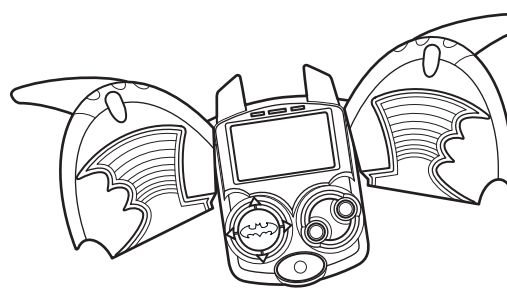


Keep these instructions for future reference as they contain important information.



BATMAN
BATWAVE™ TV Activated
BATLINK™ Communicator
INSTRUCTIONS

Requires 3 AAA alkaline batteries (not included).
 • Not for use with rear projection or HD televisions.
 • Not for use with LCD or plasma displays.

Mattel, Inc. 333 Continental Blvd., El Segundo, CA 90245 U.S.A.
 Consumer Affairs 1 (800) 524-TOYS
 Mattel Canada Inc. Mississauga, Ontario L5R 3W2. You may call us free at 1-800-665-6288.

28

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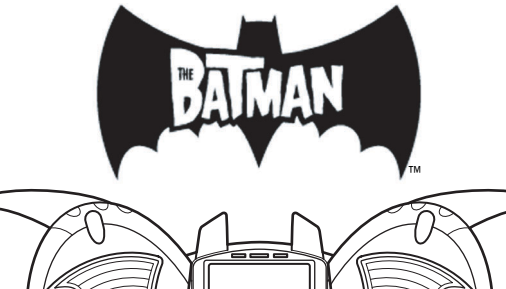
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2

INTRO

Thanks to top secret VEIL technology, you can help Batman rid Gotham of crime. With the VEIL-powered BATLINK™ Communicator, you will control the Batmobile™, have interactive adventures, watch or create your own stories, or see criminal reports coming in from all over Gotham. You can even virtual-capture villains and gadgets right off the show!

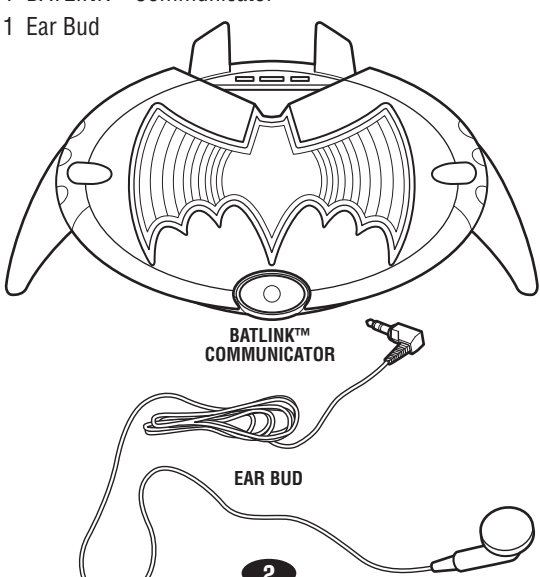


3

GETTING STARTED

The BATWAVE™ TV Activated BATLINK™ Communicator comes complete with the following items:

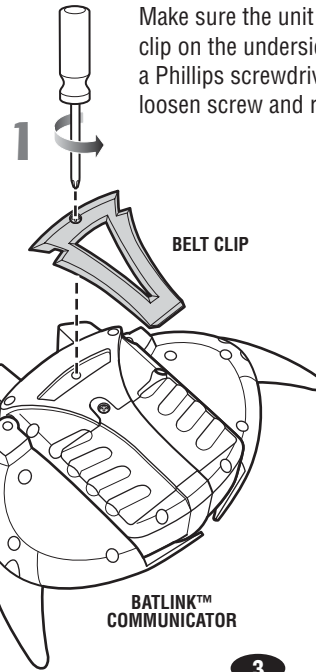
1 BATLINK™ Communicator
 1 Ear Bud



4

BATTERY INSTALLATION/REPLACEMENT

Make sure the unit is off. Locate the belt clip on the underside of the device. Use a Phillips screwdriver (not included) to loosen screw and remove belt clip (1).



