

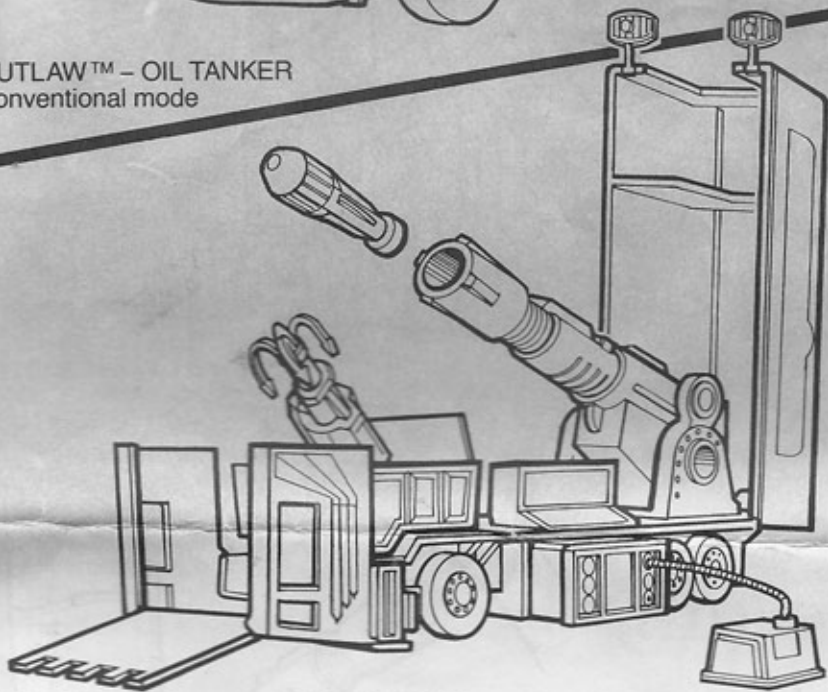


# OUTLAW™

VENOM® OIL TANKER/MOBILE HEADQUARTERS  
WITH MILES MAYHEM™  
AND NASH GOREY™  
Action Figures



A. OUTLAW™ – OIL TANKER  
Conventional mode



B. OUTLAW™ – MOBILE HEADQUARTERS  
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:

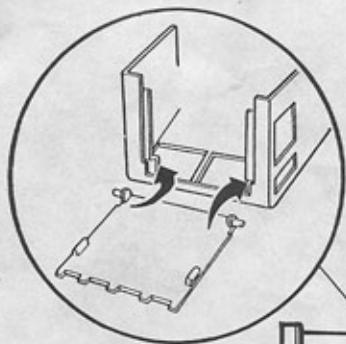
KENNER PRODUCTS  
Consumer Affairs Dept.  
1014 Vine St.  
Cincinnati, OH 45202

# Action Figures

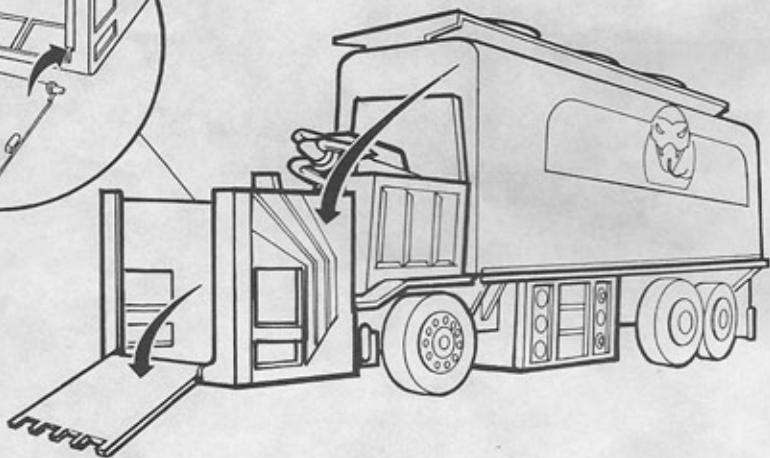
1. Helmets are removable from action figures.



