

DC SUPER FRIENDS



imaginext

GMP48



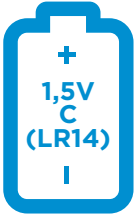
TM

## BEFORE YOU BEGIN



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

Adult assembly is required. Tool needed for assembly: long shaft Phillips screwdriver.



x 4

Batcave™ requires four C (LR14) **alkaline** batteries (not included). For longer life, use **alkaline** batteries.



30

Plan on about 30 minutes for assembly.



Clean with a damp cloth. Do not immerse.

# INSTALL BATTERIES

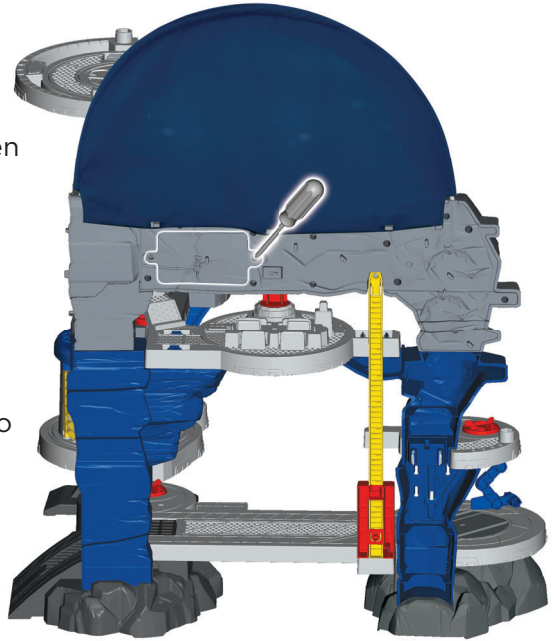
Loosen the screws in the battery door.

Insert four, new C (LR14) **alkaline** batteries.

Replace the battery door and tighten the screws. Do not over-tighten the screws.

You may need to reset the electronics if the playset begins to operate erratically. Slide the power-volume switch off and back on.

When the sounds or lights become faint or stop, it is time for an adult to change the batteries.



## Battery Safety Information

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

Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon-zinc) or rechargeable.

Insert batteries as indicated inside the battery compartment (+ and -).

Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of this product in a fire. The batteries inside may explode or leak.

Never short-circuit the battery terminals.

Use only batteries of the same or equivalent type, as recommended.

Do not charge non-rechargeable batteries.

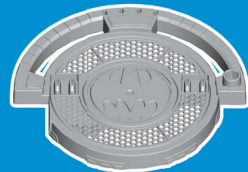
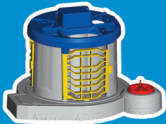
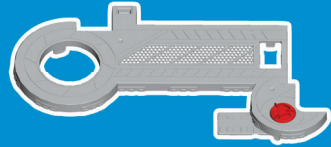
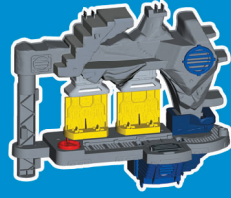
Remove rechargeable batteries from the product before charging.

If removable, rechargeable batteries are used, they are only to be charged under adult supervision.

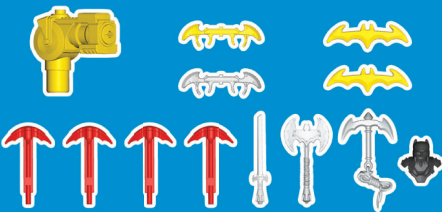
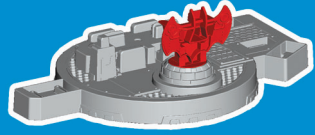


Protect the environment by not disposing of this product or any batteries with household waste. This symbol indicates that this product shall not be treated as household waste. Check your local authority for recycling advice and facilities.

# PARTS



# PARTS



M3,5 x 1,6 mm

**⚠ CAUTION**

This package contains small parts.  
For adult assembly only.

# ASSEMBLY

MAY I BE OF  
ASSISTANCE?



