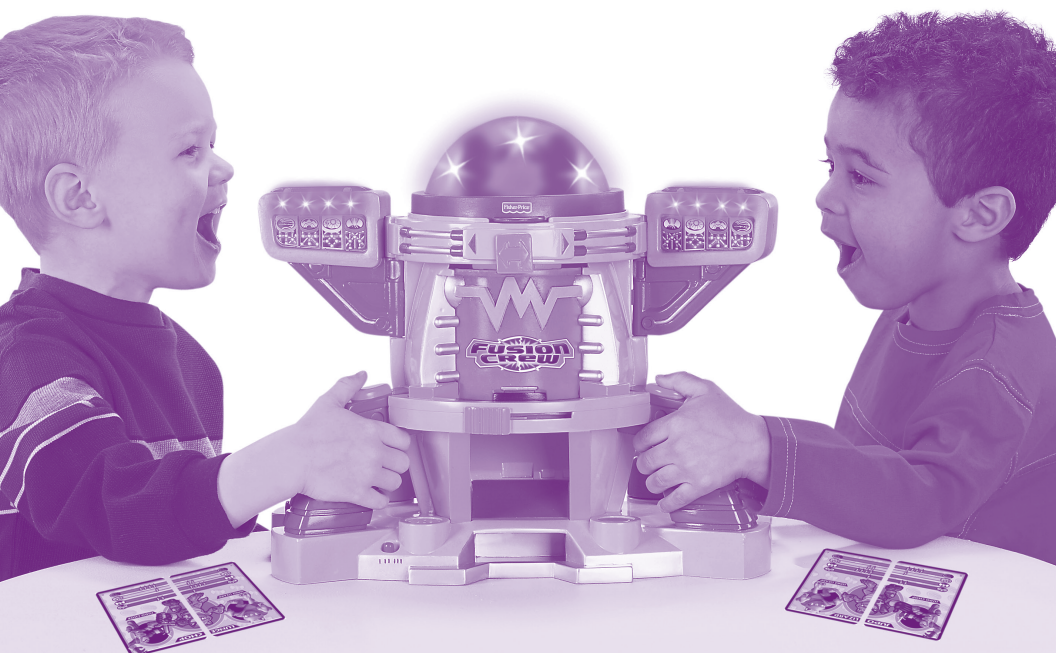




# FUSION DOME™ CHALLENGE



**Object:** Win a match in all four environments to become the champion!

**For 2 Players**

**Designed for Ages 3+**

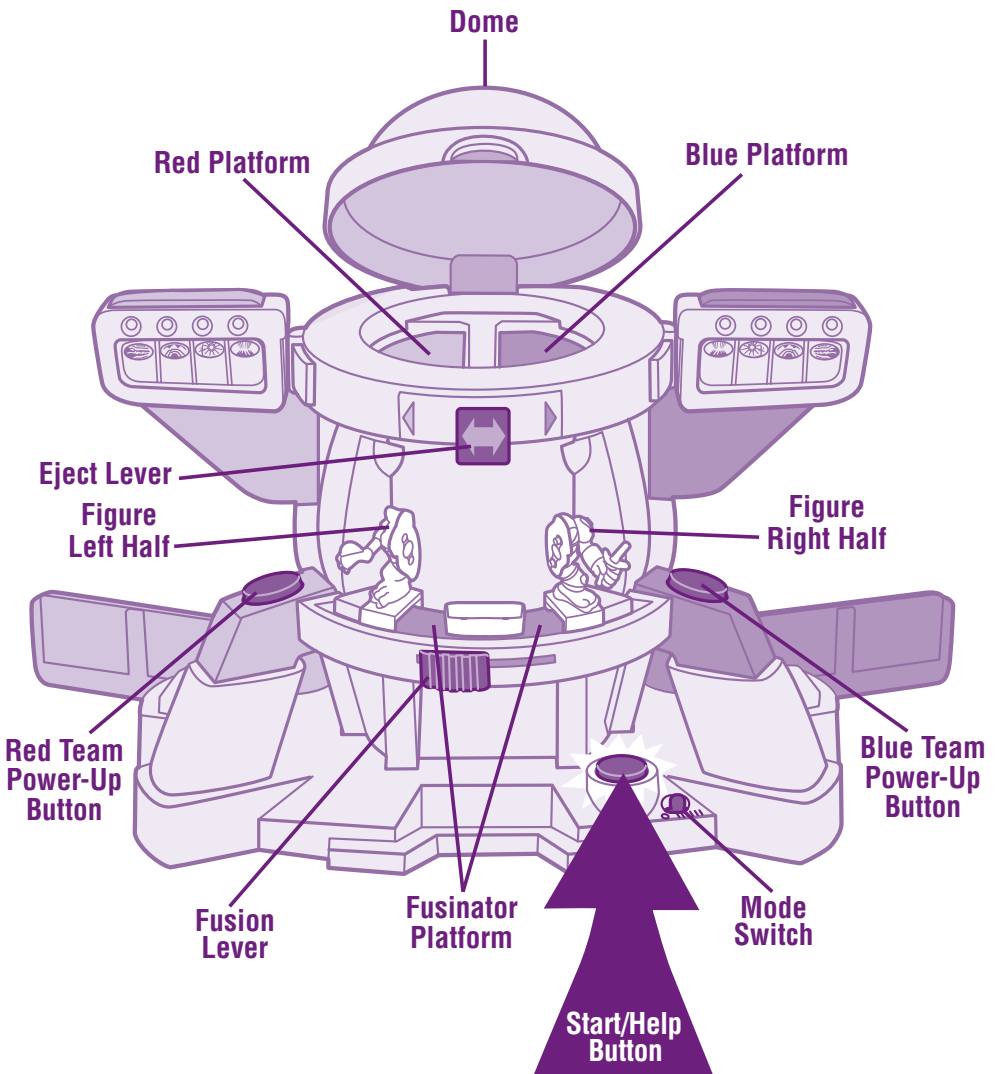
**Contents**

Fusion Dome™, 2 Fusion Crew™ Figures,  
4 Character Cards (plus 1 Environment Card - not needed for match play)



## Parents, please note!

Before your child plays Advanced Training Challenge, we recommend you read and understand play instructions. Then, explain to your child how to play. Be sure to remind your child to listen and wait for voice prompts and where the **Start/Help Button** is located.



## IMPORTANT!

This toy is designed to interact with players in a specific sequence. If this toy does not respond properly, press the **Start/Help Button** and listen to the instructions.

## SET-UP

1. Decide who will be the Red Team Player and who will be the Blue Team Player.
2. Slide the **Mode Switch** to Advanced Training Challenge **III**.
3. Press the **Start/Help Button**.

## LET'S PLAY

4. Red Team Player, place any right half and any left half of a figure on the **Fusinator Platform**.
5. Slide the **Fusion Lever** to combine the halves into one figure. **Do not remove the figure before the name is announced.**
6. Open the **Dome** and place the figure on the **Red Platform**.
7. Now, it's the Blue Team Player's turn. Repeat the same process, but place the new figure on the **Blue Platform** inside the dome.
8. Close the **Dome** and the match begins!
9. Both players press the **Power-Up Buttons** to give their challenger as much power as possible. Keep pressing until there's a winner.
