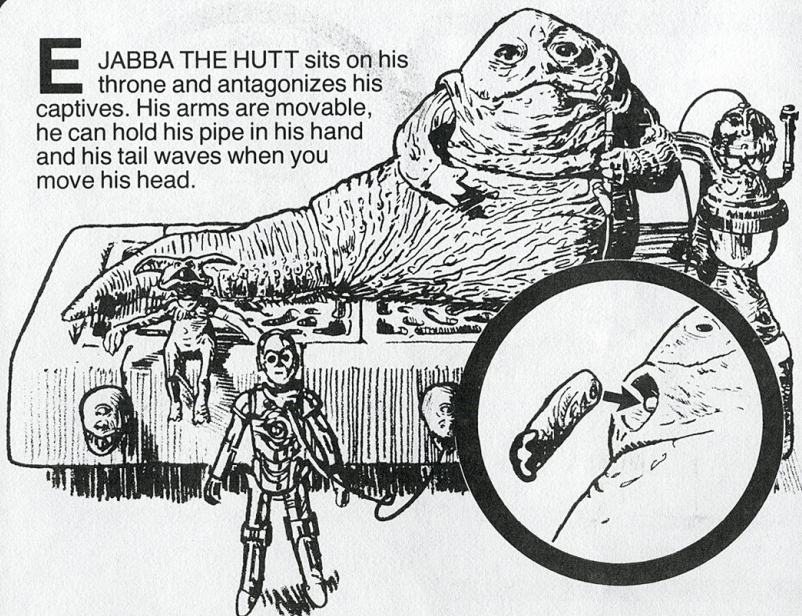
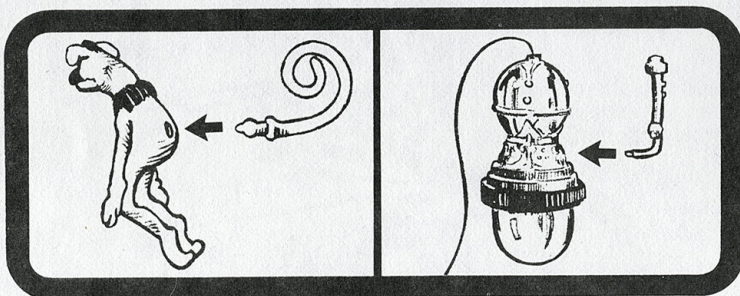


E JABBA THE HUTT sits on his throne and antagonizes his captives. His arms are movable, he can hold his pipe in his hand and his tail wags when you move his head.



If during play one of JABBA's arms comes off, snap it back on as shown. Also if Salacious Crumb™ should lose his tail, just push it back into the creature. If the pipe bowl air intake stem comes out push it back into the hole on the side of the bowl.



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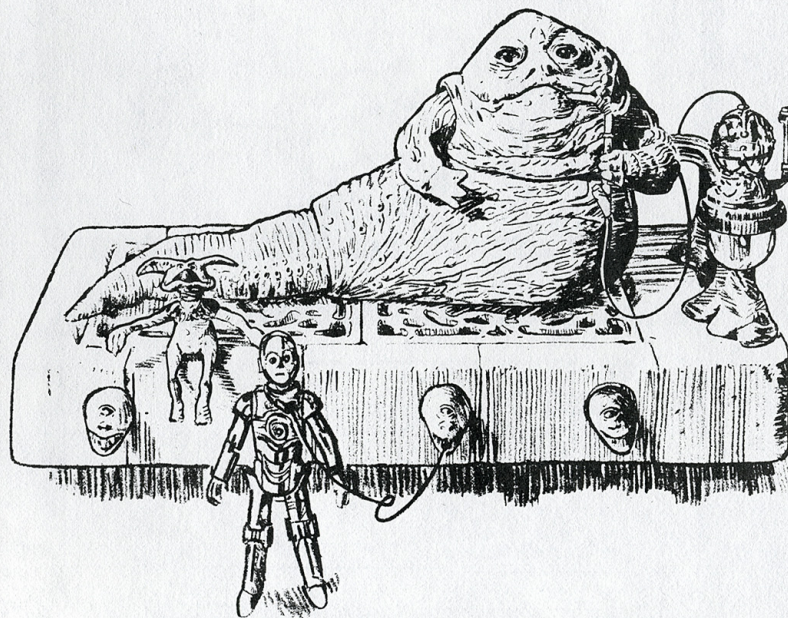
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STAR WARS RETURN OF THE JEDI

