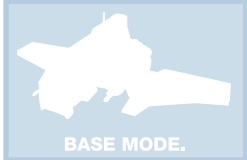
FLIGHT MODE.

LANDING MODE.

\* INCLUDES 1 FIGURE. OTHER FIGURES NOT INCLUDED.

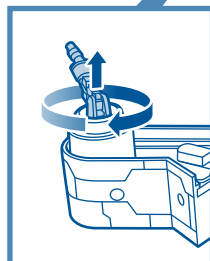
Each launcher – panels automatically pop up and sound effects/phrases are played when placed on the launcher.

Wings only open when the wings are in the closed position. They will not open when the wings are open.

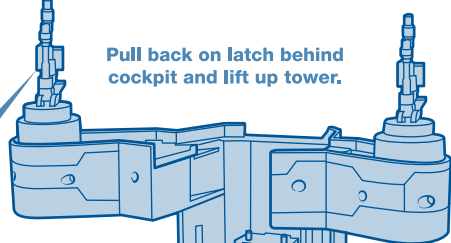


**BASE MODE.**

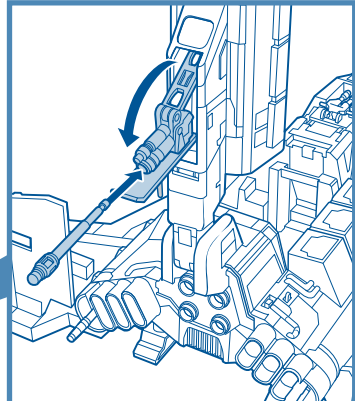
Rotate wings to horizontal position on a flat surface.



**Pull out tower cannons – they pivot and rotate 360 degrees.**



**Pull back on latch behind cockpit and lift up tower.**

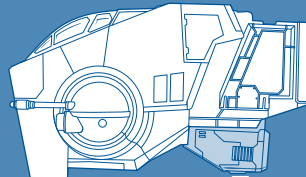


**Grasp antenna, and pull out and pivot launcher. Load missile. Press button to fire missile. Launcher pivots up and down. The launcher can be closed with a missile in the barrel.**

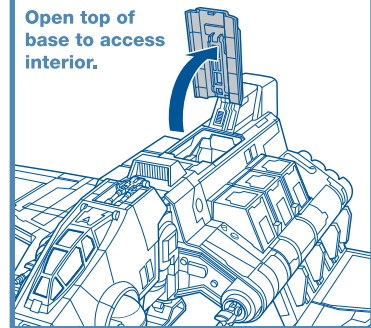
Figures\* can be placed on the tower platforms.

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

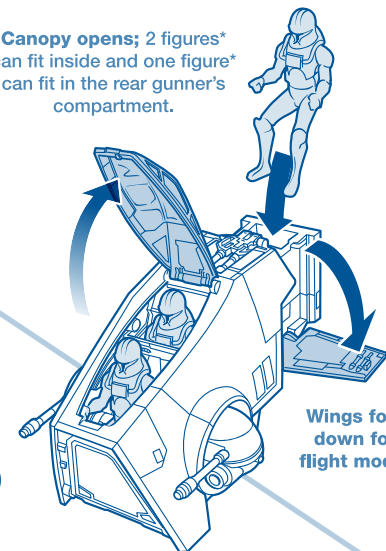
**To use cockpit as a recon fighter:** Pull back on latch behind cockpit and lift up tower. Lift cockpit straight up. Engine automatically springs down; pull it slightly to lock it in place. Engine will automatically retract when cockpit is reattached to main body.



