



BATMAN FOREVER™ BATCAVE™ THE PLAYSET

AGES 4 AND UP

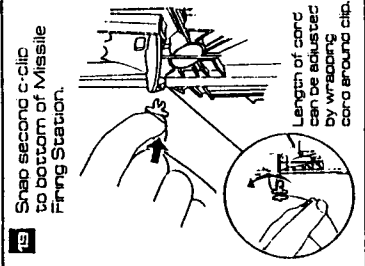
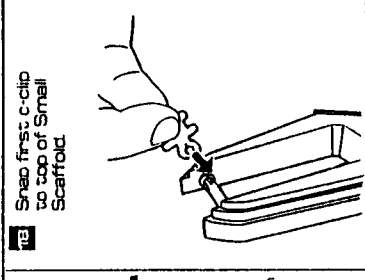
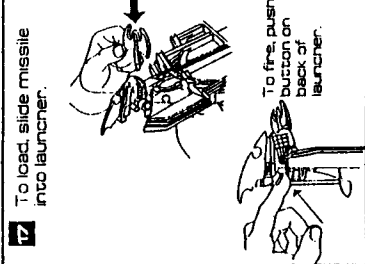
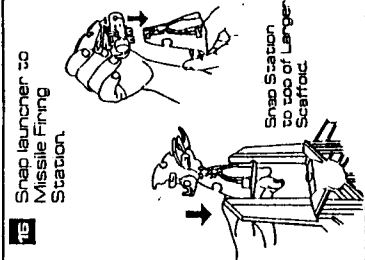
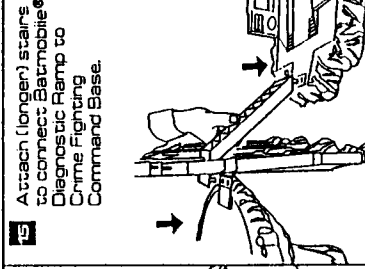
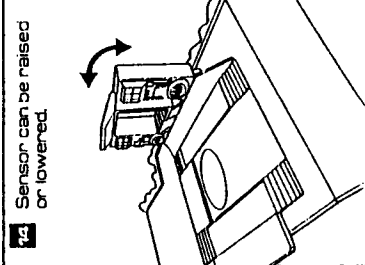
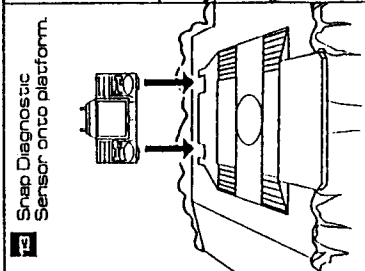
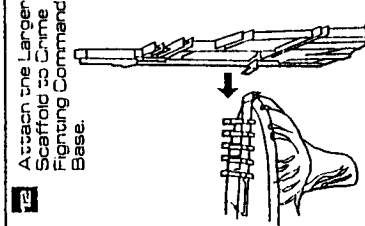
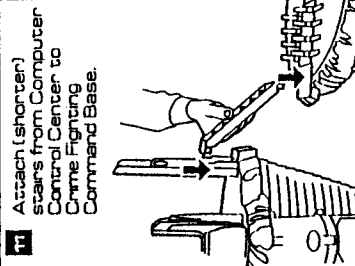
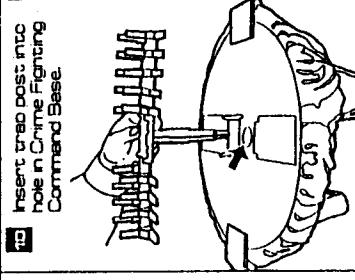
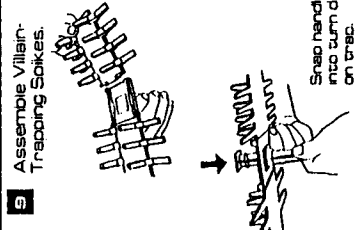
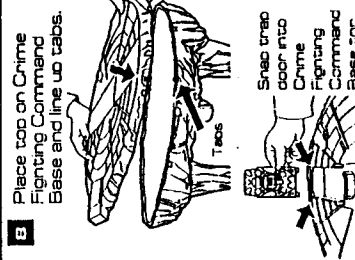
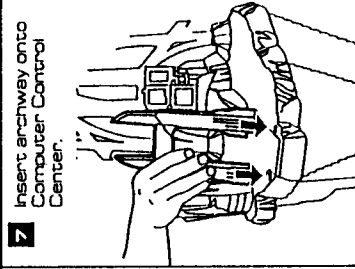
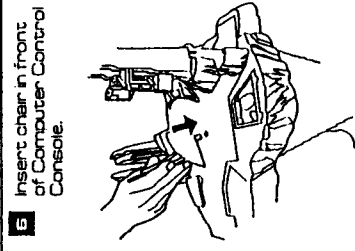
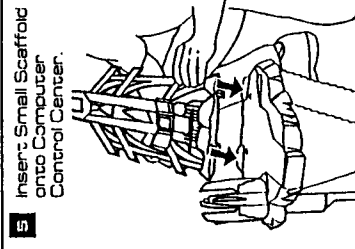
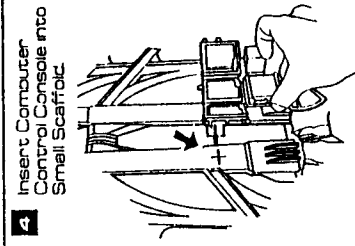
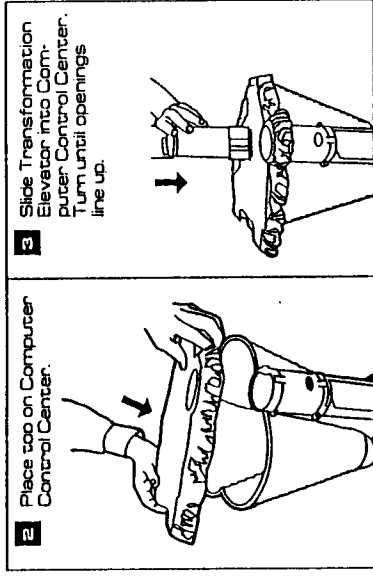
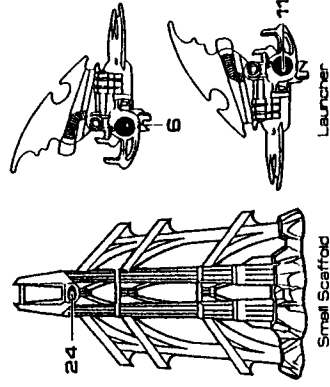
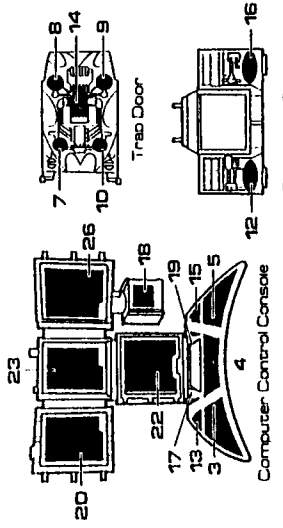
WARNING:

