

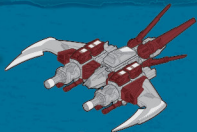
SNAP SHIPS™

BUILD TO BATTLE®

SCARAB

**SCARAB K.L.A.W.
INTERCEPTOR**

BUILD #1 - P. 4



**SCARAB K.L.A.W.
LIGHT FIGHTER**

BUILD #2 - P. 16



**SCARAB K.L.A.W.
ATTACK STRIKER**

BUILD #3 - P. 26





APP
Ask a Parent First

Download
the Snap Ships
app for
interactive
builds
and play

WELCOME TO THE FUTURE...

Where humanity is under constant attack from a brutal alien threat.

The Komplex spreads through the galaxy and growing stronger with each system they conquer, each species they defeat and assimilate. And now they are here.

To defeat them, humanity relies on an elite team, the Forge, who pilots an armada of spacecraft known as Snap Ships. Fast attack craft, armored bombers and so much more, the Snap Ships are designed to be modular to build the perfect ships for battle.

And these Snap Ships are the last shot they have at stopping the Komplex.

Are you ready to

►► **BUILD TO BATTLE?** ◀◀

THE MYSTERY OF UJU TECH

An ancient lost civilization, UJU KON, has left behind their advanced technology. Snapping this UJU tech into Snap Ships gives them unheard-of flying abilities and powerful new weaponry!

Watch Action-Packed Videos!



SCARAB K.L.A.W. INTERCEPTOR

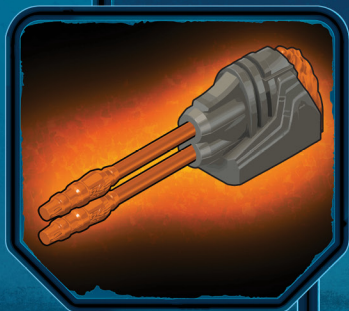
The Scarab is the main fighting craft for the Komplex. Heavily armed and equipped with wings designed to cut through armor, swarms of Scarab fighters tear through the enemy. Scarab is fierce due to its:

- **6-BARREL GATLING GUN** fires bullet storms that chew through armor
- **TWIN BARREL PULSE LASER** that tears down electromagnetic shields
- **SWING WING** that, when folded back, can slice through armor



FEEL THE ENERGY!

You have discovered the UJU tech dubbed the UX-Link Bolo Launcher. It launches dual projectiles connected by an energy band, which simultaneously pierce through enemy targets for maximum damage.

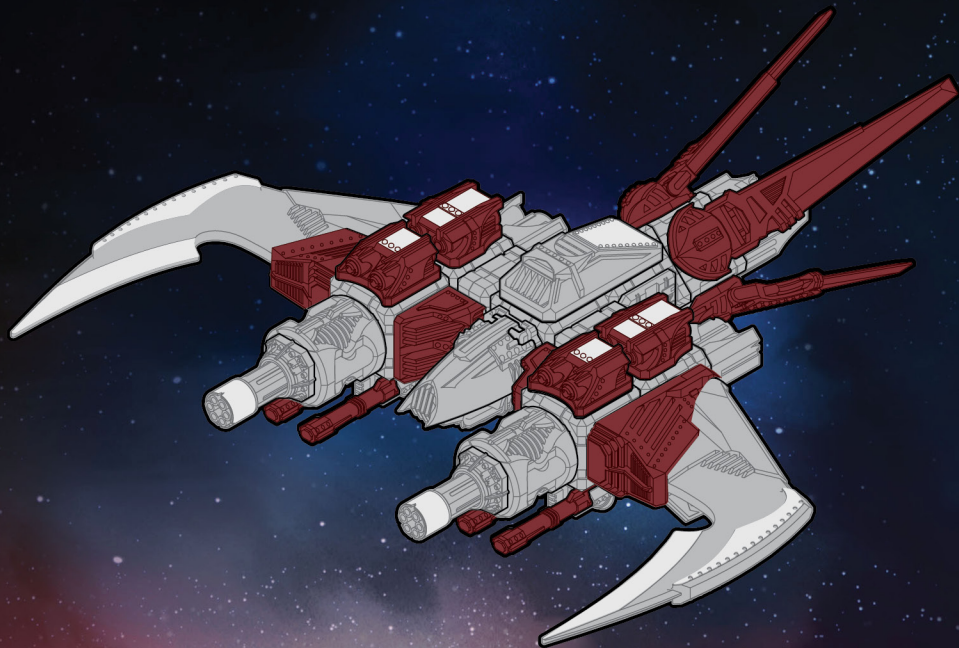


Are you ready to **BUILD TO BATTLE?**



This ship is piloted
by The Truth.

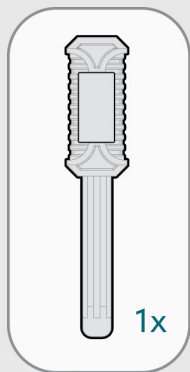
Includes: 41 Building Pieces, 17 Accessories, Instructions



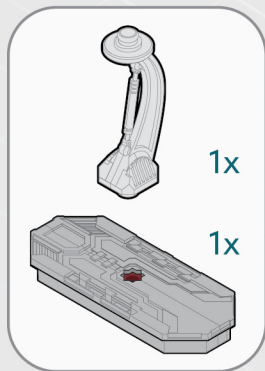
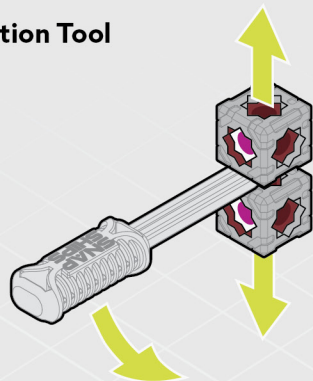
SCARAB K.L.A.W. INTERCEPTOR

BUILD #1

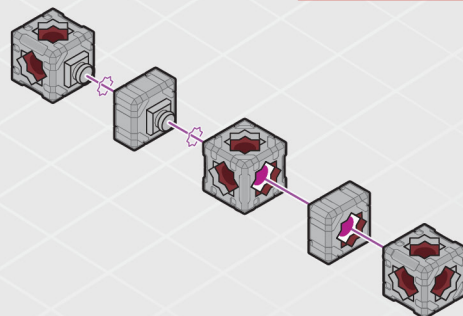
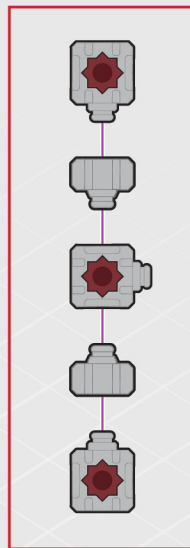
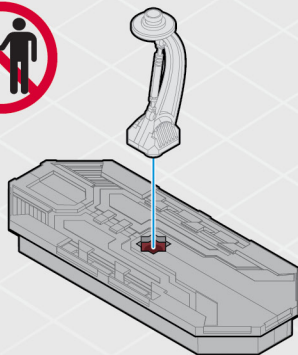
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Separation Tool



Box top is also a display stand



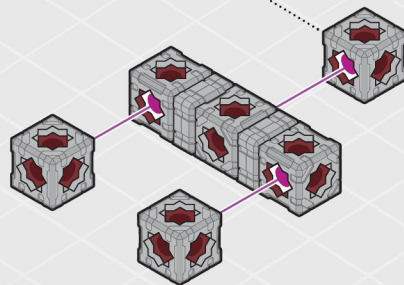
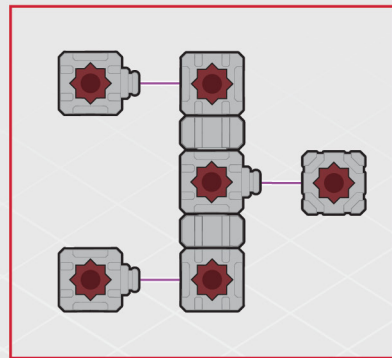
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2x



