

ATTACKTIX™

BATTLE FIGURE GAME

REPUBLIC GUNSHIP™

BATTLE MASTERS™* FIGURE

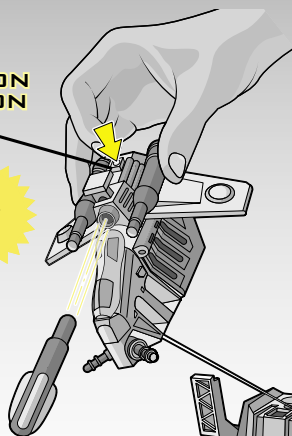
STAR WARS®

AGES 6+
68080/68062 ASST.

INCLUDES GAME PIECE AND QUICK-START GUIDE.

WEAPON
BUTTON

**AIR ATTACK
POWER!**



ATTACK

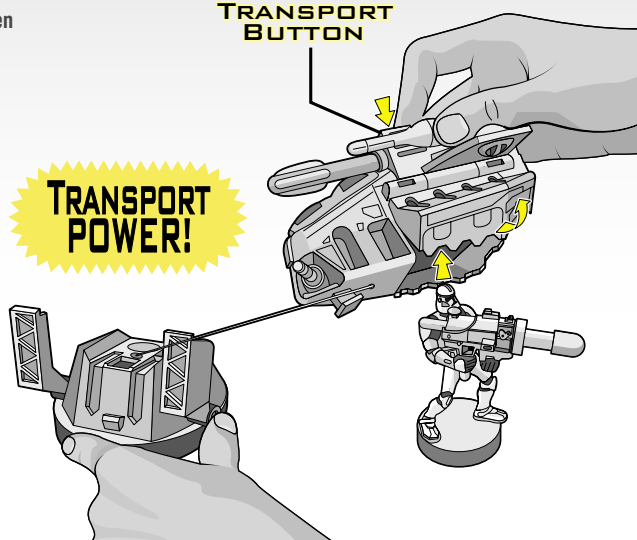
INSERT MISSILE INTO LAUNCHER, AND PRESS WEAPON BUTTON TO FIRE.

TO DETACH GUNSHIP: HOLD BASE WITH ONE HAND AND PULL GUNSHIP OFF BASE. THE TETHER WILL KEEP THE GUNSHIP CONNECTED TO THE BASE.

Hold base with one hand, when pulling gunship off base.

TRANSPORT
BUTTON

**TRANSPORT
POWER!**



TRANSPORT

TO MOVE A FIGURE WITH THE GUNSHIP, DETACH SHIP FROM BASE (SEE ABOVE). PRESS AND HOLD TRANSPORT BUTTON TO OPEN TRANSPORT DOORS. LOWER OPENED DOORS OVER FIGURE, AND RELEASE BUTTON TO "GRAB" FIGURE. MOVE FIGURE TO DESIRED LOCATION. PRESS TRANSPORT BUTTON TO RELEASE FIGURE, AND RETURN SHIP TO BASE.

ATTACKING WITH REPUBLIC GUNSHIP:

DURING EACH TURN, YOU MAY PERFORM ANY ONE THE FOLLOWING MOVES:

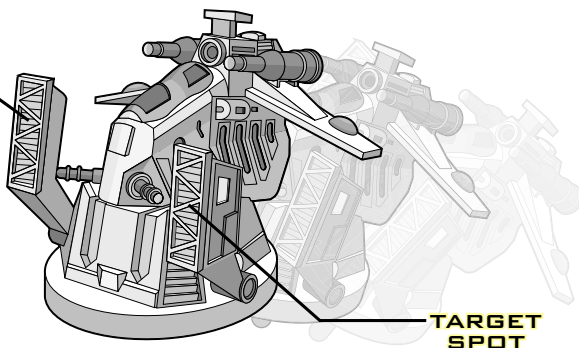
- TRANSPORT ONE OF YOUR FIGURES (NOT AN OPPONENT'S FIGURE) UP TO THE LENGTH OF THE TETHER.
- LAUNCH THE MISSILE.
- TRANSPORT A FIGURE THEN LAUNCH THE MISSILE.
- LAUNCH THE MISSILE THEN TRANSPORT A FIGURE.

ANY OF THE ABOVE COUNT AS ONE ATTACK ACTION.

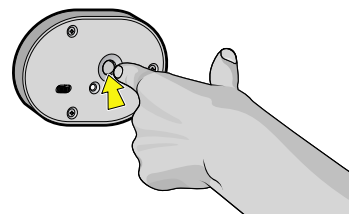
TWO TARGET SPOTS - OPPONENTS
HIT THEM TO KNOCK FIGURE OVER.

TARGET
SPOT

NOTE: Must hit both target spots to knock figure over.



TARGET
SPOT



TO RESET, PRESS BUTTON IN ON
BOTTOM OF GAME PIECE AND RESET
TARGET SPOTS TO UPRIGHT POSITION.



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Patents Pending

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



Not suitable for children under 3 years
because of small parts - choking hazard.

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