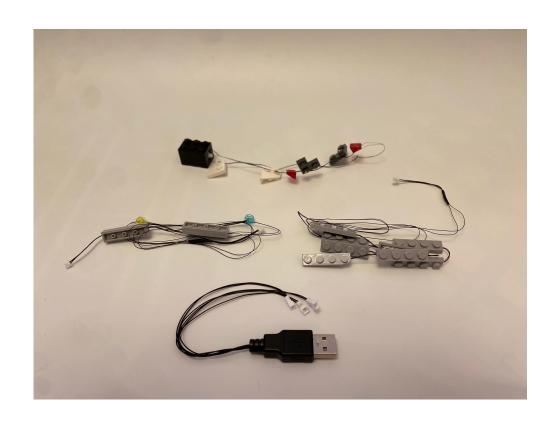
## Lego 76216 **Ironman Armory**

Installation Guide



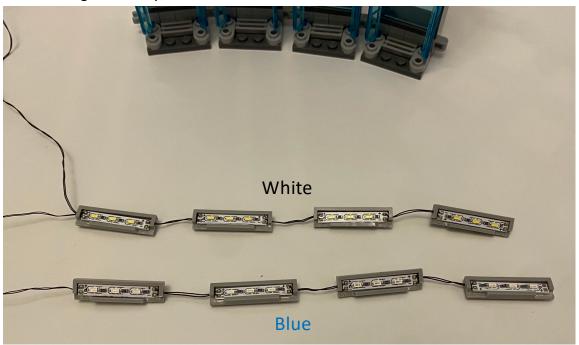




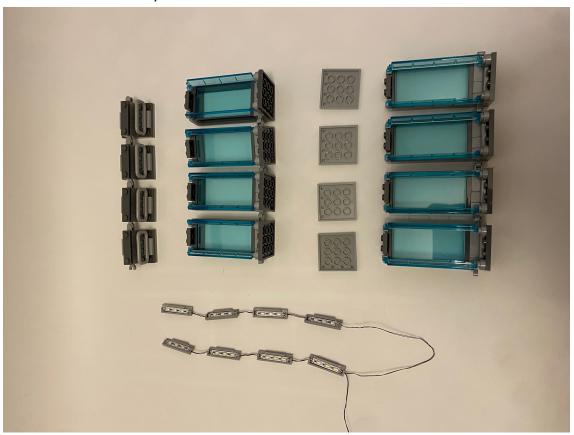
Let's start by the Armory, take the lighting plates out



There're two colors for the light, the one with white led bulbs come out with blue light and white light for the yellowish led's



## Now detach the armory as shown



You may choose to use either color for the level you want, in this case we use blue for the lower level

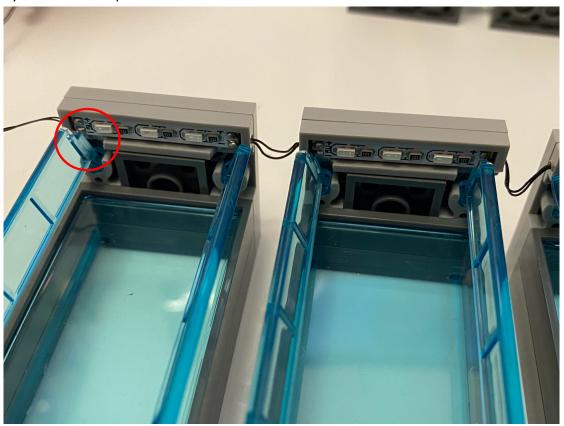
Assemble the lighting plates on the grey 4x4 and remind the side with the gaps would face inside of the Armory



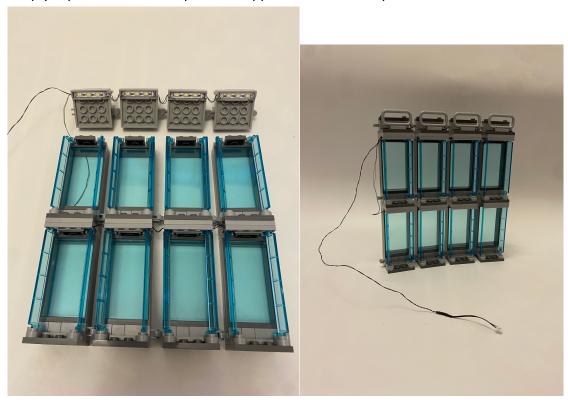
Now combine with the base of the armory



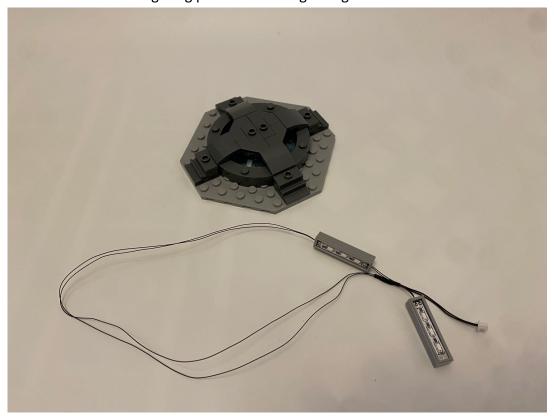
As you can see, if the gap doesn't face inwardly, it would be blocked by the clear blue parts