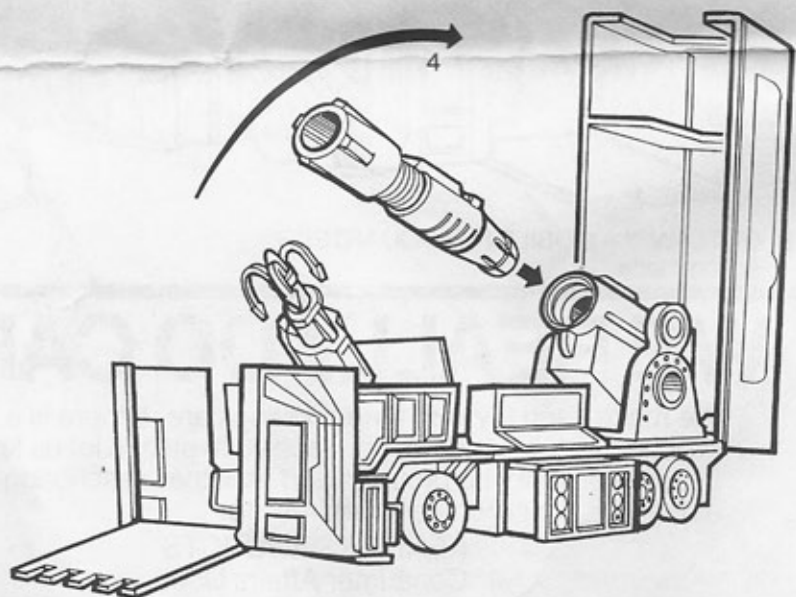
2. Figures will bend at knees and hips; arms and heads will turn.



Attach roof to cab by inserting pegs in holes.



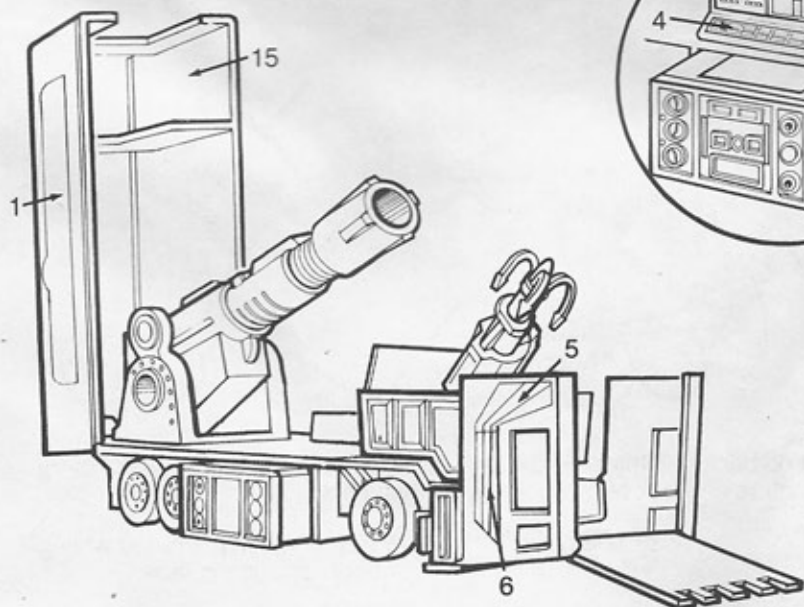
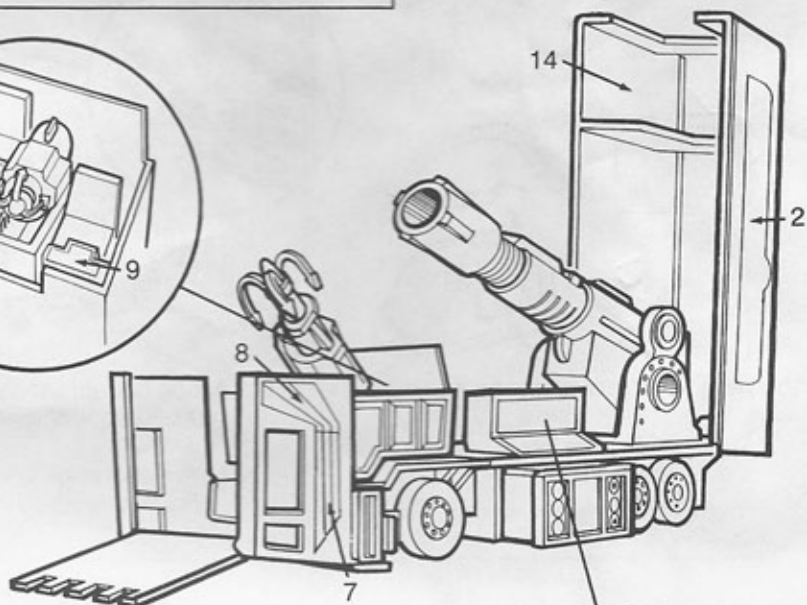
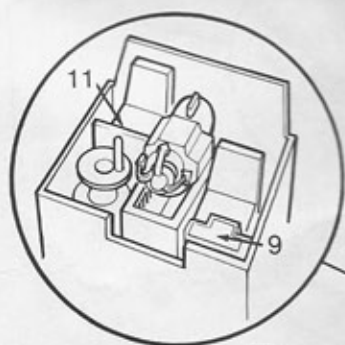
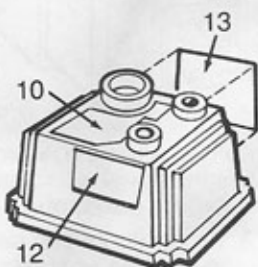
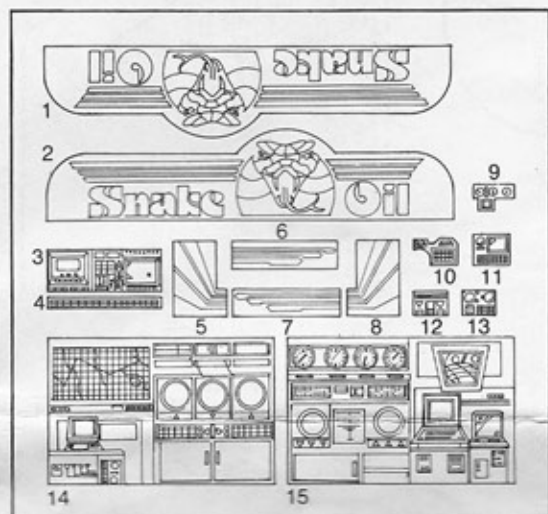
3. To open cab, rotate forward as shown.