JABBA THE HUTT™ ACTION PLAYSET



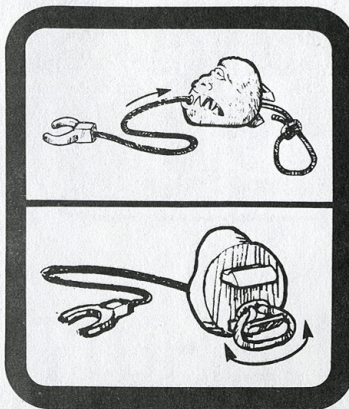
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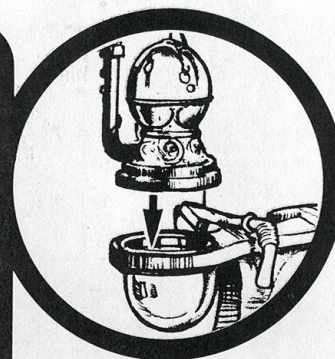
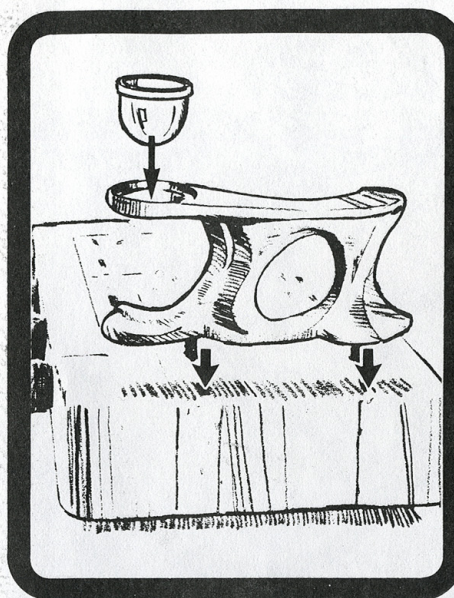
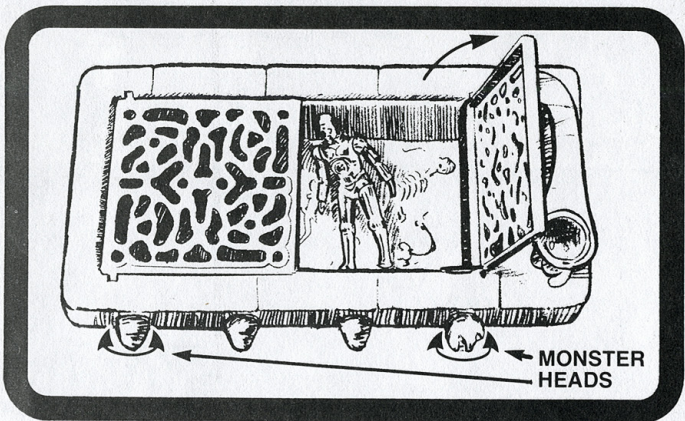


STAR WARS VISUAL GUIDES
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A Attach "rope" with slave collar to either detachable monster head. You can do this by inserting the "rope" (loop end) through the hole in the monster head's mouth and then put the loop around TAB, as shown, to secure it.

Push the head holding the "rope" and other head into the two center holes of JABBA's throne. The slave collar can be attached to the neck of some Action Figures.



B Insert the clear plastic bowl into the pipe holder and then insert the holder into the throne as shown. The Pipe Bowl sits on the holder above the clear plastic bowl.

D If during play one or both of the throne doors should come off simply lay them back into place as shown below **A**, push down on the ends near the corners. The doors will snap into place.

The monster heads and attached door levers are not intended to be disassembled, but if this should happen, push the monster head all the way through the hole in the throne and snap the lever into **B**.

C By turning the monster heads at either end of the throne, you can open the doors to the pit below. The pit holds captured Action Figures.