5

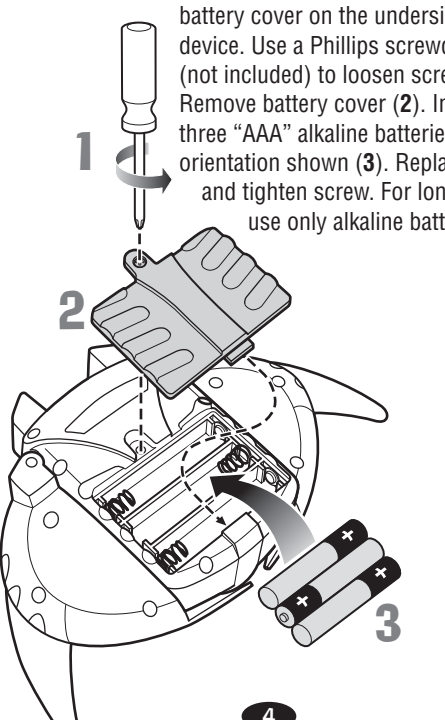
BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your toy (product). To avoid battery leakage:

- Do not recharge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging the batteries (if designed to be removable).
- Charge rechargeable batteries only under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Use only batteries of the same or equivalent type as recommended.
- Insert batteries with the correct polarity.
- Remove exhausted batteries from the product.
- Do not short-circuit the supply terminals.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

6

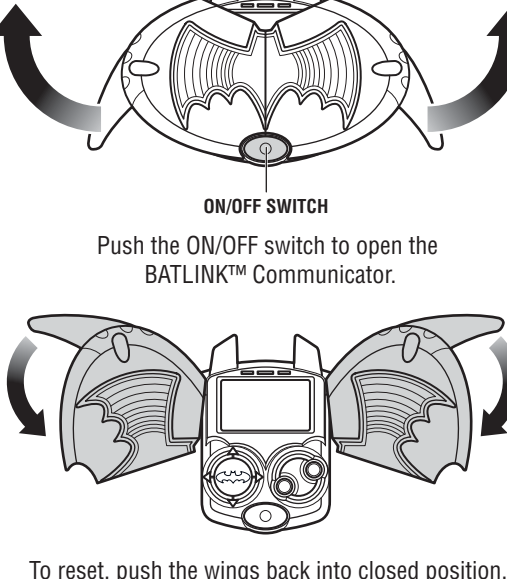
Make sure the unit is off. Locate the battery cover on the underside of the device. Use a Phillips screwdriver (not included) to loosen screw (1). Remove battery cover (2). Insert three "AAA" alkaline batteries in the orientation shown (3). Replace cover and tighten screw. For longer life use only alkaline batteries.



6

USING THE BATLINK™ COMMUNICATOR

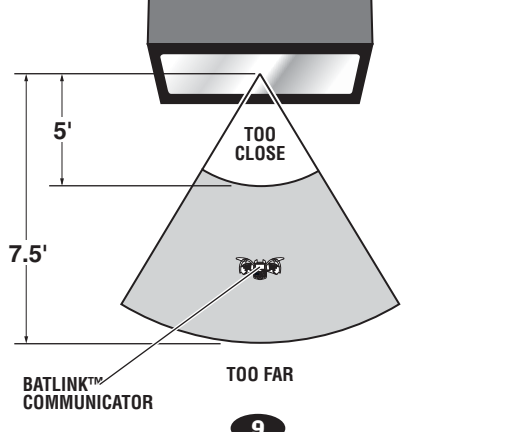
Push the ON/OFF switch to open the BATLINK™ Communicator.



8

USING VEIL TECHNOLOGY/TROUBLESHOOTING

All dimensions based on a 29" TV screen. For optimal reception of the VEIL signal from the Batman TV show, we recommend that you position your BATLINK™ Communicator 5 to 7.5 feet directly in front of your TV. If you are either too close or too far away from the TV, the BATLINK™ Communicator will not work properly.



11

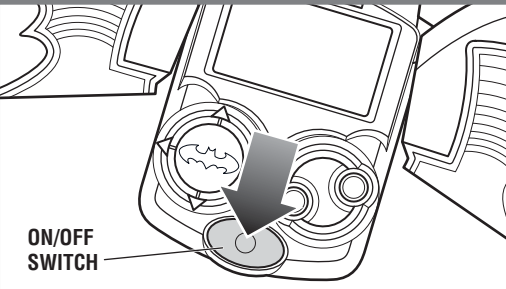
PROBLEMS? QUESTIONS?

We're here to help!
 Call 1-800-665-6288 toll-free any weekday from 8:00am to 9:00pm PST (11:00am to 12:00am EST).

This equipment generates and uses radio frequency energy and if not used properly may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference. However, there is no guarantee that interference will not occur. If this equipment does cause interference to radio or television reception, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the product with respect to the receiver.
- Move the product away from the receiver.

