

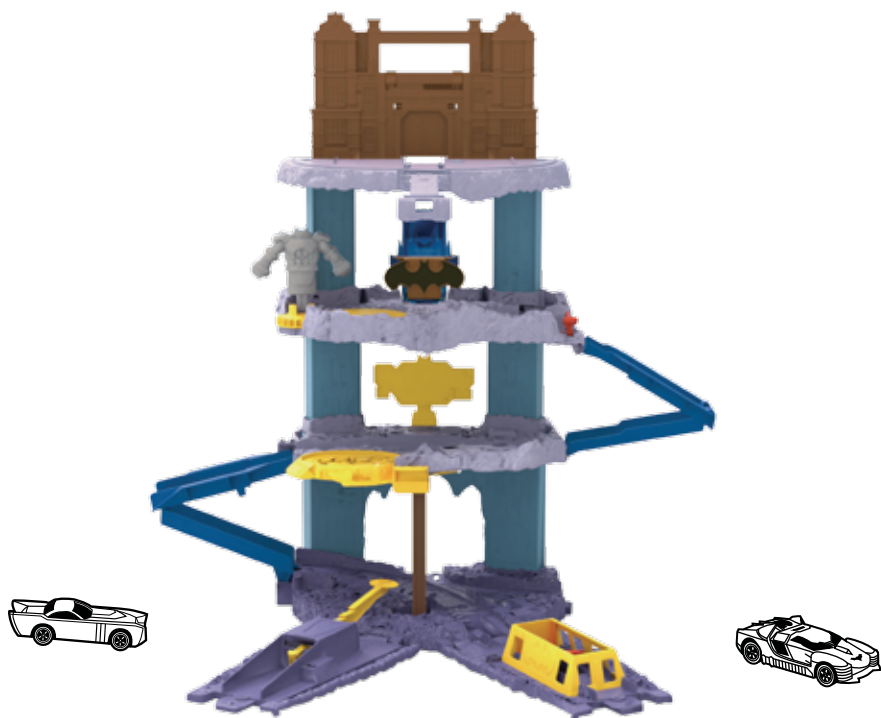
# INSTRUCTIONS



**CHARACTER  
CARS™**



## EXPANDING BATCAVE™



TWO VEHICLES INCLUDED. OTHER VEHICLES SOLD SEPARATELY.  
NOT FOR USE WITH SOME HOT WHEELS® VEHICLES.  
COLORS AND DECORATIONS MAY VARY.

**4-8**



BATMAN and all related characters and elements © &™ DC Comics.  
(s18)

service.mattel.com

**HOTWHEELS.COM**



FLP08-0970-G1  
1100508558-DOM

PLEASE KEEP THESE INSTRUCTIONS FOR FUTURE  
REFERENCE AS THEY CONTAIN IMPORTANT INFORMATION.

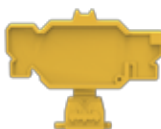
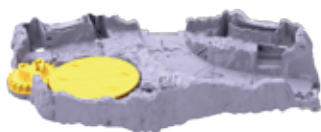
# CONTENTS



Refer to **LETTERS** on toy parts and this page to help with assembly.



## LABEL SHEET



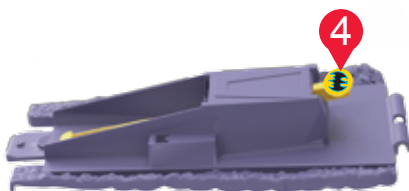
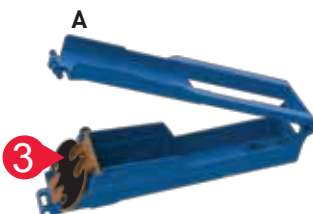
L

