



FORTRESS OF STEELE™

PORTABLE ROBOT ACTION STRONGHOLD

CONTENTS: Fortress; Siege Cannon, Mounting Prong; Boom, Bracket, Mount, Arm, Hoist; Antiaircraft Gun, Gun Mount; Swivel Guns; "Jaws Of Steele" Sliding Bulkhead Door; Shuttle Sled, Control Panel; Arsenal Compartment Door; Weapon Rack; Hand Weapons; Revolving Console Handles; Label Sheet.

ROBOT FIGURES SOLD SEPARATELY



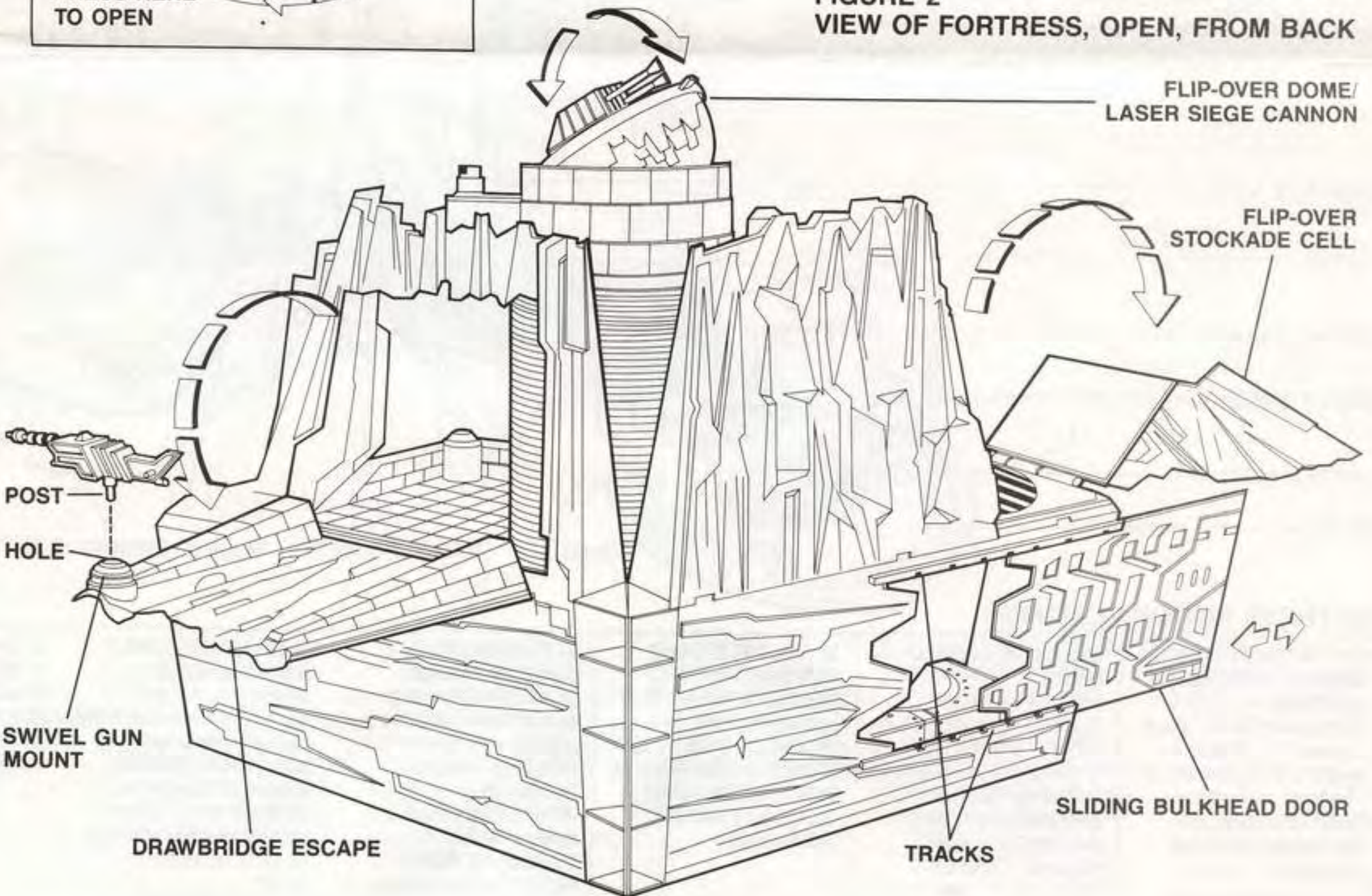
FIGURE 1

OPENING THE FORTRESS

Press on Wall of FORTRESS next to LATCH and swing open halves.