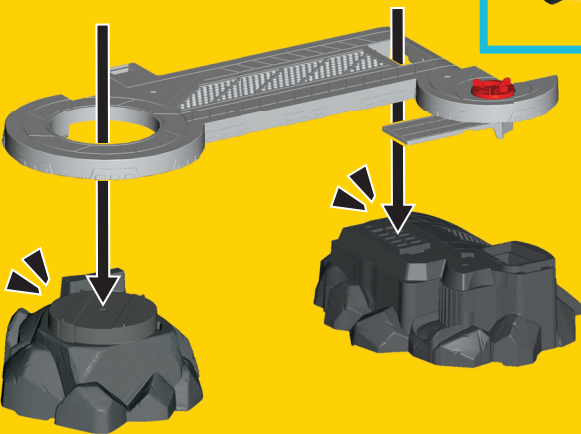
Use your smart device to scan the code. No app required!

In camera mode, focus on the code. Then tap the pop-up to watch how to assemble the toy.

Or, go to:

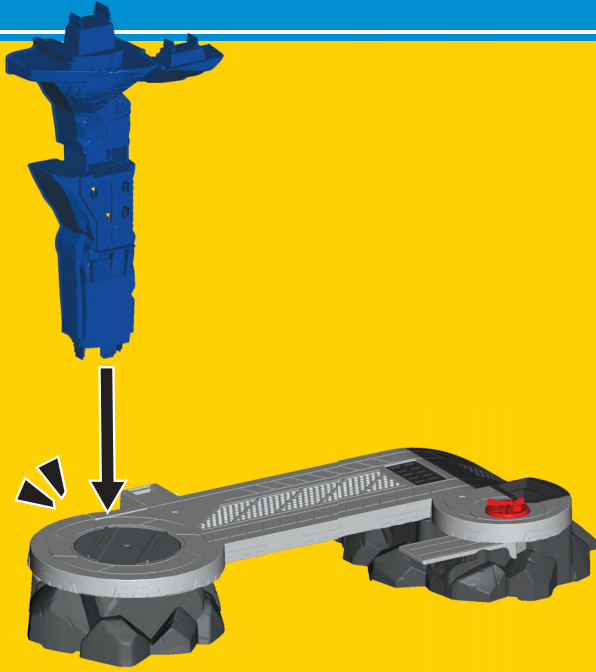
[fisher-price.com/assembly/GMP48](http://fisher-price.com/assembly/GMP48)

