



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/Service à la clientèle :
1-800-432-5437. www.service.mattel.com.

GREAT BRITAIN

Mattel U.K. Limited, The Porter Building, 1 Brunel Way, Slough SL1 1FQ, UK.
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.

NEW ZEALAND

16-18 William Pickering Drive, Albany 1331, Auckland.

SOUTH AFRICA

Mattel South Africa (PTY) LTD, Office 102 I3, 30 Melrose Boulevard,
Johannesburg 2196.

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.



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WB SHIELD: TM & © WBEL.
(s20)

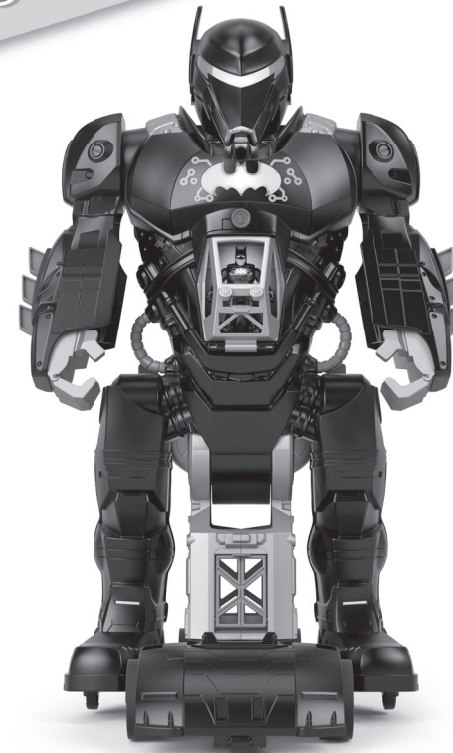
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GWT23-0970
1102684248-DOM

Remark:			
Revision	Date	ID#	Changes
Primary - pr	12/25/2020	GWT23-0970-1102684248-DOM	NA

imaginext®



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

Requires three AA batteries (included).
Batteries included are for demonstration purposes only.
Adult assembly and battery replacement is required.
Tool required: Philips screwdriver (not included).
To clean, wipe with a damp cloth. Do not immerse.

DC SUPER FRIENDS

GWT23

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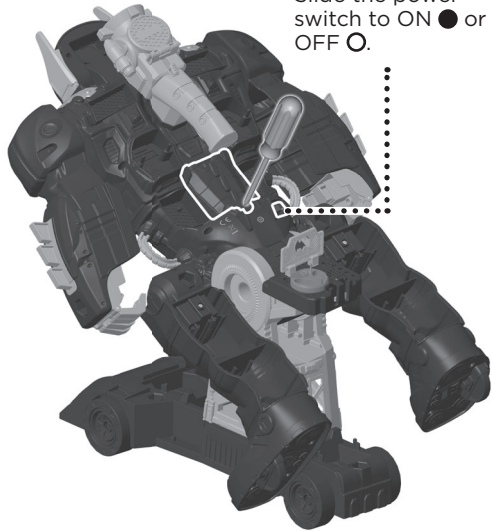
BATTERY INSTALLATION AND POWER



For longer life, use **alkaline** batteries.



Slide the power switch to ON ● or OFF ○.



- Turn the Power Pad to lower the toy into flight mode. Locate the battery compartment door on the back of the toy.
- Loosen the screw in the battery compartment door with a Phillips screwdriver and remove the door.
- Remove the exhausted batteries and properly dispose.
- Insert three, new AA (LR6) **alkaline** batteries.
- Replace the battery compartment door and tighten the screw. Do not over-tighten.
- If this toy begins to operate erratically, you may need to reset the electronics. Slide the power switch off and then back on again.

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.