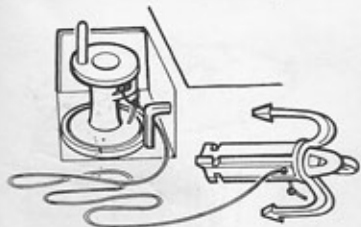
4. To open tanker top, rotate up. Then insert howitzer barrel into turret.

# Label Placement

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



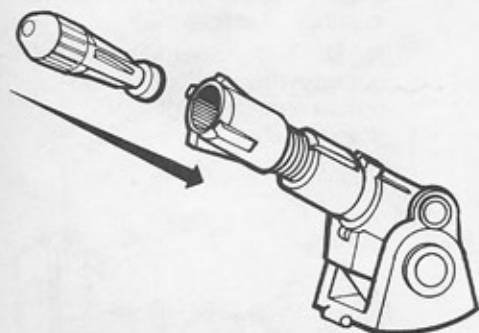
# Assembly



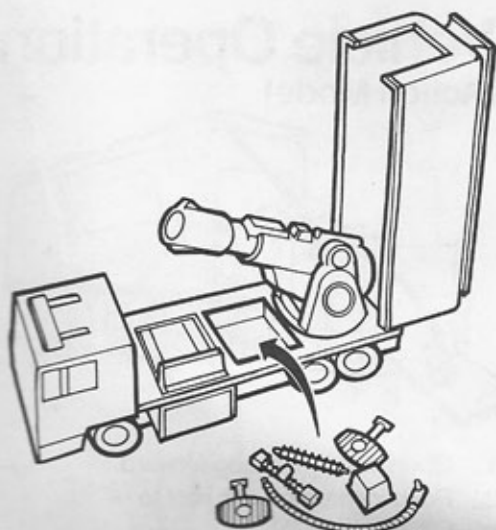
1. Tie one end of string to grapple hook. Thread other end of string through loop on side of launcher chamber and attach to the winch.