FIGURE 2

VIEW OF FORTRESS, OPEN, FROM BACK



SEE BACK PAGE FOR IMPORTANT ASSEMBLY INSTRUCTIONS

ASSEMBLY

A) SWIVEL GUNS

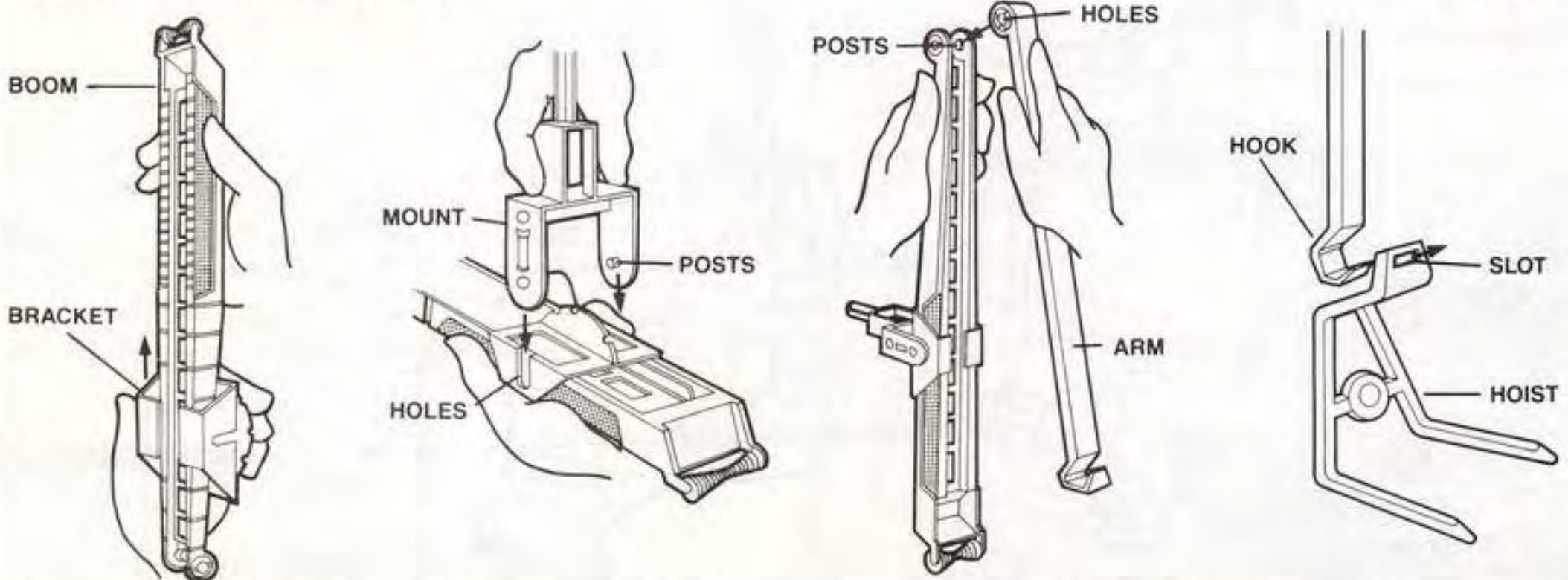
Place POSTS on SWIVEL GUNS into HOLES on any GUN MOUNTS on all 3 levels of FORTRESS (See Figures 2 and 3 and package illustrations).

B) "JAWS OF STEEL" SLIDING BULKHEAD DOOR

Slide BULKHEAD DOOR into TRACKS on outside of FORTRESS (Figure 2).

