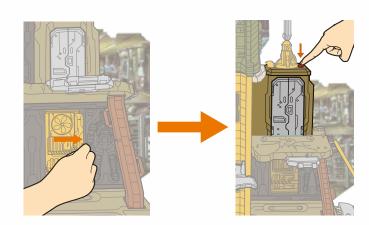
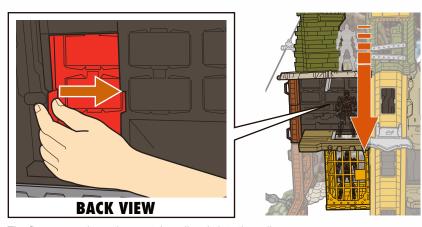
TROUBLESHOOTING TIPS



1. Q: The escape chamber is not falling to the floor below when I push the button. A: Ensure the armor wall is fully closed before pushing the button.



2. Q: The figure sometimes does not drop directly into the cell.

A: Your hand might be in the way during the drop. Try accessing the wall from the back of the playset. Hold the tab on the back to slide wall open.

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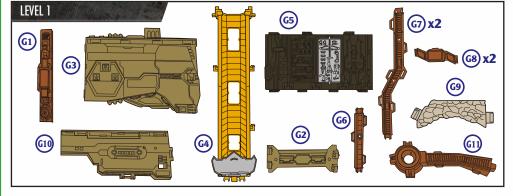
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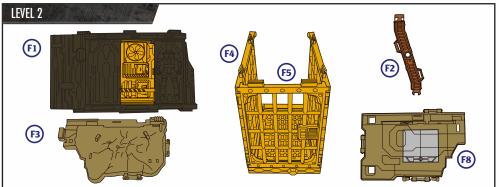
ULTIMATE JUSTICE BATTLEGROUND **INSTRUCTIONS** CHOKING HAZARD – Small parts. Not for children under 3 years.

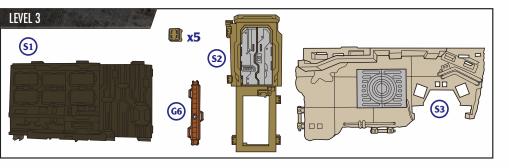
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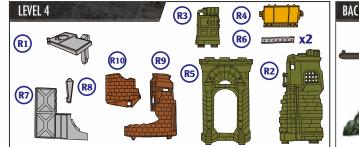
CONTENTS **ASSEMBLY** LEVEL 1 LEVEL 2 LEVEL 3 LEVEL 4 ATTACH BACKGROUNDS WEAPONS & ACCESSORIES APPLY LABELS 20-29 ZIPLINE & DESTRUCTIBLE WALL TRAP DOOR & CONTAINMENT CHAMBER ELEVATOR & BATMOBILE™ GARAGE ESCAPE CHAMBER ARMORY & ACCESSORIES MORE WAYS TO PLAY TROUBLESHOOTING TIPS

