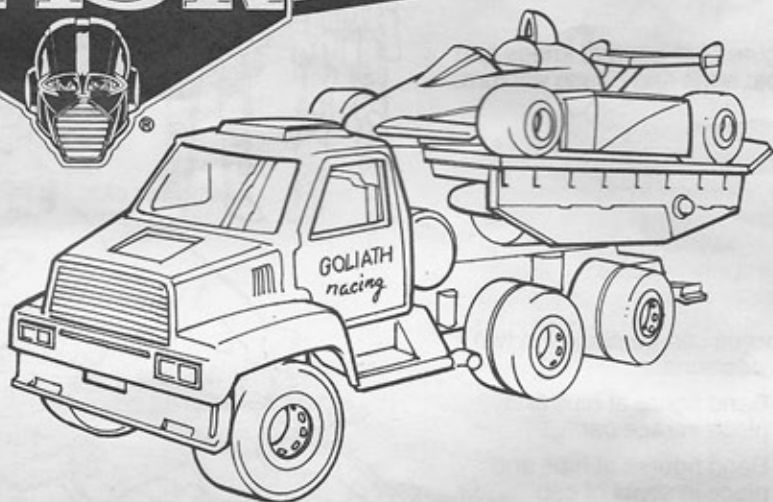


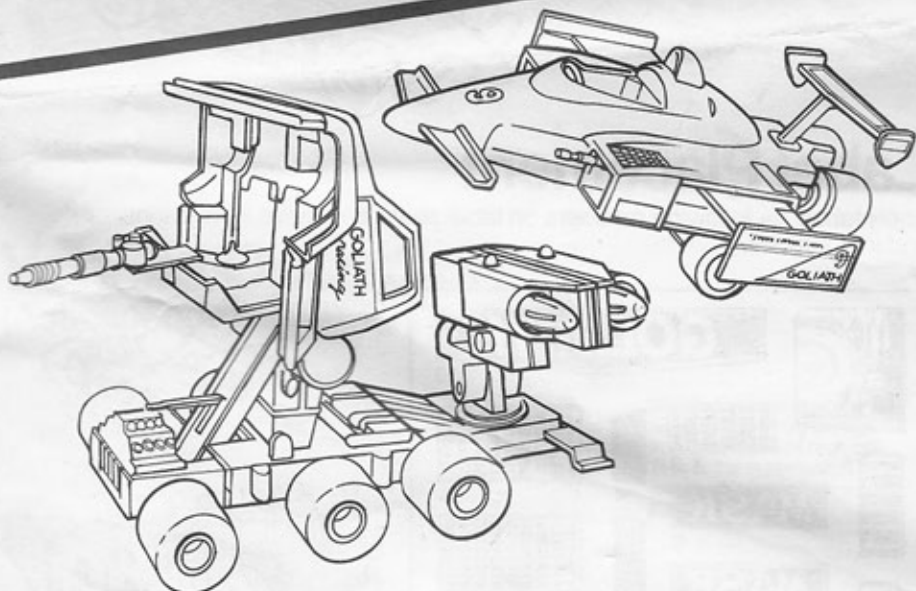


# GOLIATH™

RACE CAR & TRANSPORT TRUCK/  
MISSILE LAUNCHER & JET FIGHTER  
WITH MATT TRAKKER,  
AND NEVADA RUSHMORE™  
Action Figures



A. GOLIATH™ - RACE CAR & TRANSPORT TRUCK  
Conventional mode



B. GOLIATH™ - MISSILE LAUNCHER & JET FIGHTER  
Action mode

## WE REALLY DO CARE!

We make each toy with tender loving care. If there is a problem with your toy as you receive it, please let us know. Simply describe the problem and mail that description along with your name and address to:

