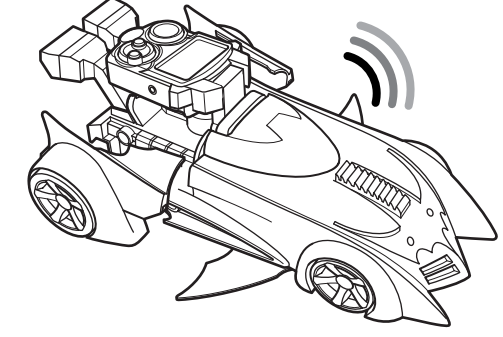


Keep these instructions for future reference as they contain important information.



BATWAVE™ TV Activated BATMOBILE™ Vehicle INSTRUCTIONS

- Batteries included for demonstration purposes only.
- Requires 3 AAA and 3 AA alkaline batteries (not included).
- Not for use with rear projection or HD televisions.
- Not for use with LCD or plasma displays.

U.S. Patent Number 4,807,021. VEIL™ technology is only effective when used with cathode ray tube television monitors and with NTSC (National Broadcast) compliant TV broadcasts.
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INTRO

Thanks to top secret VEIL™ technology, you can help Batman rid Gotham of crime. With the VEIL™-powered BATLINK™ Communicator, you will control the BATMOBILE™. Have interactive adventures, watch or create your own stories, or see criminal reports coming in from all over Gotham. You can even virtual-capture villains and gadgets right off the show!

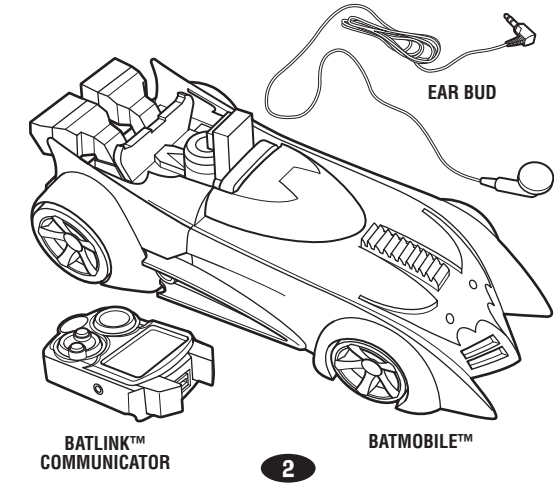


Please note: This is not a remote controlled vehicle.

GETTING STARTED

The BATWAVE™ TV Activated BATMOBILE™ Vehicle comes complete with the following items:

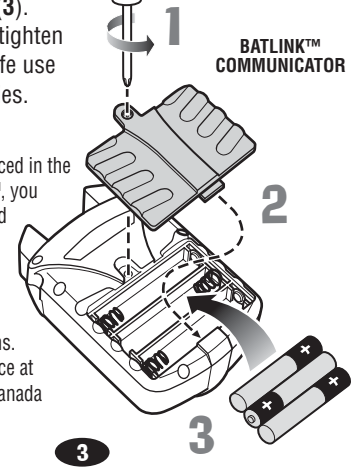
- BATMOBILE™
- BATLINK™ Communicator including 3 AAA Batteries (for "try-me" purposes only)
- Ear Bud (used when the BATLINK™ Communicator is unplugged from the BATMOBILE™)



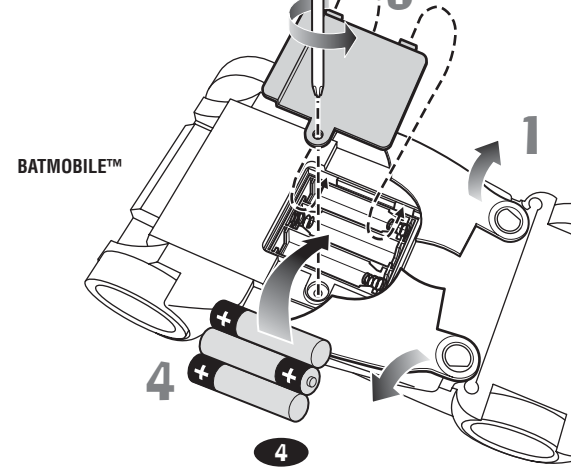
BATTERY INSTALLATION/REPLACEMENT

Make sure the unit is off. Locate the battery cover on the underside of the device. Use a Phillips screwdriver (not included) to loosen screw (1). Remove battery cover (2). Remove 3 "AAA" batteries (for try-me only) and dispose of them safely. Insert three fresh "AAA" alkaline batteries in the orientation shown (3). Replace cover and tighten screw. For longer life use only alkaline batteries.