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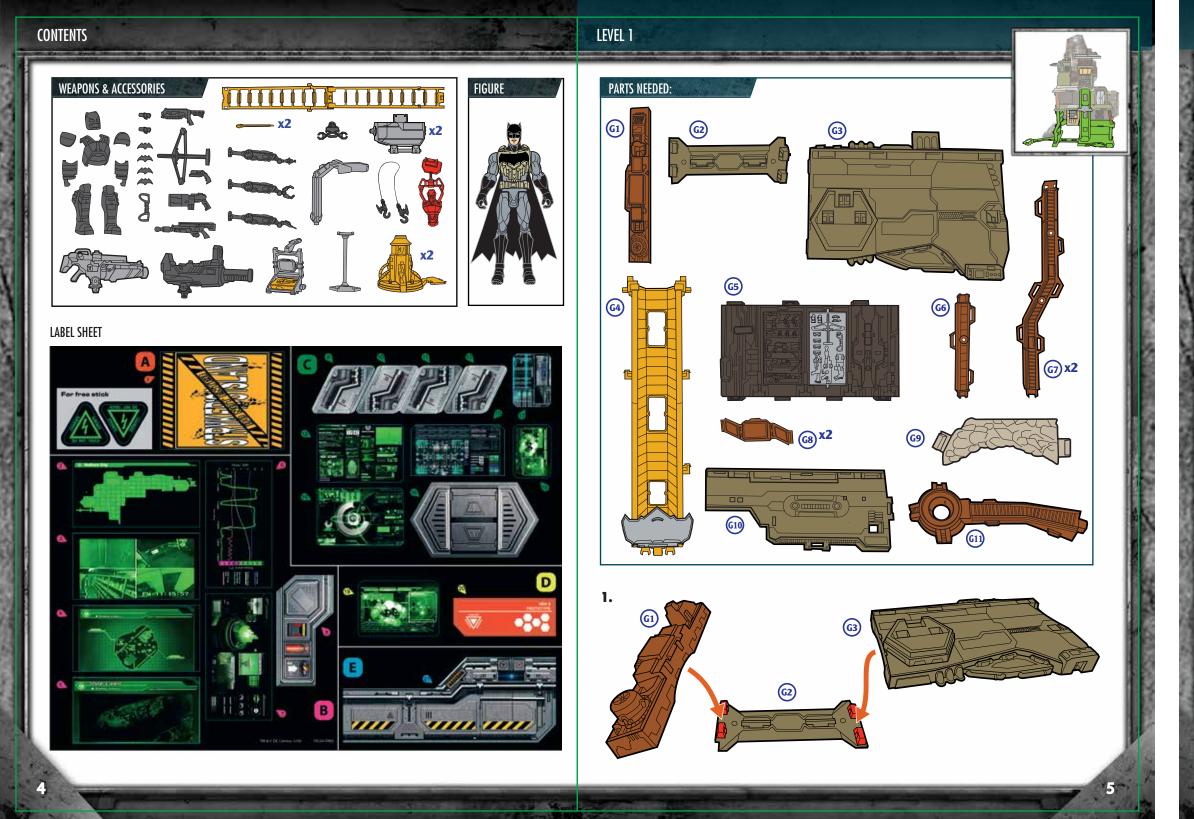