**Open top of base to access interior.**

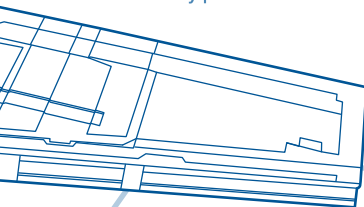


**Canopy opens; 2 figures\* can fit inside and one figure\* can fit in the rear gunner's compartment.**

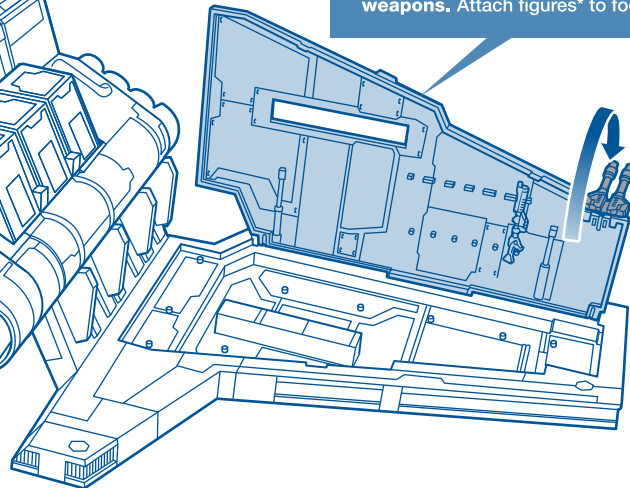


**Wings fold down for flight mode.**

To close, manually push launcher into compartment and, holding launcher down, close panel. A figure\* can remain on the launcher when it is closed, so that when the launcher springs open, the figure\* is in the battle-ready position.