1x



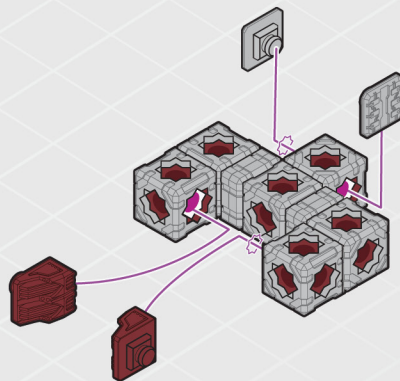
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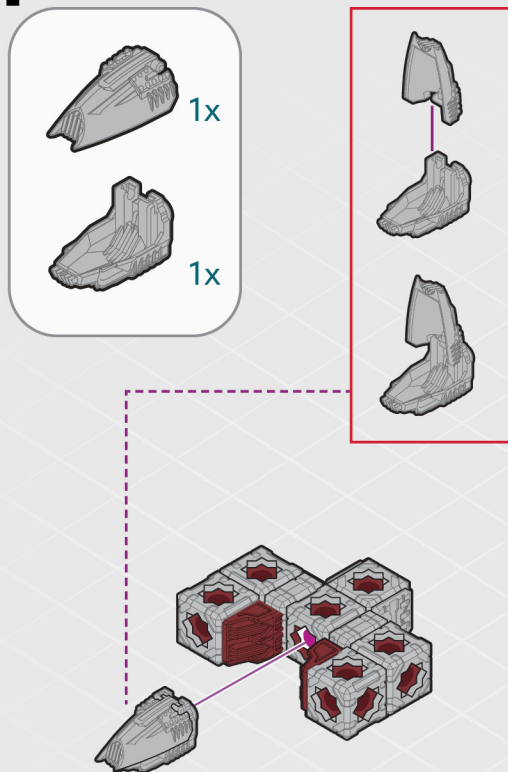
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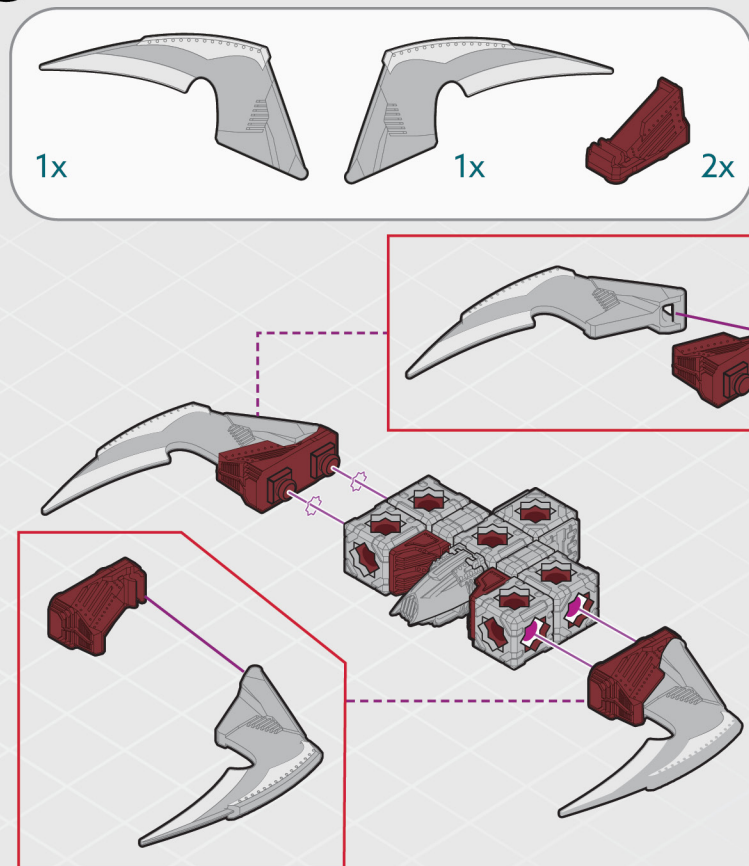
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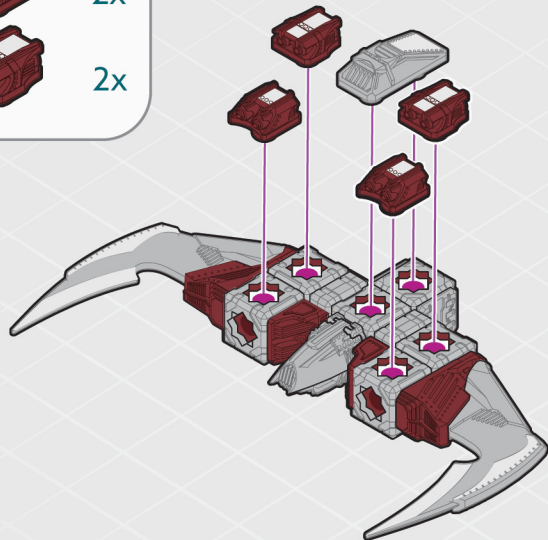
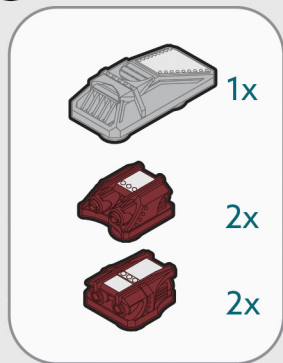
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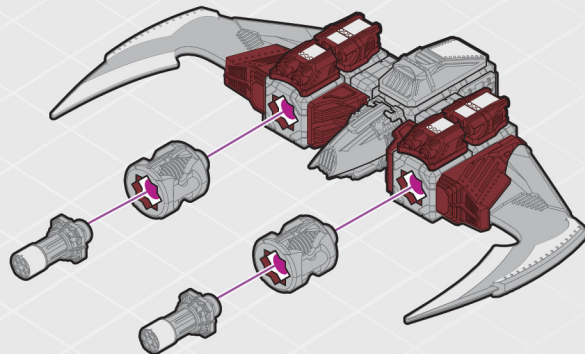
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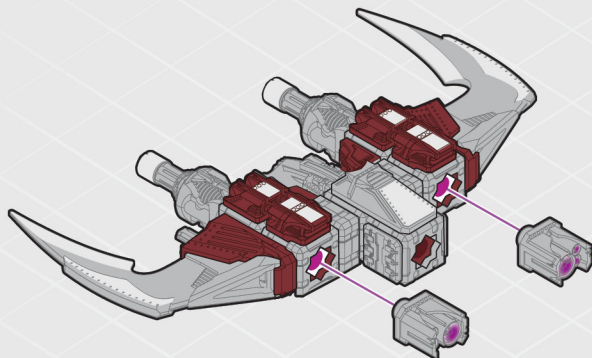
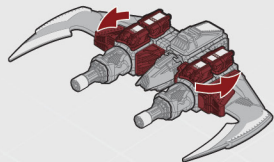
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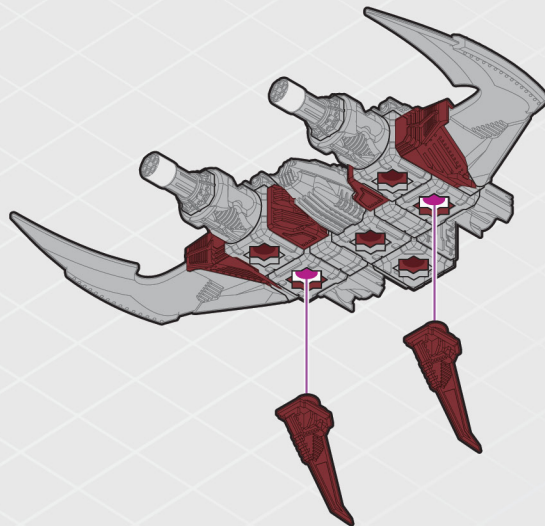
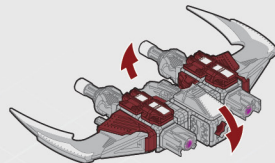
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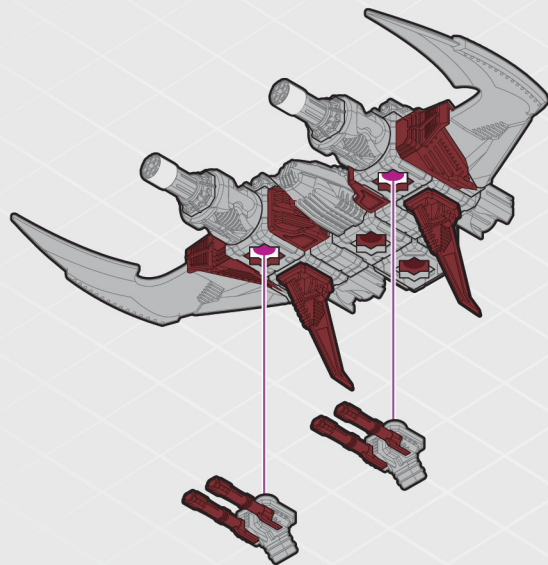
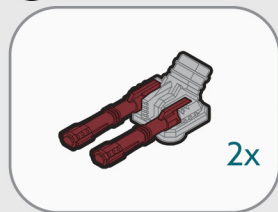
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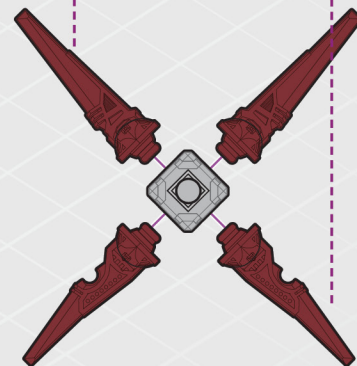
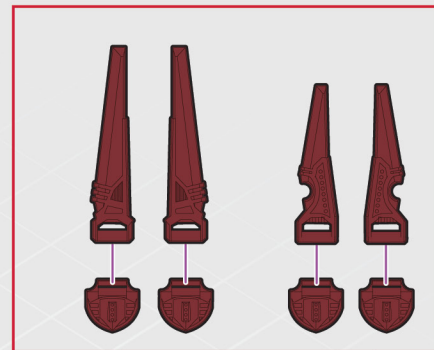
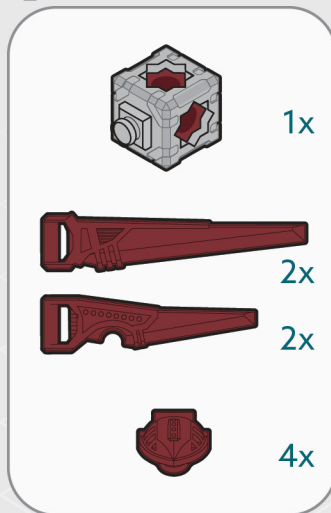
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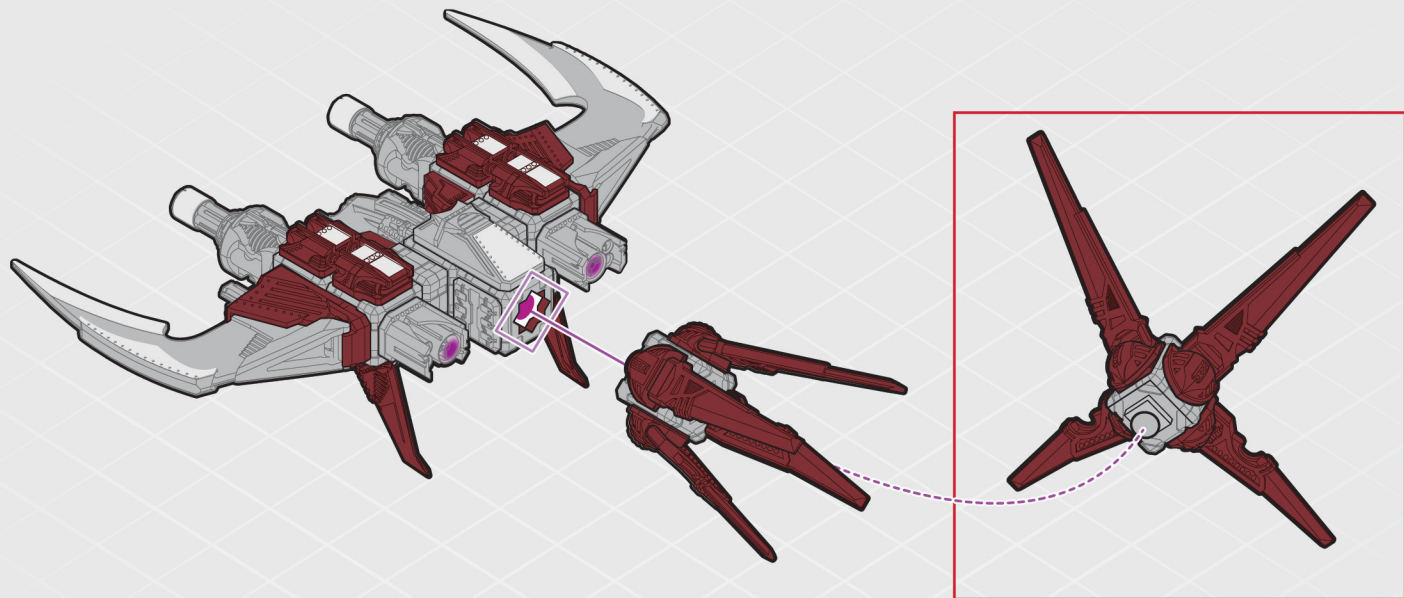