1



# ASSEMBLY

2

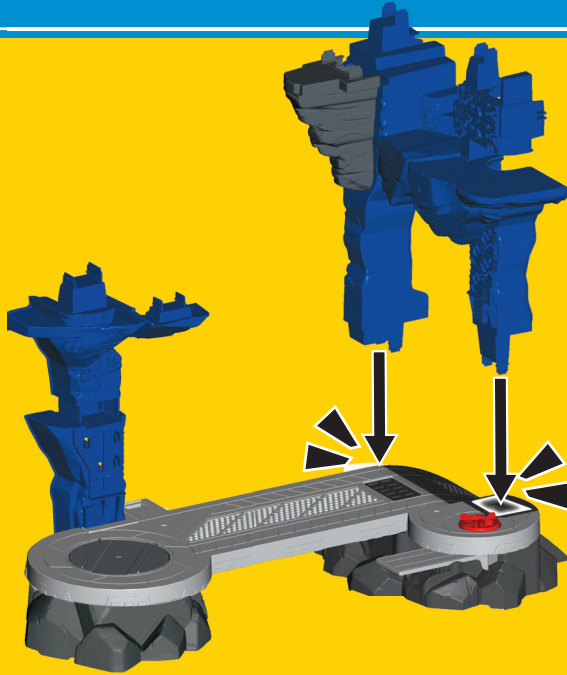


3



# ASSEMBLY

4



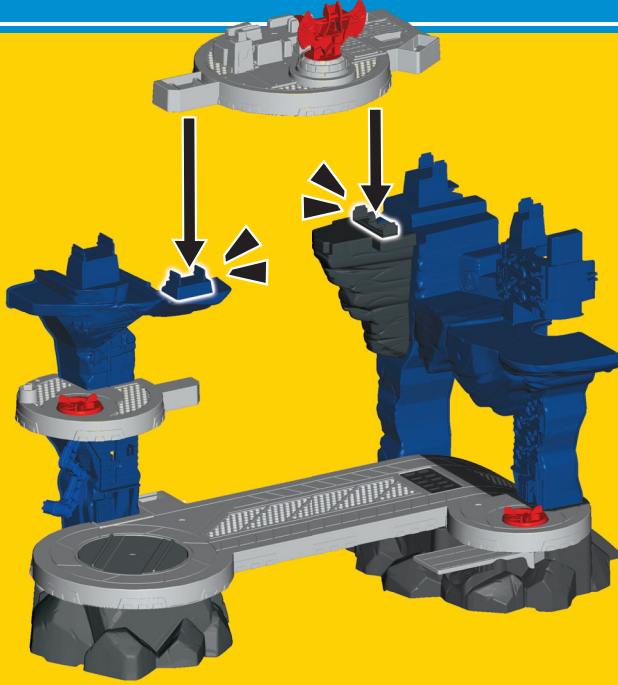
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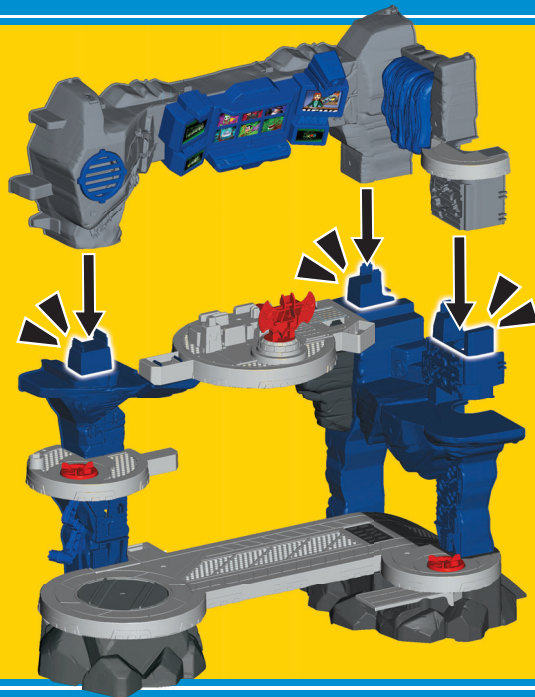


# ASSEMBLY

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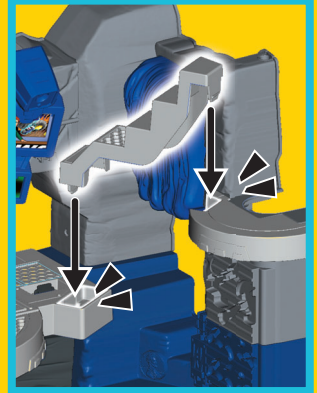
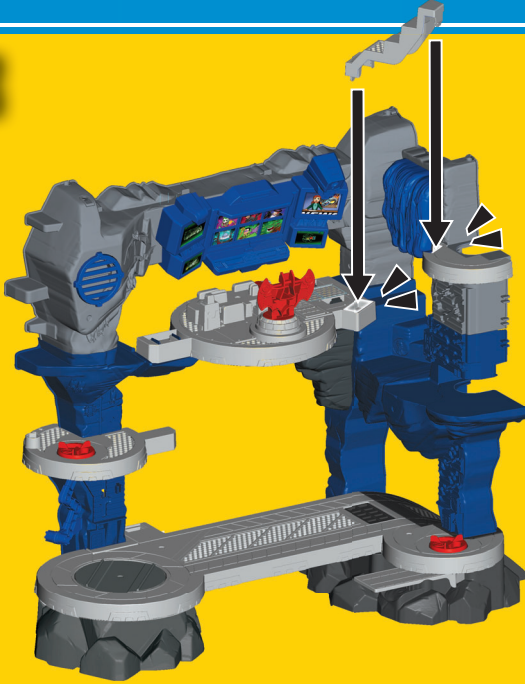