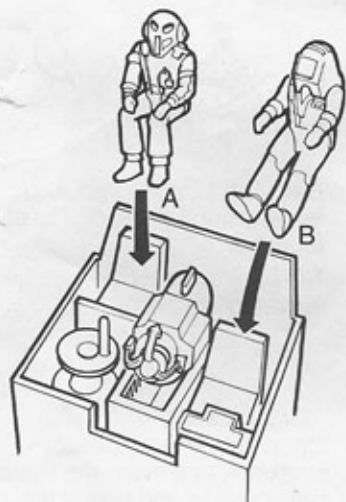
2. Insert fanged grapple hook into launcher.
3. Pull tether out from thumbwheel winch.



5. Load howitzer by inserting the finned end first on the poison pod shell until it clicks in position.



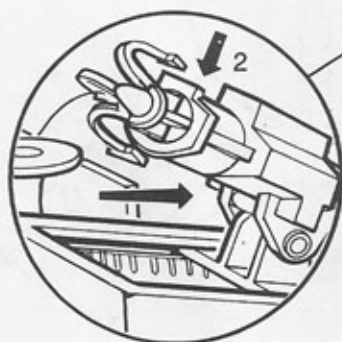
4. Place all loose items in storage area.



6. Insert action figures in two positions as shown in A & B.

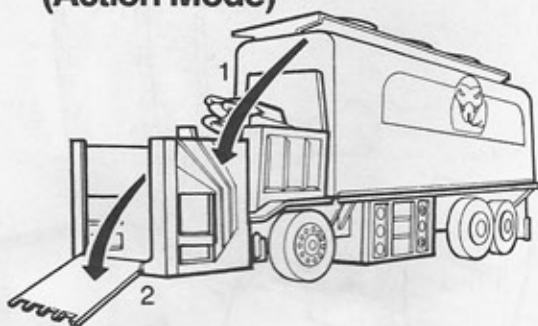
## Vehicle Operation (Conventional Mode)

1. Rotate tanker top forward to close. Be sure howitzer is in the forward position before closing.
2. Rotate cab back to close. Be sure grapple hook launcher and cockpit are in down position before closing.



# Vehicle Operation

## (Action Mode)



1. Open cab by rotating forward.
2. Push forward on cab roof to convert to ramp.



3. Press button in front of wheel to activate the pop-up turret. Turret will now rotate.



4. Eject the fanged grappling hook by pressing button on top of launcher.

NOTE: The launcher can be elevated or lowered.



5. Retrieve grappling hook by cranking the thumbwheel winch in either direction.

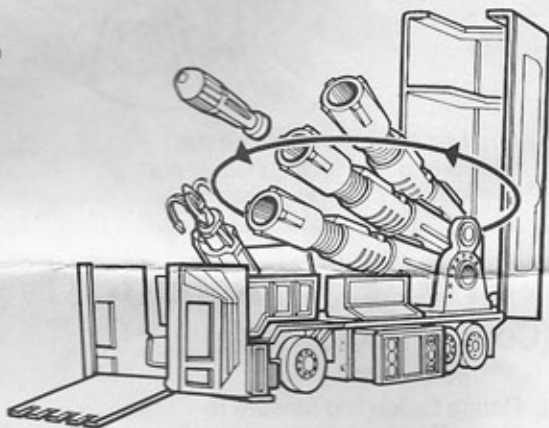
NOTE: Tether should be pulled out from thumbwheel winch before each firing of the grappling hook.

6. Open tanker top by rotating up and back to elevate the rattler fire howitzer and reveal the computer command center in the tanker top.