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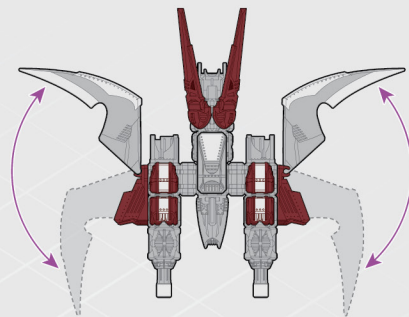
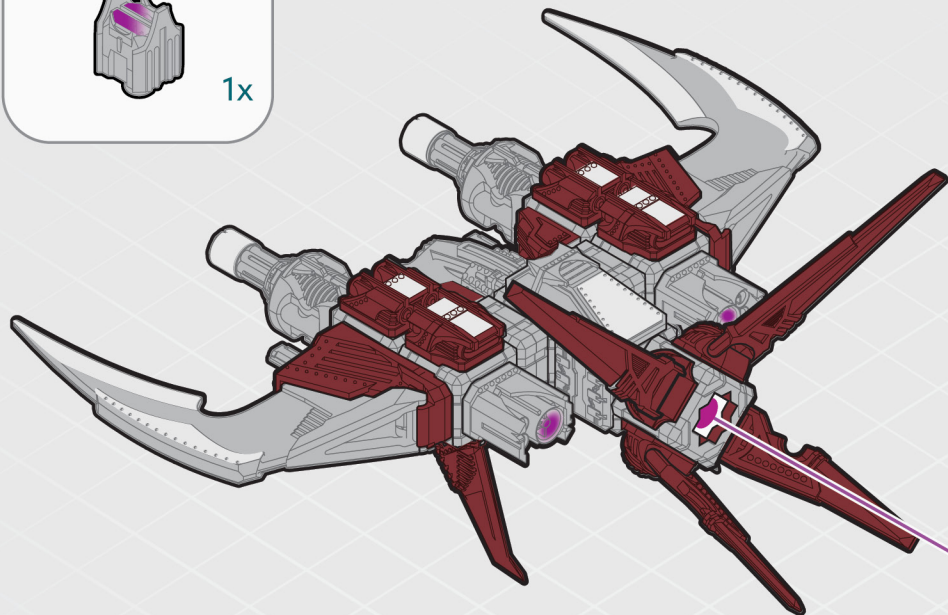




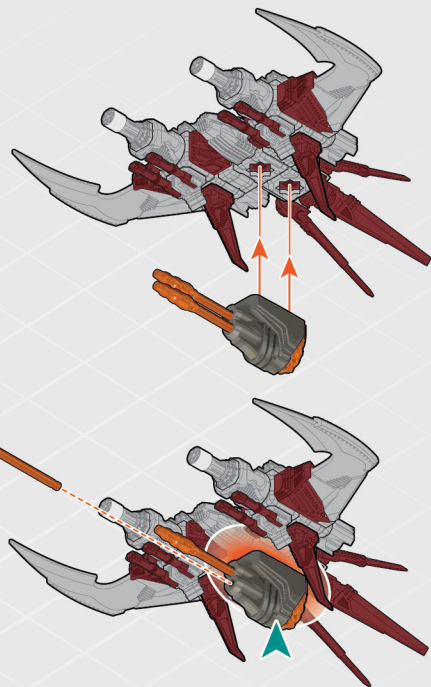
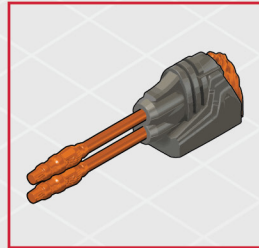
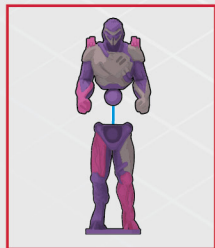
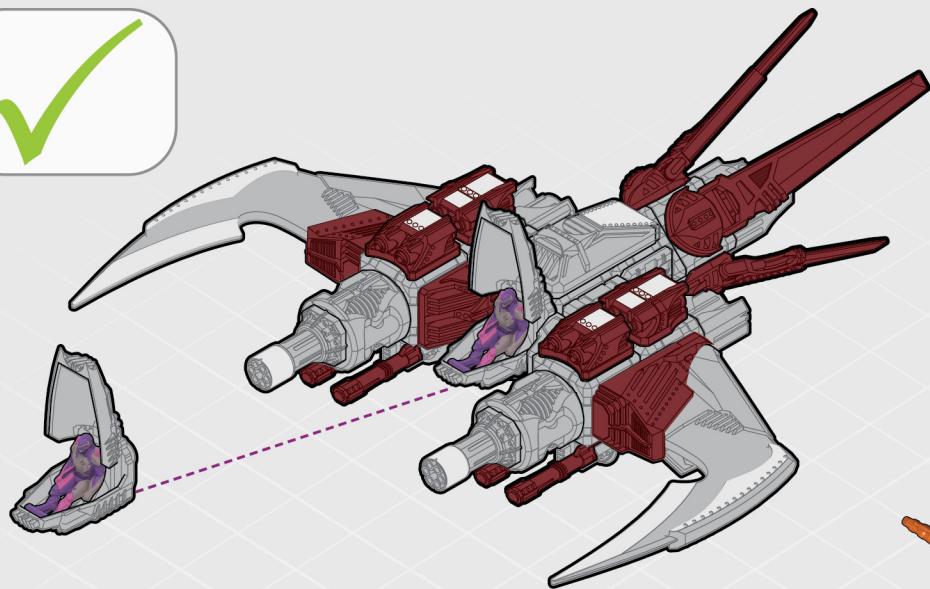
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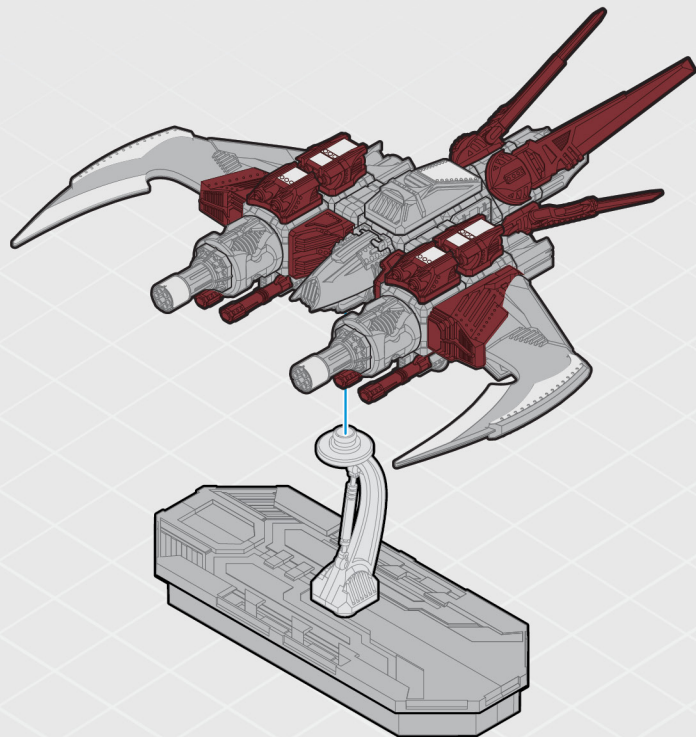
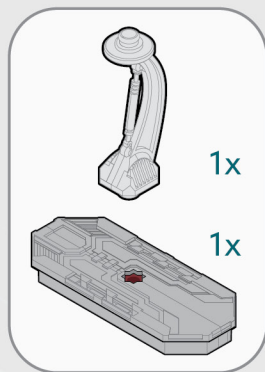


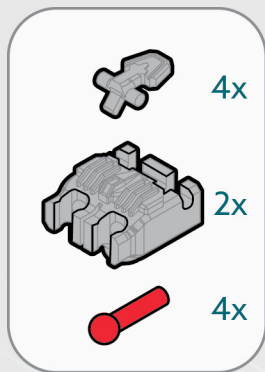
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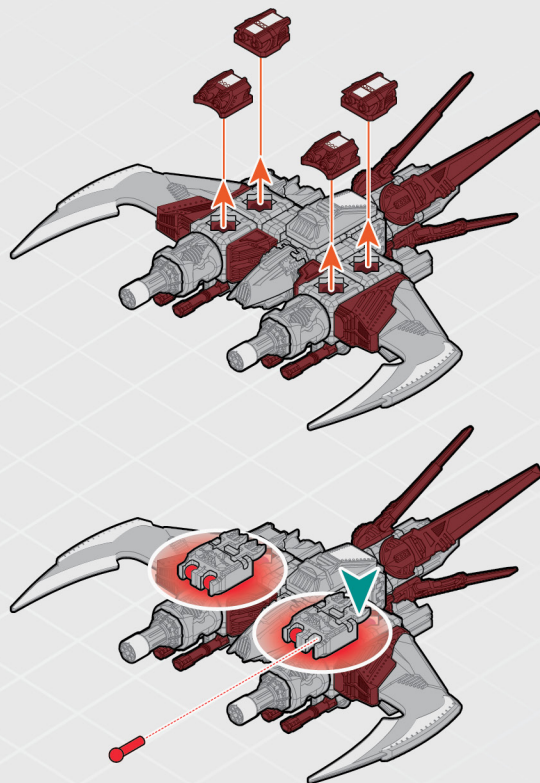
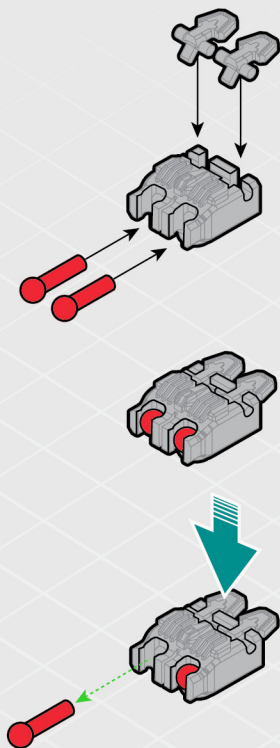
SCARAB BUILD #1



