


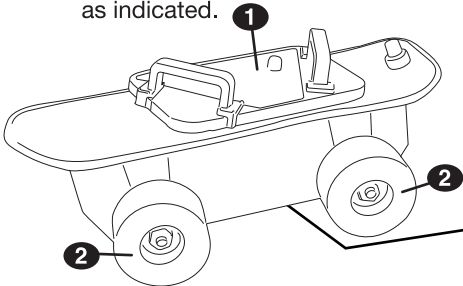
Size: 8.25" x 11.75"
 Color: Black + Black



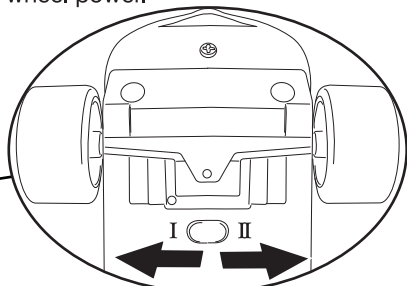
BUILD N' SHRED SKATEPARK

WITH SKATER RAPH

Stickers:
Attach stickers as indicated.

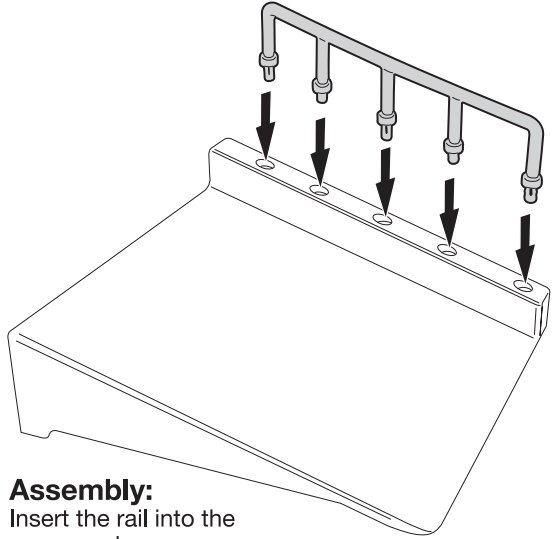


Gear Shifter:
Move the switch to 'I' for one wheel power, or 'II' for two wheel power.

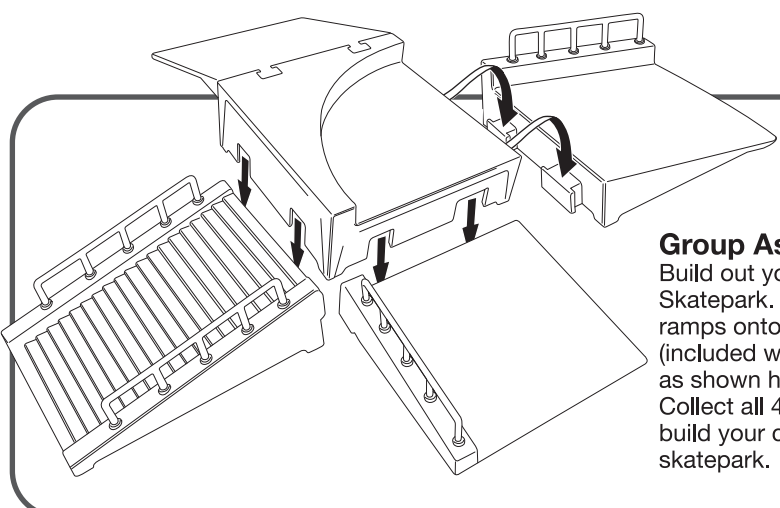


BOTTOM

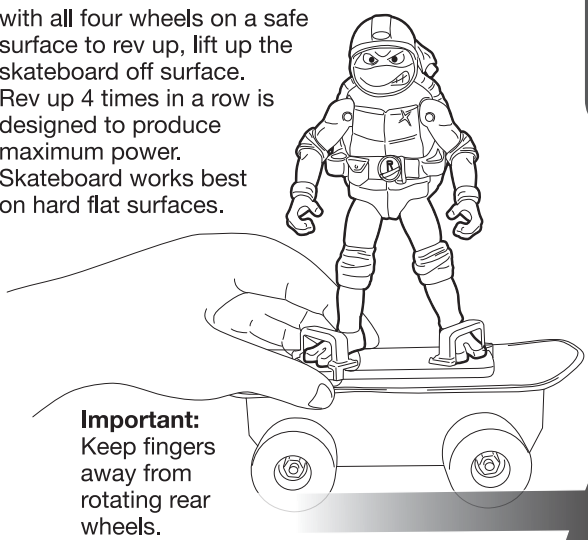
Assembly:
Insert the rail into the ramp as shown.