CHOKING HAZARD - Small parts.
Not for children under 3 years.
DO NOT SIT OR STAND ON THIS TOY.

ASSEMBLY INSTRUCTIONS

FIGURES AND VEHICLES SOLD SEPARATELY.

Apply LABELS to the unassembled parts following the numbers on label sheet and using these illustrations as a guide.



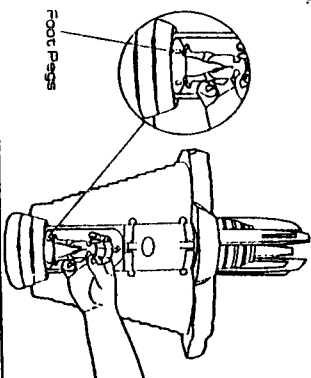
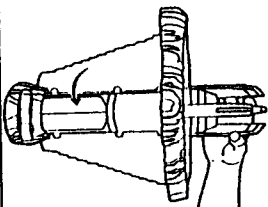
PLAY FEATURES

FIGURES AND VEHICLES SOLD SEPARATELY.

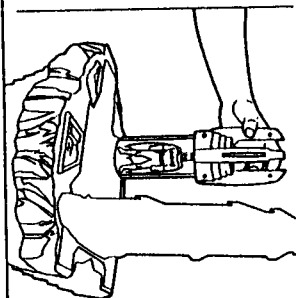
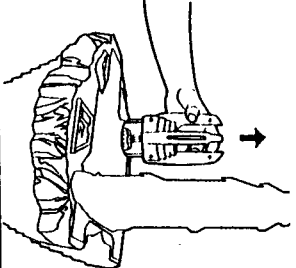
20 Seat Batman® figure in his control console chair to access the computer.



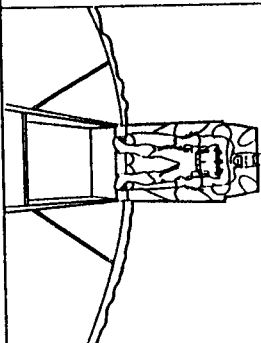
21 For pretend transformation of Bruce Wayne® figure into Batman® figure inside the elevator first turn elevator so bottom opening allows you to place the one figure on the foot pegs.