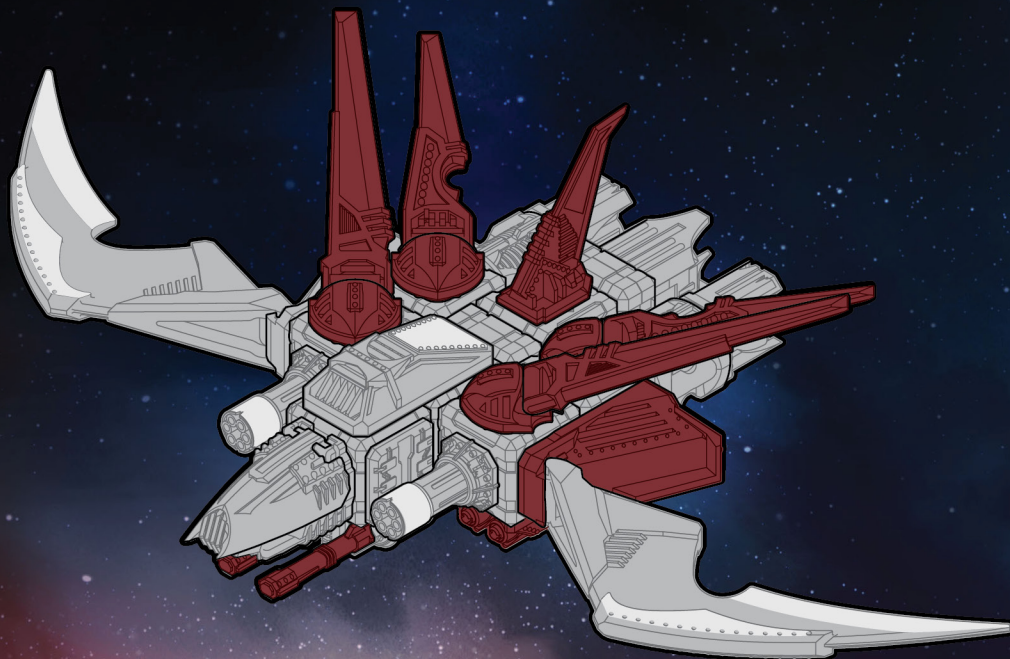




Loading & Shooting Weapon



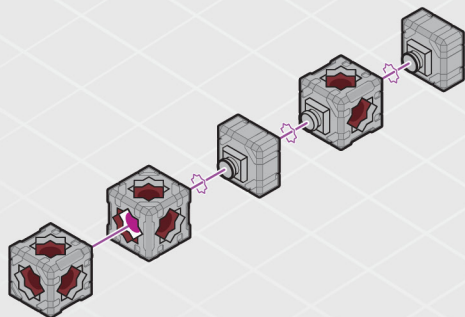
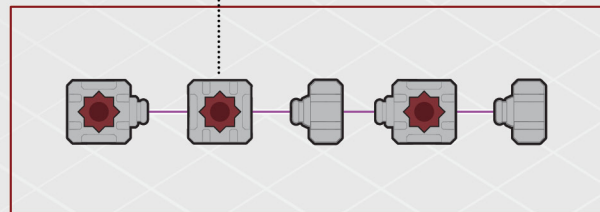
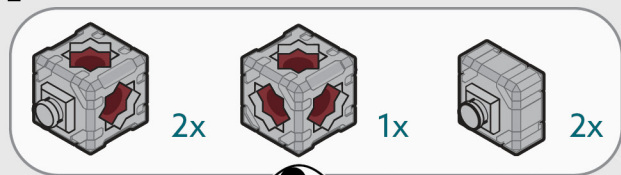
WARNING
DO NOT AIM AT EYES OR FACE



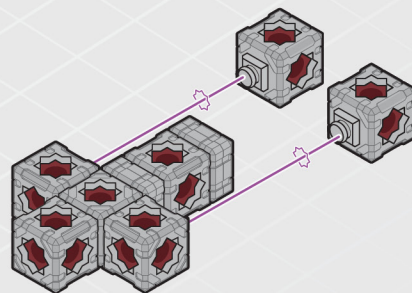
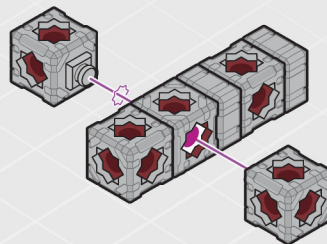
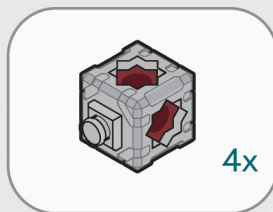
SCARAB K.L.A.W. LIGHT FIGHTER