KENNER PRODUCTS  
Consumer Affairs Dept.  
1014 Vine St.  
Cincinnati, OH 45202

**Kenner**®

# Action Figures

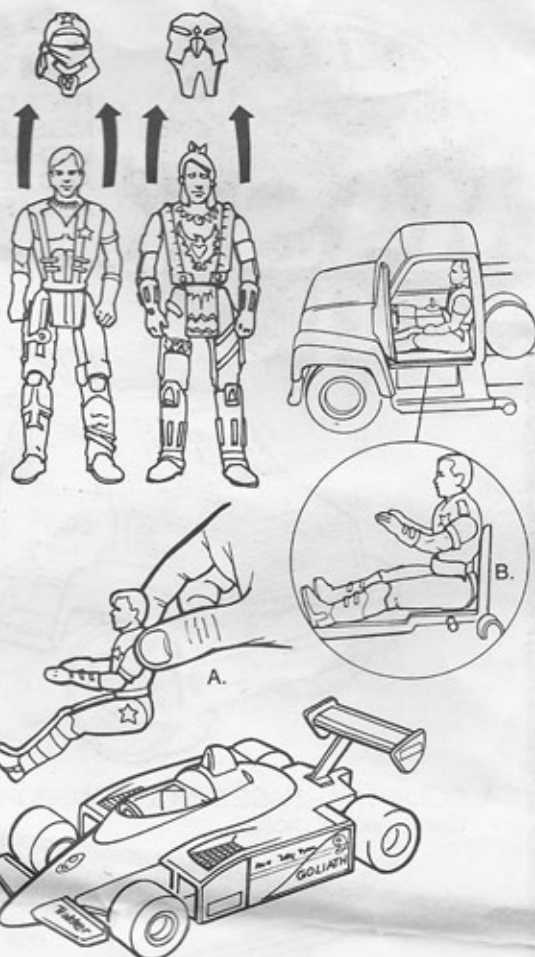
1. Helmets are removable from action figures.

2. Figures will bend at knees and hips; arms and heads will turn.

3. Figures can be placed in two (2) positions.

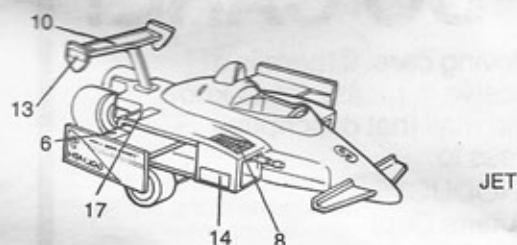
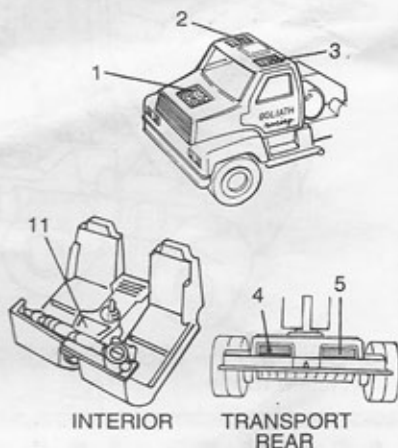
A. Bend figure at hips and place in race car.

B. Bend figures at hips and place in seats of cab behind seat clip.

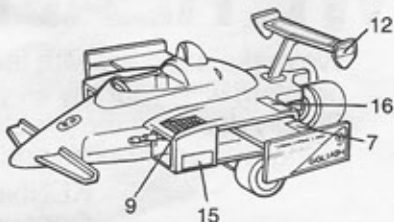


# Label Placement

Apply labels by following numbers on label sheet and these illustrations and instructions.

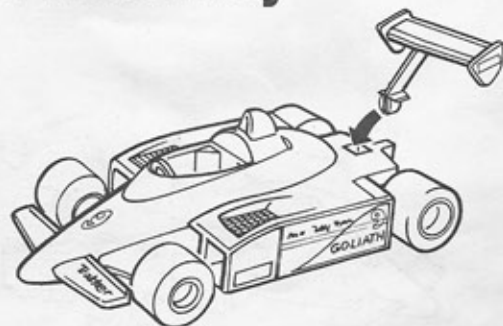


A. To apply labels #6 and #7:  
Press down on engine air scoop located on top of race car to expose wings and apply as shown.

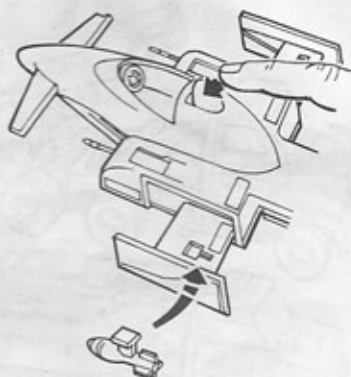


B. To apply label #11 to carrier:  
turn carrier/launcher pad 90° in either direction to release front cab of truck and apply as shown.

# Assembly



1. Snap tail foil onto race car as shown.



2. To attach slicker missiles to jet wings: press down on engine air scoop. Push slicker missiles up under wings into holes and slide back into slots.