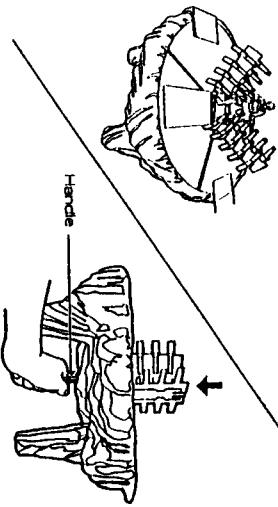
22 Now raise the elevator to expose the top opening. Place the other figure on the foot pegs inside the elevator. By raising or lowering the elevator you can pretend that the one figure becomes the other.



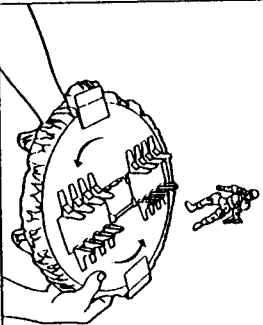
23 Batman® figure can also be placed into the waist clip on the door of the reversion chamber located in the Crime Fighting Command Base.



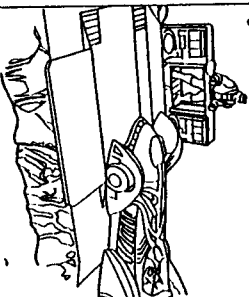
24 Place a villain in the Villain-Trapping Snares and pull the trap down through the Crime Fighting Command Base to catch and hold him.



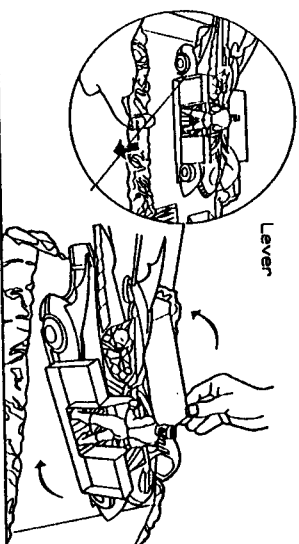
25 Push Villain-Trapping Snares upward until they clear the Crime Fighting Command Base floor and then rotate them using the handle beneath to surprise and knock down a villain.



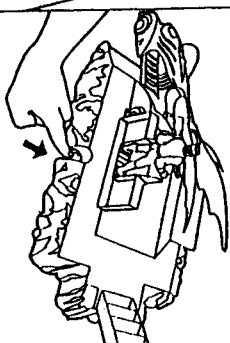
26 Drive the Batmobile® vehicle up the ramp.



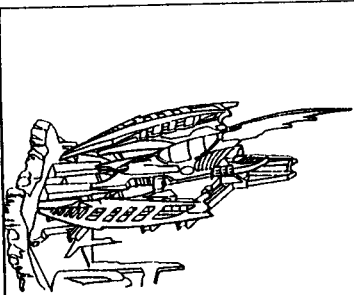
27 Pull lever out to raise platform, then manually rotate it.



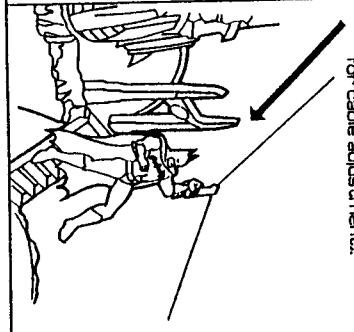
28 Push lever in to lower the platform. Then drive the Batmobile® vehicle away.



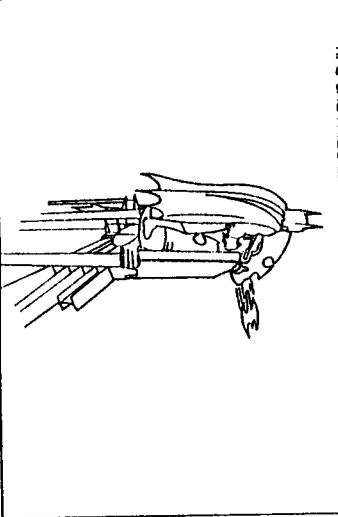
29 Batwing™ vehicle can be secured by hanging it on the back of the small scaffold.



30 Use the arm clip to let Batman® figure slide down the Quick Attack Cable (see #19 for cable adjustment).

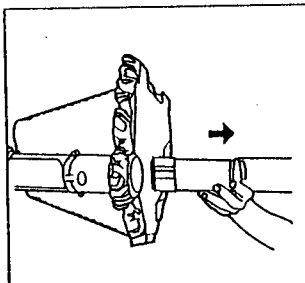


31 Place Batman® figure on top of the large scaffold behind the Missile Firing Station. There are five foot pegs to help the figure stand. You can load and fire the missile.

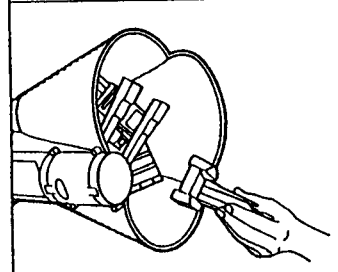


STORAGE

32 Remove elevator and top from the Computer Control Center.



33 Store small parts inside.



34 Replace top and elevator.