C) BOOM CRANE AND HOIST

FIGURE 4



1) Slide BRACKET onto narrow end of BOOM until it is in center of BOOM. (BRACKET will make a ratcheting noise; this is normal.)

2) Snap POSTS of MOUNT into HOLES in BRACKET.

3) Snap HOLES on ARM onto POSTS at end of BOOM. IMPORTANT: Make sure ARM is facing in the direction shown.

4) Fit HOOK on end of ARM into SLOT on ROBOT HOIST. Snap POST of MOUNT into HOLE in CRANE TOWER next to DOME. (Figure 3).

D) ANTI-AIRCRAFT GUN

1) Snap POSTS of GUN MOUNT into HOLES on GUN.
2) Place POST of MOUNT into HOLE on floor next to REVOLVING SECRET PASSAGE CONSOLE (Figure 3).

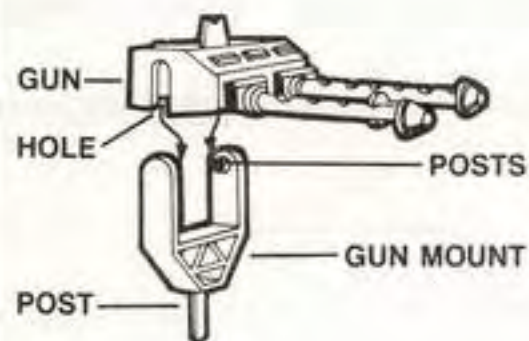


FIGURE 5

E) MASTER LASER SIEGE CANNON

Press MOUNTING PRONG into HOLE on top of CANNON. Use a pencil to push PRONG in until it snaps into place. Then snap points of PRONG into HOLE on MOUNT of DOME.

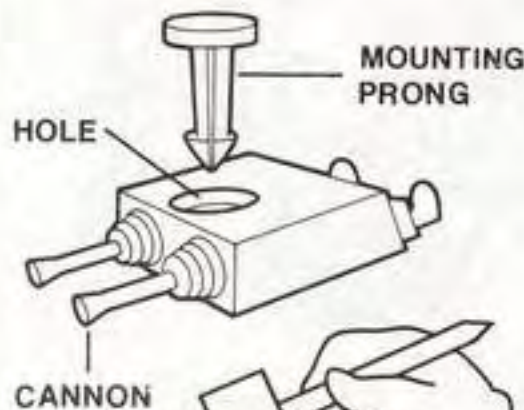


FIGURE 6

F) ROBOT SHUTTLE SLED

1) Insert POSTS on CONTROL PANEL into HOLES on bottom of SLED. 2) Carefully peel SLED LABELS from BACKING SHEET and apply to SLED as shown. Each label is numbered to help you find its location.