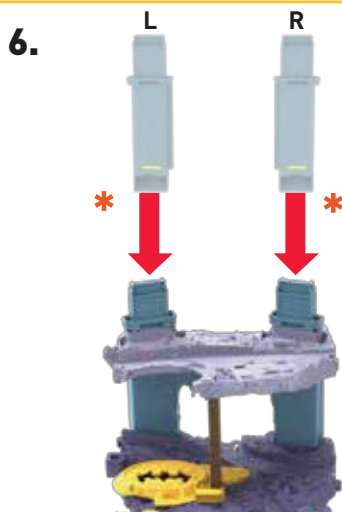
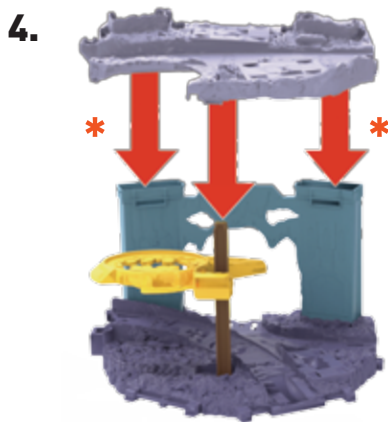
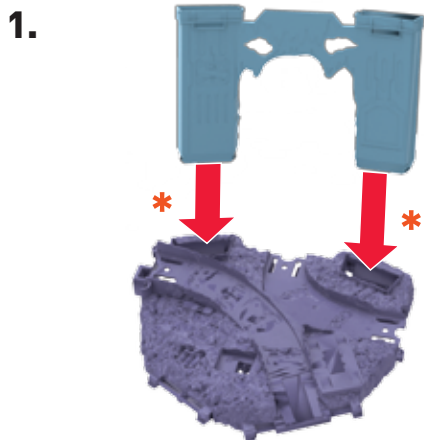


R



## APPLY LABELS





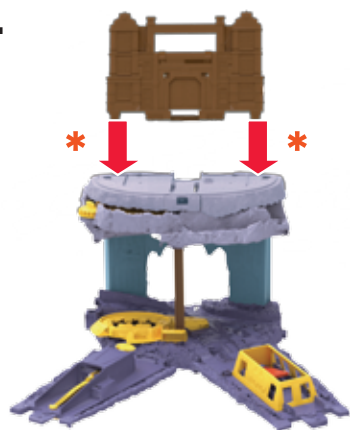
7.



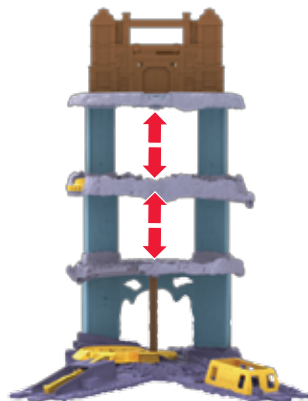
8.



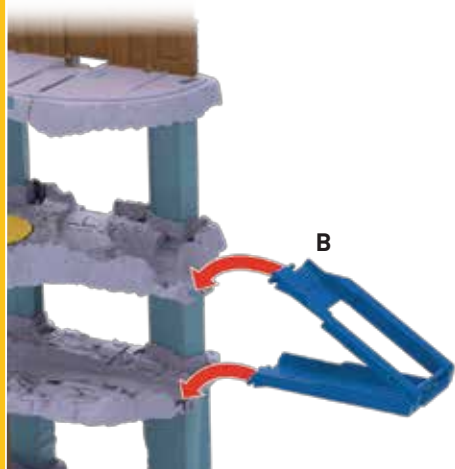
9.



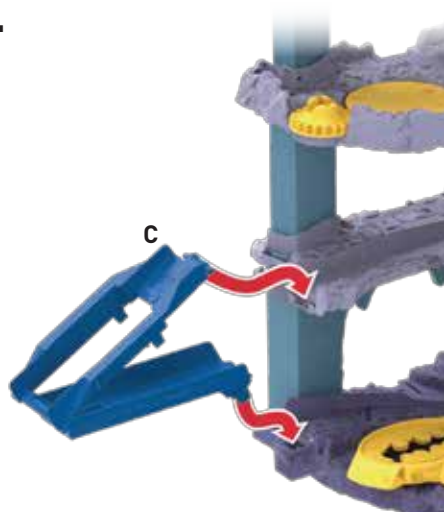
10. PULL TO EXPAND BATCAVE™.