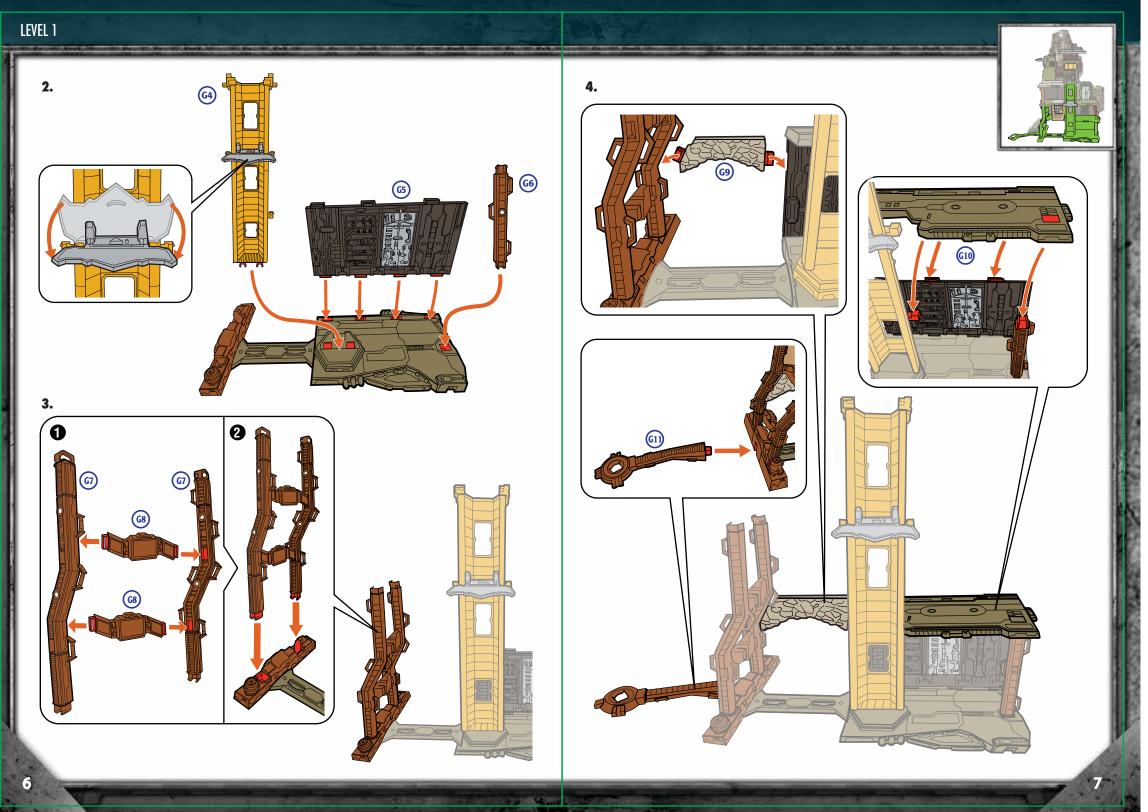


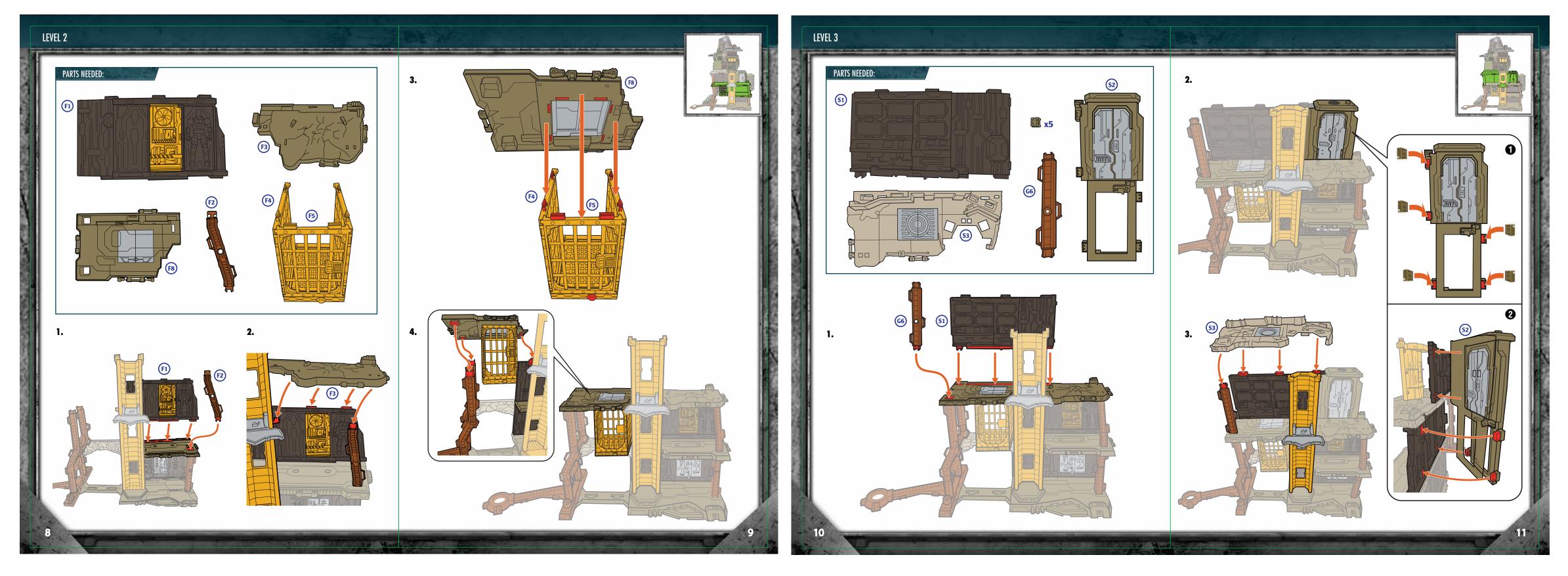


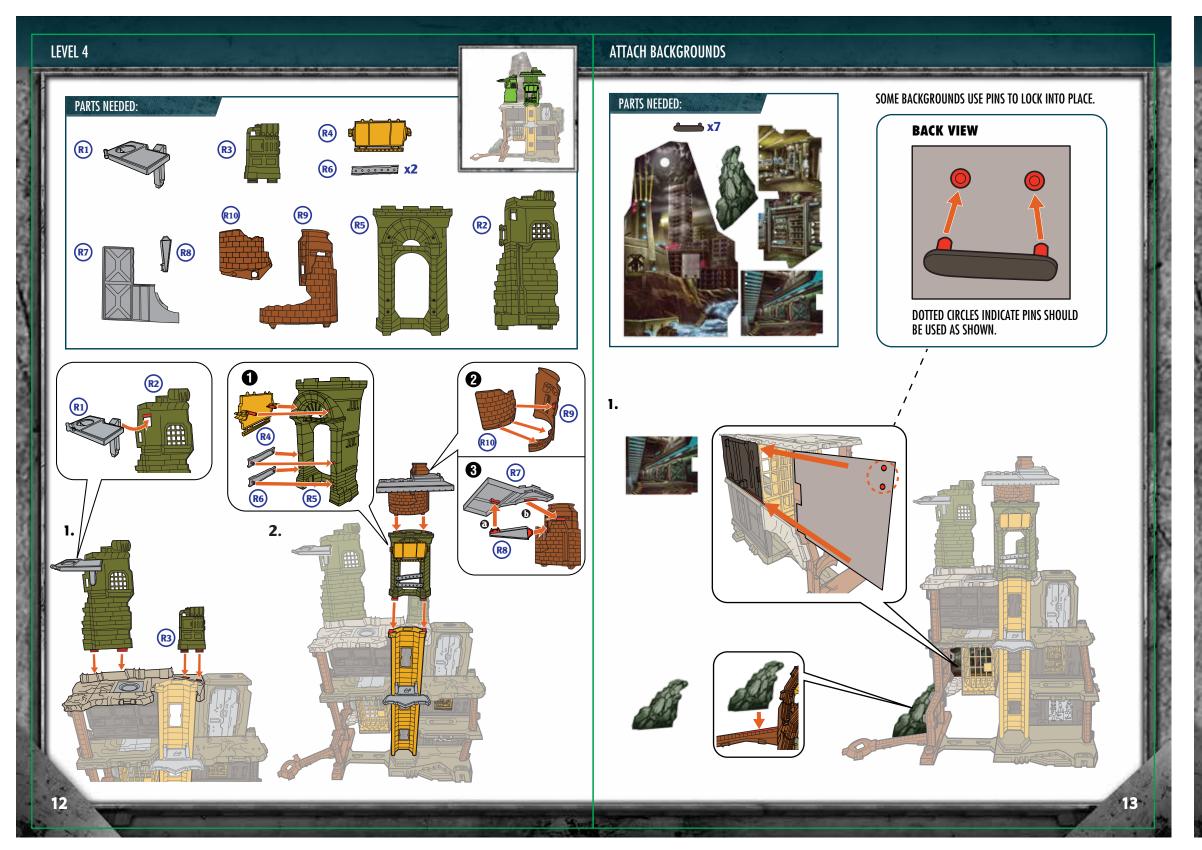


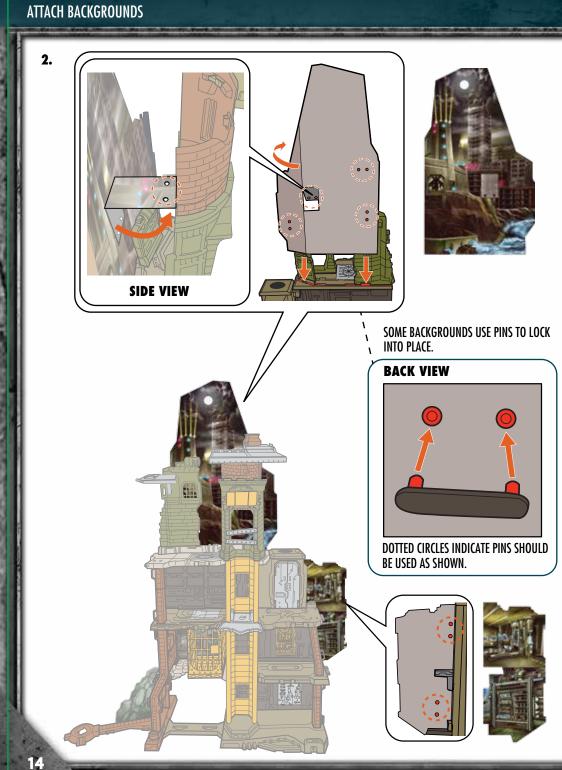