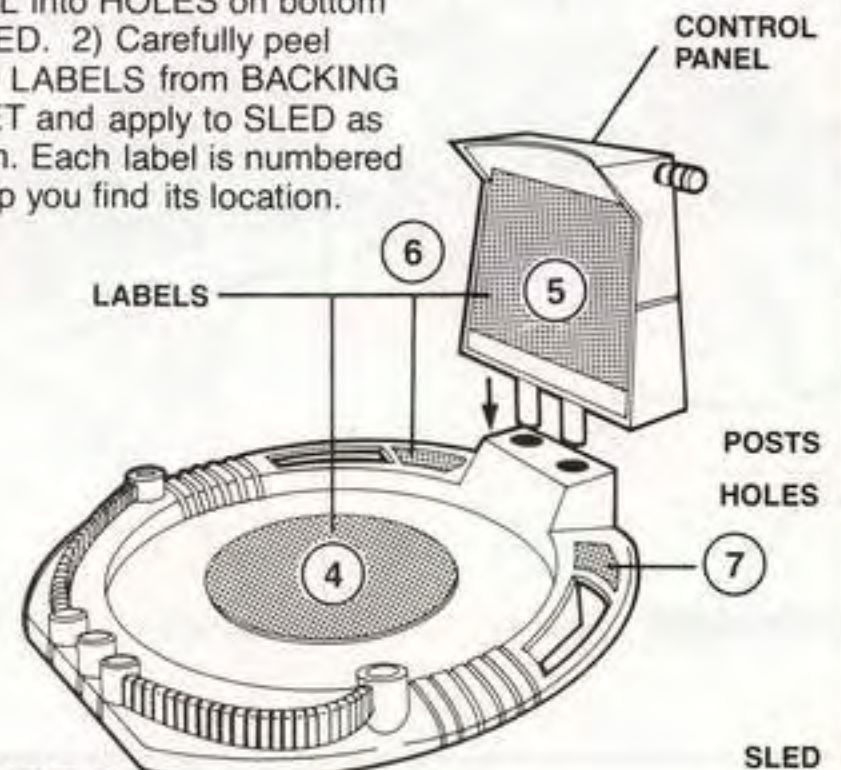


FIGURE 7

CLOSING THE FORTRESS

- 1) Remove BOOM CRANE, ANTI-AIRCRAFT GUN, SWIVEL GUNS and other ACCESSORIES from MOUNTS. Remove all ROBOTS and ACCESSORIES from inside of FORTRESS. Return STOCKADE CELL to original position.
- 2) Close halves of FORTRESS and secure latch.
- 3) Load ACCESSORIES and ROBOTS into FORTRESS through DRAWBRIDGE and BULKHEAD DOOR and close.