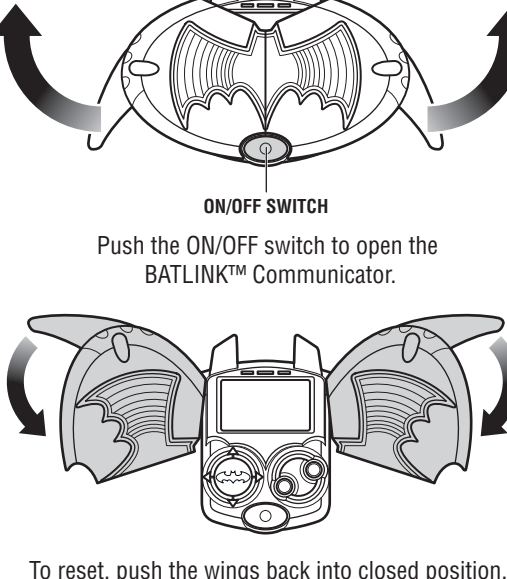
If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. Note: Changes or modifications not expressly approved by the manufacturer responsible for compliance could void the user's authority to operate the equipment.



15

USING THE BATLINK™ COMMUNICATOR

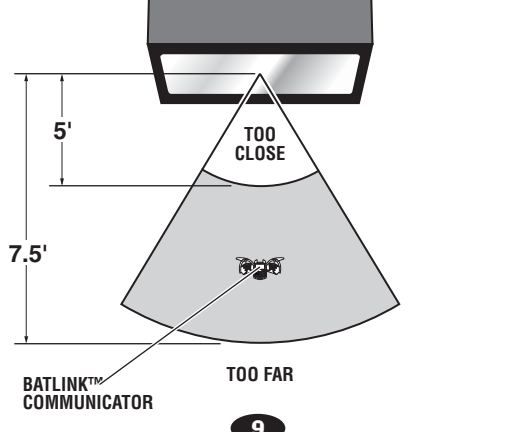
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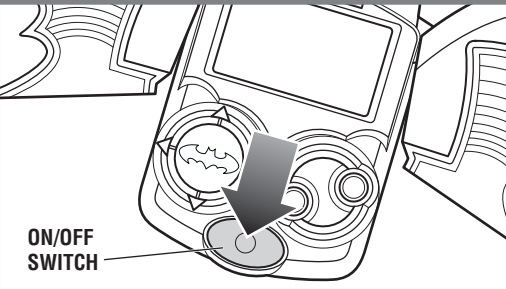
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15

ACTION MENU

With the Action menu, the BATLINK™ Communicator allows you to interact with stories, create new stories, or even visit the Batcave™. Using your THUMBPAD, choose an option from the following menu:

- ▶ Bat Stories
- ▶ Bat Missions
- ▶ Batcave

14

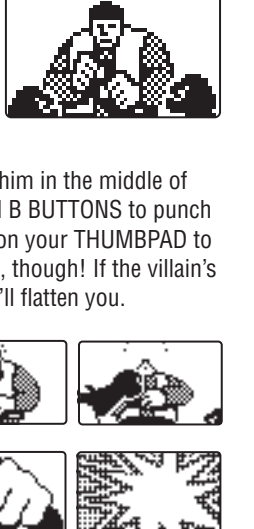
BUILD A STORY

The story begins at stately Wayne Manor. Everything looks quiet... or is it? A sudden alarm rings out on the computer. There's evil afoot in Gotham city! When prompted by the BATLINK™ Communicator, use the THUMBPAD to scroll horizontally through a selection of villain, crime, and location for your story. Once these three choices have been made, the BATLINK™ Communicator continues the story as Batman springs into action. But that's not all – the villain isn't about to let Batman catch him! You're going to have to stop him by using a Batarang™ or chasing him with the Batmobile™. With an especially nasty villain, you might have to go toe to toe with him, fighting with him until he's down and out.

15

BOXING

With the Boxing interactive play, you face off against the villain you selected and he's not going down without a fight. Use the left and right buttons on your THUMBPAD to keep him in the middle of your screen and the A and B BUTTONS to punch him. Press the up button on your THUMBPAD to block punches. Watch out, though! If the villain's not knocked out quick, he'll flatten you.



16

BATMOBILE™

Use your THUMBPAD to drive the Batmobile™ after a getaway car. Use the right and left buttons on your THUMBPAD to go faster or slower. Press the right button to speed up and the left button to slow down. Your missiles, fired by pressing the A or B BUTTON, can help bring the chase to a close but be careful of the oil and smoke dumped out by the getaway car. If you're hit too many times, you'll crash and the villain will escape!

17

WATCH A STORY

If you choose Watch a Story, the BATLINK™ Communicator picks a random case file from the computer and plays it for your enjoyment. During the story, you can press the B BUTTON to advance the story to the next segment. Like building a story, once the tale is complete, you can choose to watch it again, create a new adventure or return to the Action menu.