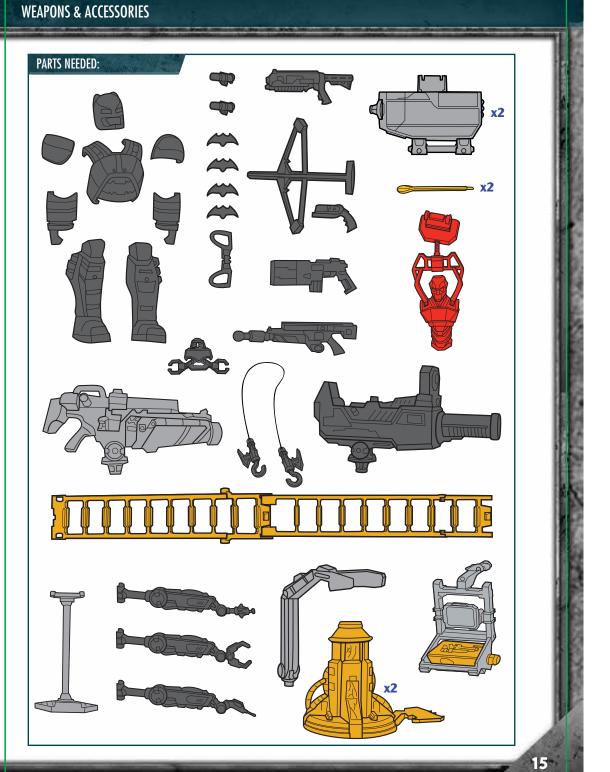


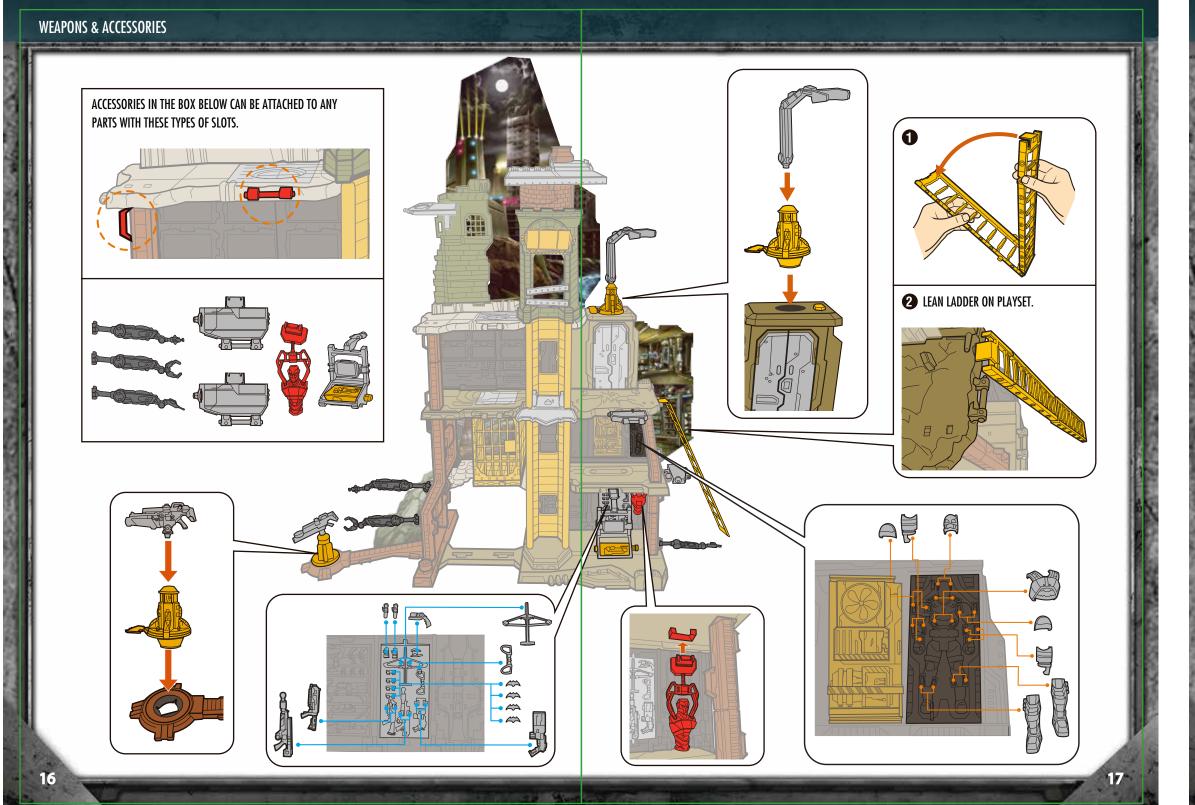


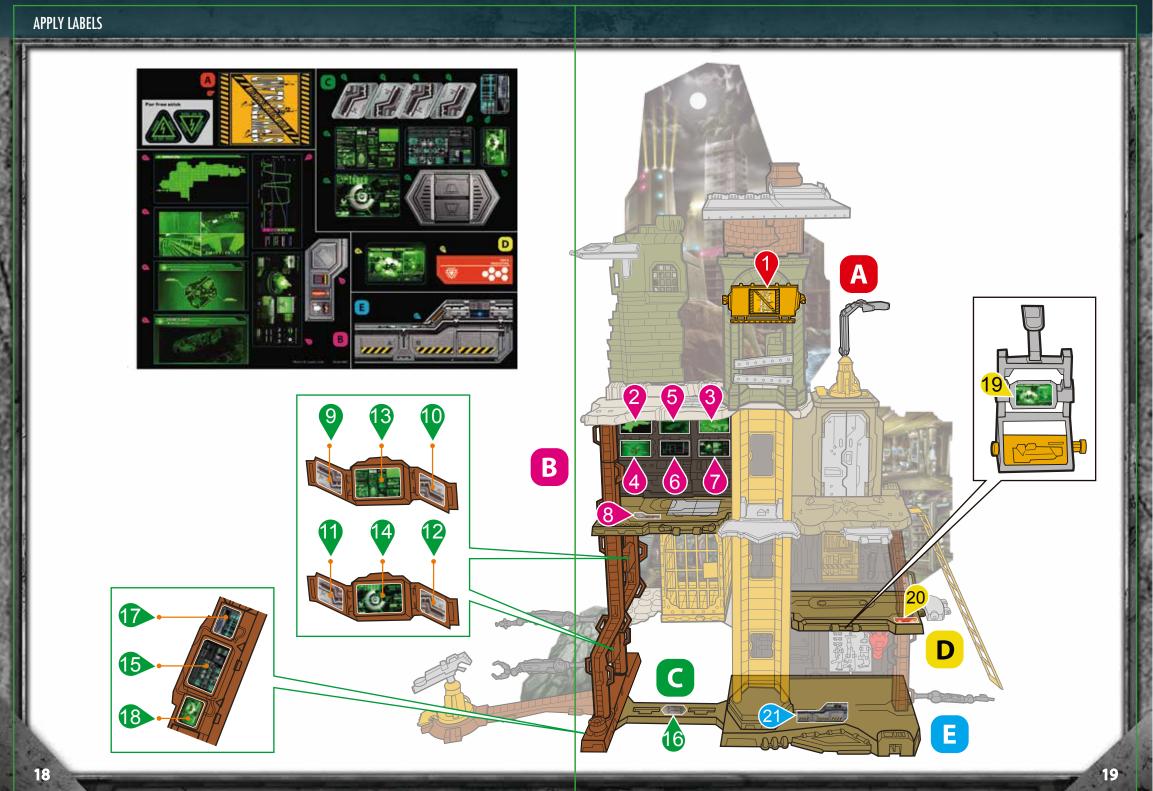


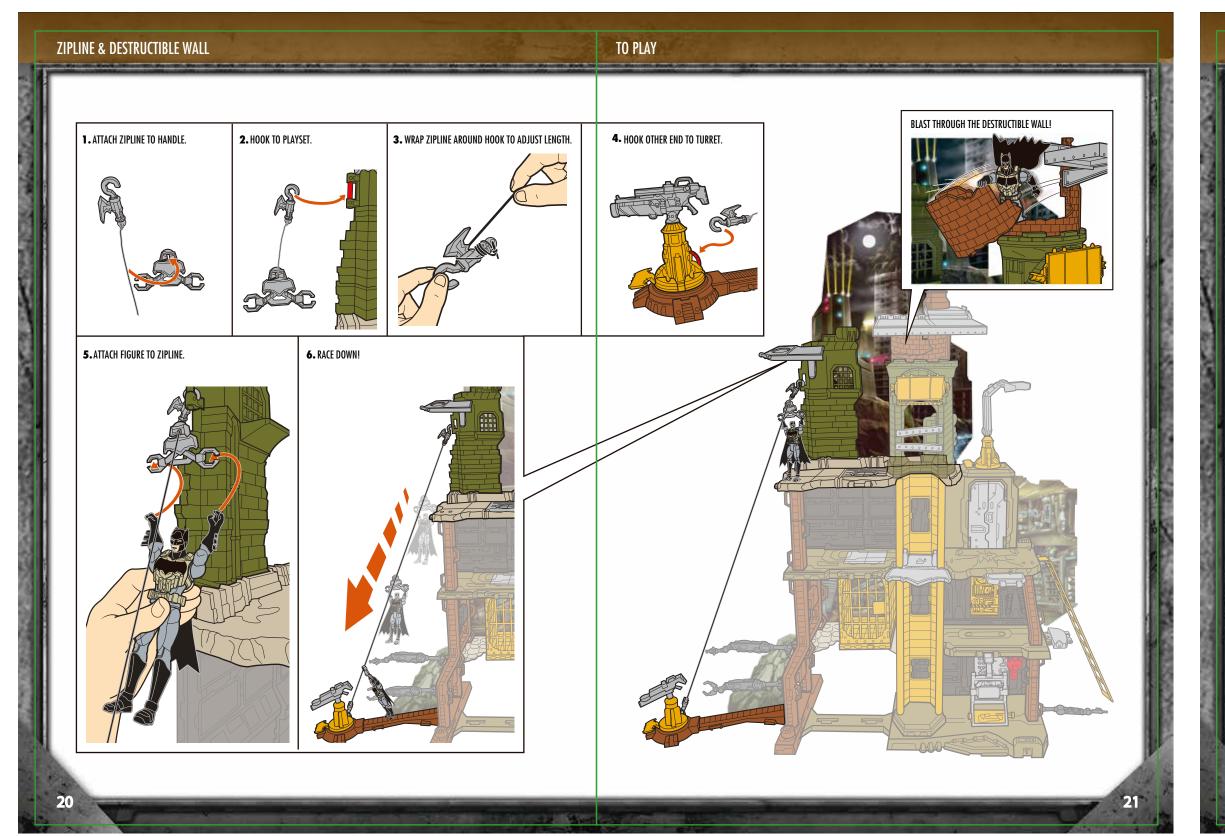