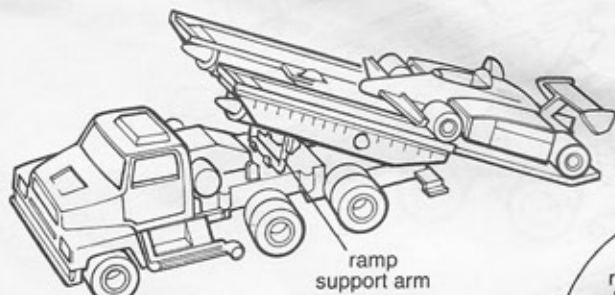


3. Insert missiles into front of carrier/launcher pad until they click.



4. Slide ramp extensions into rear of carrier/launcher pad as shown.

## Vehicle Operation (Action Mode)

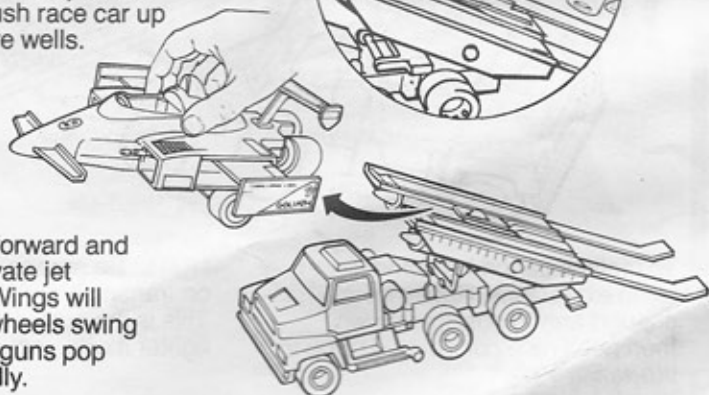


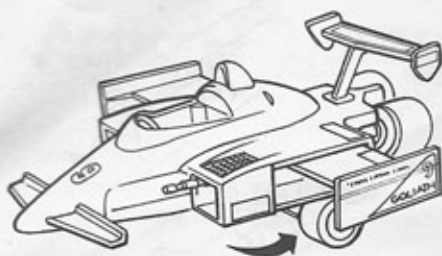
1. To place car on transport: lower ramp extensions, rotate ramp support arm to position shown, then push race car up onto ramp to tire wells.

NOTE: Be sure to catch release button on transport in slot on base of race car. This is the automatic release for jet fighter mode. (See illustrations).

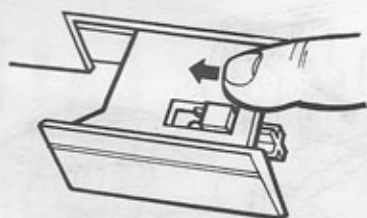


2. A. Slide race car forward and upward to activate jet fighter mode. Wings will pop out, rear wheels swing back and front guns pop out automatically.



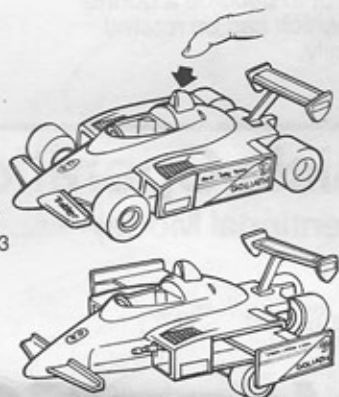


- B. Manually rotate front wheels back for landing gear.



- C. Slicker missiles can be dropped by manually pushing forward on missile back showing through top of wings.

3. Ramp extensions can be pulled out and race car can be rolled off ramps backwards to stay in race car mode. To activate jet mode; press down on engine air scoop located on top of racer.