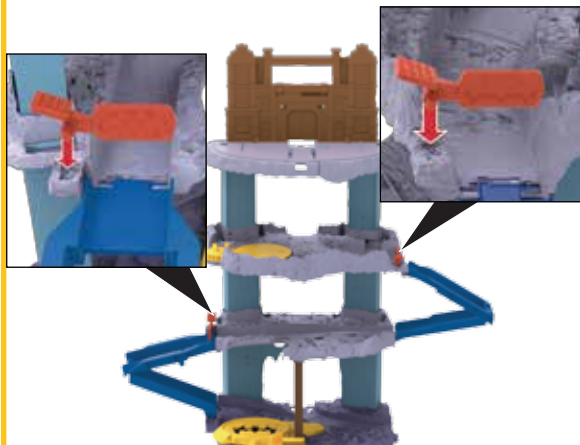
11.



12.



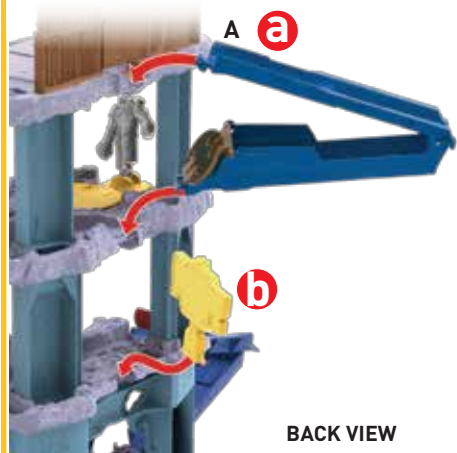
13.



14.



15.



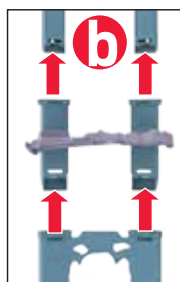
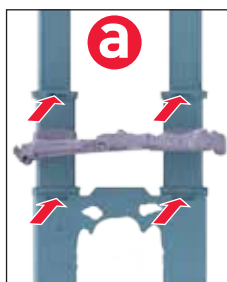
16.



## BUILDING TIPS

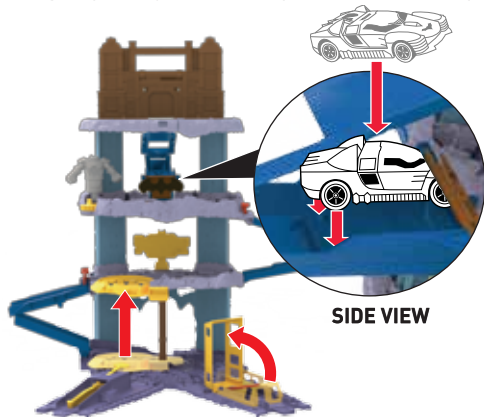
TO DETACH PLATFORM, PRESS TABS AS SHOWN AND PULL PILLARS OUT.

TO REATTACH PLATFORM, FOLLOW THE STEPS SHOWN IN ASSEMBLY.

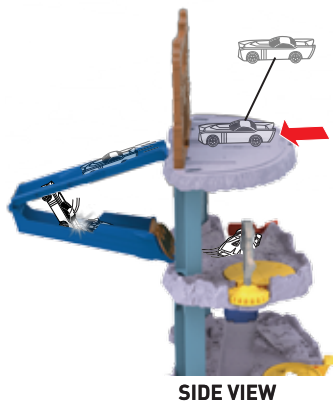


# TO PLAY

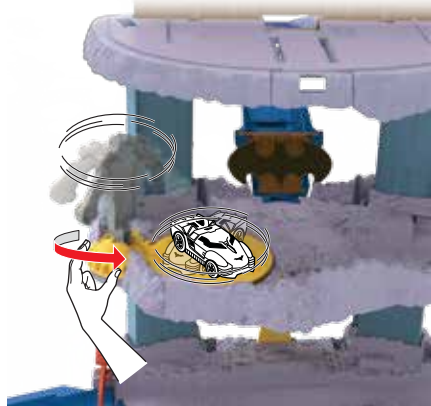
## 1. SET UP BATCAVE™ AND LOAD BATMAN™ VEHICLE.



