







STOP! Do you have a Barge Buddy? We recommend assembling Jabba's Sail Barge with a friend. It's precious cargo, and the perfect assembly is all about finding a balance.

# UNPACKING

**NOTE:** DO NOT HOLD BARGE BY RAILINGS. The main portion of the ship is packed out as one piece. Additional pieces are stored in the accessory box beneath.

To protect the barge, prepare a soft surface like a bed, a blanket on the floor, or a tauntaun carpet.

Remove Jabba the Hutt™ figure and Yak Face™ figure/card from foam end pieces and set aside (1).

Remove center foam brace (2).

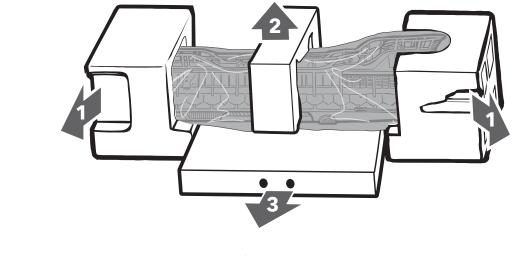
Slide accessory box out from below barge and set aside (3).

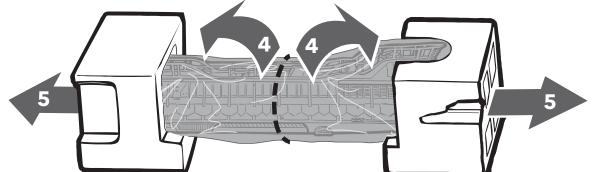
Tear plastic bag down middle along perforation and slide plastic away from center (4).

Carefully hold barge from underneath while gently removing plastic and end foam pieces, one at a time (5).

With the help of your Barge Buddy, carefully place the barge onto the soft surface you've prepared.

Gently roll the barge away from you onto its side to begin assembly.





# SUPPORT FEET, FRONT ANTENNA AND ENGINE DETAILS

Find support feet, antenna, and engine details in the the accessory box.

Attach support feet. Support feet MUST be attached prior to attaching fins.

For additional support, keep one hand on the deck of the Barge while attaching feet. Snap each keyed foot into place. NOTE: Feet are removable for storage purposes.

Press bottom antenna into place as shown (1).

Press engine details into place as shown (2).

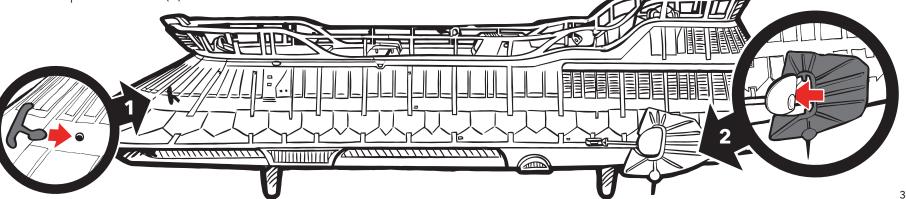
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## FINS AND SIDE ANTENNAE

Find fins and side antennae in the accessory box.

Snap keyed portside and starboard antennae into place as shown (1).

Slide portside and starboard fins behind side mounts and snap pins into place, making sure that pin marks are facing inwards toward ship (2). **NOTE:** Fins are intended to pivot slightly.



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# **ASSEMBLY**

## **CANNONS**

Locate the 3 cannons (2 rail, 1 main deck), in the accessory box.

For main deck cannon: attach cannon on main deck with a one-time snap. Cannon is intended to swivel and elevate (1).

For rail cannons: attach cannons on any of 6 ports on the deck railing. Cannons are intended to swivel and elevate (2).

# **COLLECTOR'S NOTE:**

For those collectors who own the Star Wars The Black Series Vizam figure and cannon, there are 4 C-clip ports to connect Vizam's cannon. (Figure/ cannon not included and not available for sale.)



Assemble the *Khetanna's* legendary

Gather all pieces necessary for sail assembly from the accessory box. Roll out sail.

Attach small braces to main horizontal beams as shown (1).

Secure and snap main horizontal beam and V-shaped structure piece as shown (2).

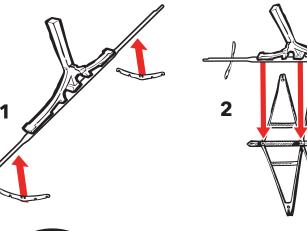
Insert ends of horizontal beam into sail pockets (3).