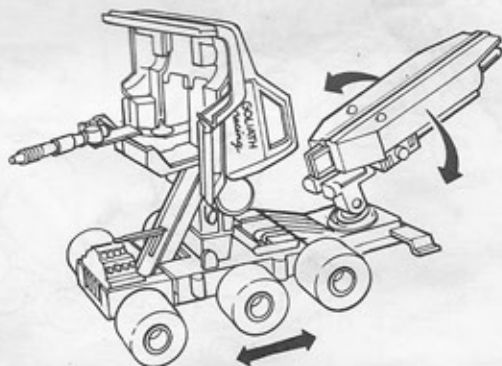
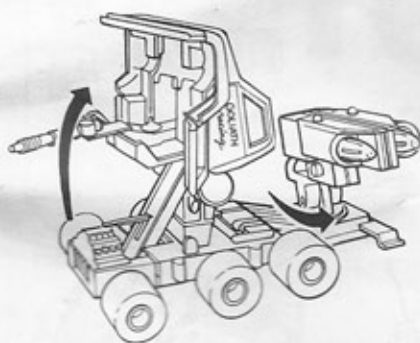


4. Fold sides of ramps together on transport to reveal dual missile launchers.



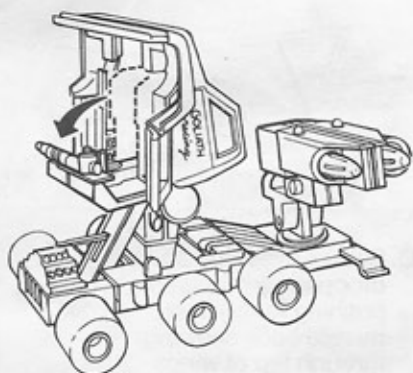
5. Dual missile launchers can be separately raised or lowered to manually aim missiles.

6. Launch missiles by pressing black button on top of each missile launcher.

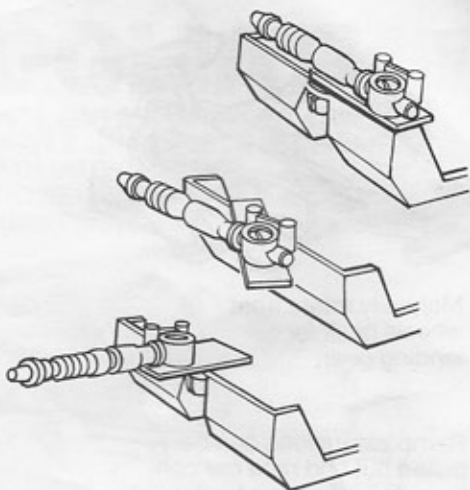


7. The cab of the transport is raised and front wheels retracted automatically when missile launchers are rotated to behind either right or left rear wheels. Continue rotating until a click sound is heard to lock launchers into position.

8. Missile launchers will pivot back and forth only when launchers are past rear set of tires and when transport is rolled forward or backward.

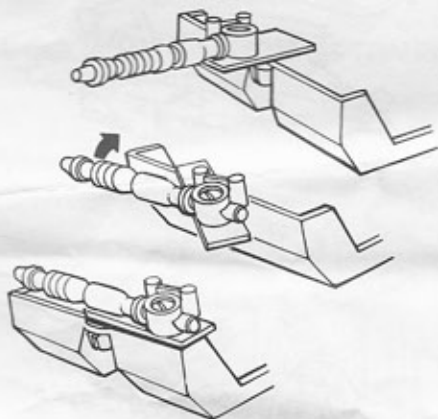


9. When opened, the cab interior folds out to become a gunner turret which can be rotated manually.

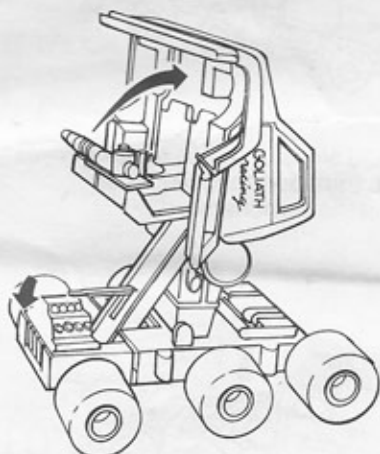


10. The steering panel will swing out to become a flame extinguisher gun which can then be pivoted to either side.

## Vehicle Operation (Conventional Mode)



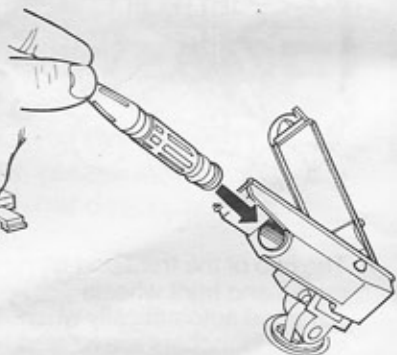
1. Pivot flame extinguisher gun back into steering wheel panel position.