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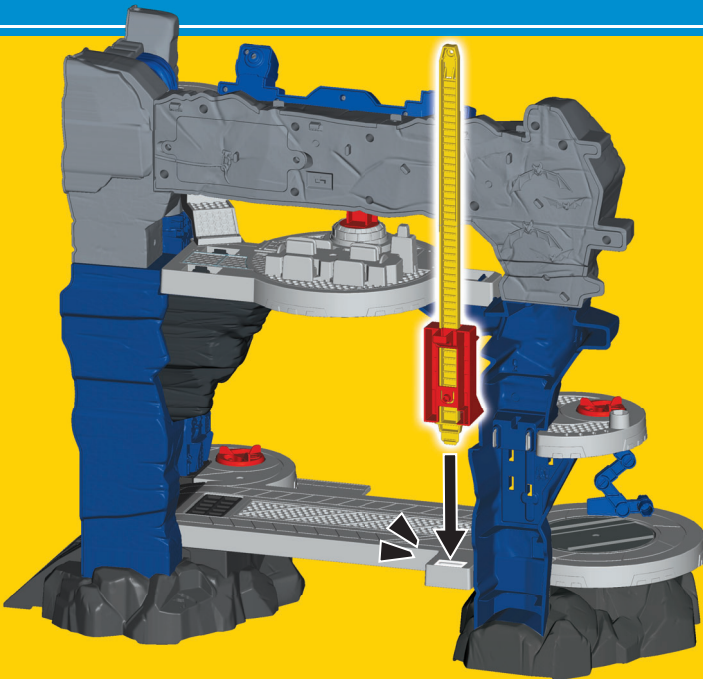


# ASSEMBLY

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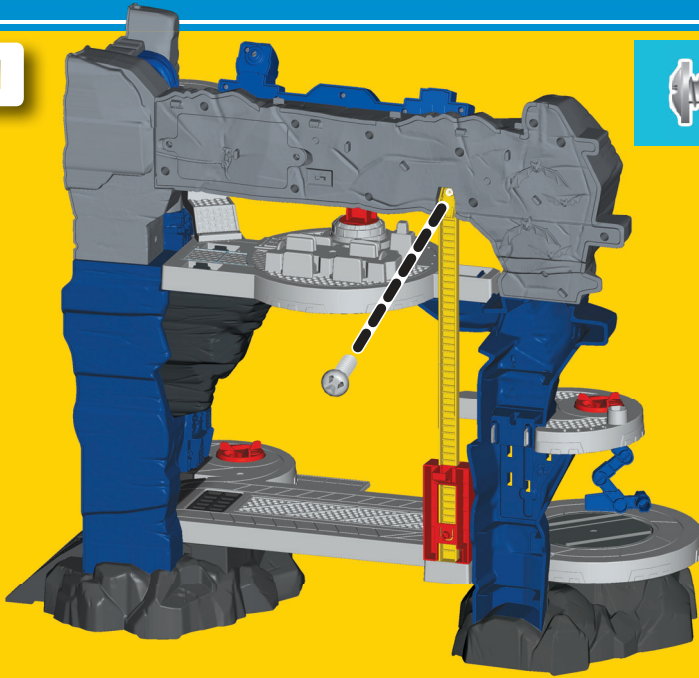


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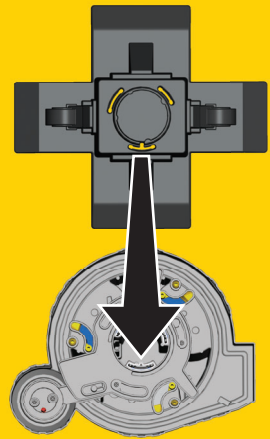
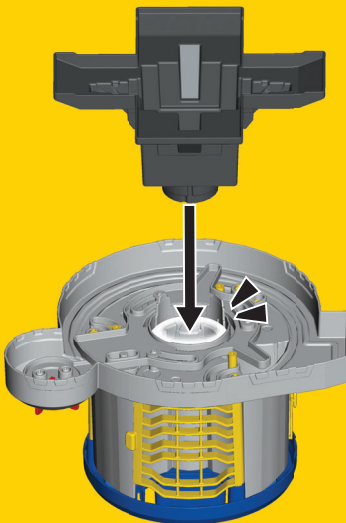


# ASSEMBLY

# 10



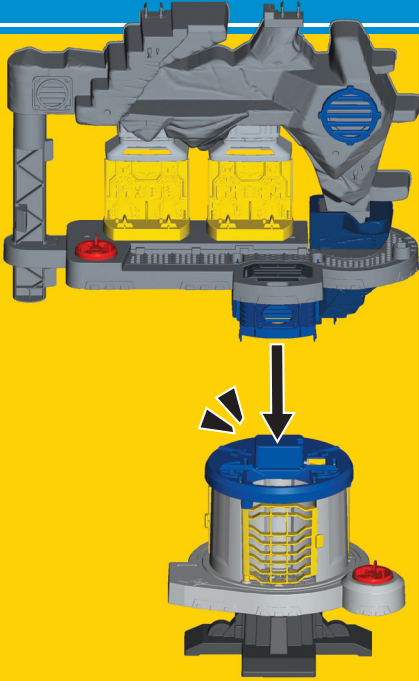
# 11



Fit the "T" tab on the platform into the "T" slot on the underside of the jail cell. Push to **"snap"** into place.