Group Assembly:
Build out your own Skatepark. Snap the ramps onto the base (included with Leo) as shown here. Collect all 4 sets to build your complete skatepark.

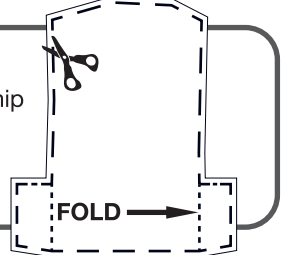


To Rev Up:
Grab skateboard and push forward with all four wheels on a safe surface to rev up, lift up the skateboard off surface. Rev up 4 times in a row is designed to produce maximum power. Skateboard works best on hard flat surfaces.

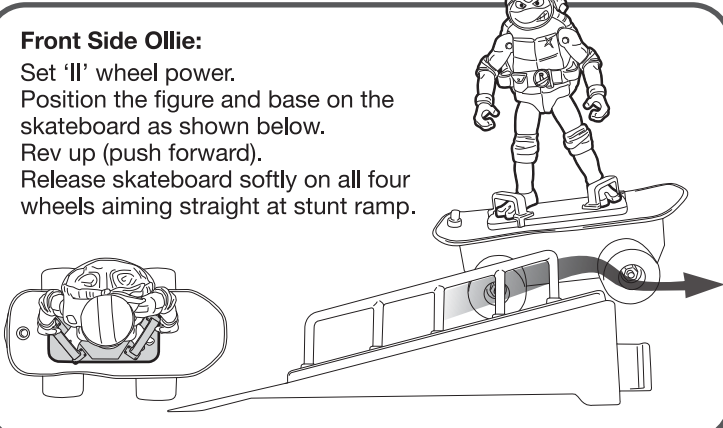


Important:
Keep fingers away from rotating rear wheels.


Accessories:
You can cut out the chip board characters and accessories from the package.



Front Side Ollie:
Set 'II' wheel power. Position the figure and base on the skateboard as shown below. Rev up (push forward). Release skateboard softly on all four wheels aiming straight at stunt ramp.



Ages 4 and up
Item #83724



Distributor - US Market Only

Playmates Toys Inc. 909 N. Pacific Coast Highway,
 Ste 800 El Segundo, CA 90245
 Email: toys@playmatestoys.co

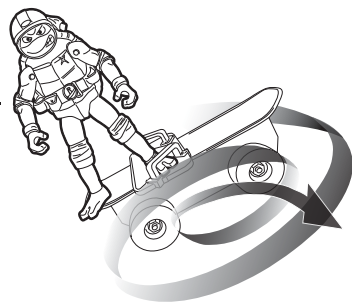
Not all figures will perform all tricks as shown. Figure included.
For more detailed instruction information visit www.Playmatestoys.com

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 23/F, The Toy House, 100 Canton Road, TST, Kowloon, Hong Kong. PRINTED IN CHINA.
 Please keep all relative information for further reference.

WARNING: CHOKING HAZARD -
 Small parts. Not for children under 3 years.

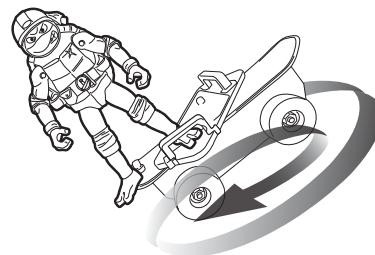
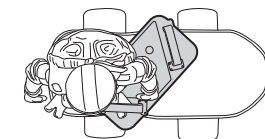
360° Power Wheelie N' Roll:

Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 1 time.
(slow power)
Release skateboard onto the back two wheels.