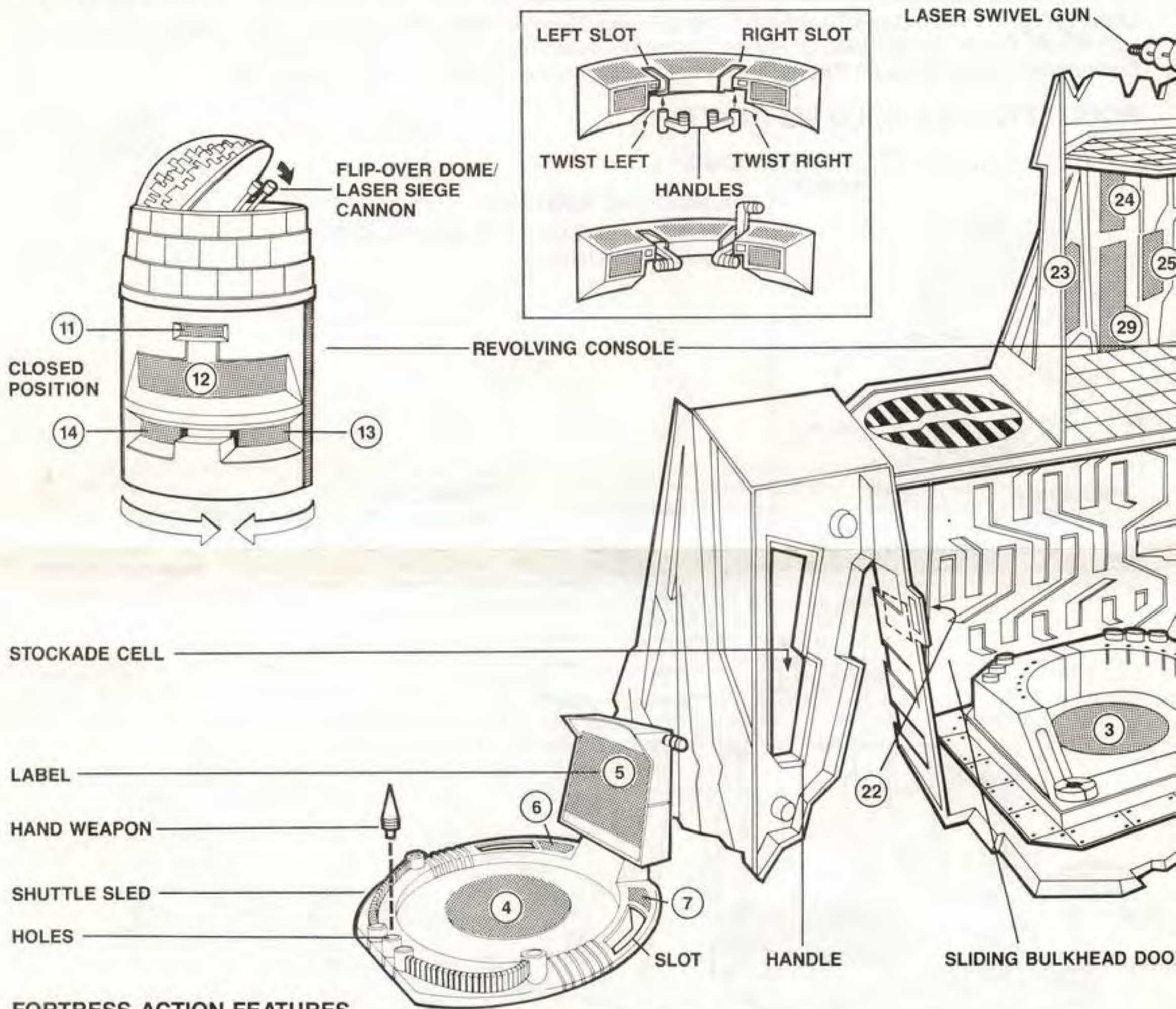


FIGURE 3

APPLYING THE LABELS

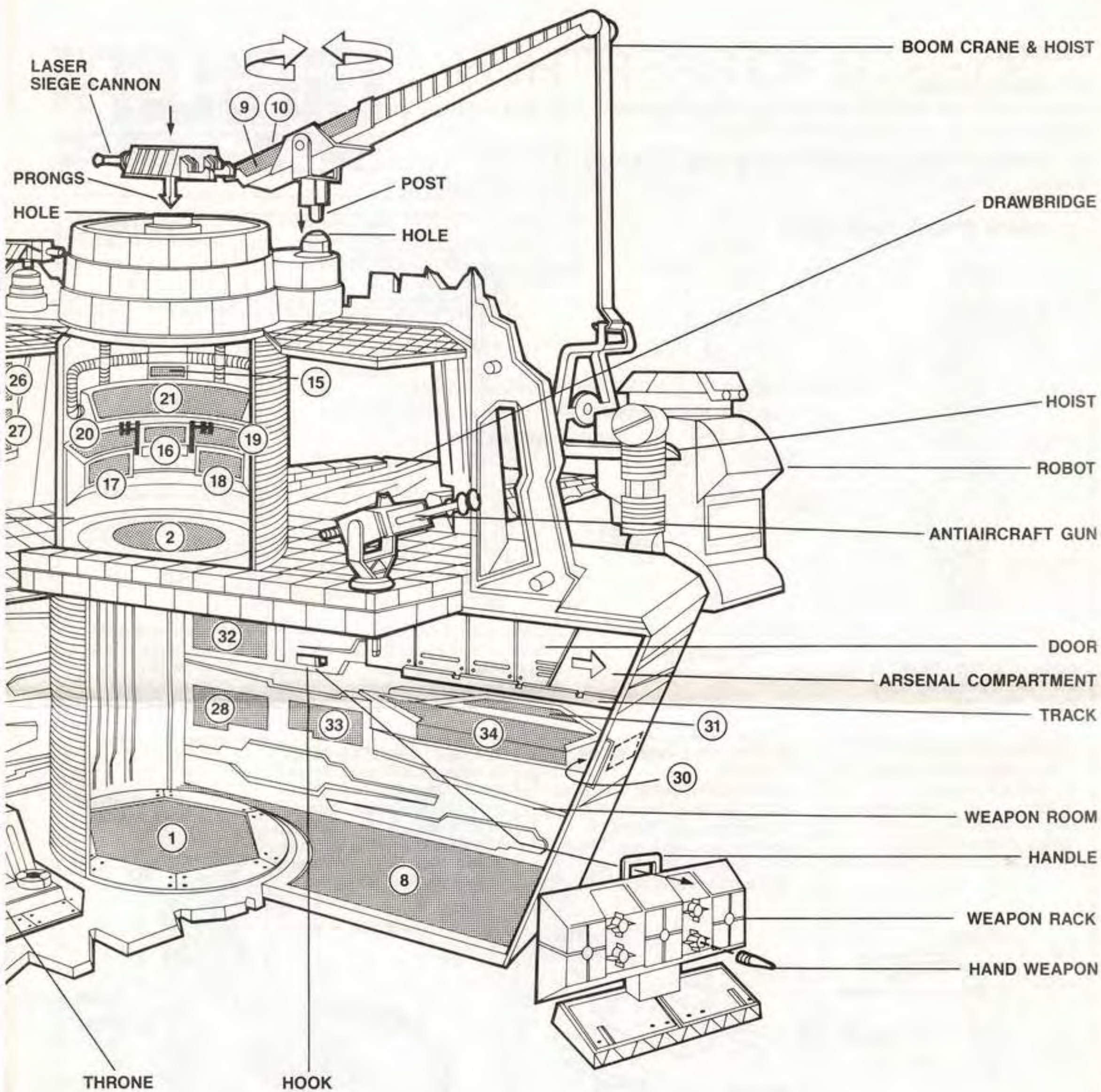
Carefully peel LABELS from large FORTRESS BACKING SHEET and apply to FORTRESS as shown (Figures 2 and 3). Each label is numbered to help you find its location.