18

BAT MISSIONS: IMAGINATION PLAY

The BATLINK™ Communicator can be used to spark any number of adventures for you. To begin your imagination play, select Bat Missions using the THUMBPAD and the B BUTTON. The following selections then appear:

- ▶ Bat Stories
- ▶ Bat Missions
- ▶ Batcave
- ▶ Crime Flash
- ▶ Tune Up
- ▶ Start Car

19

BATCAVE

The Batcave option gives you access to Batman's extensive knowledge base. The available options are:

- ▶ Jail
- ▶ Armory
- ▶ Vault
- ▶ Computer
- ▶ Sounds

20

BAT STORIES: INTERACTIVE PLAY

Selecting *Bat Stories* from the Action menu opens up the BATLINK™ Communicator interactive play mode. You can then pick between *Interactive Adventures* and *Virtual Training*.

21

CRIME FLASH

Select Crime Flash to see what criminal deeds are occurring around Gotham. Your BATLINK™ Communicator relays a report of what villain is out there, what he's doing, and where he is. Then let your imagination take it away.

22

TUNE UP

The virtual Batmobile™ you used in the Bat Stories Mode is a state-of-the-art machine and needs to be tuned up frequently.

23

START CAR

Take control of a virtual Batmobile™ and put it into Cruise, Attack or Extreme mode to experience its full power!

24

CRUISE MODE

You can also enter Extreme Mode. While in Extreme Mode, guns, engine, missiles, laser, tracking, turbo, smash, and "Don't Touch" sounds unlock for your excitement.

25

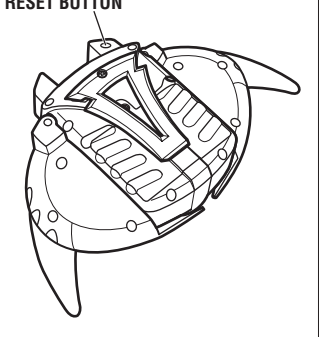
WATCH TV

Then comes the virtual-capture itself – during the show, you'll hear a warning beep that indicates a virtual-capture item coming up. Be ready with the BATLINK™ Communicator. As soon as the villain or gadget appears both on the screen and on your BATLINK™ Communicator, you have less than 3 seconds to virtual-capture him! Press the B BUTTON as quick as you can and the BATLINK™ Communicator will let you know if your virtual-capture was successful. If you miss the item, Batman will tell you that you missed it. Once you've virtual-captured something, it can be found in the Batcave™ and, in the case of villains, used for virtual training or interactive adventures. After the show is over, the BATLINK™ Communicator will automatically take you to the Batcave to show you what has been virtual-captured and revealed.

26

RE-SETTING THE BATLINK™ COMMUNICATOR/BATMOBILE™

In the rare circumstance when the unit locks up or the batteries have been removed for a long time, the BATLINK™ Communicator may need to be reset. To accomplish this, turn the unit over and locate the reset button on the ear of the BATLINK™ Communicator. Using a pen, toothpick, or other thin object, insert it into the reset hole and press once. The unit will then reset.



27

A NEW BEGINNING

You now have all the tools you need to fight crime alongside the Batman. So, let's get to it, crimefighter! Gotham needs you.

28

VAULT

This mysterious vault will remain sealed until a special VEIL signal is sent to unlock it.

29

COMPUTER

The computer gives you access to a Direction Finder, Decision Finder, Searchlight, or Boot Up screen for the computer. The Searchlight feature turns your BATLINK™ Communicator into a mini-flashlight (perfect for finding clues in the dark). It is turned off by pushing the A BUTTON.

30

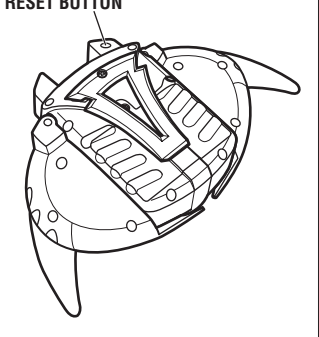
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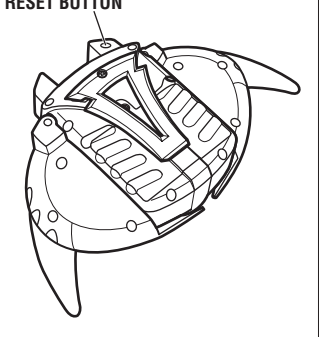
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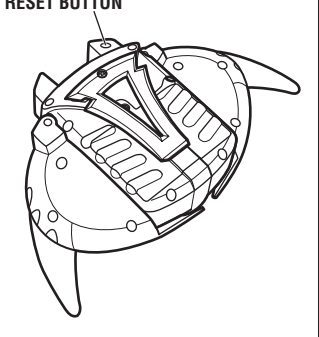
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