



Batplane™

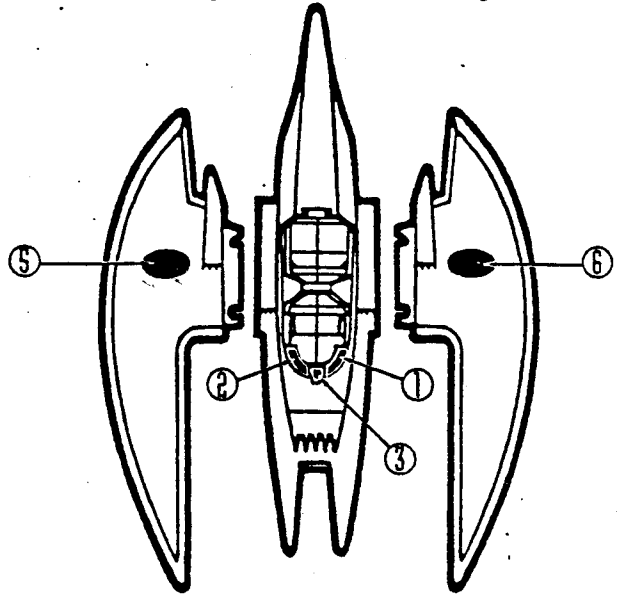
INSTRUCTIONS



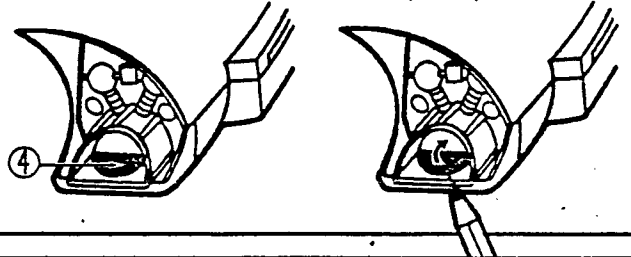
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Kenner Products, A Division of Tonka
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1 Apply labels to unassembled parts following numbers on label sheet using these illustrations as a guide.

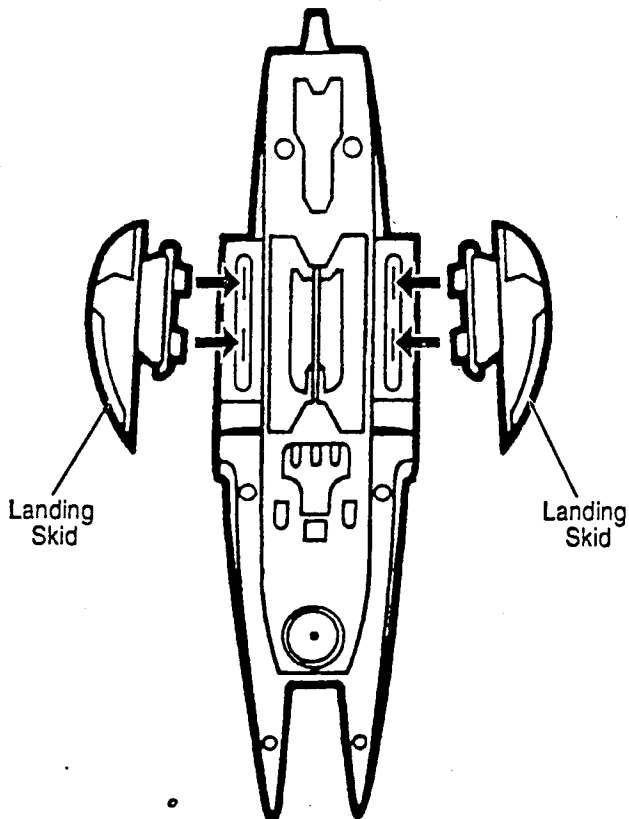


APPLICATION TIP: When applying label #4, first lay label face down at end of exhaust tunnel. Rotate it up into position as shown.

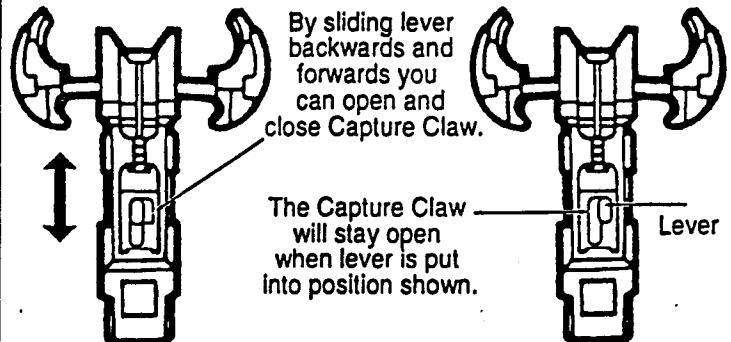
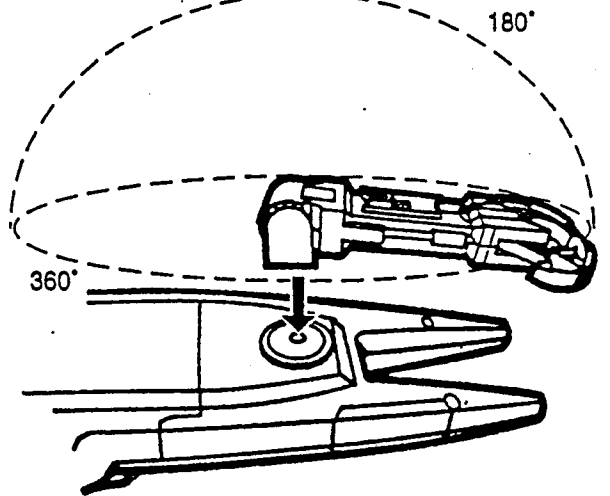


2 **ONE-TIME ASSEMBLY**
Once assembled, cannot be taken apart.

