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WARNING:



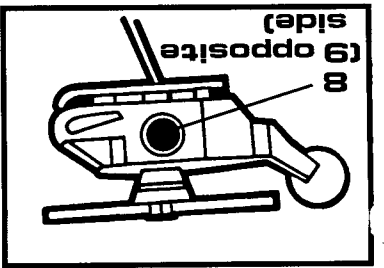
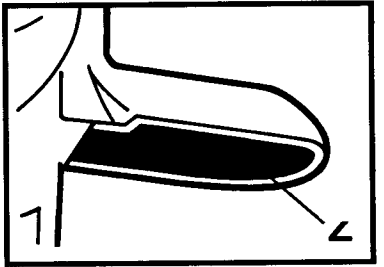
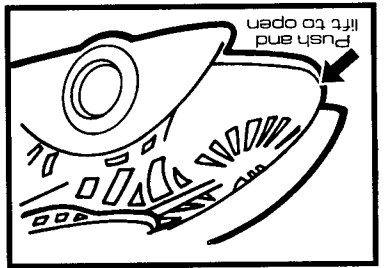
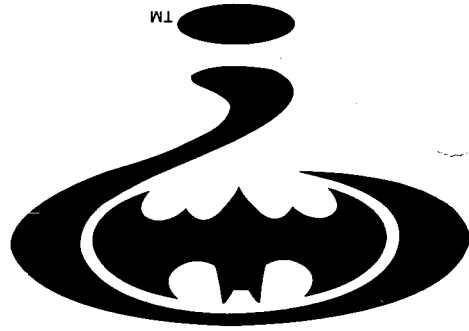
CHOKING HAZARD - Small parts. Not for children under 3 years.