BUILD #2

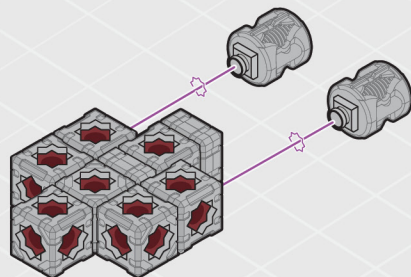
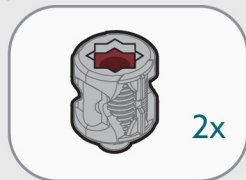
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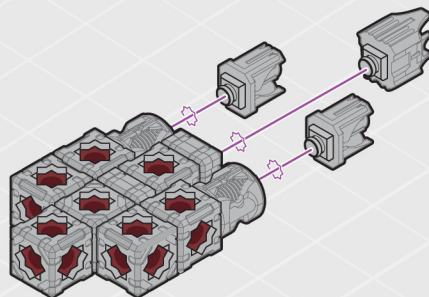
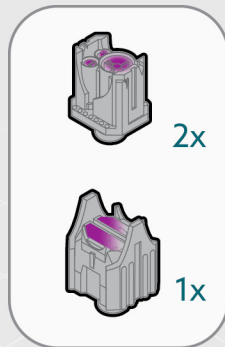
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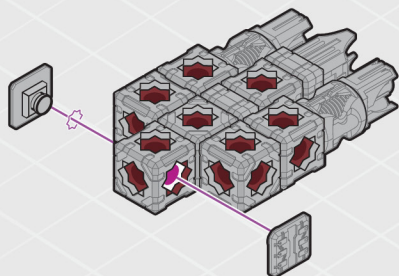
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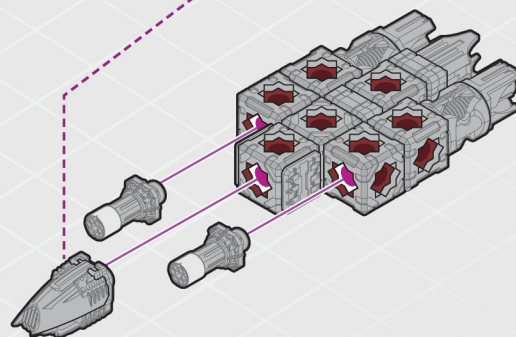
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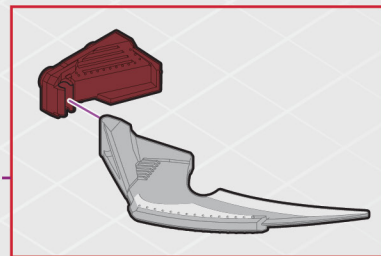
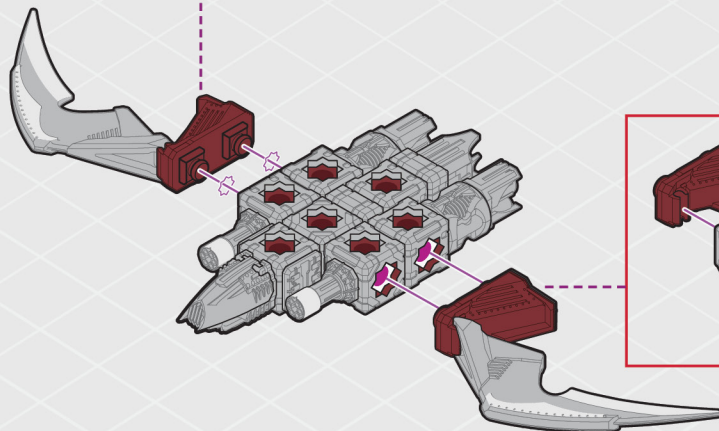
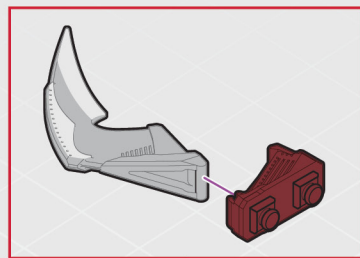
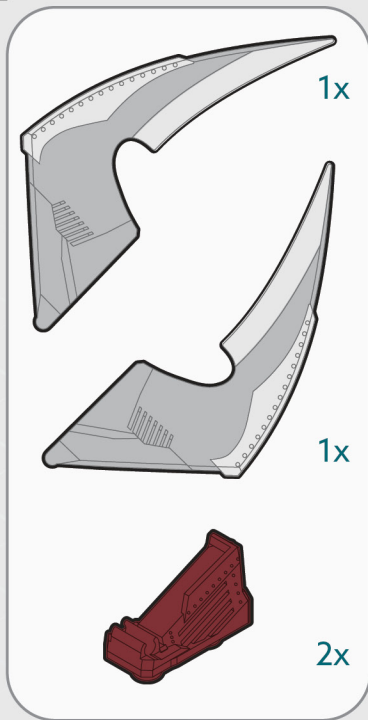
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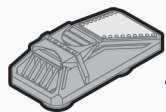
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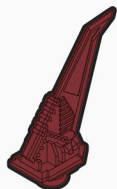
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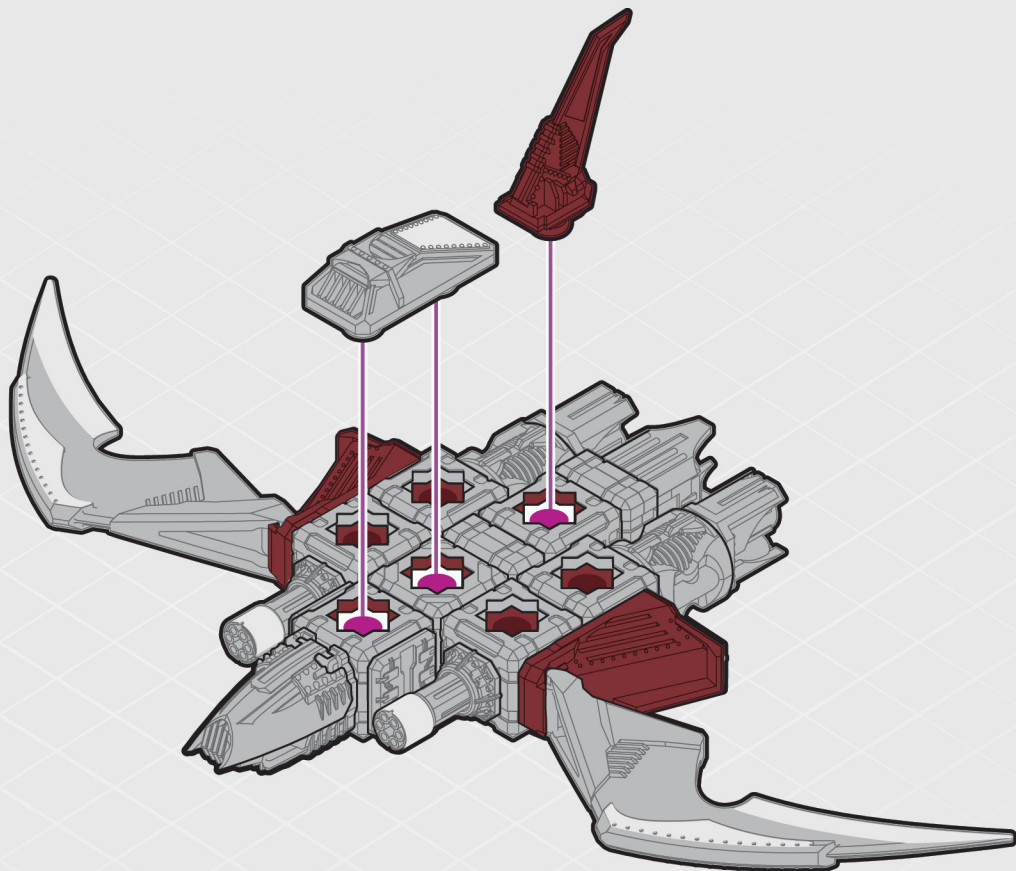
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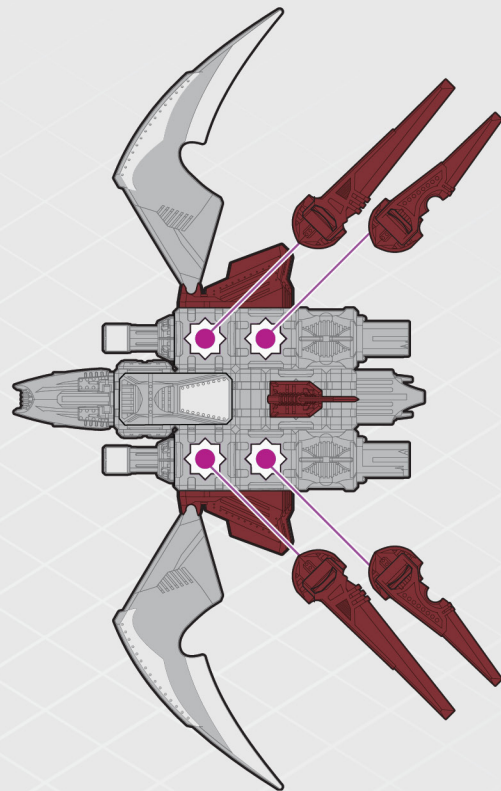
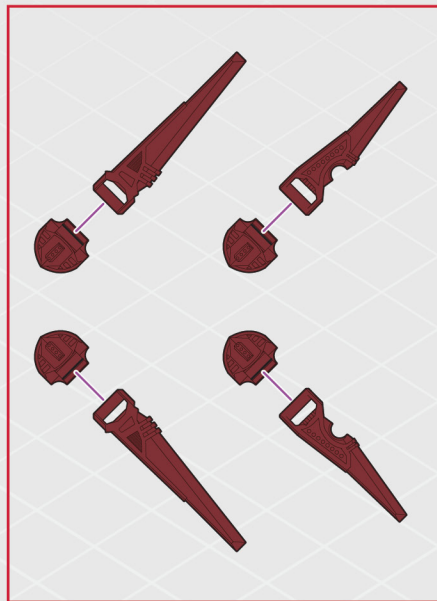
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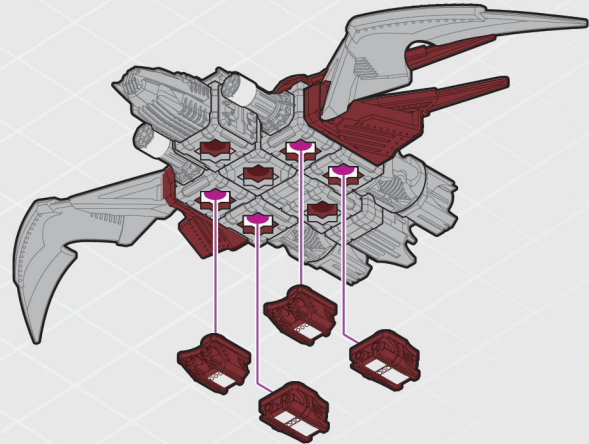
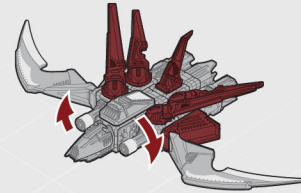
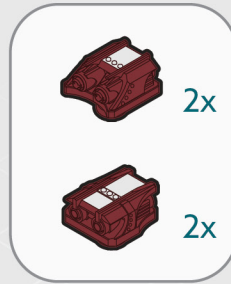
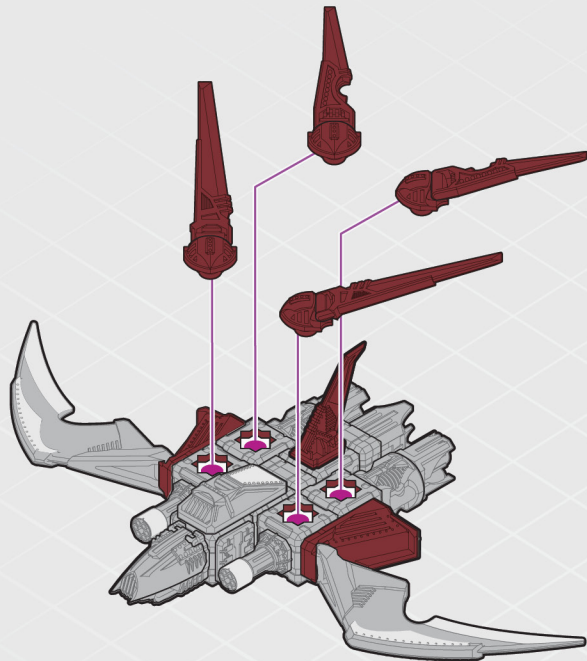
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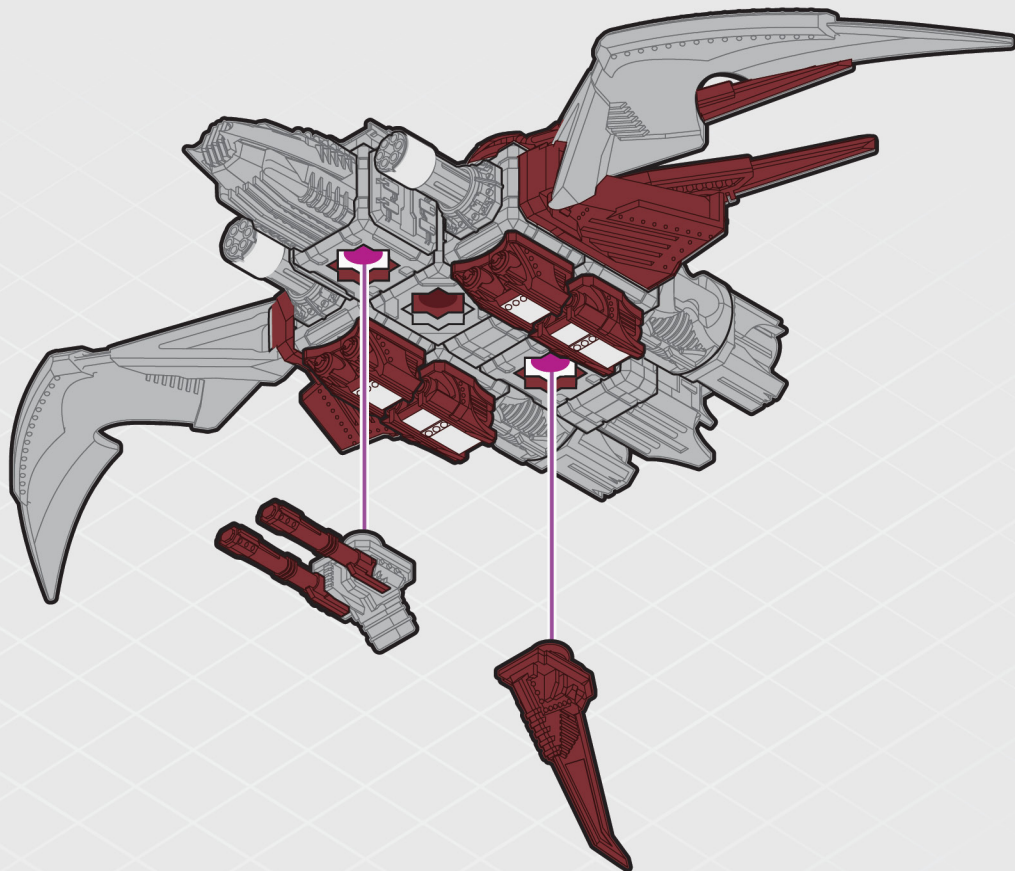
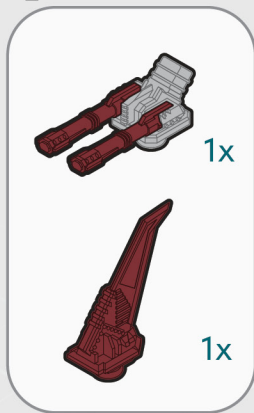
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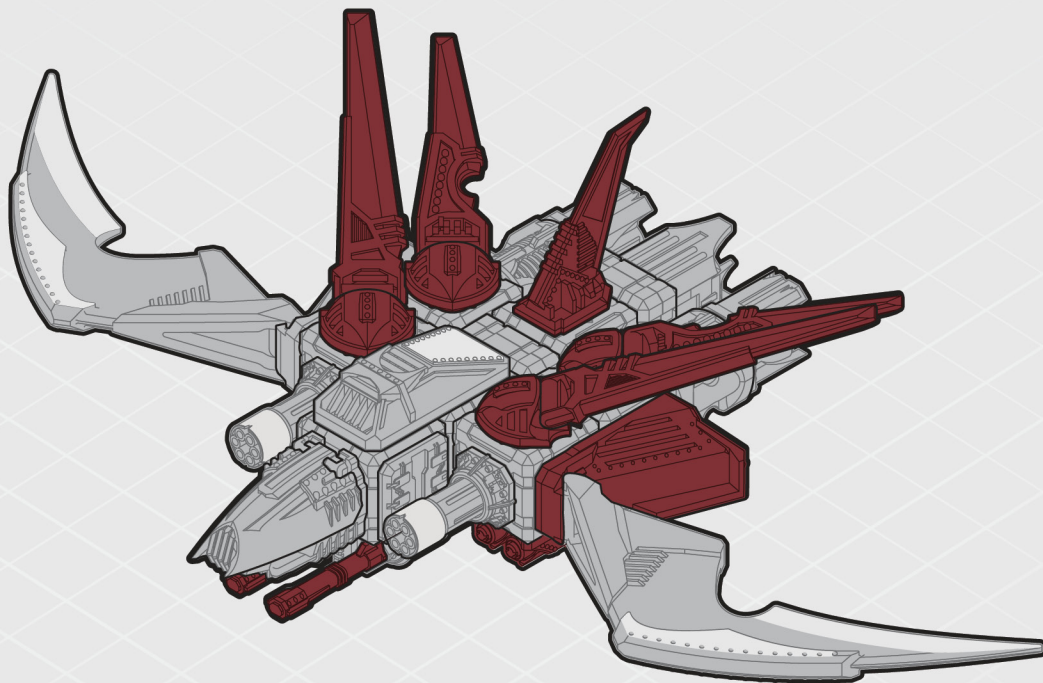
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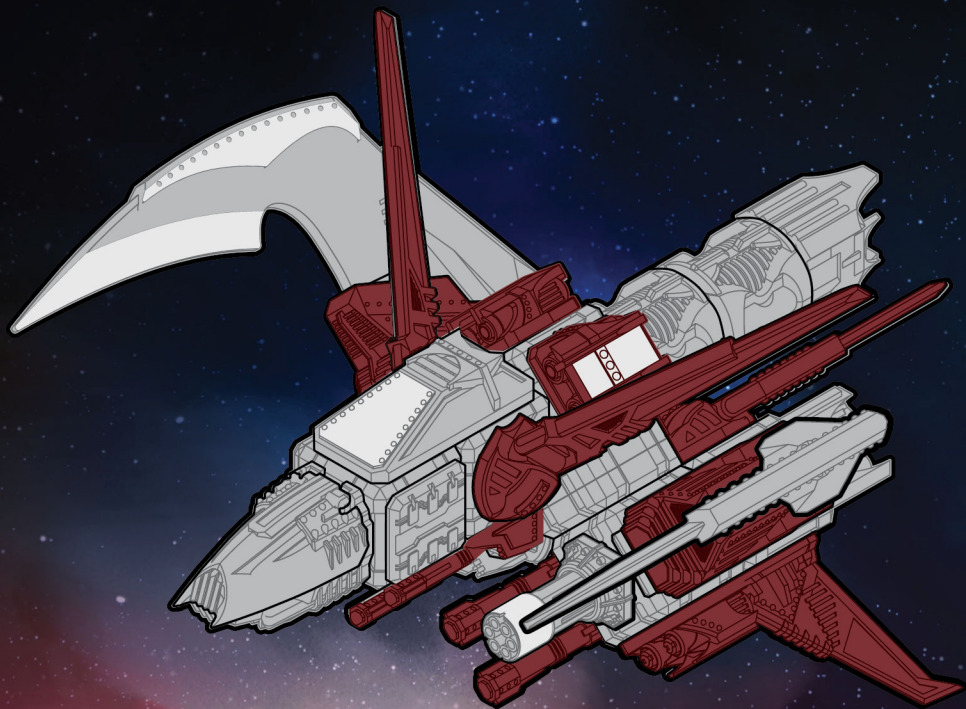