Please note: If the batteries are replaced in the Batlink Communicator™, you may lose all the captured items you have gained. If this happens, a Restore Code is available from Mattel, Inc. to regain those items. Contact Customer Service at (800) 524-TOYS or in Canada (800) 855-6288 if needed.



Locate the battery cover on the underside of the device. Swing wings out (1) then use a Phillips screwdriver (not included) to loosen screw (2). Remove battery cover (3). Insert three "AA" alkaline batteries in the orientation shown (4). Replace cover and tighten screw. For longer life use only alkaline batteries.



BATTERY SAFETY INFORMATION

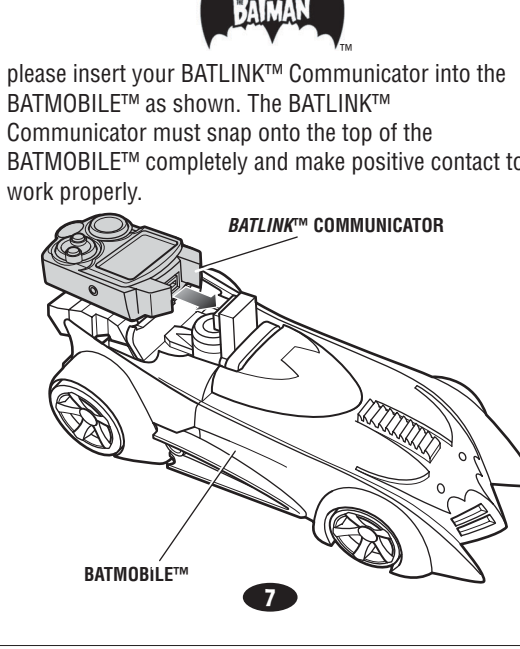
In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging the batteries (if designed to be removable).
- Charge rechargeable batteries only under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Use only batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the product.
- Do not short-circuit the supply terminals.
- Dispose of battery (ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

USING THE BATLINK™ COMMUNICATOR

The THUMPAD is used to scroll through menus, either left to right or up and down. The A BUTTON exits out of menus. The B BUTTON selects an option.

Some functions of the VEIL™ technology require that the BATLINK™ Communicator is plugged into the top of the BATMOBILE™. Whenever you see this symbol in the instructions booklet,



SOUNDS

This lets you play sounds included in the BATLINK™ Communicator or virtual-captured from the show. Plug the ear bud into the BATLINK™ Communicator as shown if you want to be the only one to hear Batman.

USING VEIL™ TECHNOLOGY / TROUBLESHOOTING

All dimensions based on a 29" TV screen. For optimal reception of the VEIL signal from the Batman TV show, we recommend that you position your BATLINK™ Communicator 5 to 7.5 feet directly in front of your TV. If you are either too close or too far away from the TV, the BATLINK™ Communicator will not work properly.

To ensure that you are within the range of the invisible signal, aim the BATLINK™ Communicator so that the blue LED light comes on. The blue LED light will flash for a couple of seconds when it detects a VEIL code from the Batman series television show. Throughout the show, codes are sent to the BATLINK™ Communicator. If the blue LED light does not flash for 2 minutes during The Batman series television show adventure, be sure the BATLINK™ Communicator is pointed toward the television depending on room conditions. When the unit is in Searchlight mode there is no VEIL detection. Note: This unit will not work with rear projection or HDTV systems. This unit will not work with LCD or plasma displays.

ATTENTION: The BATLINK™ Communicator may not operate properly under fluorescent lighting or in bright sunlight.

To ensure proper operation, turn off all fluorescent lights, close the drapes, or move to a different location.

TROUBLESHOOTING

- The unit has no power or the display is dim.
 - Your battery may be dead or low.
 - Battery may not be connected properly.
 - Are you sure you pressed the "ON" button?
 - The unit may have shut off automatically after 10 minutes.
- The unit is not receiving signals.
 - You may not be aiming at the TV properly. (See "Operating Distances from TV")
 - You may be too close or too far from the TV screen. (See "Operating Distances from TV")
 - You may need to dim or lower the lights.
 - Do not allow direct sunlight or fluorescent lighting to hit the receiver or TV screen.
 - Press the A BUTTON until the "WATCH TV" option is displayed and then start again.

Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment. This equipment generates and uses radio frequency energy and if not used properly may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference. However, there is no guarantee that interference will not occur. If this equipment does cause interference to radio or television reception, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the product with respect to the receiver.
- Move the product away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

Problems? Questions?