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

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

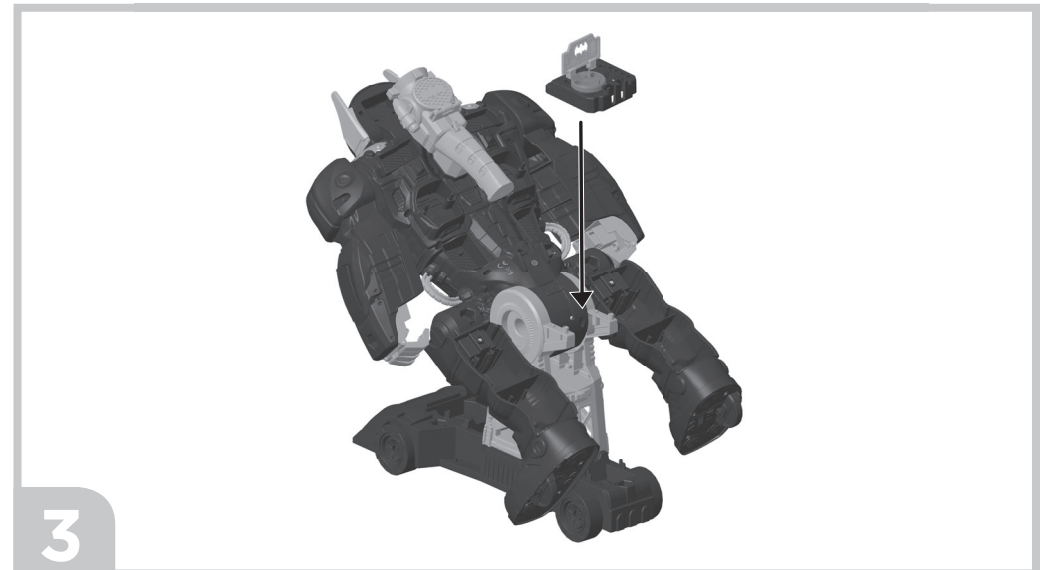
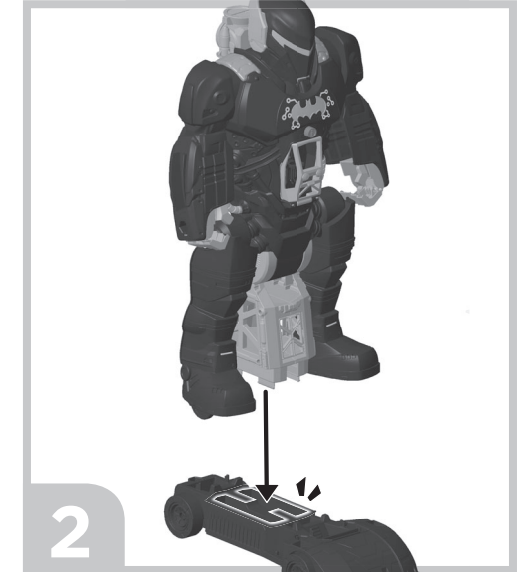
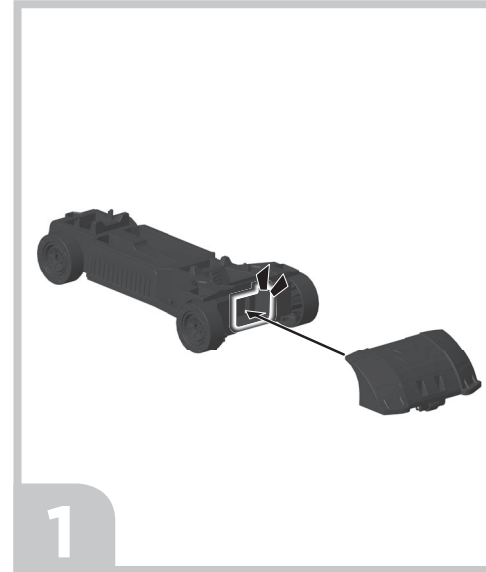
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ASSEMBLY