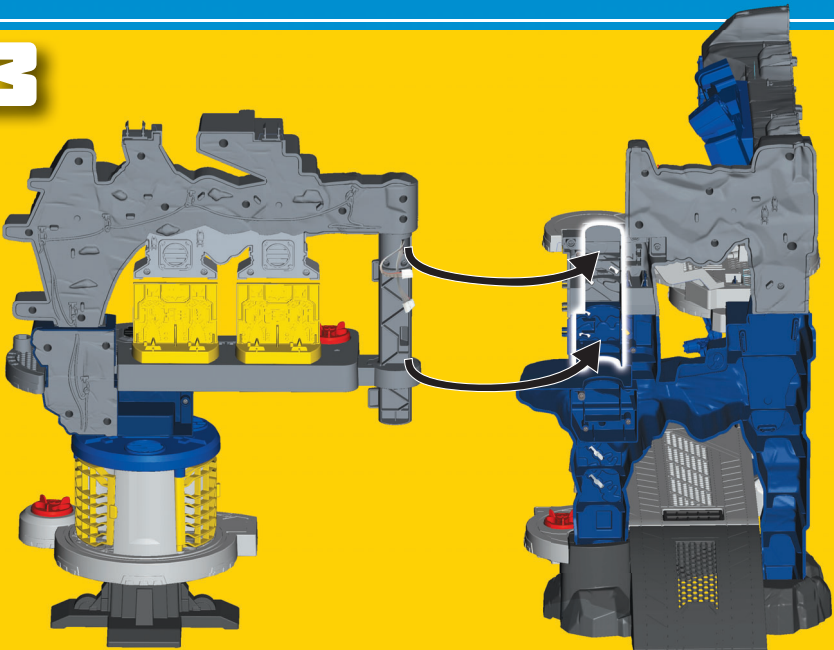
# ASSEMBLY

## 12



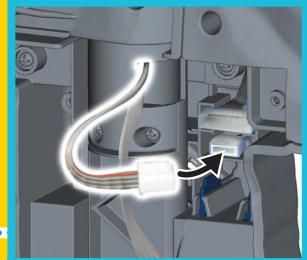
Turn the jail assembly upright to attach it to the suit storage floor.

## 13

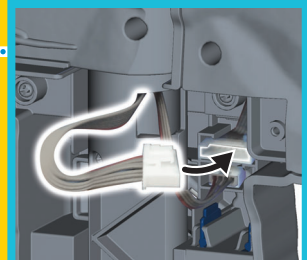


# ASSEMBLY

## 14



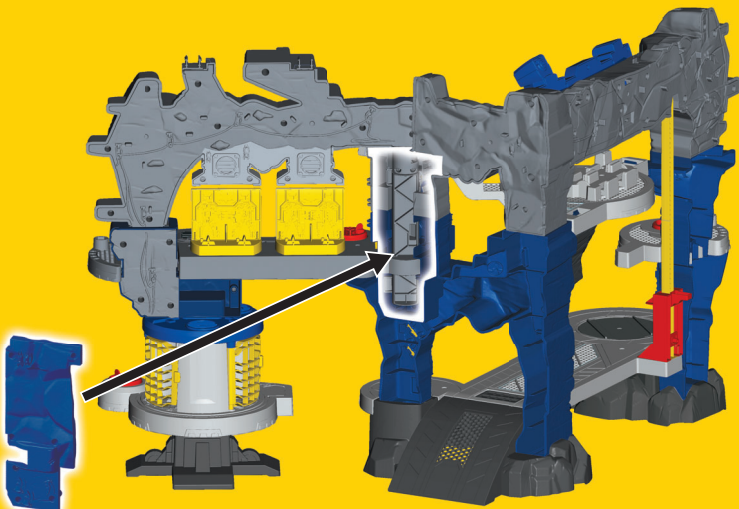
Fasten small connector.