AGES 4 AND UP

INSTRUCTIONS

BATMAN™ FOREVER™

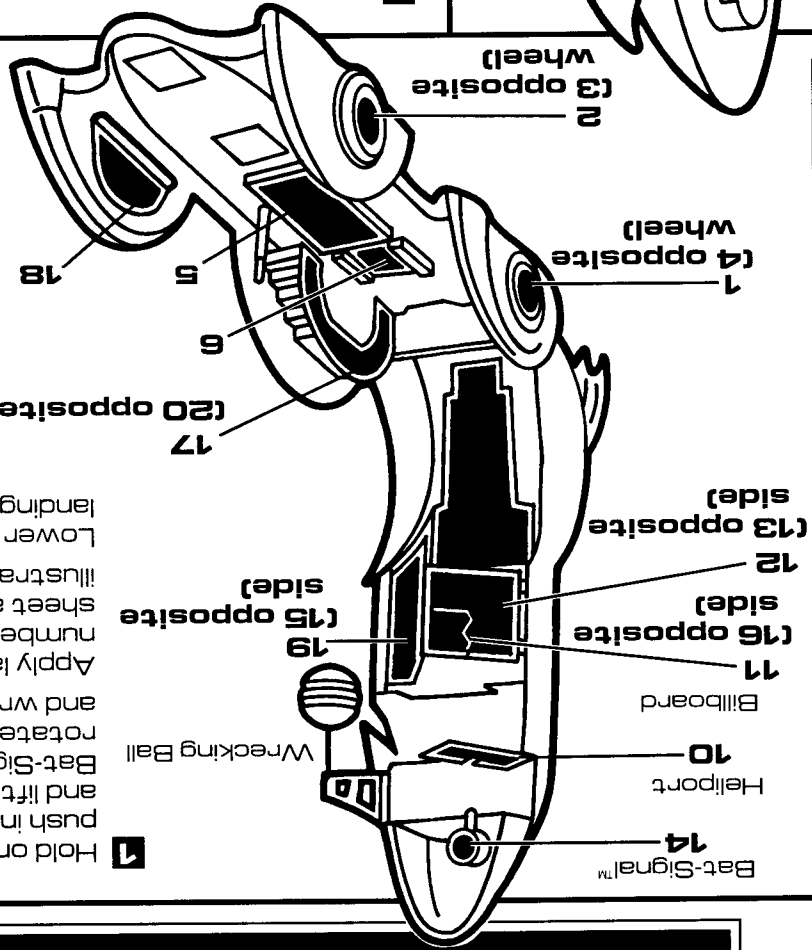
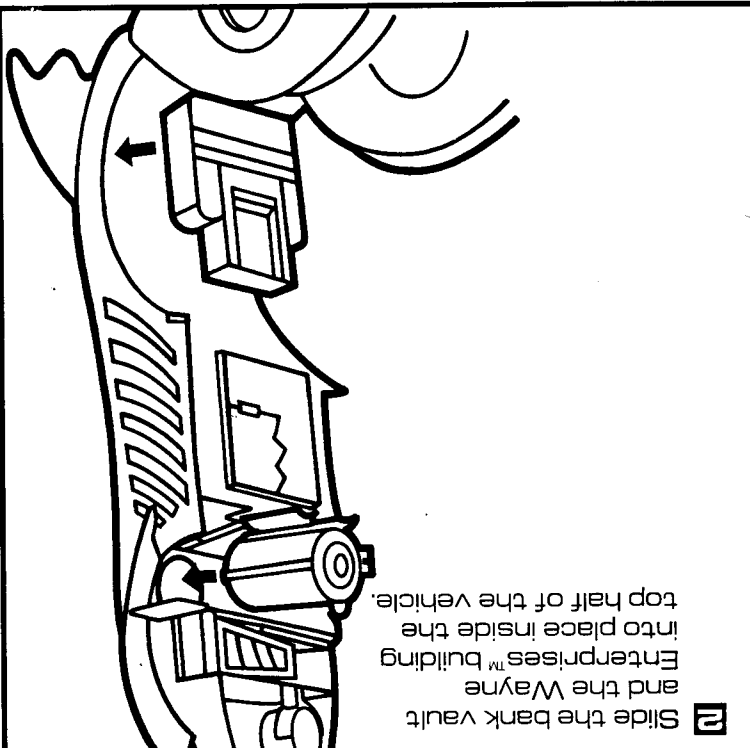
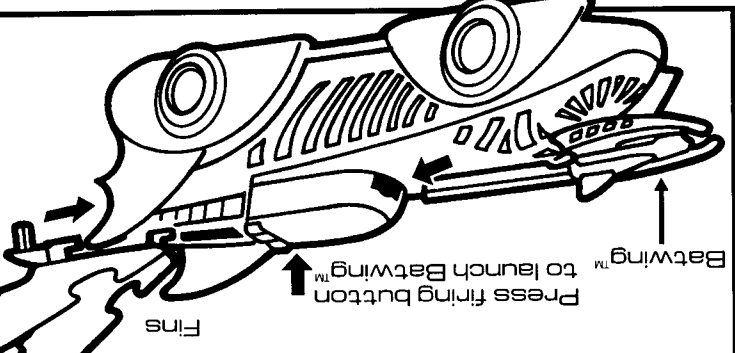
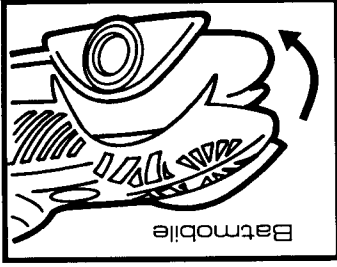
BATMOBILE™ POWER CENTER PLAYSET



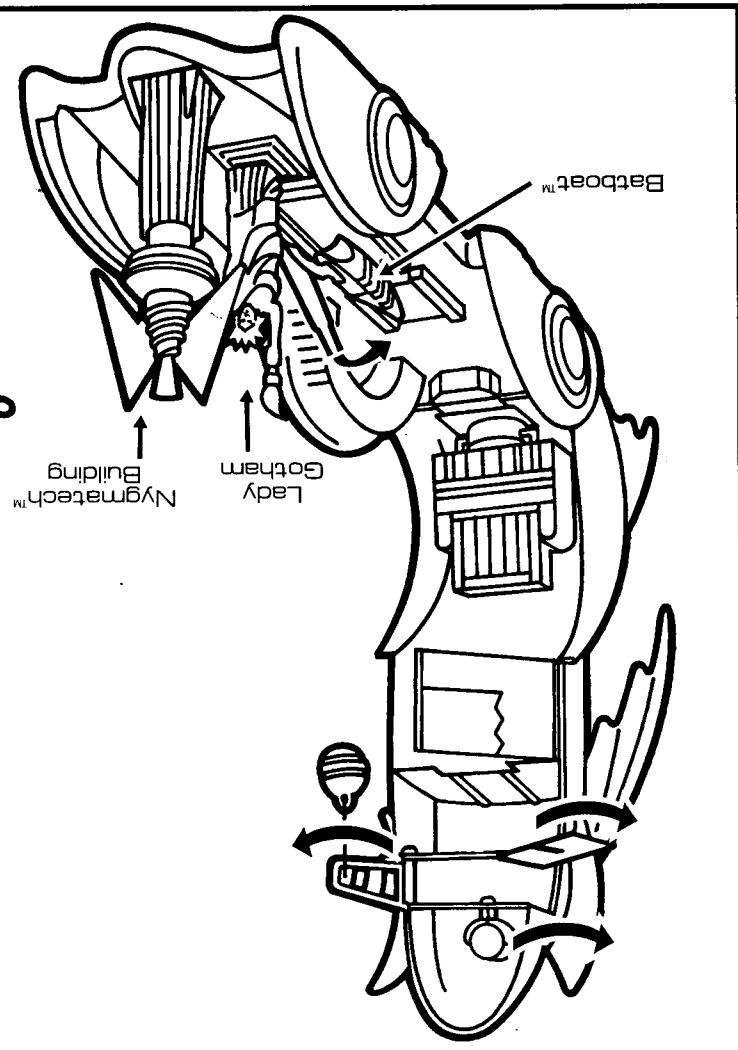
1 Hold on to wheels as you push in on front of vehicle and lift top half open. Turn Bat-Signal™ light forward, rotate heliport, billboard and wrecking ball outward. Apply labels using the numbers on the label sheet and these illustrations as a guide. Lower canopy to apply landing pad label.

