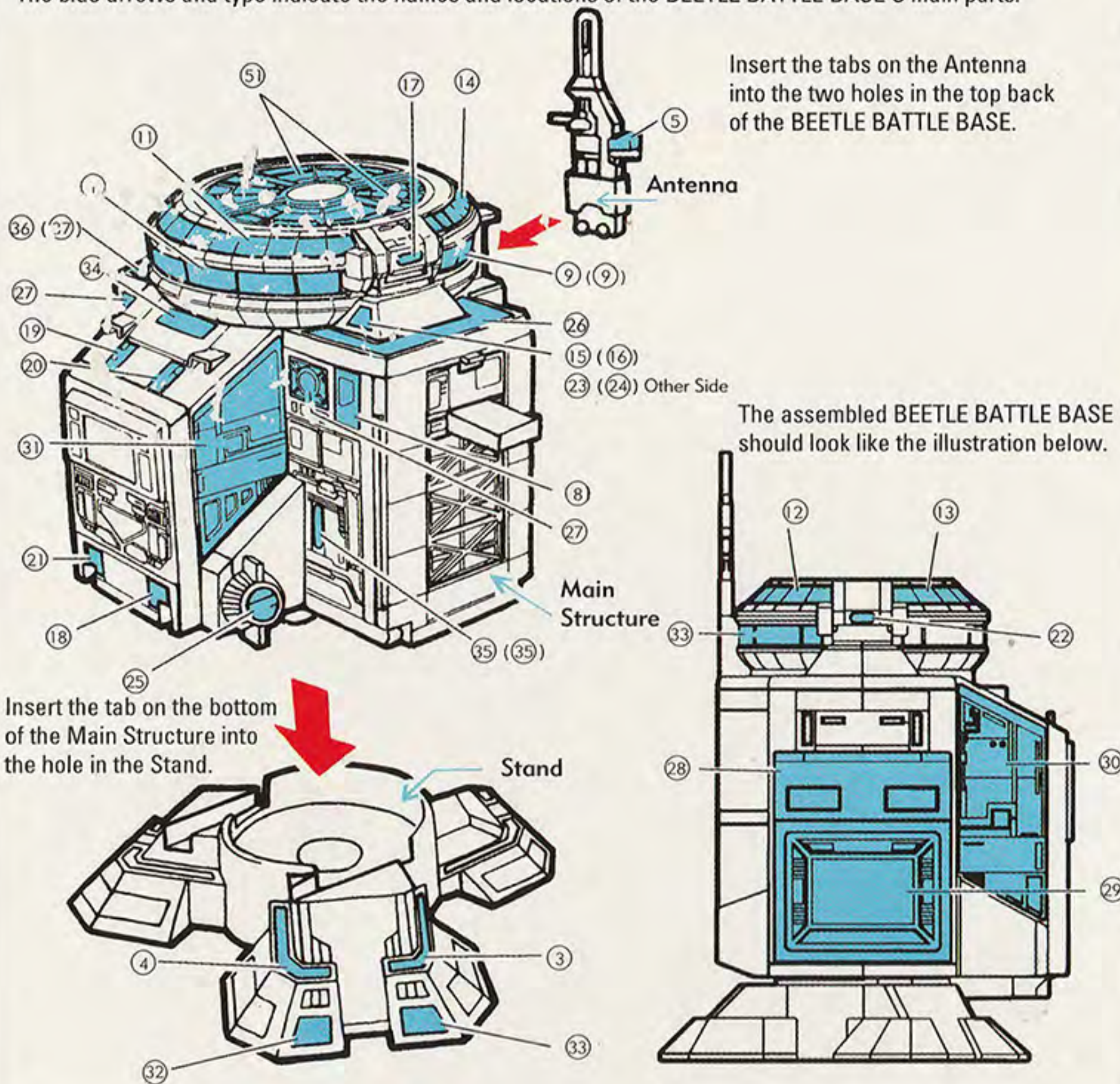


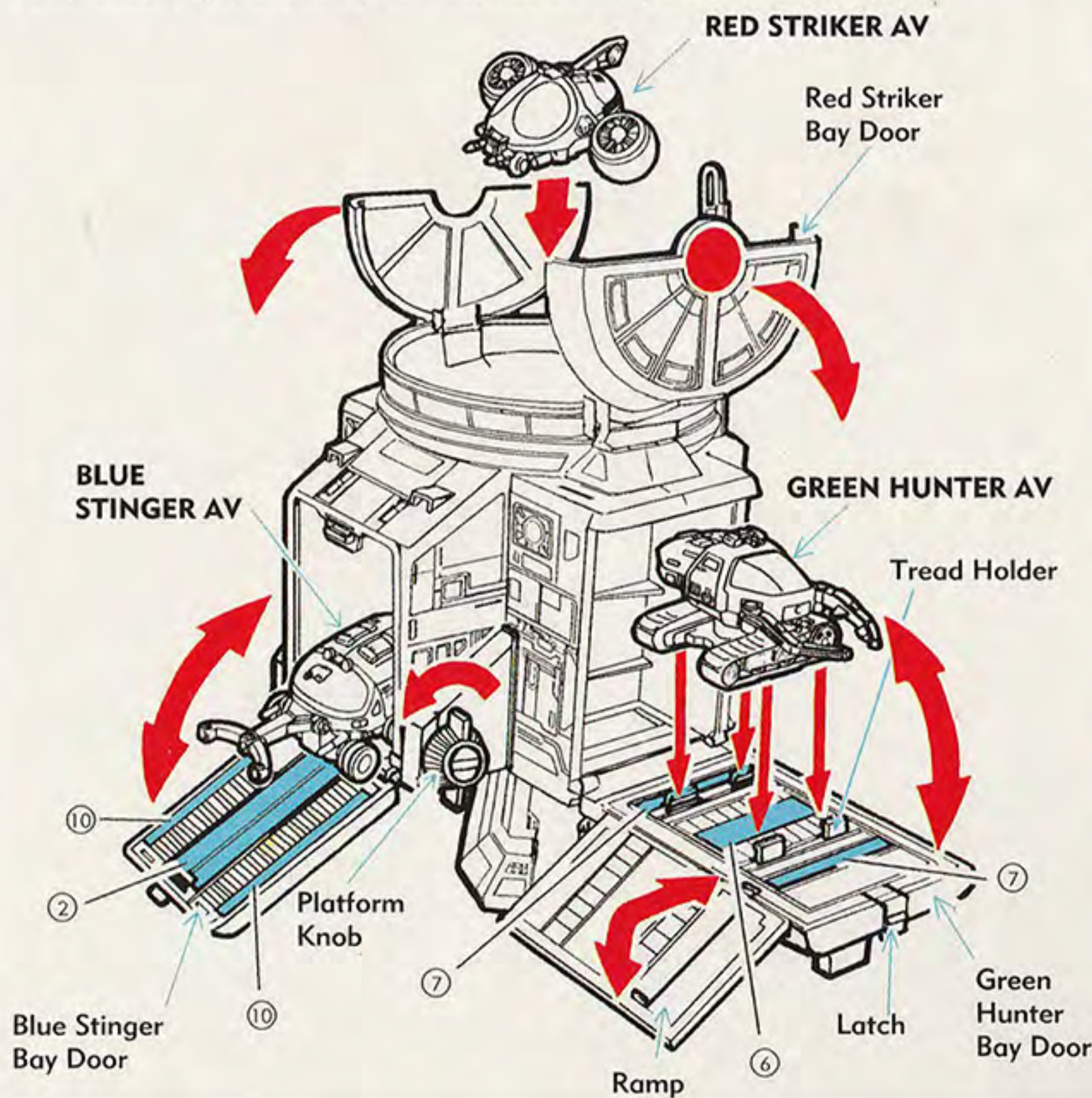
STICKER PLACEMENT AND BEETLE BATTLE BASE ASSEMBLY

The numbers shown in the circles are sticker numbers. The numbers shown in parentheses indicate that the sticker goes on the opposite side. The red arrows indicate assembly and use of the BEETLE BATTLE BASE. The blue arrows and type indicate the names and locations of the BEETLE BATTLE BASE'S main parts.



HOW TO PLAY WITH THE BEETLE BATTLE BASE

Open the Red Striker Bay Doors and place the RED STRIKER AV on the platform inside. Open the Green Hunter Bay Door by pressing down on the latch while pulling the door open. Slide the Ramp out, as shown below. Place the GREEN HUNTER AV's treads between the four Tread Holders, as shown. Snap open the Blue Stinger Bay Door and place the BLUE STINGER AV on the Platform inside. Turn the Platform Knob counter clockwise to launch the BLUE STINGER AV out of the BEETLE BATTLE BASE. You can store the AV's in their respective Bays. To store the GREEN HUNTER AV, you must snap its treads firmly onto the Bay Door Tread Holders, rotate the body, and remove the Drill Bit (if attached), as shown below. Then, slide the Ramp in and shut the Bay Door.



HOW TO ASSEMBLE THE BEETLEBORGS AVs

The jet engines on the RED STRIKER AV rotate, as shown in the top illustration. Insert the 6 Hubcaps into the wheels of the BLUE STINGER AV and place the Magnet Attachment over the Front Fork, so the three tabs on the underside of the Attachment fit into the holes on the top of the Front Fork, as shown in the middle illustration. Insert the two tabs on the Drill Bit into the holes on the Front Pincers of the GREEN HUNTER AV, as shown in the bottom illustration. Snap the tabs of the GREEN HUNTER AV's Front and Rear Wheels into the holes on the sides of the Treads.