Fasten large connector.

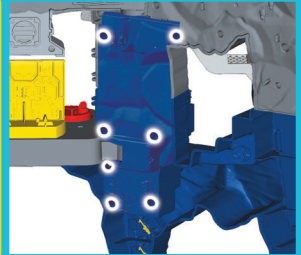
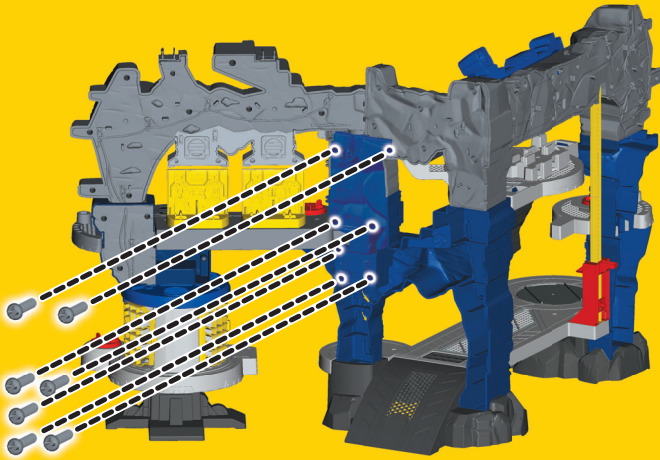
## 15

You may need to adjust the two halves of the playset (more open or more closed) to assemble the connector cover.



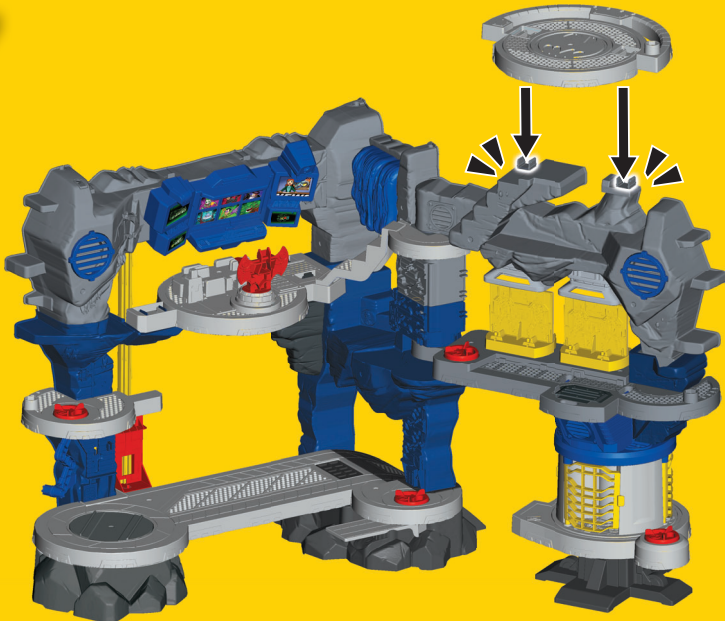
# ASSEMBLY

## 16



Locate all seven screw holes on the connector cover.

