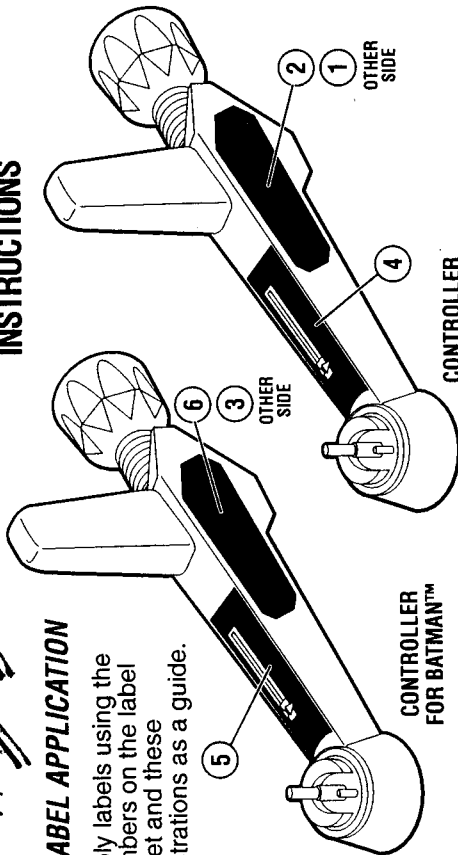


# BATMAN™ KNIGHT FORCE NINJAS™

# KARATE FIGHTERS™ BATTLING ACTION FIGURES BATMAN™ VS THE JOKER™ INSTRUCTIONS

## LABEL APPLICATION

Apply labels using the numbers on the label sheet and these illustrations as a guide.

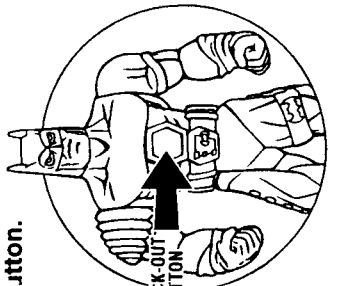


CONTROLLER™  
FOR BATMAN™

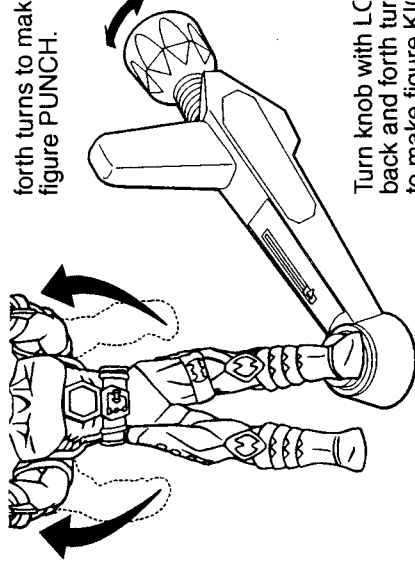
CONTROLLER™  
FOR THE JOKER™

Remove the cape from a Batman™ figure. Attach figures to the controllers by inserting the posts on the controller's base all the way into the holes in each figure's foot.

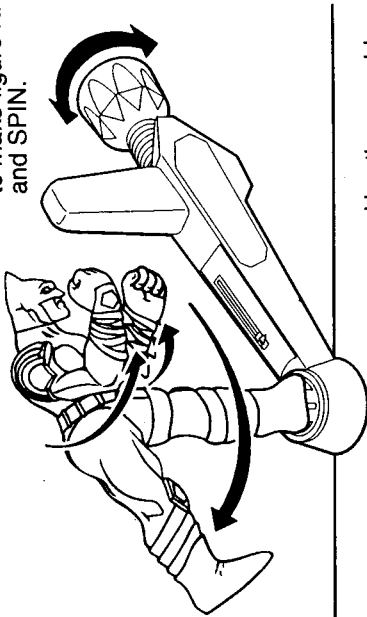
**IMPORTANT:** Never try to remove figure from controller's base without first pressing on the knock-out button.



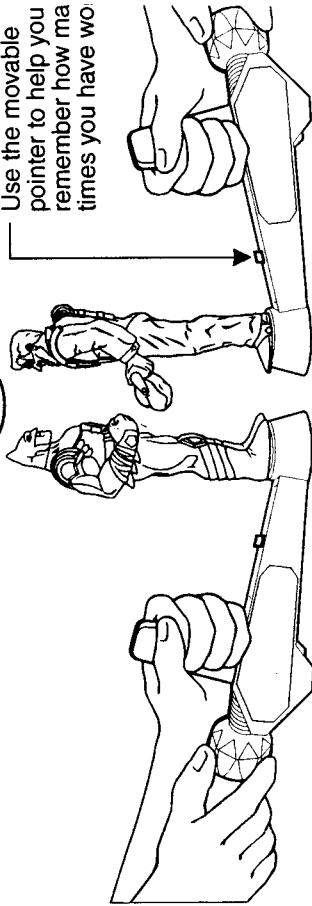
Use the figure pointer to kick and spin by turning the knob. Always keep the controller down on a flat surface.



Turn knob with LC back and forth to make figure KICK and SPIN.



Use the movable pointer to help you remember how many times you have won.



5. The first fighter to knock his opponent from the controller base five times wins the battle... but the fight against crime continues!

4. Now you are ready to battle! Set the controllers on a flat surface about two inches apart. Turn the knob on the controller to make your figure punch and kick. Hit your opponent's knock-out button to send him flying from the controller!

**Kenner®**

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