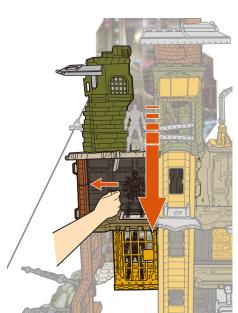




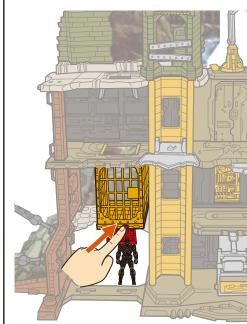


TRAP DOOR & CONTAINMENT CHAMBER

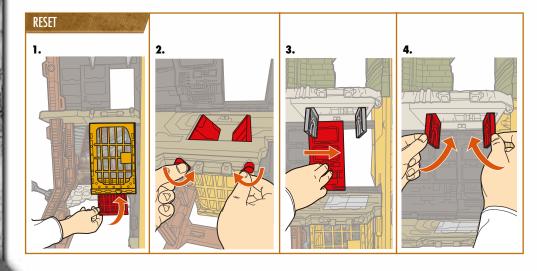
1. SLIDE WALL OPEN TO ACTIVATE TRAP DOOR AND CAPTURE FIGURE IN CONTAINMENT CHAMBER.

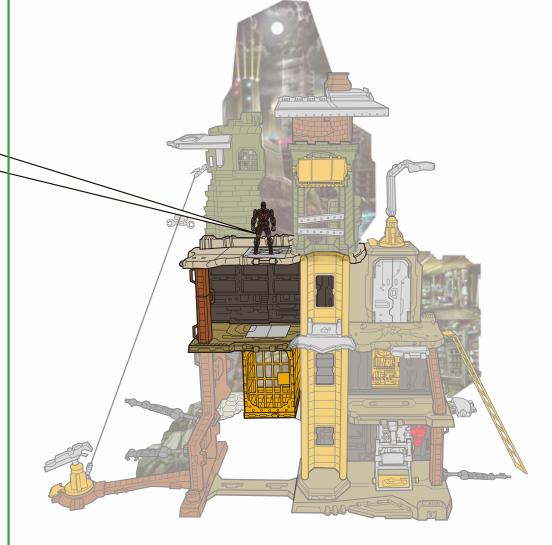


2. PRESS BUTTON TO RELEASE FIGURE.



TO PLAY

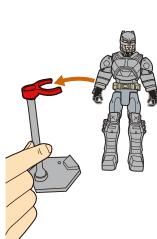




PARADEMON™ SOLD SEPARATELY, SUBJECT TO AVAILABILITY.



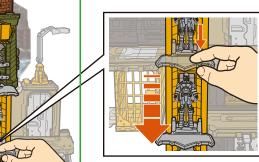








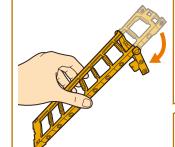






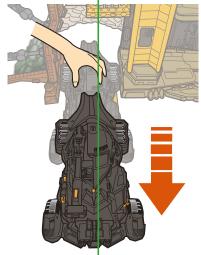
1. SPLIT LADDER INTO TWO.





2. ATTACH LADDERS AS RAMPS.





BATMOBILE™ NOT INCLUDED, SOLD SEPARATELY, SUBJECT TO AVAILABILITY.

ESCAPE CHAMBER