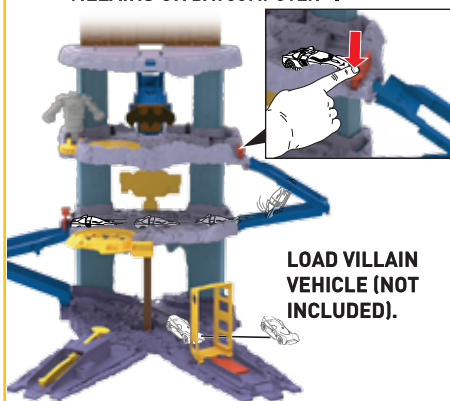
## 2. BRUCE WAYNE™ CAR DRIVES INTO THE MANOR AND TURNS INTO BATMAN™.



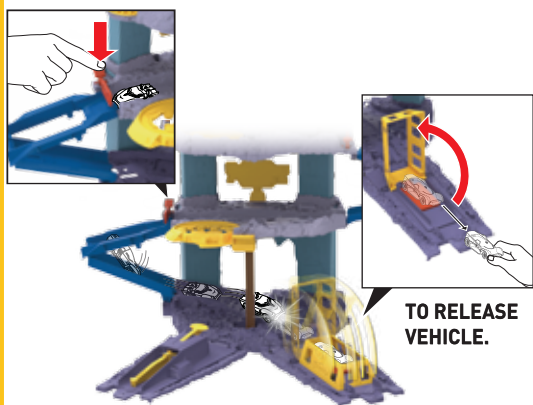
## 3. TRAIN WITH THE SPARRING DUMMY!



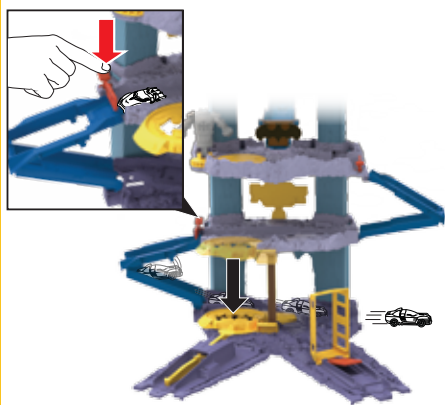
## 4. ROLL DOWNSTAIRS AND SEARCH FOR VILLAINS ON BATCOMPUTER™.



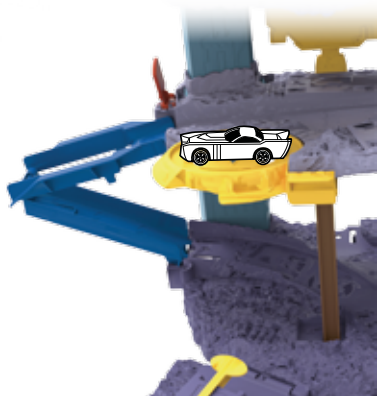
## 5A. RACE DOWN AS BATMAN™ AND TRAP THE VILLAIN!



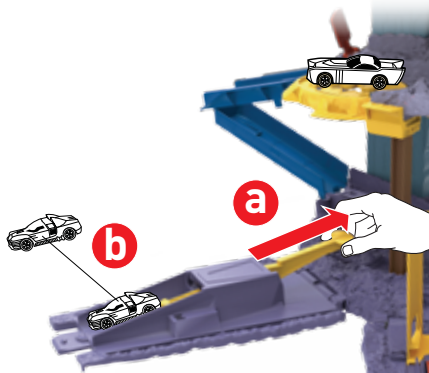
## 5B. CHANGE LANE AND RACE OUT OF BATCAVE™!



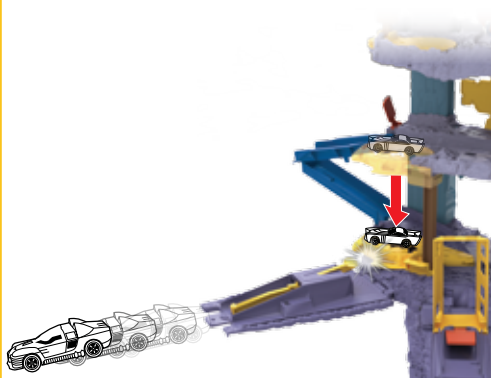
**6.** LOAD *BRUCE WAYNE™* CAR ON CAR LIFT.