## 17

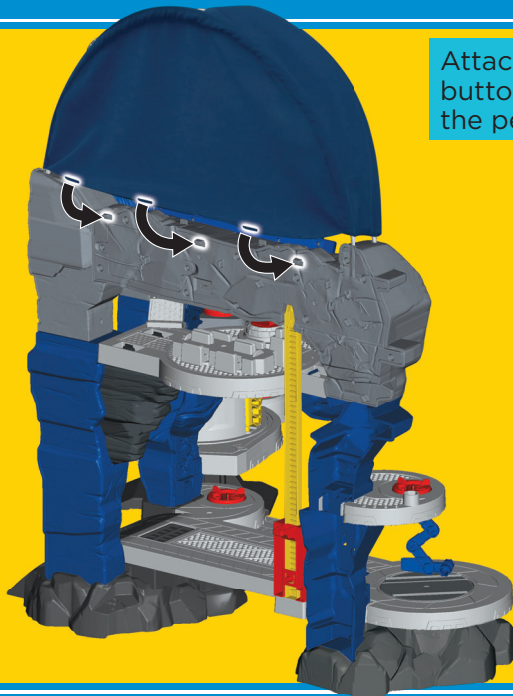


# ASSEMBLY

## 18

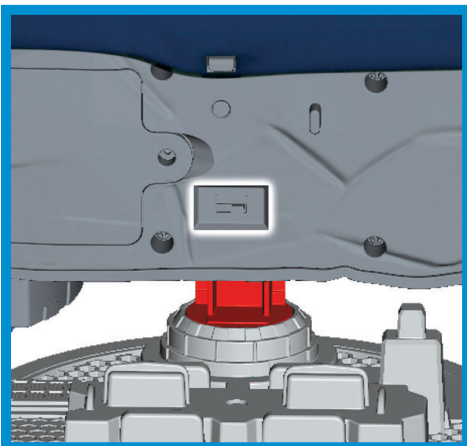


## 19

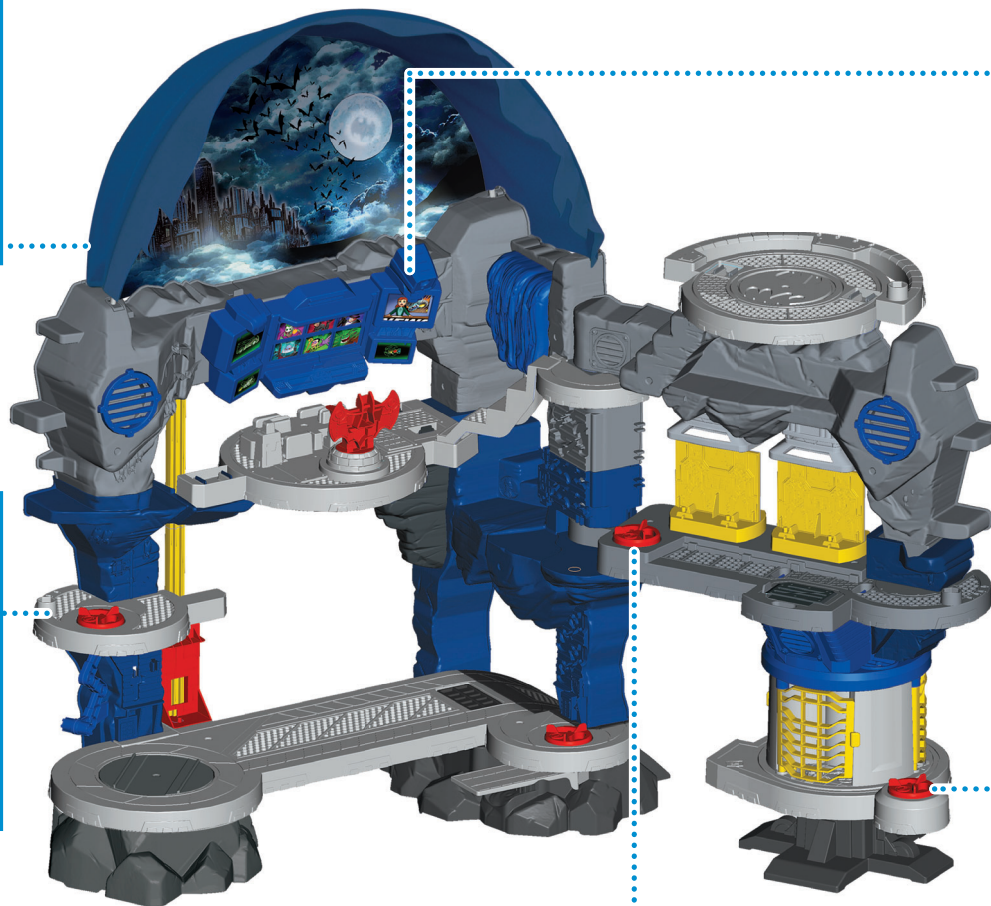
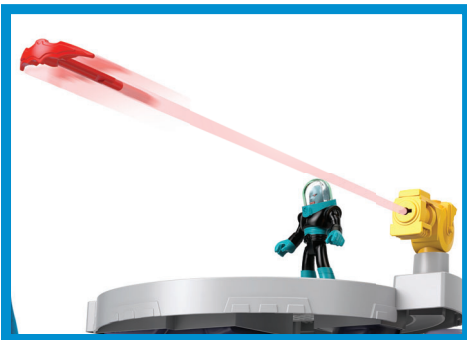


Attach the canopy  
button holes to  
the pegs.