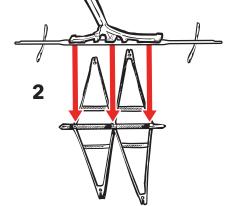
Slide sail tabs into the V-shaped structure piece (4).

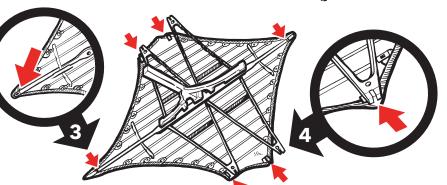
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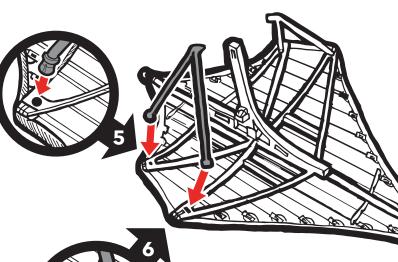
Insert round end of anchor into V-shaped structure piece round hole (5).

Insert square end of anchor into V-shaped structure piece square hole (6).













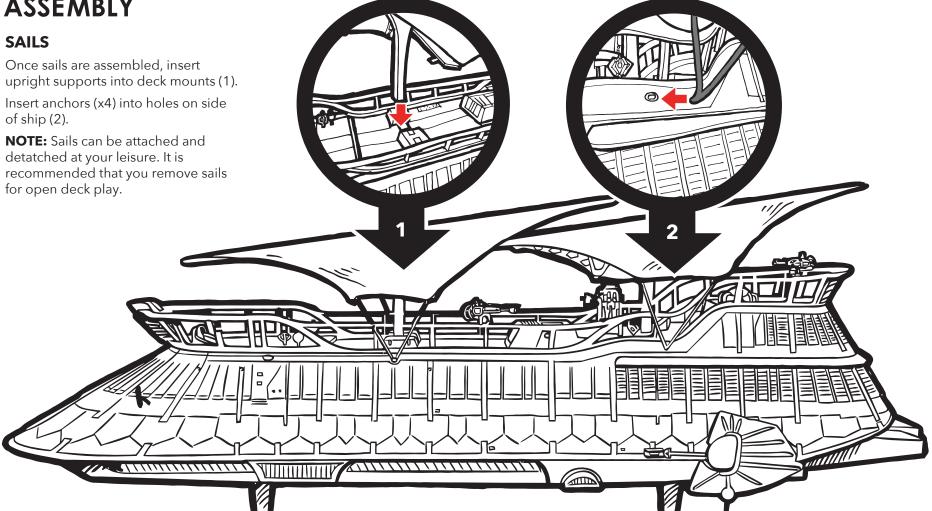
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# **ASSEMBLY**

of ship (2).

detatched at your leisure. It is for open deck play.



**EXTERIOR PLAY** 

POP-OFF PANELS (1-5) Carefully lift panels from the bottom to remove. Remove front panel to reveal cockpit. Remove 3 side panels and back panel to reveal interior. NOTE: When snapping panels back into place, it is best to start with the panels at the back of the ship and move forward towards the front.

TRAP DOOR (6) Press button below rail to release trap door. Reset manually from below deck.

**DECK HATCHES** Deck hatches slide or lift open.

"BREAK" IN RAILING (7) "R2, where are we going?!" Railing piece is removable to recreate R2-D2's leap from the deck of the Khetanna.

REAR SHUTTERS (8) Rear shutters can be pushed open from behind for added ventilation. Do not pry open shutters that do not readily open as they are NOT intended to be open.

**INTERIOR PLAY** 

COCKPIT Cockpit holds 2 figures.

JAIL SHACKLES (9) Included chains and shackles can attach to foot of figure. (Additional figures not included).

SLIDING JAIL DOOR (10) Slide door back and forth to trap or release prisoners.

SMUGGLER'S HATCH (11) Remove floor piece to reveal smuggler's hatch.

ARMORY (12)

Store weapons in armory as shown.

JABBA'S DAIS

Slide Jabba's dais back and forth to scan for shady denizens.

**PLAY** 





















Some poses may require additional support.
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