2 Return heliport, billboard and wrecking ball to their original position. Close top half of vehicle over bottom.

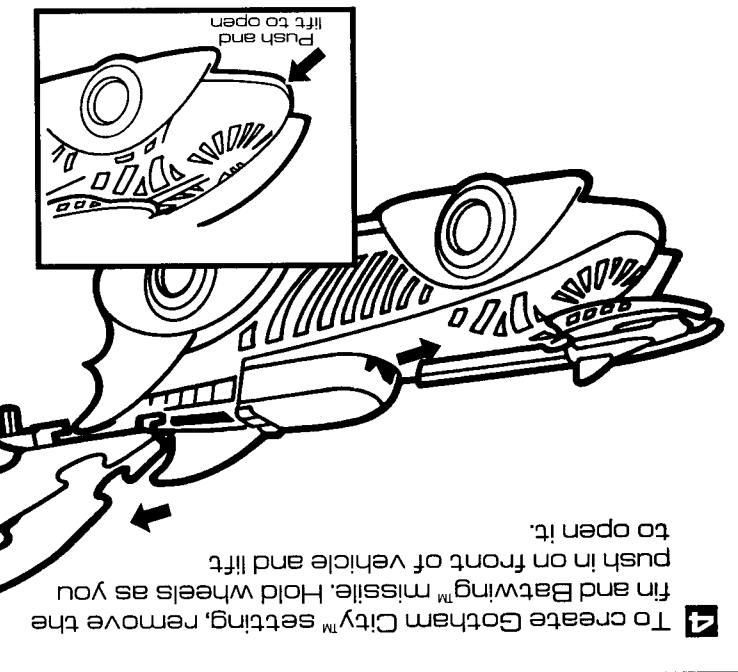
Load the Batwing™ missile into the launching hole in the canopy until it locks into place. Slide the tail fin into the groove behind the canopy.