IMPORTANT: THE STOCKADE CELL MUST BE RETURNED TO ORIGINAL POSITION *BEFORE* CLOSING FORTRESS.



FORTRESS ACTION FEATURES

<p>1) FLIP-OVER CITADEL DOME/LASER SIEGE CANNON In the event of an attack, flip over the DOME to reveal SIEGE CANNON. Flip back to conceal CANNON. (See illustration on back of package.)</p>	<p>2) LASER SWIVEL GUNS POSTS on SWIVEL GUNS fit into HOLES on MOUNTS throughout all 3 levels of FORTRESS, including opened DRAWBRIDGE and around THRONE (Figures 2 and 3).</p>	<p>3) SHUTTLE SLED Park SLED in HEXAGON in center of bottom FLOOR, or in 2 HEXAGONS on ROOF. HOLES on rear edge of SLED accept SWIVEL GUNS and HAND WEAPONS.</p>	<p>4) ROBOT BOOM CRANE & HOIST a) BOOM CRANE pivots around 360° and can be adjusted by sliding BRACKET along BOOM. In this way, ARM can reach down to lower level. b) Using ROBOT HOIST, robots can be picked up from floor level. Pose ROBOT with arms out in front and</p>	<p>place HOIST FORKS under ROBOT's shoulders. c) HOOK at end of ARM can also be used to raise DRAWBRIDGE toward closed position. d) To lift SLED, place HOOK of ARM through SLOTS on sides of SLED. e) To lift WEAPON RACK, place HOOK of ARM through HANDLE</p>	<p>of RA f) To p storag BOOM until H cavity</p>
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<p>ARM in position on moving ARM up. K rests in ROOM.</p>	<p>5) WEAPON RACK HANDLE of RACK hangs on HOOK on back WALL on right side of lower level for storage. Insert POSTS of HAND WEAPONS into HOLES in RACK. (See Figure 3.)</p>	<p>6) FLIP-OVER STOCKADE CELL Grasp left half of HANDLE and swing down to form CELL. Place enemy ROBOT in CELL and slide BULKHEAD DOOR across CELL to imprison ROBOT (Figures 2 and 3).</p>	<p>7) ARSENAL COMPARTMENT Slide ARSENAL DOOR into TRACKS on ARSENAL COMPARTMENT. Store small accessories inside.</p>	<p>8) REVOLVING SECRET PASSAGE CONSOLE Place ROBOT inside CONSOLE and slide left-hand REVOLVING CONSOLE DOOR shut. (See illustration on back of package.) Inside of CONSOLE contains "computers" and "communications equipment." Carefully remove 2 HANDLES from runners. Use a nail file or emery</p>	<p>board to remove any burrs that may remain. Insert one POST on HANDLE into SLOT in CONSOLE and twist to snap into position as shown (see Figure 3). Repeat for other HANDLE. HANDLES should face outward as shown to fit into HOLES on ROBOT'S HANDS.</p>
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