# THIS IS ONE BIG BATCAVE™!



Slide **power-volume switch** on the back of the playset to ON with low volume ◀), ON with high volume ▶), or OFF O.



## The Batcave™ is Secured!

Press the Alfred button, turn the suit storage or the jail Power Pads for sound effects and phrases.

The news report button lets you know what despicable crimes the villains are up to.

Press of any of the six villain buttons once for a short bio about that villain. Keep pressing that villain's button to hear more phrases and sound effects.

If the Batcave™ enters sleep mode (after about two minutes of inactivity), press any button to wake it up.

## Oh no, a villain has taken over the Batcave™!

When you press the same villain button three times, that villain breaks through the security system and gains control of the Batcave™.

Listen to outlaw phrases from the villain in control when you turn the suit storage or the jail Power Pads. Press another villain button three times to change the villain in control.

Drive the villains out by pressing the Alfred button to reset the Batcave's™ security system.

## ⚠ WARNING:

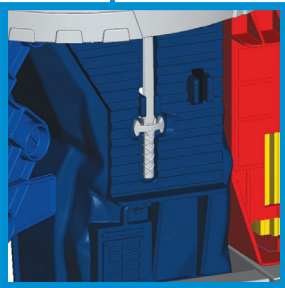
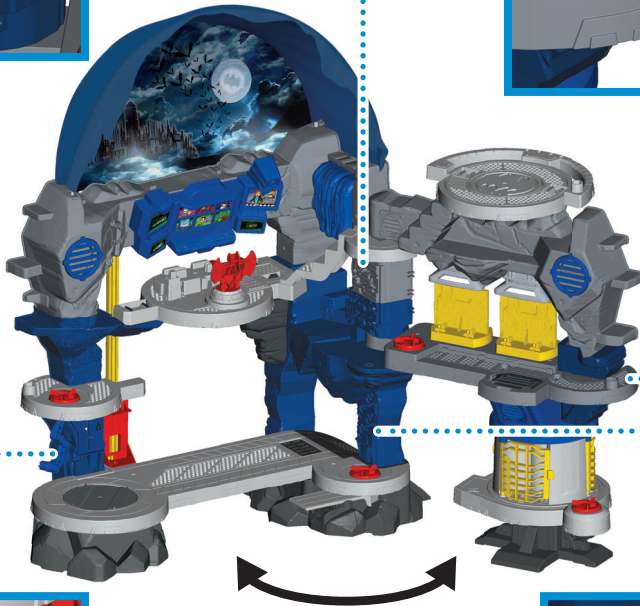
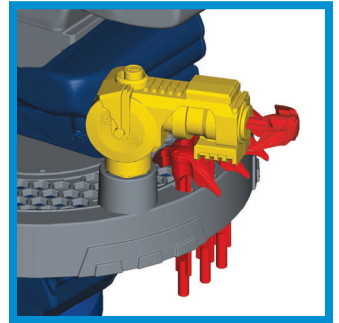
Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.





# STORAGE

Fold the Batcave™ open to start fighting crime or closed when the day is saved.



# GENERAL INFORMATION

## FCC STATEMENT (UNITED STATES ONLY)

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

NOTE: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

## CAN ICES-3 (B)/NMB-3 (B)

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions: (1) This device may not cause interference. (2) This device must accept any interference, including interference that may cause undesired operation of the device.

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) L'appareil ne doit pas produire de brouillage; (2) L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement



## **UNITED STATES**

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052. Consumer Services: 1-800-432-5437.

## **CANADA**

Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2 Consumer Services: 1-800-432-5437. [www.service.mattel.com](http://www.service.mattel.com).

## **GREAT BRITAIN**

Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB. Helpline: 01628 500303. [www.service.mattel.com/uk](http://www.service.mattel.com/uk).

## **NEDERLAND**

Mattel Europa B.V., Gondel 1, 1186 MJ Amstelveen, Nederland.

## **AUSTRALIA**

Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

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**PRINTED IN MEXICO**

**GMP48-0970-G1-1102313958-DOM**