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12





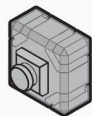
SCARAB K.L.A.W. ATTACK STRIKER

BUILD #3

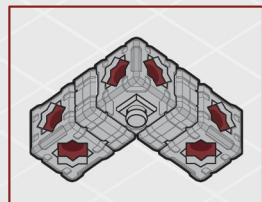
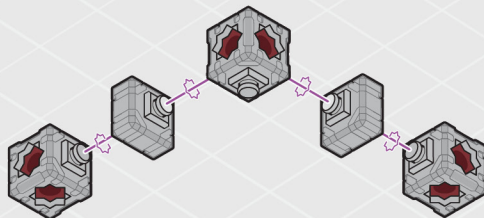
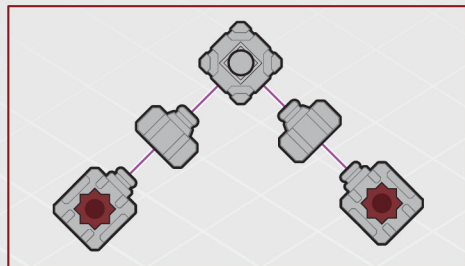
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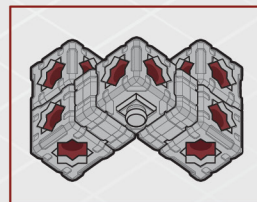
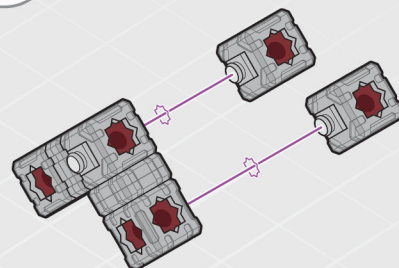
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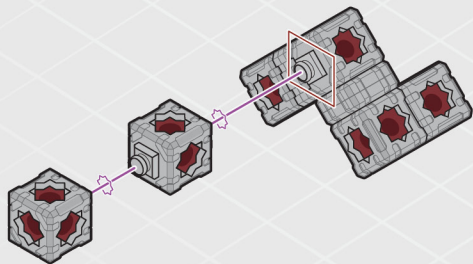
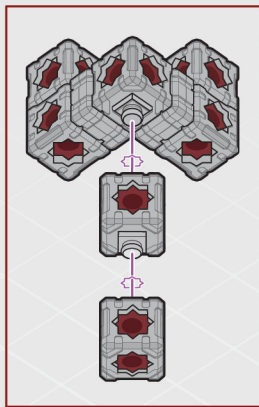
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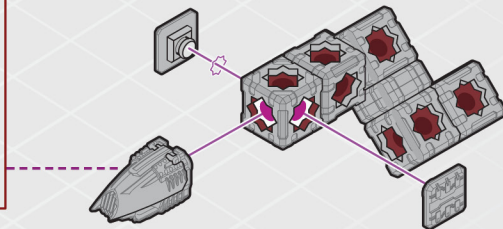
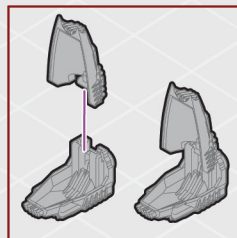
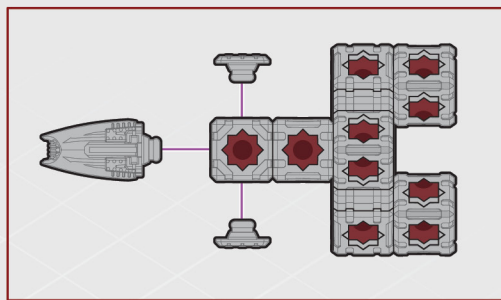
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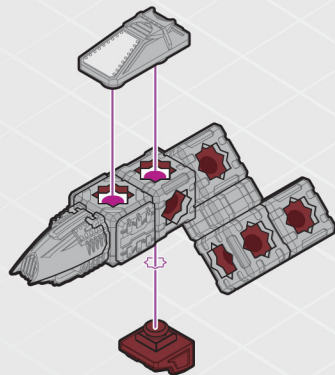
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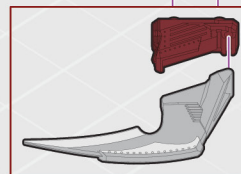
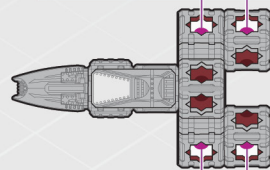
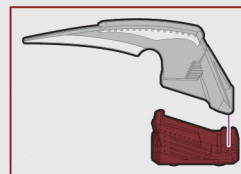
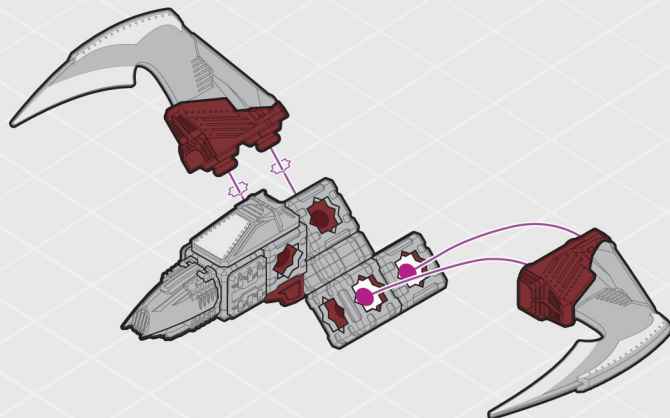
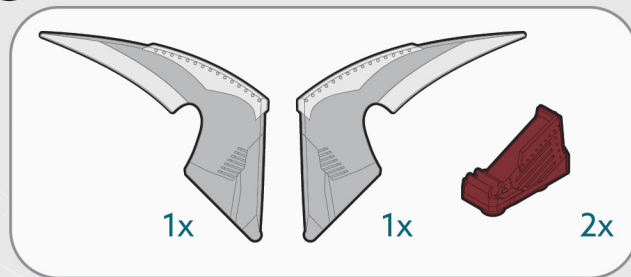
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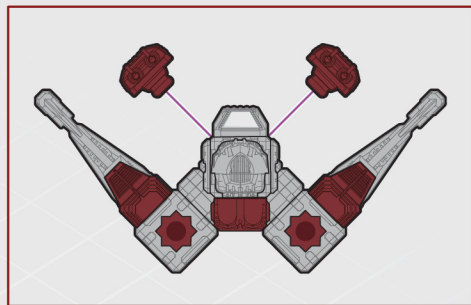
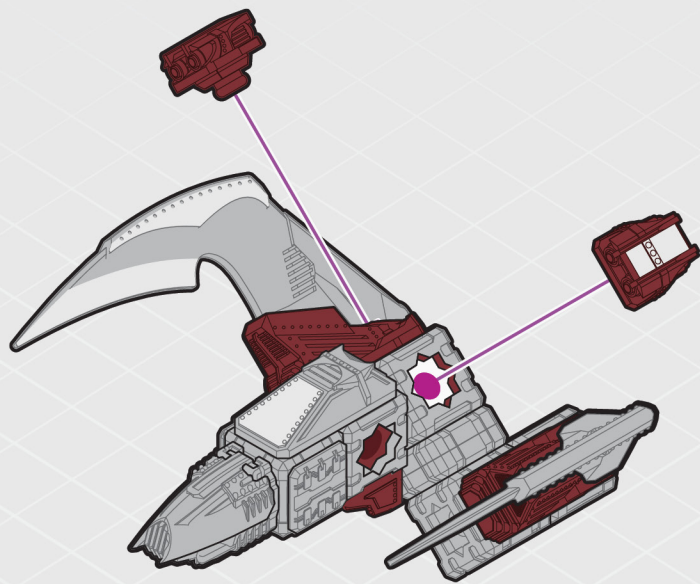
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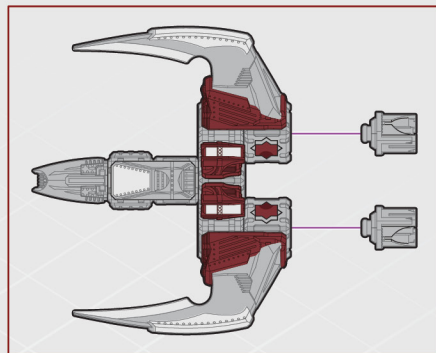
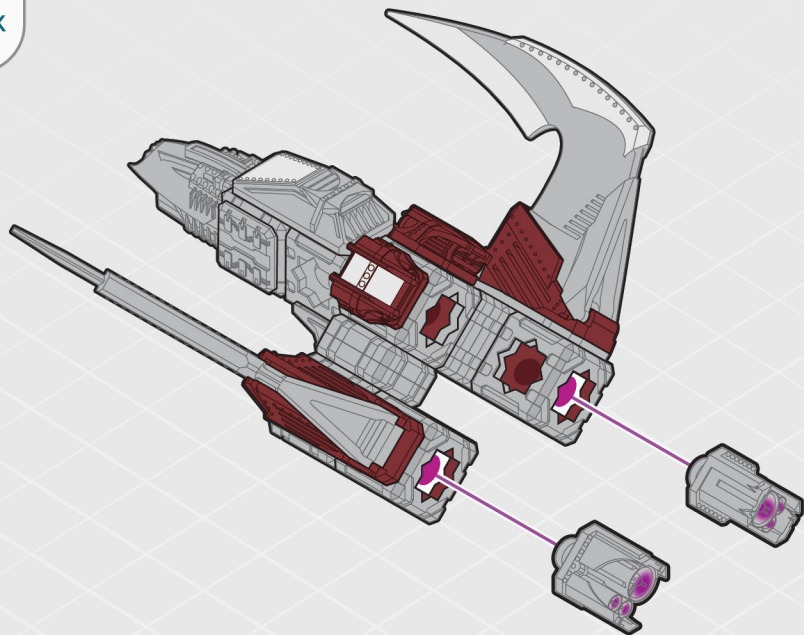
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2x



