

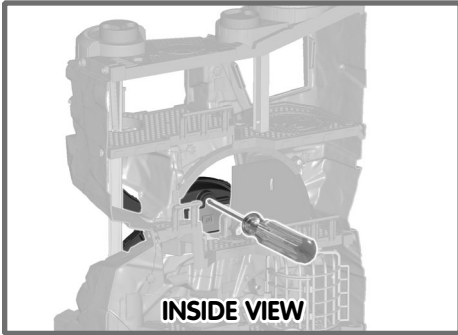


**Please keep these instructions for future reference, as they contain important information.  
Requires two "AAA" and three LR44 button cell batteries (batteries included) for operation.**

**Adult assembly is required.**

**Tool required for battery replacement: Phillips screwdriver (not included).**

# Battery Replacement

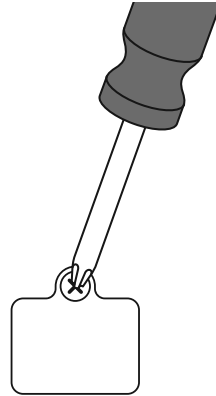
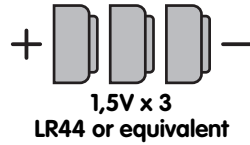


## Batcave

- Locate the battery compartment on the third floor, behind launcher door.
- Loosen the screw in the battery compartment door and remove the door.
- Remove the exhausted batteries and dispose of them properly.
- Insert two, new "AAA" (LR03) **alkaline** batteries.

**Hint:** We recommend using **alkaline** batteries for longer battery life.

- Replace the battery compartment door and tighten the screw.
- If this product begins to operate erratically, you may need to reset the electronics. Remove the batteries and reinstall.
- When light from this toy becomes dim or turns off, it's time for an adult to change the batteries.



## Car

- Locate the battery compartment door on the bottom of the car. Loosen the screw with a Phillips screwdriver and remove the door.
- Remove the exhausted batteries and dispose of them properly.
- Insert three, new button cell (LR44) **alkaline** batteries.

**Hint:** We recommend **alkaline** batteries for longer battery life.

- Replace the battery compartment door and tighten the screw. Do not over-tighten.
- If the car begins to operate erratically, you may need to reset the electronics. Remove the batteries in the car and reinstall.
- When sounds or lights become faint or stop, it's time for an adult to change the batteries.



- Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

# Battery Replacement

**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 (nickel-cadmium).
- Insert batteries as indicated inside the battery compartment.
- 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.

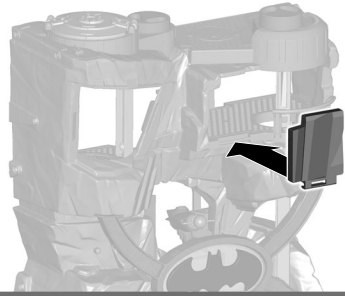
## ICES-003

- This Class B digital apparatus complies with Canadian ICES-003.
- 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.

## ICES-003

- Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.
- L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) l'utilisateur du dispositif doit être prêt à accepter tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre le fonctionnement du dispositif.

# Assembly



- Fit the wall to the hinge near the balcony.

## Care

- Wipe with a clean cloth dampened with a mild soap and water solution. Do not immerse.
- This toy has no consumer serviceable parts. Do not take this toy apart.

# Unlock the Adventure



- Squeeze the button to activate lights.



- Lift the launcher and load the bat-disks.



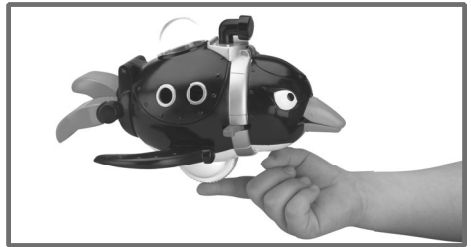
- Slide the trigger to launch the bat-disks!
- Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.



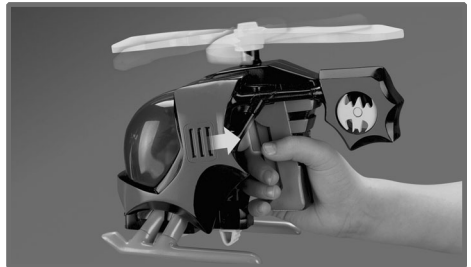
- Squeeze the handle to launch the disks.
- Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.



