

SKYBAT™

Vehicle

LEGENDS
OF
BATMAN®

AGES 4 AND UP

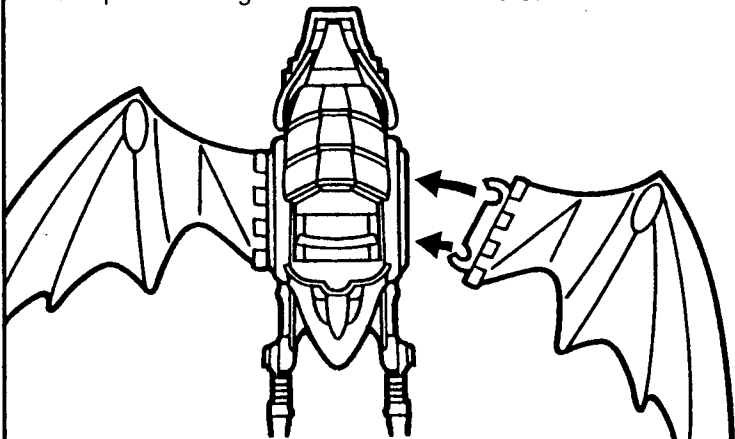
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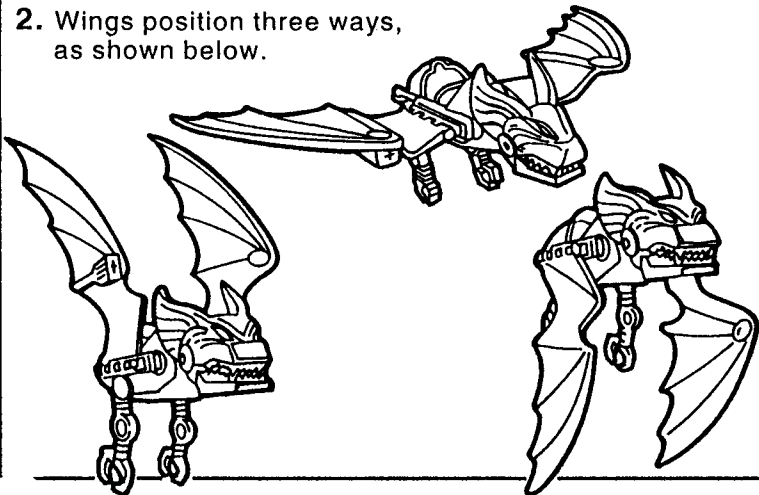


Kenner®

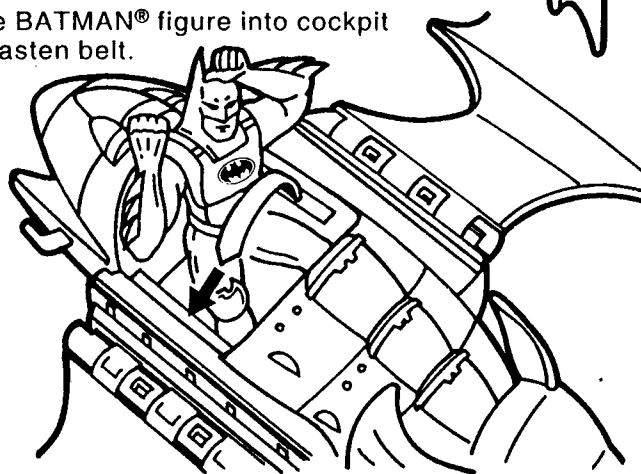
1. Snap both wings into sides of vehicle.



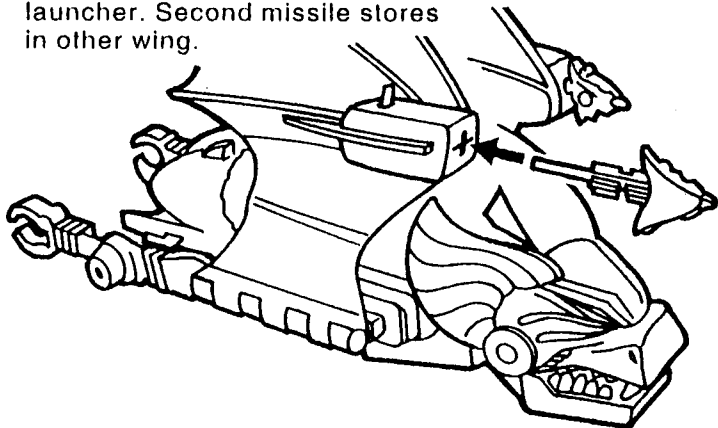
2. Wings position three ways,
as shown below.



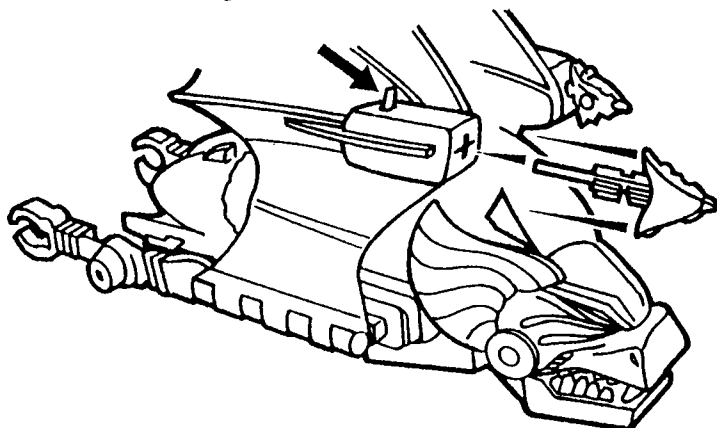
3. Place BATMAN® figure into cockpit
and fasten belt.



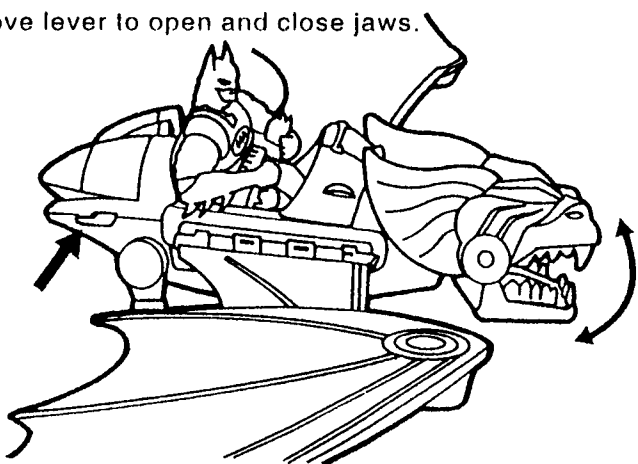
4. Load one missile into wing-mounted
launcher. Second missile stores
in other wing.



5. Press launching button to fire missile.



6. Move lever to open and close jaws.



7. You can hold a villain captive in the claws.