8



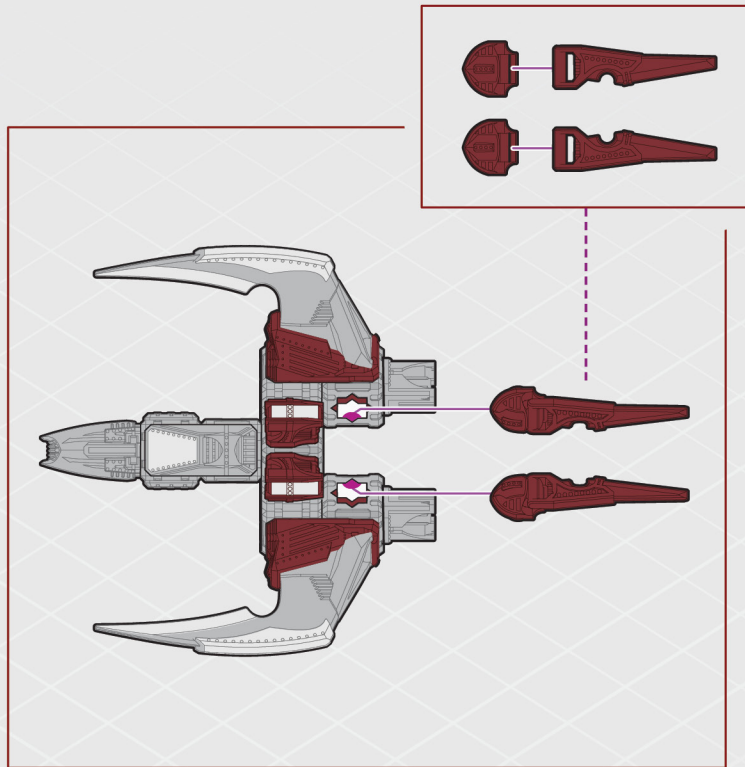
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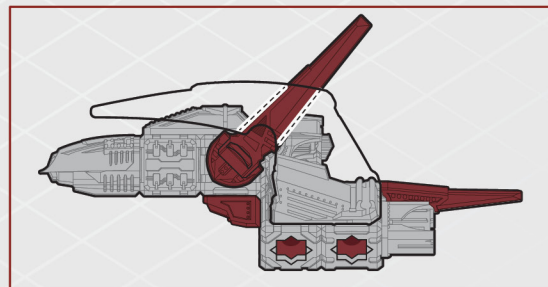
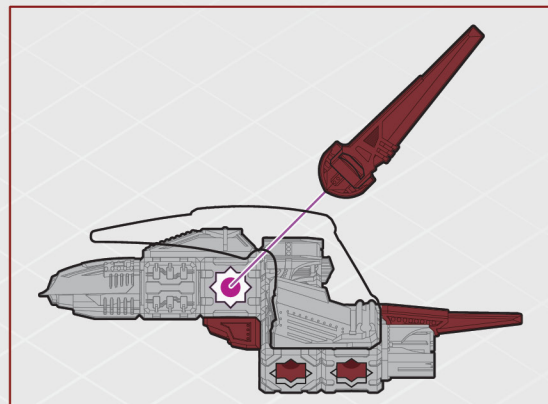
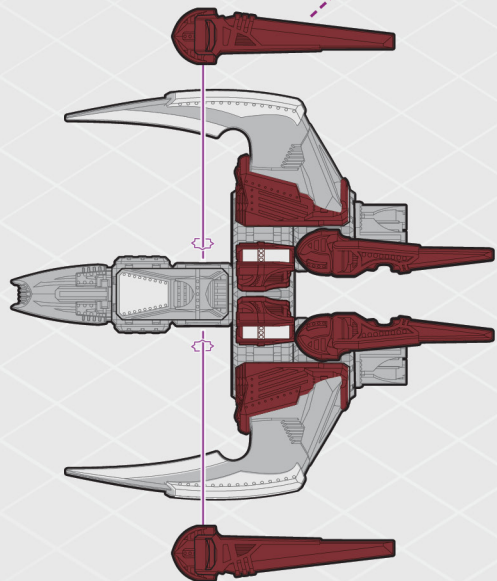
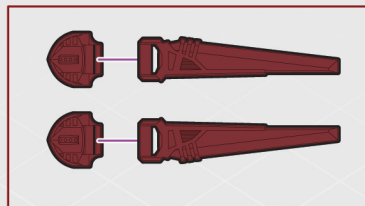
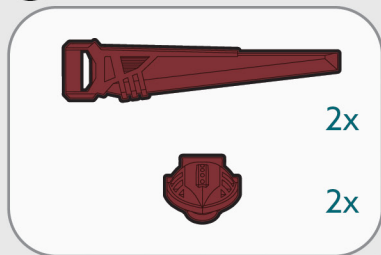
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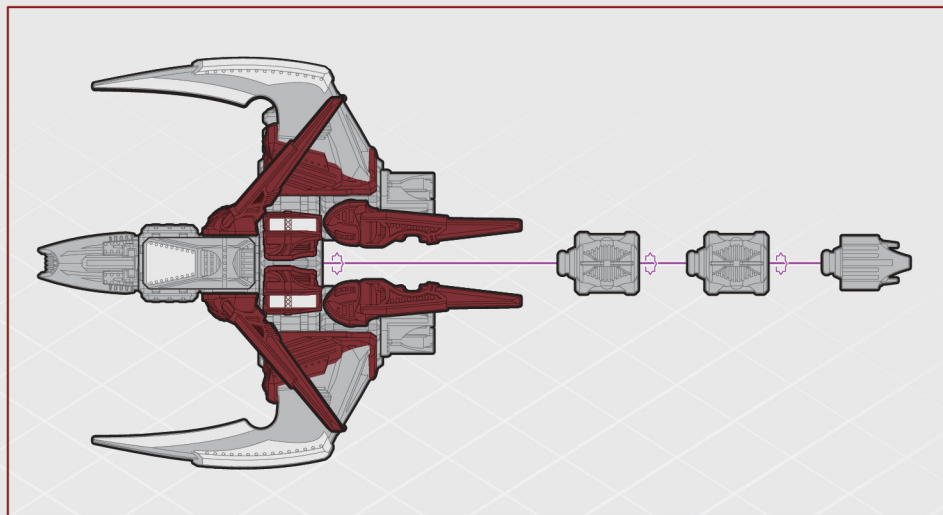
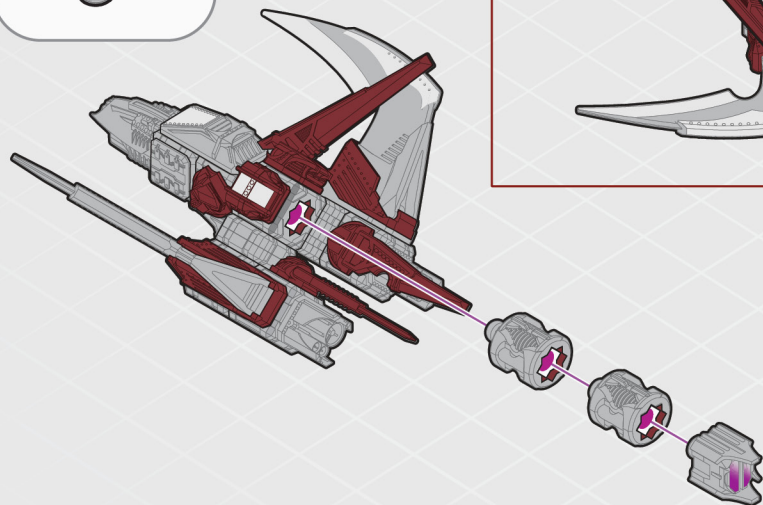