- Pull lever to open beak and launch disks!
- Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.



- Spin the wheel for fin flapping action!

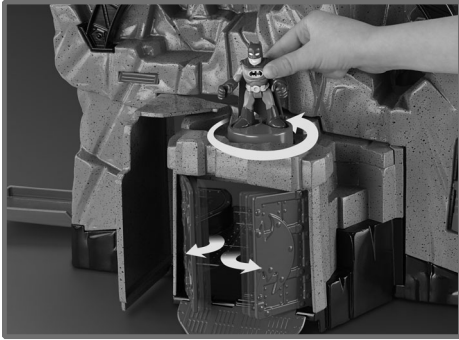


- Squeeze the handle to spin the propellers.

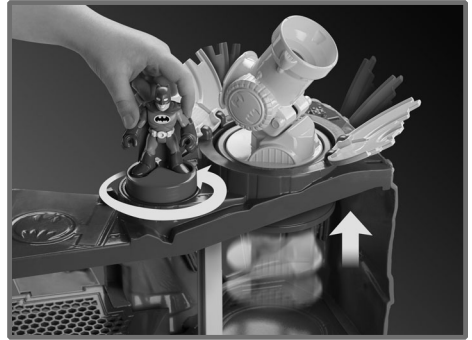


- Pull the trigger to launch the disks.
- Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

# Unlock the Adventure



- Turn the figure to reveal the secret entrance.



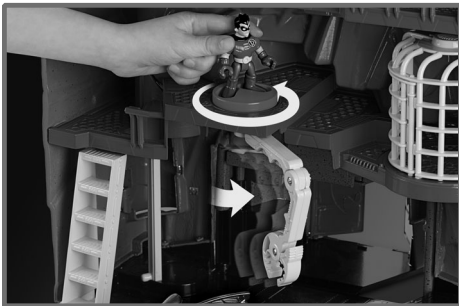
- Reveal the telescope to watch for villains.



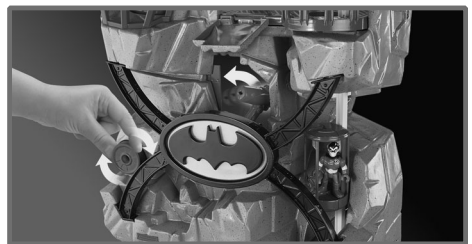
- Turn the figure to rotate the turnstile.



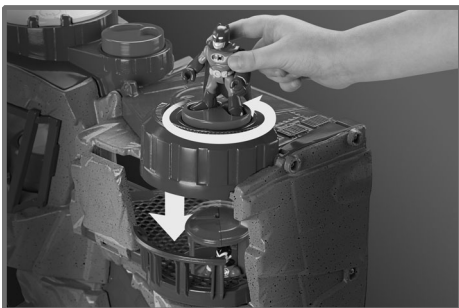
- Press the button to light the bat signal!



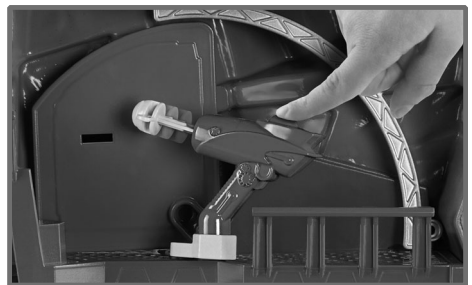
- Turn the figure to move the claw.



- Turn the knob to reveal the launcher.



- Raise and lower the elevator gates!



- Press the button to fire the launcher.
- Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.



## CONSUMER ASSISTANCE

1-800-432-5437 (US & Canada)  
1300 135 312 (Australia)

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

Fisher-Price, Inc., 636 Girard Avenue, East Aurora, NY 14052.  
Hearing-impaired consumers: 1-800-382-7470.

Outside the United States:

Canada: Mattel Canada Inc., 6155 Freemont Blvd.,  
Mississauga, Ontario L5R 3W2; [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)

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.

New Zealand: 16-18 William Pickering Drive,  
Albany 1331, Auckland.

### 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 & © Warner Bros. Entertainment Inc. (s11)

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