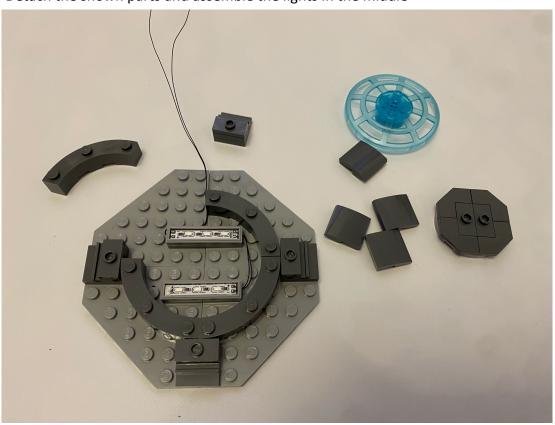
Simply repeat the same step for the upper level then this part is done



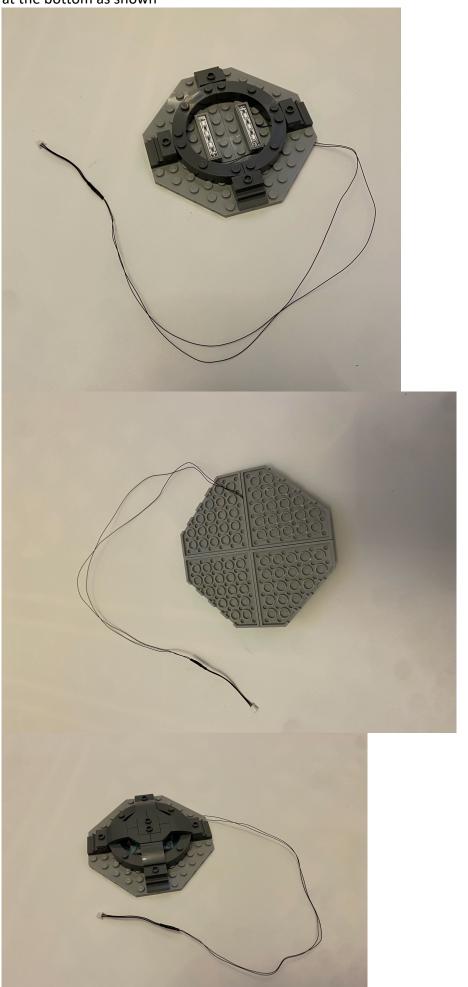
Now take the shown lighting parts for the single stage



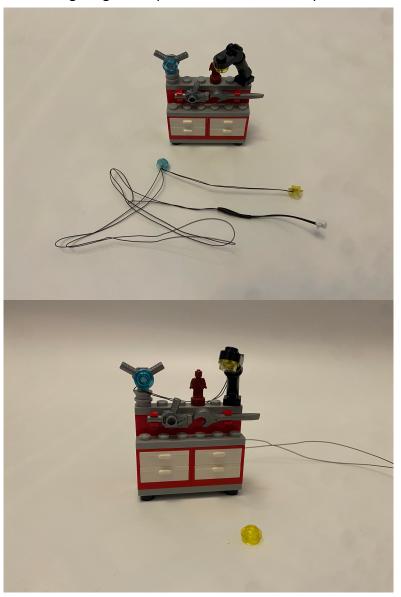
Detach the shown parts and assemble the lights in the middle



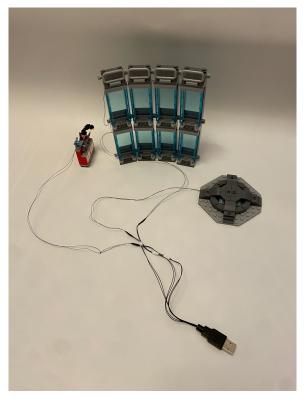
Then put the removed parts back on the stage and the wire can be hidden at the bottom as shown