Snap on landing skids into slots in bottom of vehicle.



3 Snap Capture Claw onto bottom of toy. It can be rotated 360° and pivot 180°.

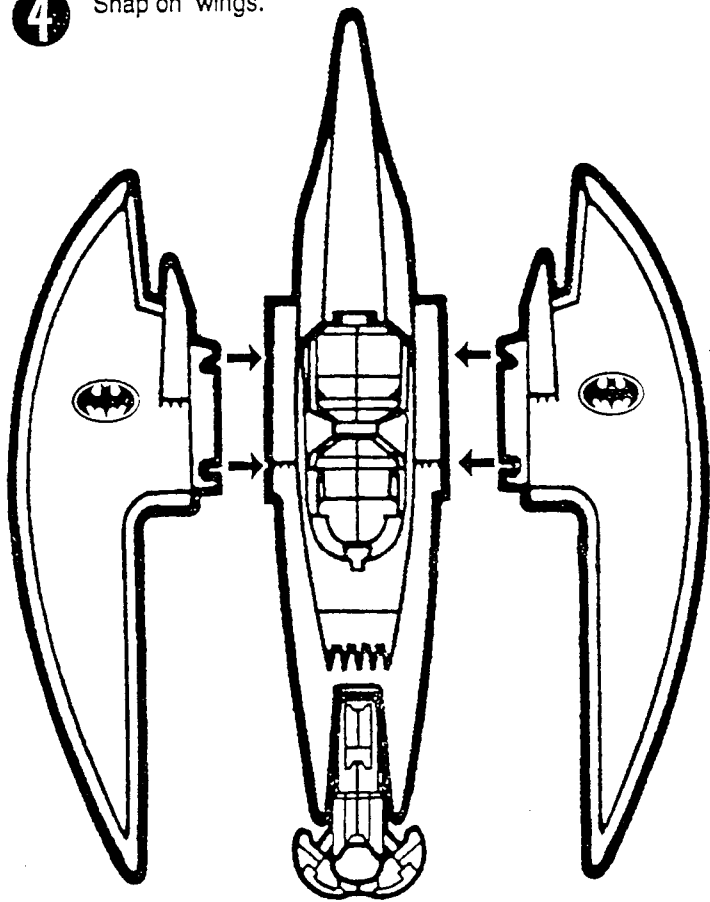


By sliding lever backwards and forwards you can open and close Capture Claw.

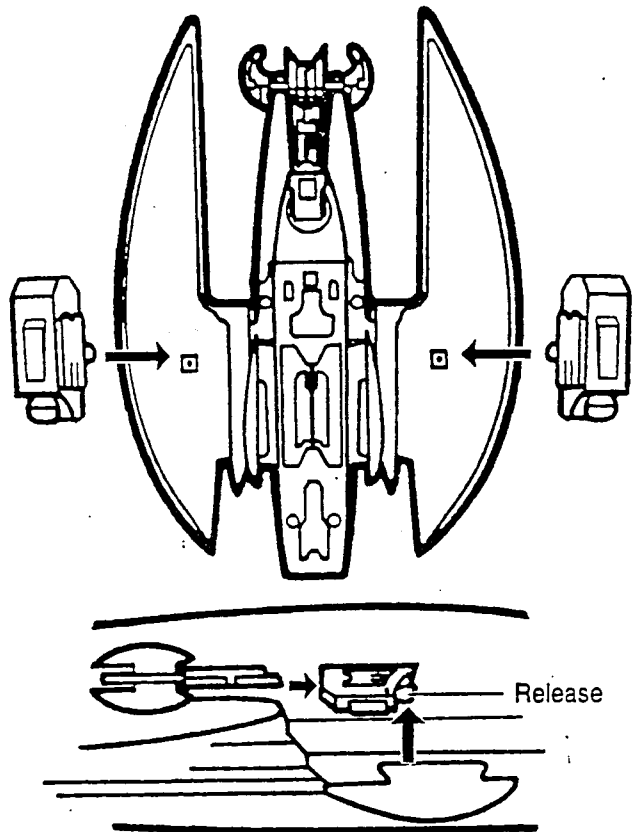
The Capture Claw will stay open when lever is put into position shown.

Lever

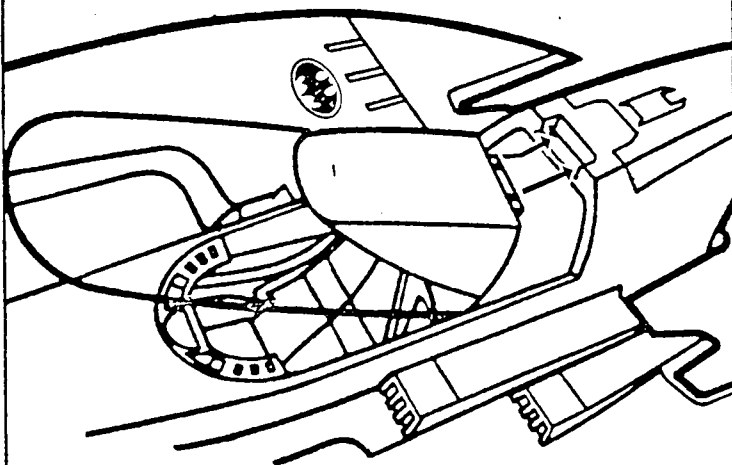
4 Snap on wings.



5 Snap a Missile Launcher under each wing. Launchers can also mount on top of wings. Load missiles into launchers. Press button toward wing to fire.



6 Attach canopy by inserting one peg at a time.



7 To open canopy, Grasp front sides and lift. Cockpit holds two figures sitting back to back.