We're here to help! Call 1-800-665-6288 toll-free any weekday from 8:00am to 9:00pm PST (11:00am to 12:00am EST).

After turning on the BATLINK™ Communicator, the following menu will appear:

Use the up and down buttons on your THUMPAD to scroll through your options and press the B BUTTON to select your choice.

ACTION MENU

With the Action menu, the BATLINK™ Communicator allows you to interact with stories, create new stories, or even visit the Batcave™. Using your THUMPAD, choose an option from the following menu:

- Bat Stories
- Bat Missions
- Batcave

BAT STORIES: INTERACTIVE PLAY

Selecting Bat Stories from the Action menu opens up the BATLINK™ Communicator interactive play mode. You can then pick between Interactive Adventures and Virtual Training.

- Interactive Adventures
- Virtual Training

INTERACTIVE ADVENTURES

With Interactive Adventures, choose to Build A Story or Watch A Story.

- Build A Story
- Watch A Story

Build A Story

The story begins at stately Wayne Manor. Everything looks quiet... or is it? A sudden alarm rings out on the computer. There's evil afoot in Gotham city! When prompted by the BATLINK™ Communicator, use the THUMPAD to scroll horizontally through a selection of villain, crime, and location for your story. Once these three choices have been made, the Batlink Communicator™ continues the story as Batman springs into action. But that's not all – the villain isn't about to let Batman catch him! You're going to have to stop him by using a Batarang™ or chasing him with the BATMOBILE™. With an especially nasty villain, you might have to go toe to toe with him, fighting with him until he's down and out.

Boxing

With the Boxing interactive play, you face off against the villain you selected and he's not going down without a fight. Use the left and right buttons on your THUMPAD to keep him in the middle of your screen and the A and B BUTTONS to punch.

him. Press the up button on your THUMPAD to block punches. Watch out, though! If the villain's not knocked out quick, he'll flatten you instead.

BATMOBILE™
Use your THUMPAD to drive the BATMOBILE™ after a getaway car. Use the right and left buttons on your THUMPAD to go faster or slower. Press the right button to speed up and the left button to slow down. Your missiles, fired by pressing the A or B BUTTON, can help bring the chase to a close but be careful of the oil and smoke dumped out by the getaway car. If you're hit too many times, you'll crash and the villain will escape!

Batarang™

The villain sent armed thugs to try and stop you. Use the THUMPAD to put them in your sights and then press the A or B BUTTON to throw a Batarang™ at them. Be careful not to hit the civilians though. Too many hits from the thugs or too many downed civilians and that's all for the Batman.

Finishing the Adventure

Once you've completed your interactive adventure, you can choose to watch it again, which will play it from the beginning with no interruptions. Instead, you can also create a new adventure or return to the Action menu. Use the THUMPAD and the B BUTTON to make your selection.

Watch A Story

Build A Story
Watch A Story

If you choose Watch A Story, the BATLINK™ Communicator picks a random case file from the computer and plays it for your enjoyment. During the story, you can press the B BUTTON to advance the story to the next segment.

Like building a story, once the tale is complete, you can choose to watch it again, create a new adventure or return to the Action menu.

VIRTUAL TRAINING

Batman keeps at the top of his form through long hours of practice. Join him in this Virtual Training simulation. Selecting it gives you access to: *Boxing, BATMOBILE™, or Batarang™* practice.

Select one to play using the THUMPAD and press the B BUTTON to start.

BAT MISSIONS: IMAGINATION PLAY

The BATLINK™ Communicator can be used to spark any number of adventures for you and your BATMOBILE™. Your BATLINK™ Communicator must first be fully plugged into the BATMOBILE™ to start.

To begin your imagination play, select Bat Missions using the THUMPAD and the B BUTTON. The following selections then appear:

- Interactive Adventures
- Virtual Training
- Bat Stories
- Bat Missions
- Batcave
- Crime Flash
- Tune Up
- Start Car

Crime Flash

Select Crime Flash to see what criminal deeds are occurring around Gotham. Your BATLINK™ Communicator relays a report of what villain is out there, what he's doing, and where he is. Then let your imagination take it away.

Tune Up

Your BATMOBILE™ is a state-of-the-art machine and it needs to be tuned up frequently. The THUMPAD selects different tuneup parameters while the B BUTTON lets you restart the tuneup if needed. You can then turn on the engine and activate the lights and sounds. When the adjustment is finished, the BATMOBILE™ will start up and be ready to go into Cruise, Attack, or Extreme Mode!

Start Car

Take control of the BATMOBILE™ and put it into Cruise, Attack or Extreme mode to experience its full power!