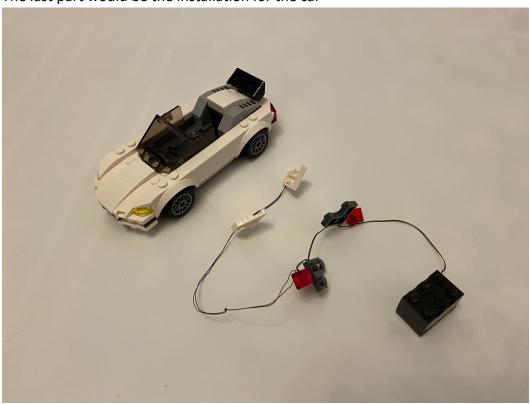
Take the lighting round plates for the shelf to replace the blue and yellow round plate



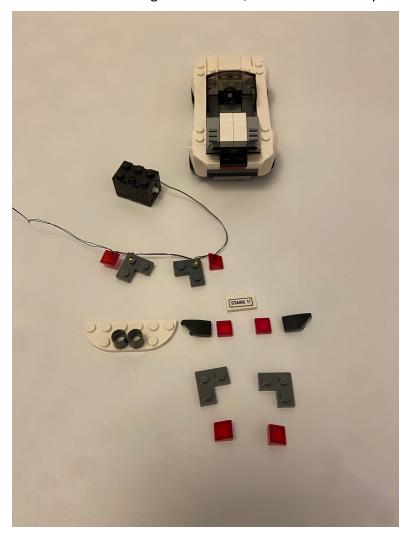
Now the three connectors can be connected to the USB cable



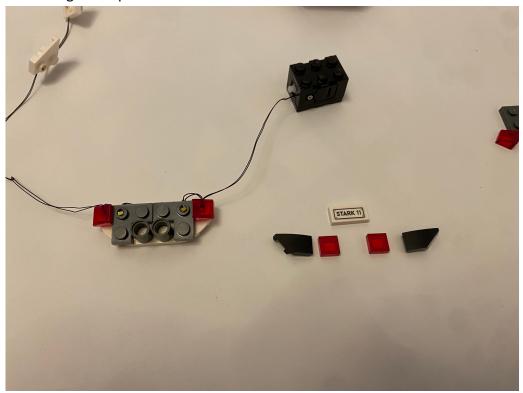
The last part would be the installation for the car



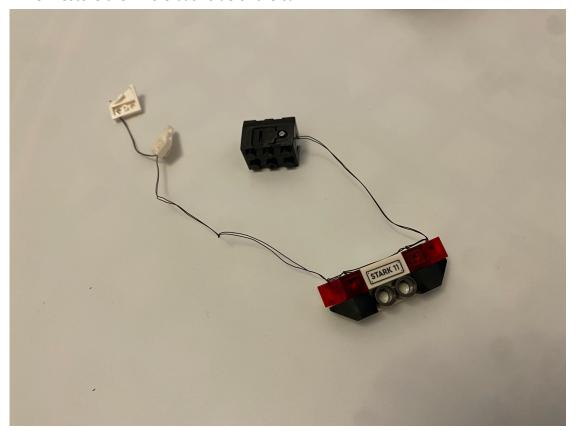
Start from assembling the rear side, detach the shown parts first



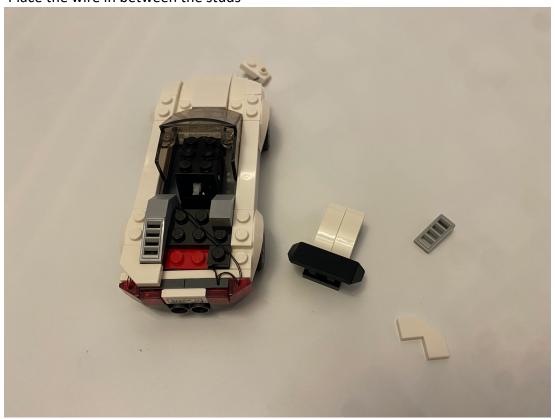
Replace the grey plates and red slopes by the lighting plates, assemble the lights on the big white plate



Then restore the whole back side of the car



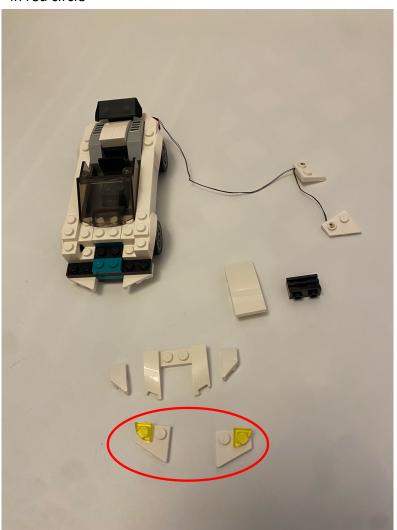
Restore the rear side, remove the shown parts and place the battery box on the seat Place the wire in between the studs



Restore the removed parts



Detach the parts at the front, and the lighting parts will take place for the plates in red circle



Move the lighting parts to the front through the bottom and assemble them



Place the wire between the lights properly then you can restore the parts