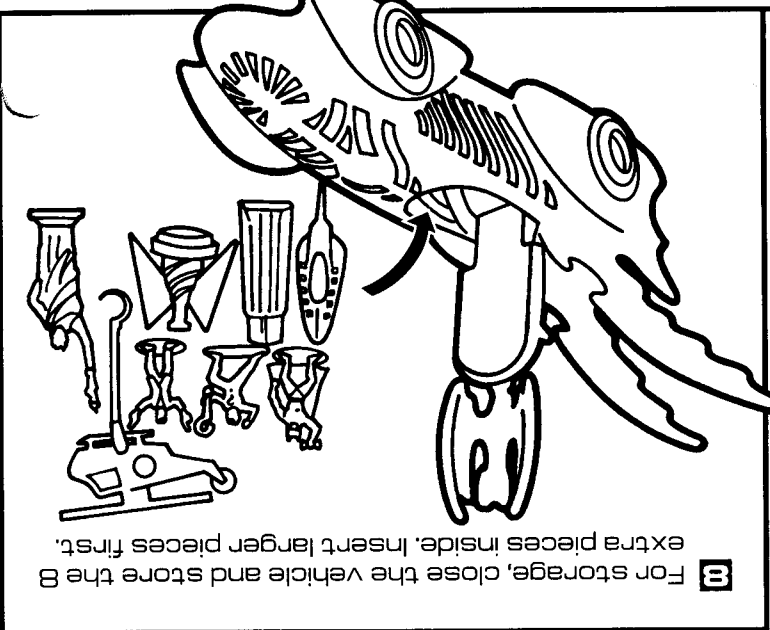
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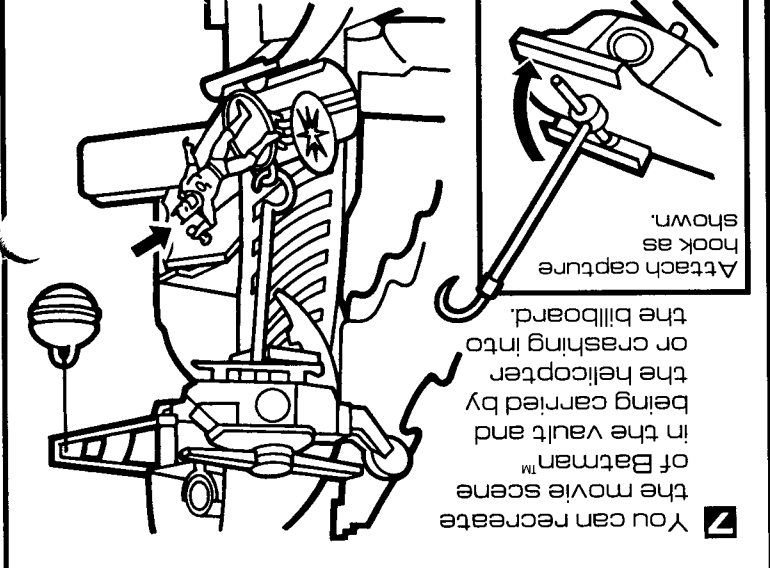
6 Assemble the two pieces of the Nygmatech™ Building to pedestal and place it and Lady Gotham piece as shown. Turn Bat-Signal™ light around. Swin out heliport, billboard and wrecking ball. Place Batboat™ on ramp. Push lever down to launch.



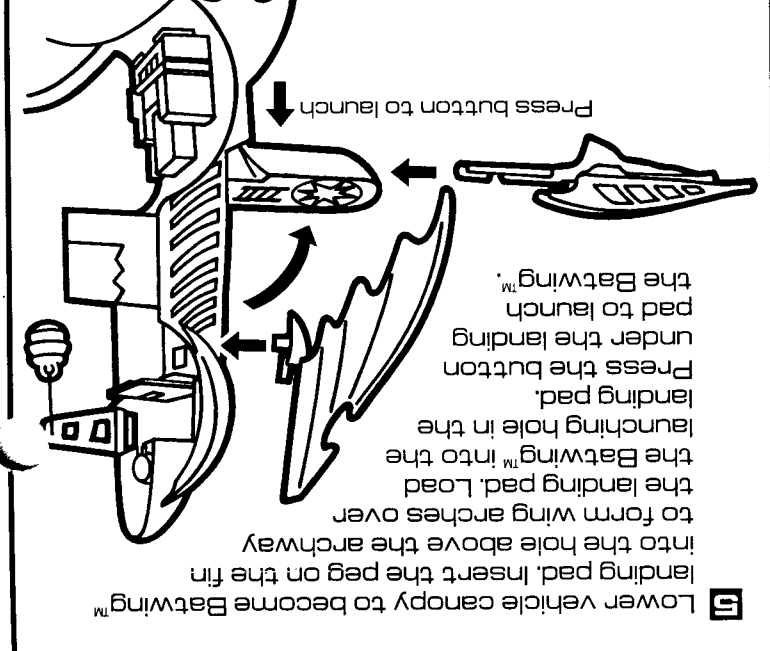
4 To create Gotham City™ setting, remove the fin and Batwing™ missile. Hold wheels as you push in on front of vehicle and lift to open it.



8 For storage, close the vehicle and store the B extra pieces inside. Insert larger pieces first.



7 You can recreate the movie scene of Batman™ in the vault and being carried by the helicopter or crashing into the billboard. Attach capture hook as shown.



5 Lower vehicle canopy to become Batwing™ landing pad. Insert the peg on the fin into the hole above the archway to form wing arches over the landing pad. Load the Batwing™ into the launching hole in the landing pad. Press the button under the landing pad to launch the Batwing™.