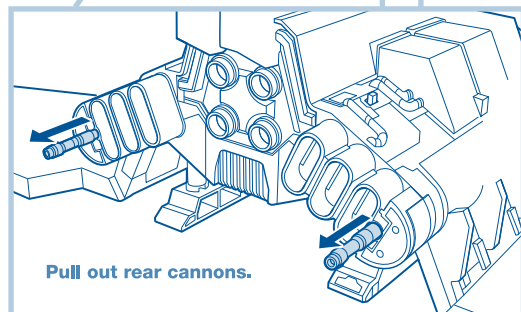


**Raise blast shields on wings. Fold out weapons. Attach figures\* to foot pegs.**



**Pull out front cannons – they pivot and rotate 360 degrees.**

**Base ramp unfolds to access interior.**



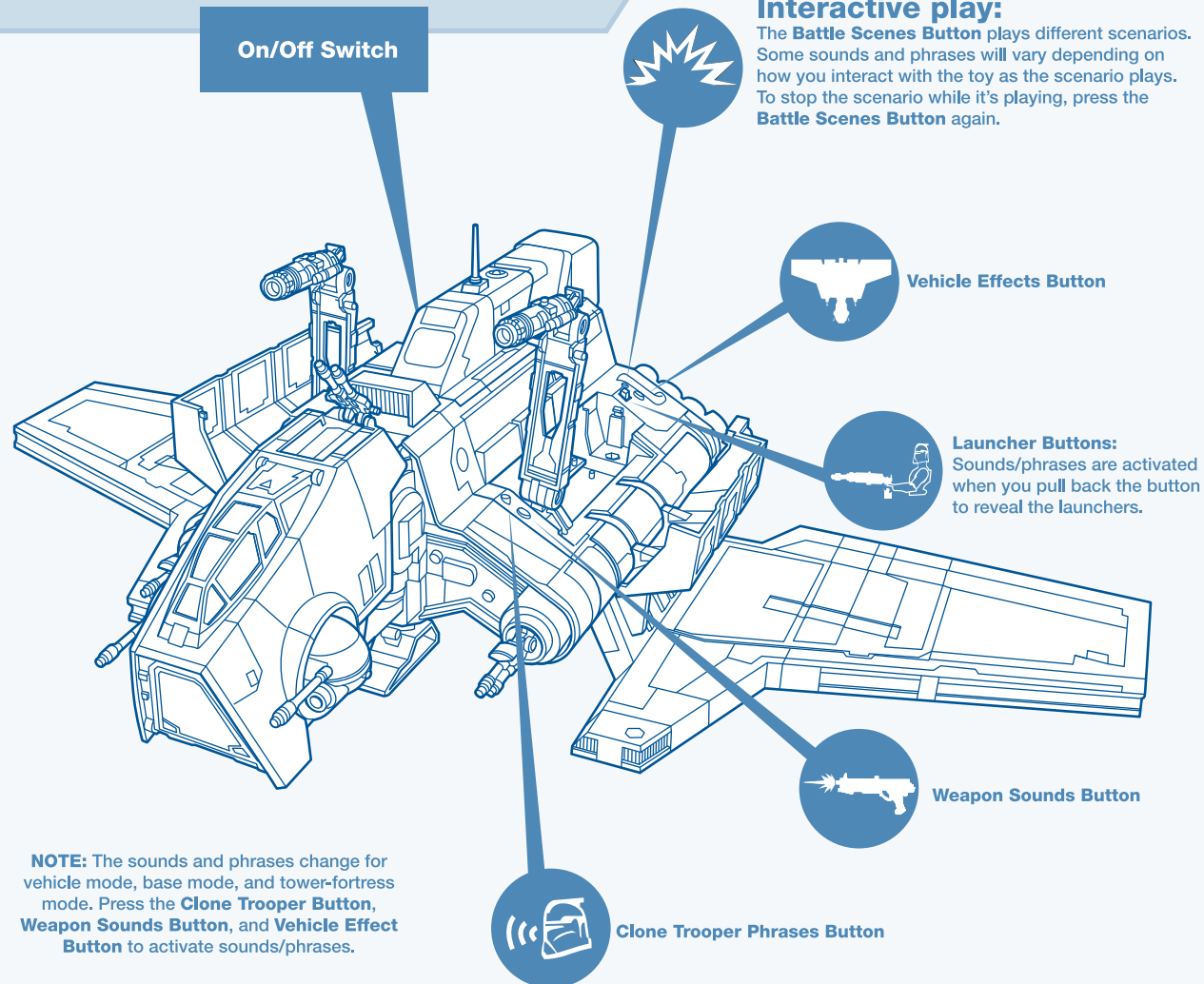
**Pull out rear cannons.**

\* INCLUDES 1 FIGURE. OTHER FIGURES NOT INCLUDED.

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# ELECTRONICS:



## Interactive play:

The **Battle Scenes Button** plays different scenarios. Some sounds and phrases will vary depending on how you interact with the toy as the scenario plays. To stop the scenario while it's playing, press the **Battle Scenes Button** again.

**NOTE:** The sounds and phrases change for vehicle mode, base mode, and tower-fortress mode. Press the **Clone Trooper Button**, **Weapon Sounds Button**, and **Vehicle Effect Button** to activate sounds/phrases.

## CLONE TROOPER PHRASES:

All cannons – fire!  
 Approaching drop zone.  
 Battle stations!  
 Blast 'em!  
 Clankers!  
 Defensive formation.  
 Droid fighters incoming.  
 Enemy closing to zone 6.  
 Enemy ships are entering our sector.  
 Enemy ships closing...  
 Fall back! There are too many of them.  
 Fire!  
 Full power, now! Now!  
 Get ready to turn those clankers into scrap metal.  
 Great shot!  
 Guns, check!  
 Hahaha!  
 Hold your fire... until they're in range.  
 Intensify deflector shields.  
 Keep fighting.  
 Launch the recon fighter.  
 Lower the tower!  
 Missile closing.  
 Oh, no!  
 Power core steady.  
 Raise the shield.  
 Raise the tower!  
 Red light - stand by.  
 We're on course and all systems are green.

Roger that, sir.  
 Rollers, inbound.  
 Scrap 'em!  
 Shield regeneration on standby.  
 Shields, check.  
 Sound the alarm.  
 Steady... steady...  
 Systems green.  
 That's a lot of clankers.  
 That's givin' it to the clankers!  
 The clankers have sent reinforcements.  
 The guns are overheated!  
 There are too many of them.  
 There are two patrols coming in on foot.  
 They're gearing up for another assault.  
 They're right on top of us.  
 Those droids are getting close.  
 We are leaving!  
 We'll have something for them.  
 We're coming out of hyperspace.  
 We're going in.  
 We're hit!  
 We're losing our shields.  
 We're not gonna be able to stop them.  
 We're okay.  
 We're surrounded  
 We're under attack!  
 We've got company.  
 We've got to hold out.

## BATTLE DROID PHRASES:

Quickly... ready, aim, fire!  
 Blast them!  
 Fire, fire, fire!  
 Ow!  
 Prepare to fire.  
 Roger, roger.  
 Surrender, Republic dogs.  
 We caught them by surprise, alright.  
 Whoa!

## FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



Some poses may require additional support.  
 Product and colors may vary.  
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