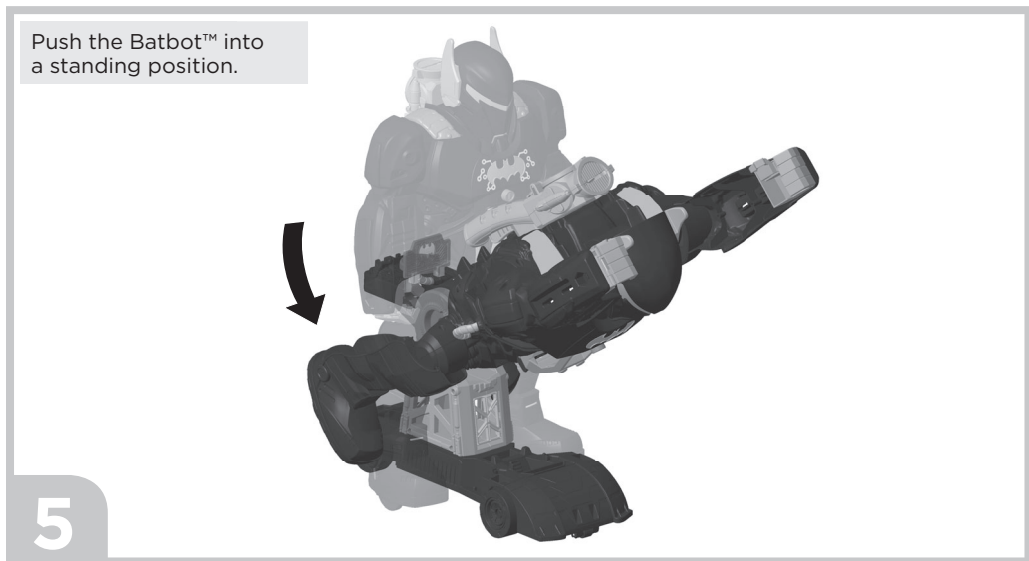
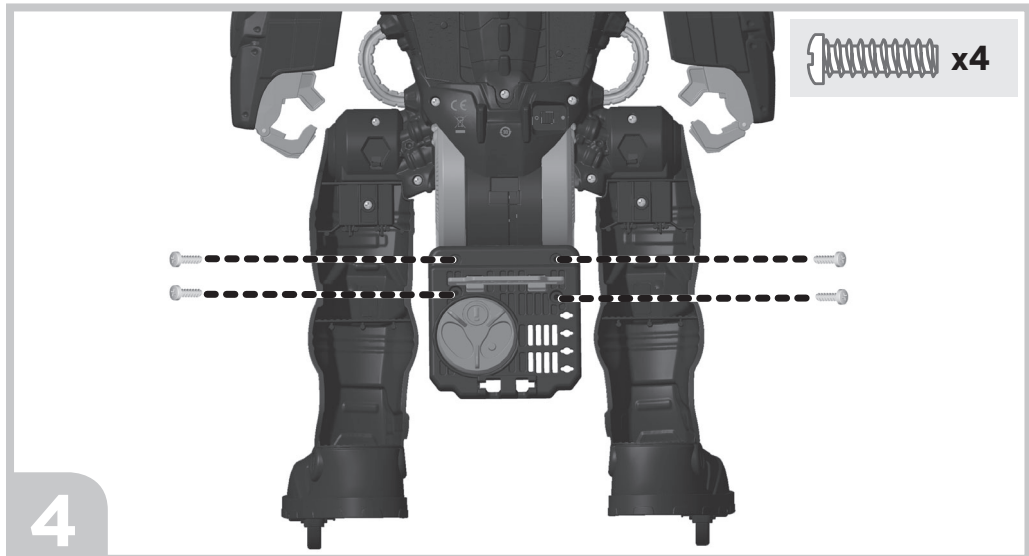
M3,5 x 15 mm Screw

Tighten or loosen the screws with a Phillips screwdriver. Do not over-tighten the screws.