A. Press button on top of howitzer to launch a poison pod shell.

B. Howitzer can be raised or lowered to 3 positions as shown.

C. Howitzer turret will rotate 180°.

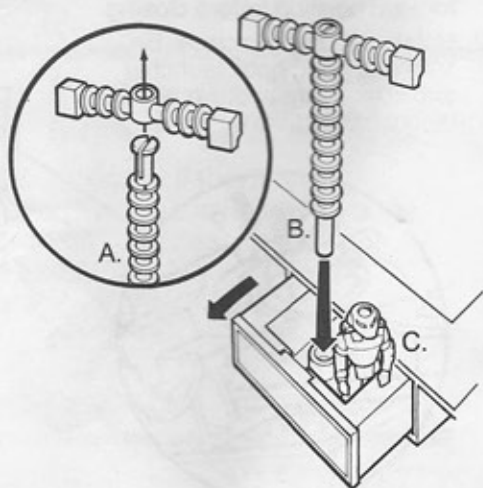


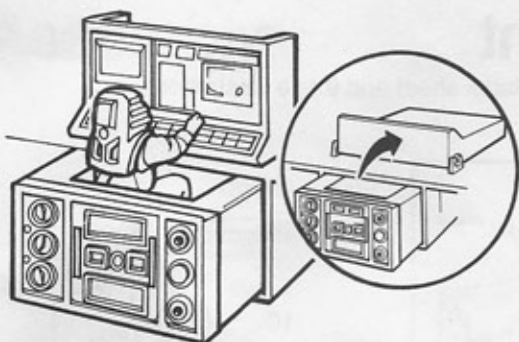
7. Pull out tracking unit from side of vehicle.

A. Insert periscope armature into hole in periscope head.

B. Insert periscope into hole inside tracking unit compartment.

C. Action figure can be placed in standing position as shown.

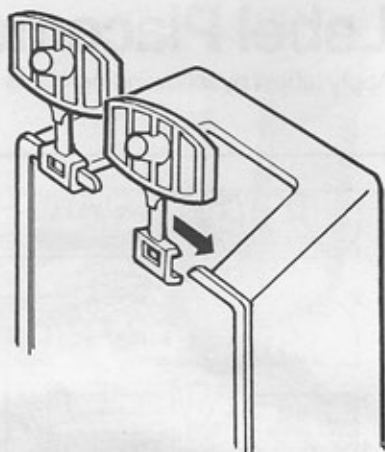




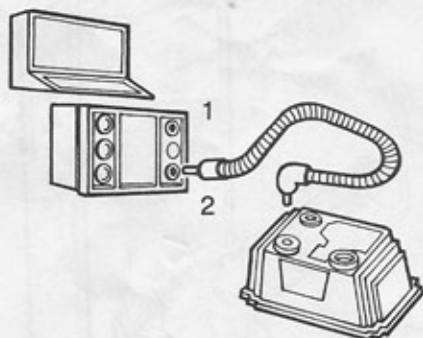
8. Pull out sliding console cockpit. Control panel will rotate up as cockpit is pulled out.

A. Action figure can be seated in position as shown.

NOTE: Tilt-up control panel can be rotated back after console cockpit is closed.

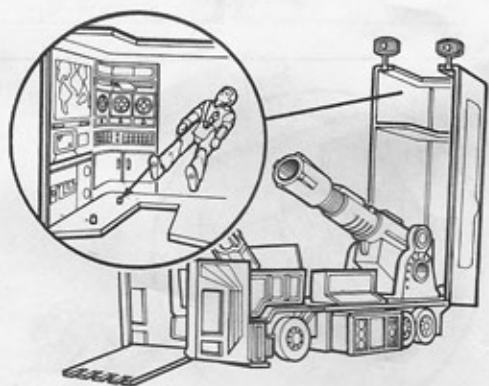


9. Slide dual radar scanners onto top of the computer command center.



10. Remove power pack and cable for freestanding play.

A. Hose will plug into vehicle in two places 1 & 2.



11. Action figures can be placed in computer command center in tanker top.

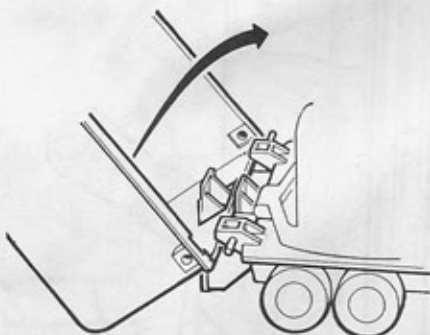
A. Position pegs in holes in figures' feet.

## Re-Assembly

If tanker top becomes disengaged from body of vehicle, reassemble as shown.



1. Position slot on back of tanker top over armature on back of vehicle.



2. Align pegs on both sides of body with holes in sides of tanker top.  
3. Rotate tanker top forward while snapping pegs in place.