10. Open the **Dome**.

## YOU WIN!

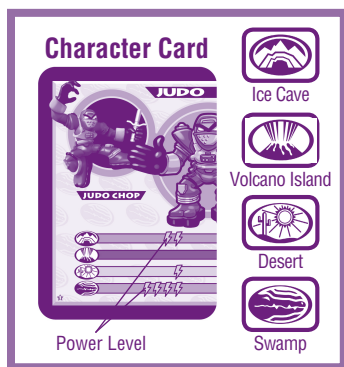
11. Listen to learn which team **WINS!** The winning team player slides the **Eject Lever** (slide it toward you) to *flush* out the opponent's figure.
12. Watch the winning team's **Scoreboard** light up. It's time for the next match in a new environment (round 2).



## TIPS

- For beginners, try Free Play mode. Slide the **Mode Switch** to Free Play **II**. Press the **Start/Help Button twice**. Combine figures and press buttons for exciting sound effects.
- If you haven't played with Fusion Dome™ for several minutes, it goes into "sleep mode". To "wake it up", press the **Start/Help Button**. You're back to your match.

## MORE CHALLENGE FUN!



- Use the character cards to create the strongest challenger.  
**Hint:** *The more figures and cards you have, the greater the challenge (other Fusion Crew™ figures with cards sold separately).*
- After pressing the **Start/Help Button**, listen to the environment the match takes place.
- Now, check your character cards to see which Fusion Crew™ figure is strongest in the environment selected (ie: JUDO is strongest in the swamp).

- Follow the instructions to play the match!

Visit us on line at [www.service.fisher-price.com](http://www.service.fisher-price.com).

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**, 8 AM - 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Write to us at: Fisher-Price® Consumer Relations,  
636 Girard Avenue, East Aurora, New York 14052.

**Fisher-Price®**  
[www.fisher-price.com](http://www.fisher-price.com)