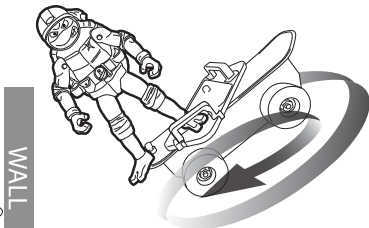
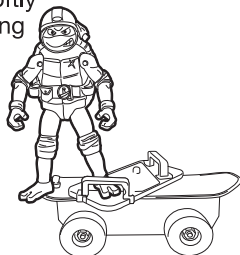
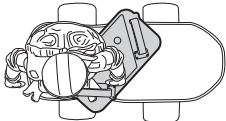
360°:

Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 1 time.
(slow power)
Release skateboard onto the back two wheels.



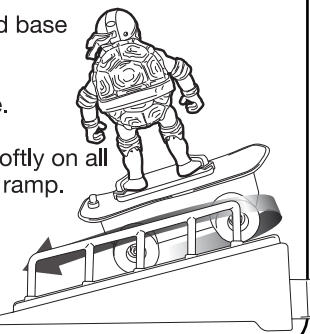
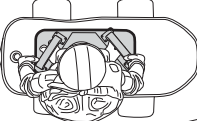
Wall Wack Power Wheelie:

Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 2 times. (medium power)
Release skateboard softly on all four wheels aiming at a safe wall to hit.



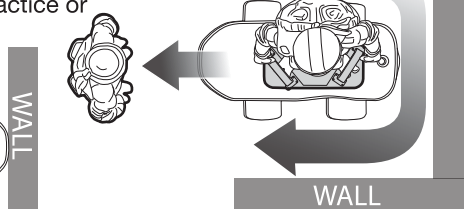
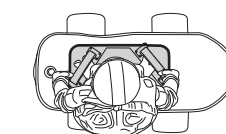
Kick Turn At Lip:

Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 1 time.
(slow power)
Release skateboard softly on all four wheels aiming at ramp.



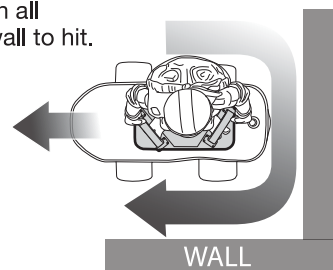
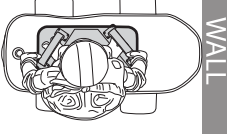
Double Wall Wack Attack:

Position a bad guy close to a corner. Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 4 times (maximum power)
Release skateboard softly on all four wheels aiming at a safe corner.
It may take some practice or repositioning to attack the bad guy.



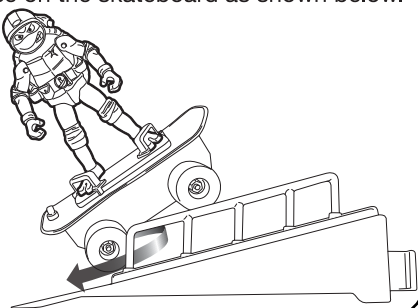
Wall Wack 180°:

Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 3 times. (strong fast power)
Release skateboard softly on all four wheels aiming at safe wall to hit.



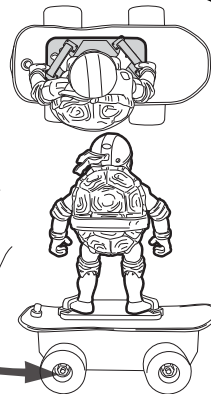
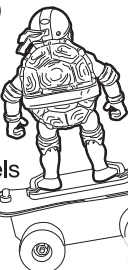
Mid Ramp Kick Turn:

Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 1 time.
(slow power)
Release skateboard softly on all four wheels aiming at ramp.



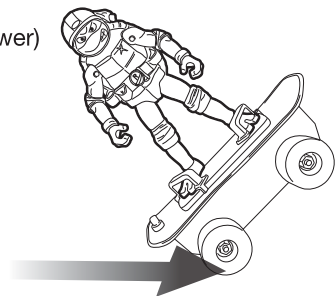
Power Wheelie N' Roll:

Set 'II' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 1 time.
(slow power)
Release skateboard quickly on back two wheels tilted at an angle.



Manual:

Set 'II' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 1 time. (slow power)
Release skateboard onto the back two wheels.



Wall Wack & Turn:

Set 'I' wheel power.
Position the figure and base on the skateboard as shown below.
Rev up (power) 2 times. (medium power)
Release skateboard softly on all four wheels aiming at safe wall to hit.