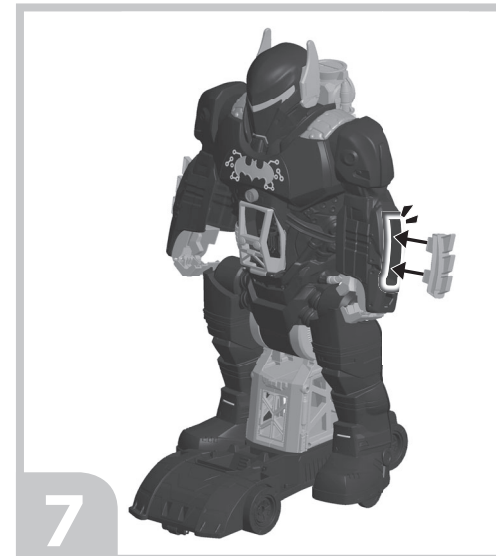


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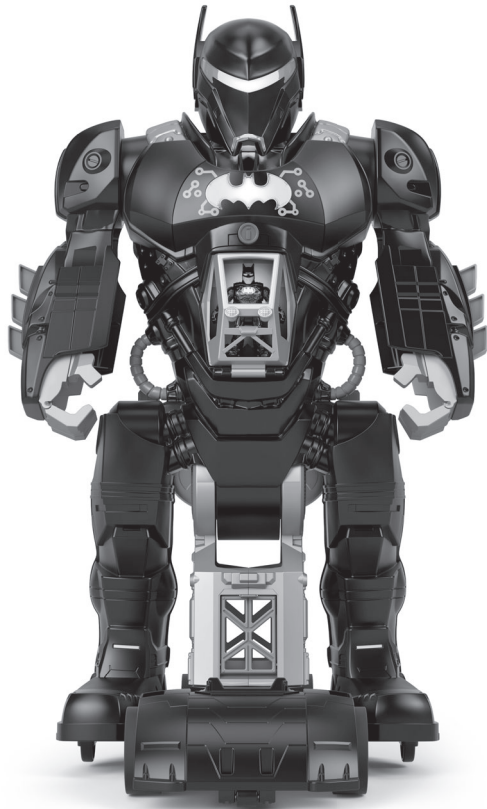
ASSEMBLY



ASSEMBLY



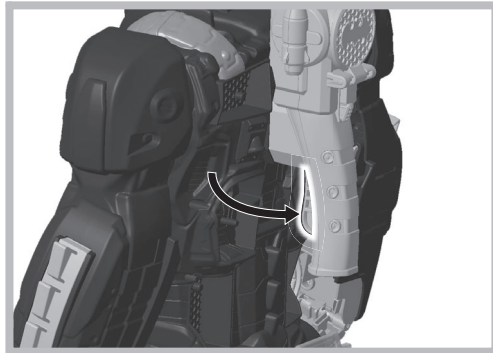
ROBOT MODE



Press the chest button for heroic sounds, phrases and lights!

Troubleshooting

- This toy will enter sleep mode after approximately 30 seconds of inactivity. To turn this toy back on, turn the Power Pad, squeeze the trigger, press the chest button or slide the power switch off and back on.
- When sounds or lights from Batbot™ become faint or stop, it is time for an adult to change the batteries.



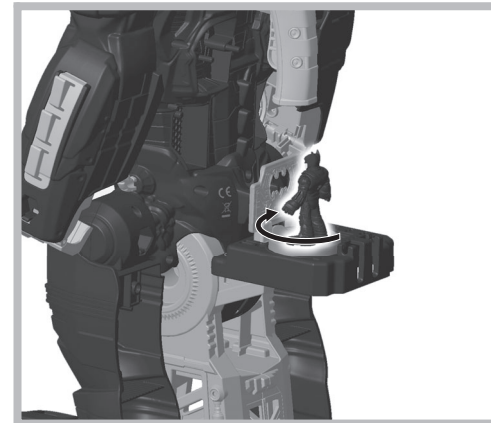
Squeeze the trigger to lift the arms and activate lights and sounds! Push the arms down to return to the lowered position.

6

FLIGHT MODE



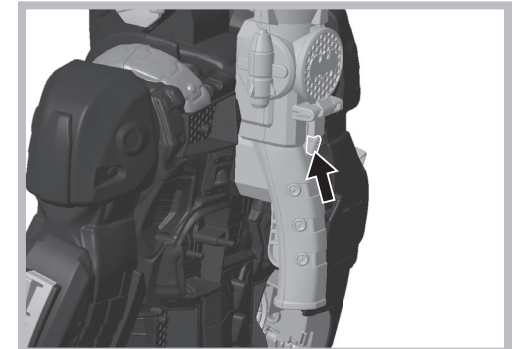
Roll along flying action!



Turn the Power Pad to engage flight mode! Activate lights and sounds with each new turn.

⚠ WARNING:

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



Press the button forward to fire disks!

7