Cruise Mode

You select between guns, engine, or sonar sounds or increase the Batmobile's status to Attack Mode. While in Cruise Mode, the front of the BATMOBILE™ and the side panels light up.

Attack Mode

With Attack Mode, you've got access to more sounds. You can also enter Extreme Mode. In Attack mode, the side wheel fenders on the BATMOBILE™ pop open exposing the missiles.

Fire Missiles

The BATMOBILE™ can fire missiles while in the Attack mode!

- Load Missiles.
- Press buttons on back to fire.

Only use projectiles supplied with this toy. Do not fire at people or animals or at point blank range.

Extreme Mode

Extreme Mode grants full access to the BATMOBILE™. While in Extreme Mode, guns, engine, missiles, laser, tracking, turbo, smash, and "Don't Touch" sounds unlock for your excitement. Wing-like stabilizers spring out of the sides of the BATMOBILE™ and after burner pods lift up. The entire back of the engine lights up. The bad guys will have a tough time getting away now!

Most 5.25" (13.5 cm) Batman figures by Mattel (not included) can be used with the TV ACTIVATED BATMOBILE™ Vehicle.

BATCAVE

The Batcave option gives you access to Batman's extensive knowledge base. The available options are:

- Jail
- Armory
- Vault
- Computer
- Sounds

Jail

The Jail holds all of the villains Batman fought so far. Villains still on the loose have a reversed picture and can be virtual-captured later. When you select a villain with the B BUTTON, you also get to read his bio.

Armory

The Armory holds all the gadgets and gizmos Batman uses in his fight against crime. You virtual-acquire new items by watching the show. While scrolling through the inventory, if you click on an item with the B BUTTON, it will bring up a description.

Vault

This mysterious vault will remain sealed until a special VEIL signal is sent to unlock it.

Computer

The computer gives you access to a Direction Finder, Decision Finder, Searchlight, or Boot Up screen for the computer. The Searchlight feature turns your BATLINK™ Communicator into a mini-flashlight (perfect for finding clues in the dark). It is turned off by pushing the A BUTTON.

WATCH TV

Note: The BATMOBILE™ must be angled at the TV in order to receive VEIL signals. If the TV is more than 2 feet from the ground, the BATMOBILE™ must be placed on a coffee table and/or incline in order for it to work. Please read the Using VEIL Technology section before using this product to ensure optimal functioning.

During the Batman series, you will have opportunities to virtual-capture new enemies and gadgets for use on the BATLINK™ Communicator. Before the Batman show starts, make sure your BATMOBILE™ Communicator is snugly plugged into the BATMOBILE™ and that both units are on. Face the BATMOBILE™ directly at the TV screen. When the BATLINK™ Communicator receives a signal from the show, blue lights on the BATMOBILE™ flash and the BATLINK™ Communicator activates. You are ready to go! As you watch the show, the BATLINK™ Communicator reveals many secrets to you. You'll hear voices warn you when someone's in trouble or when a crime's about

to be committed. Batman himself will comment on the investigation or the villains he's fighting. Other hidden sounds bring the episode right into your hands. Then comes the virtual-capture itself – during the show, you'll hear a warning beep that indicates a virtual-capture item coming up. Be ready with the BATLINK™ Communicator. As soon as the villain or gadget appears both on the screen and on your BATLINK™ Communicator, you have less than 3 seconds to virtual-capture him! Press the B BUTTON as quick as you can and the BATLINK™ Communicator will let you know if your virtual-capture was successful. If you miss the item, Batman will tell you that you missed it. Once you've virtual-captured something, it can be found in the Batcave™ and, in the case of villains, used for virtual training or interactive adventures. After the show is over, the BATLINK™ Communicator will automatically take you to the Batcave™ to show you what has been virtual-captured and revealed.

SETTINGS

Accessing the Settings menu allows you to turn the Sound on or off or enter in a Restore Code. The Restore Code restores and unlocks all information up to the last episode watched except for previously virtual-captured villains and weapons.

RE-SETTING THE BATLINK™ COMMUNICATOR / BATMOBILE™

In the rare circumstance when the unit locks up or the batteries have been removed for a long time, the BATLINK™ Communicator may need to be reset. To accomplish this, turn the unit over and locate the reset button on the ear of the BATLINK™ Communicator. Using a pen, toothpick, or other thin object, insert it into the reset hole and press once. The unit will then reset.

A NEW BEGINNING

You now have all the tools you need to fight crime alongside the Batman. So, let's get to it, crimefighter! Gotham needs you.

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