



COBRA HISS™ WITH PIT VIPER™ FIGURE

Includes vehicle, figure,
missiles and projectile.



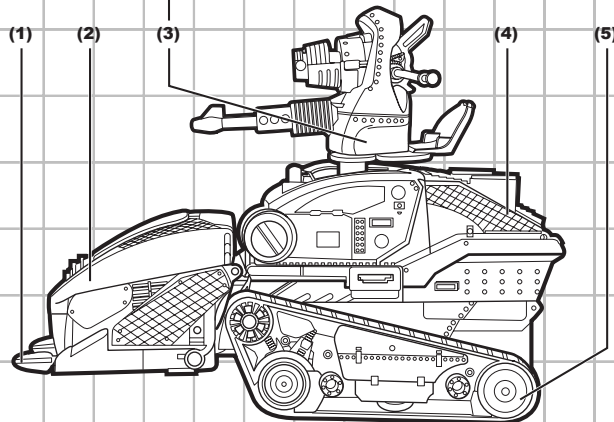
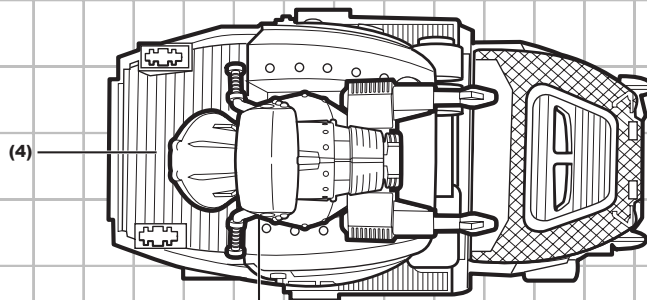
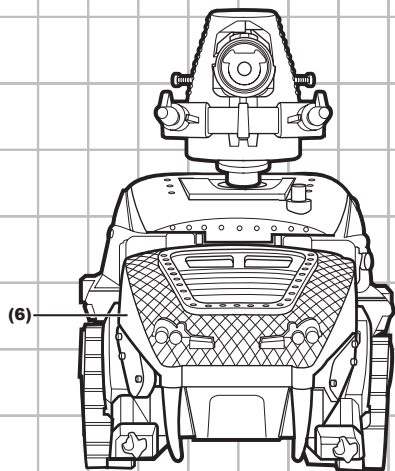
WARNING:

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

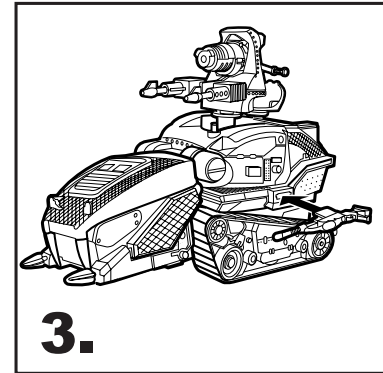
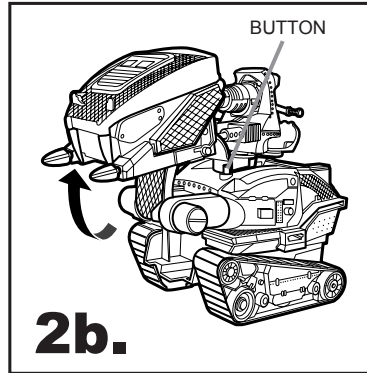
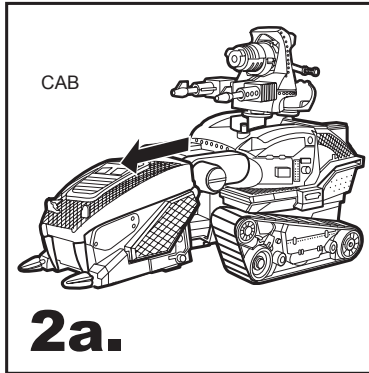
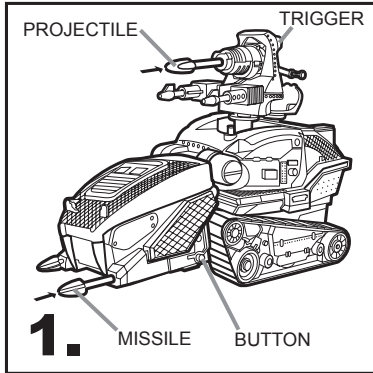
AGES 5+

55646/60101 Asst.

1. 2 MISSILE LAUNCHERS
2. CAB TOP OPENS TO REVEAL DRIVER'S STATION
3. ROTATING GUNNER STATION FIRES PROJECTILE
4. CARGO HATCH OPENS FOR FIGURE TRANSPORT
5. ROLLING WHEELS
6. CAB ELEVATES TO ATTACK POSITION



COBRA HISS™ INSTRUCTIONS



- 1.** Insert missiles into cab. Press buttons to launch. Insert projectile into launcher and push trigger to launch. Launcher is removable for separate play. It can also be interchanged with removable weapons systems on other GI JOE® vehicles (not included).
- 2a.** Pull cab forward.
- 2b.** Press button to make cab elevate. Cab only opens in raised position.
- 3.** Insert weapon into port.



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