2. Flip up cab interior into cab.



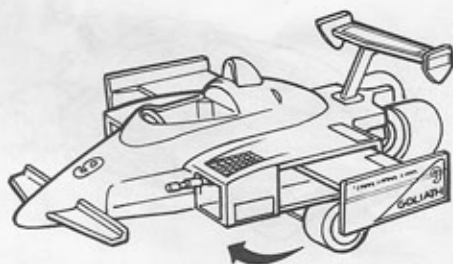
3. Push down on top of cab while rotating missile launchers forward until they touch the back of the cab and a click sound is heard. This will lock the cab in place.



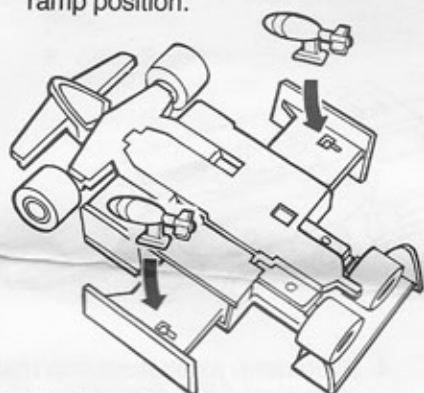
4. Replace missiles into missile launchers.



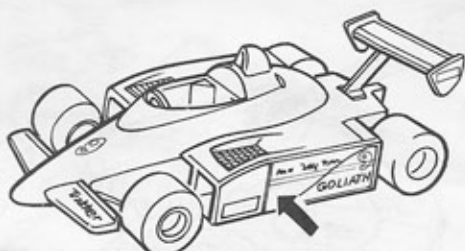
5. Rotate missile launchers back to center front position and lower missile launchers down to ramp position.



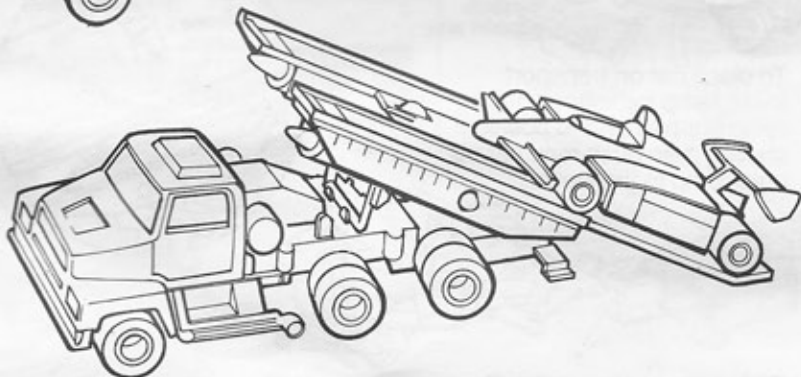
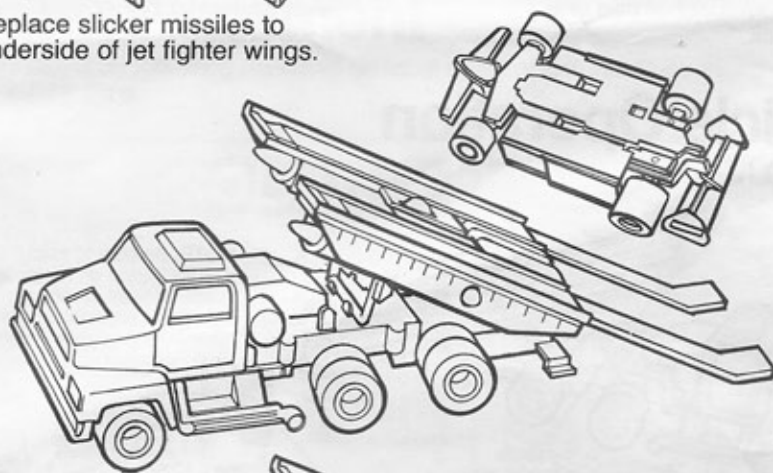
6. Flip front tires to front of race car. Snap into place.



7. Replace slicker missiles to underside of jet fighter wings.



8. Squeeze wings until they lock. This also retracts front guns and repositions rear tires.



9. To replace car on transport: lower ramp extensions, Rotate ramp support arm to position shown, then push race car up onto ramp to tire wells.

NOTE: Be sure to catch release button on transport in slot on base of race car. This is the automatic release for jet fighter mode. (see illustrations).