**7.** PULL BACK LAUNCHER AND LOAD *BATMAN™* VEHICLE.



**8.** LOWER CAR LIFT WITH *BRUCE WAYNE™* CAR. HIT THE TRIGGER AND LAUNCH OUT AS *BATMAN™*!



**9.** CONNECTS TO OTHER **HOT WHEELS®** SETS (SOLD SEPARATELY).



## STORAGE

**1.** **a**

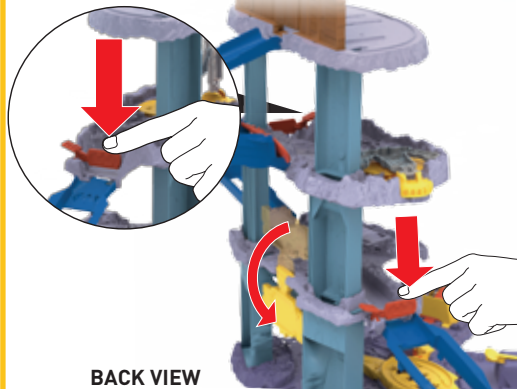


**b**

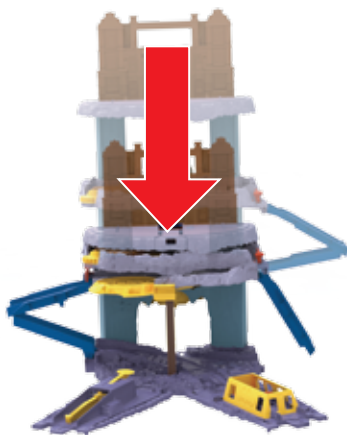


# STORAGE (CONTD.)

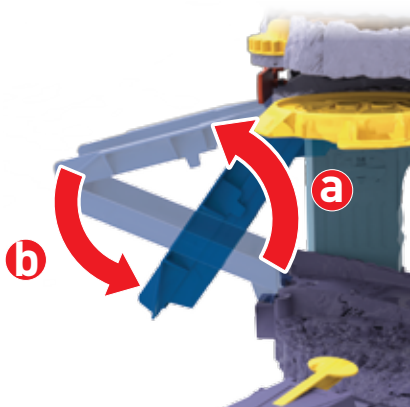
2.



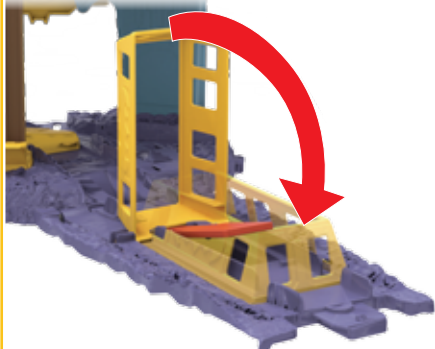
3.



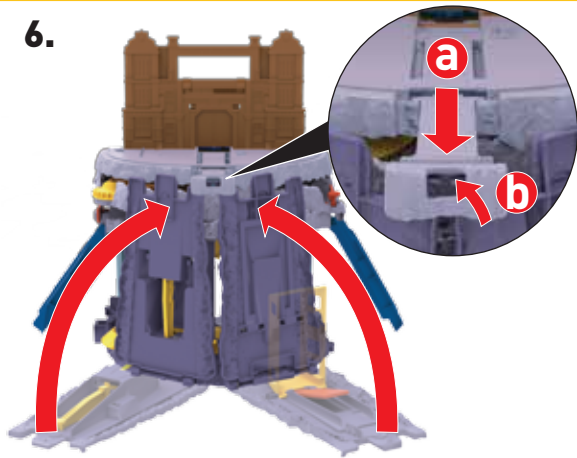
4.



5.



6.



7. CARRY ON THE GO.