2x



10

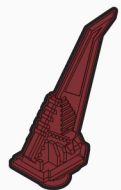




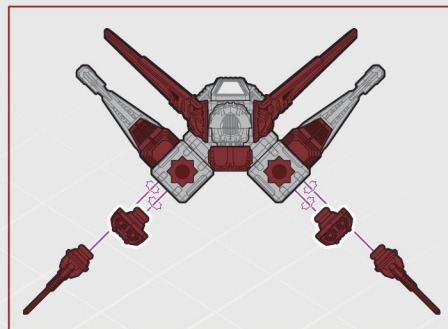
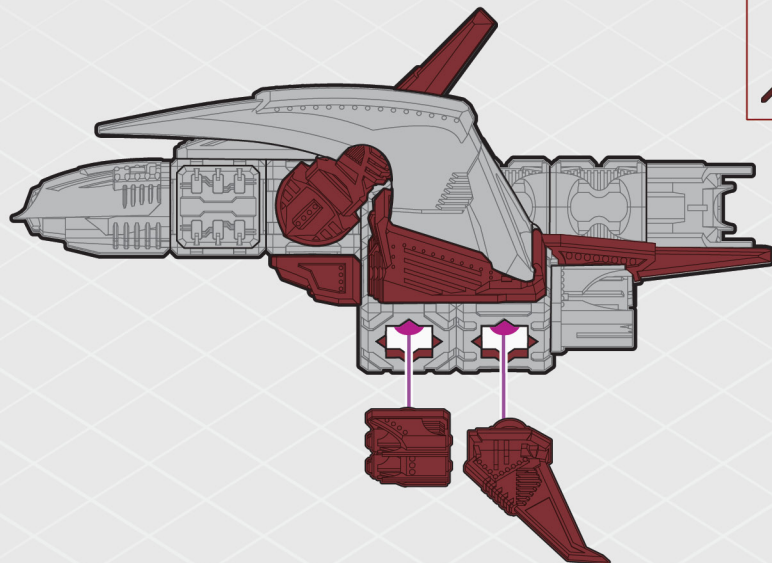
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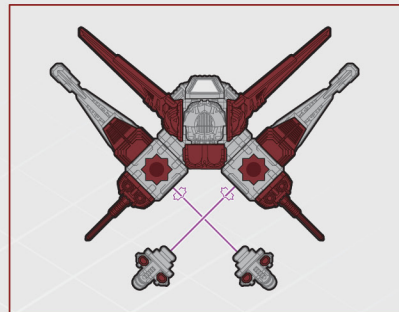
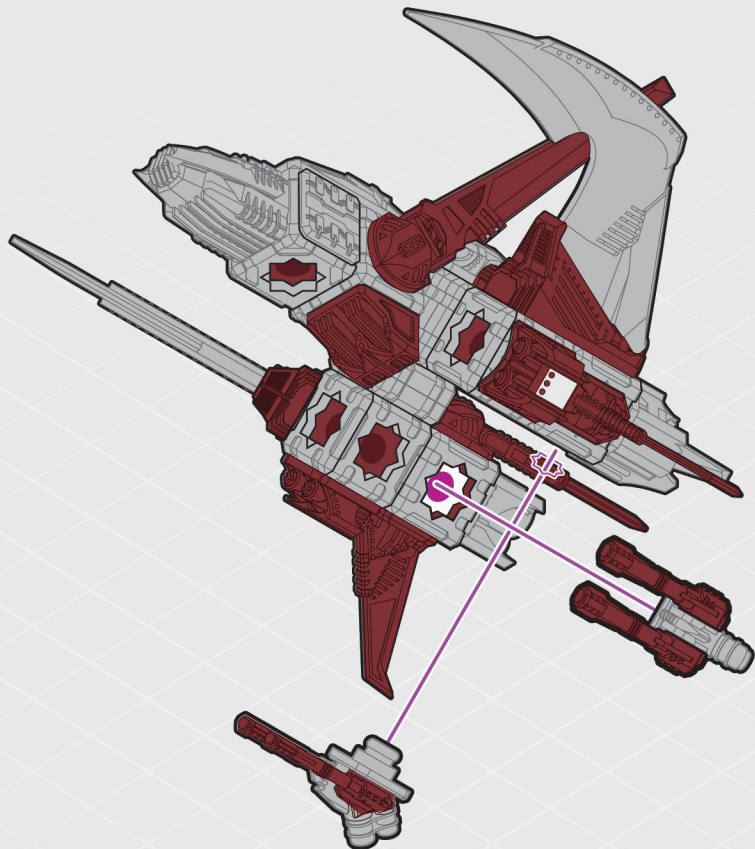
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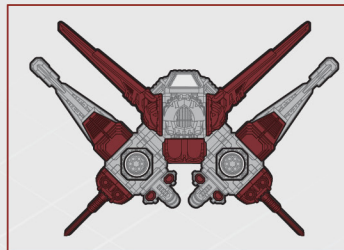
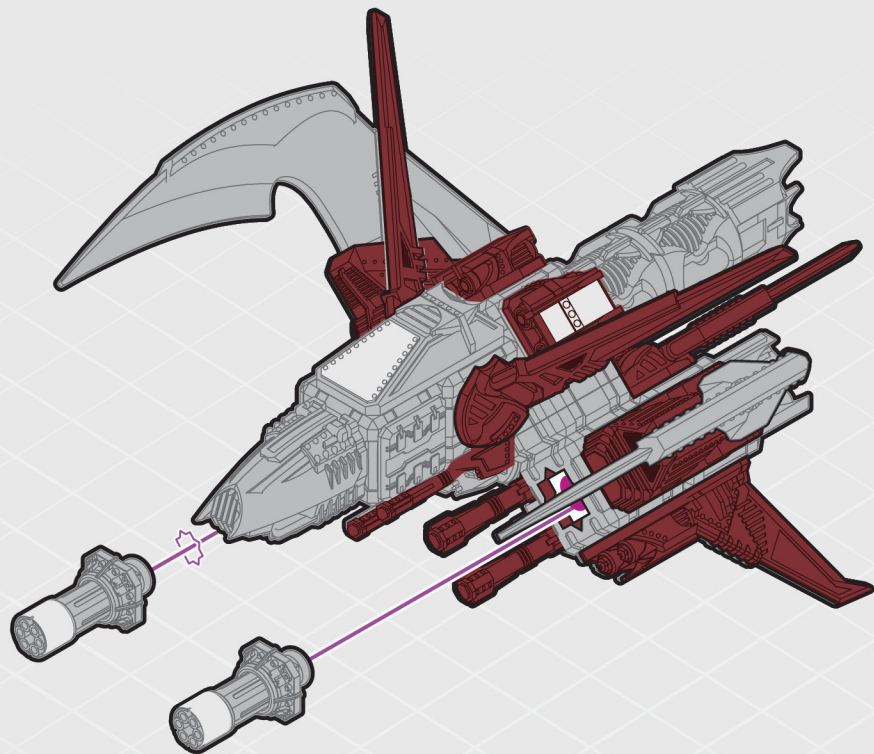
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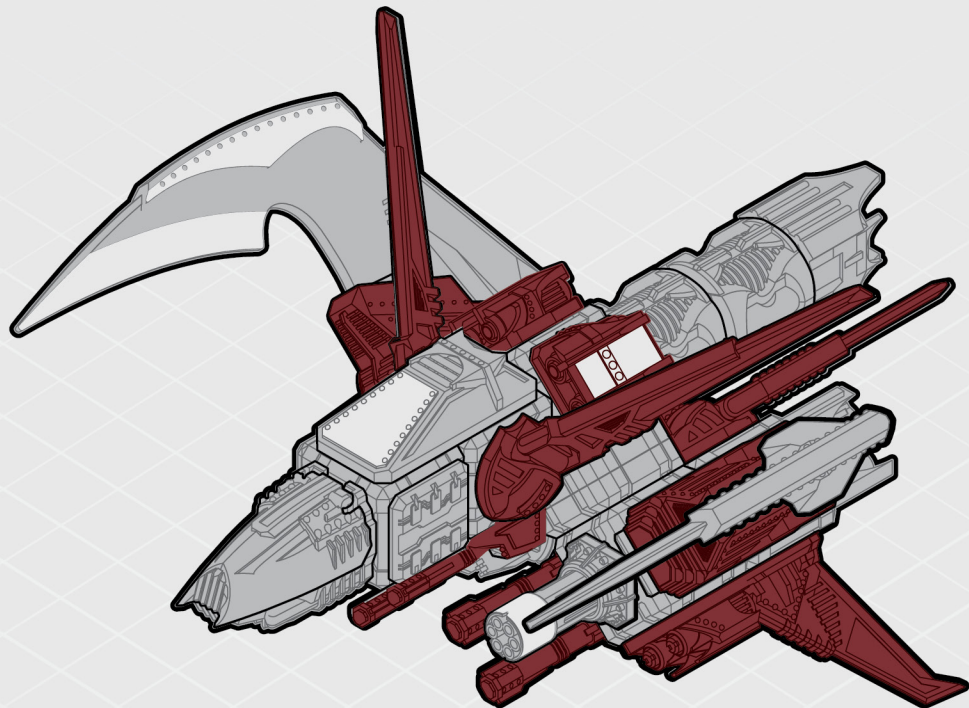
13



14



15





6x



2x



1x



2x



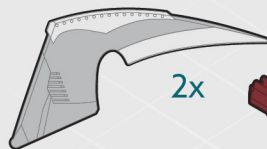
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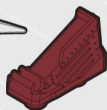
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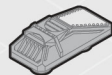
1x



2x



2x



1x



2x



2x



2x



2x



2x



1x



2x



2x



2x



2x



4x



1x



2x



4x



4x



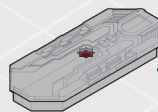
1x



1x



2x



1x



1x



1x



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