



Keep this instruction sheet for future reference, as it contains important information.



Adult assembly is required. Tool required for assembly: Phillips screwdriver (not included).



Periodically wipe this toy with a clean, damp cloth. Do not immerse this toy.

1.5V x 6  
AA (LR6)

This toy includes two AA batteries for demonstration purposes only. *Before first use, you must remove these batteries and replace with six AA (LR6) alkaline batteries* (required for use and not included).



imaginext®

DHT62

IMAGINEXT.COM

FisherPrice®

## NEED HELP?



### CONSUMER ASSISTANCE

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

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.

Great Britain: Mattel UK Ltd, Vanwall Business Park,  
Maidenhead SL6 4UB. Helpline: 01628 500303.  
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.

Frequency: 2.4GHz

Mattel Europa B.V. (located at Gondel 1, 1186MJ Amstelveen, The Netherlands) hereby declares that this toy is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC. A copy of the Declaration of Conformity may be obtained from Mattel Europa B.V. at the above address.

CE 0359



DC SUPER FRIENDS and all related characters and elements  
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WB SHIELD: ™ & © WBEL.  
(s16)

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## ASSEMBLED PARTS



Copter Backpack



Extra Copter Blade



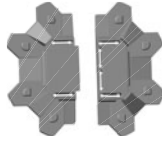
2 Playset Bases



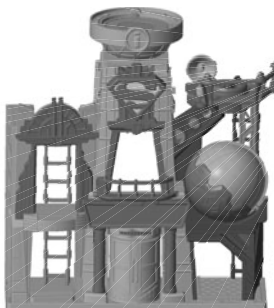
Flight Tower Arm



Flight Tower



2 Tower Bases



Daily Planet



Wayne Tower



M4,2 x 26,3 mm Bolt - 1



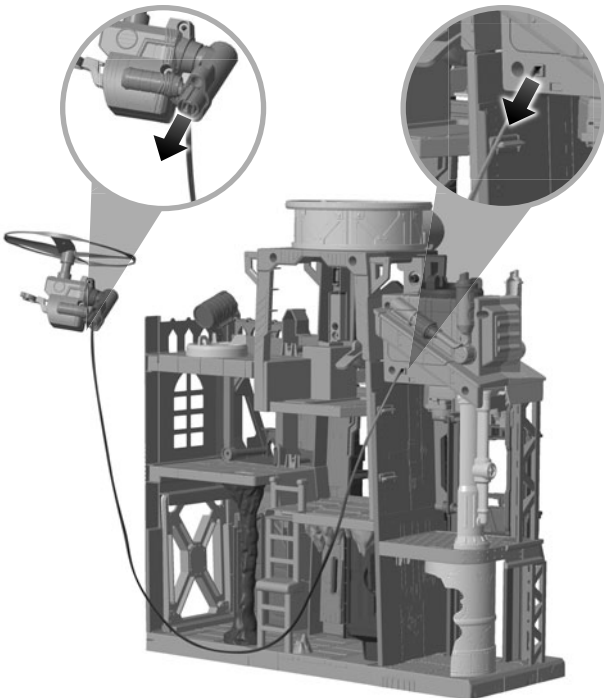
M3 x 10 mm Screw - 2

#### FASTENERS SHOWN ACTUAL SIZE

Tighten and loosen all fasteners with a Phillips screwdriver.  
Do not over-tighten the screws.

## REMOVE TRY-ME CORD

**IMPORTANT!** Your product includes a try-me cord attached to the copter backpack and the top floor of Wayne Tower. When removing the product from package, this cord should remain in the packaging. If it does not, please follow the instructions below.



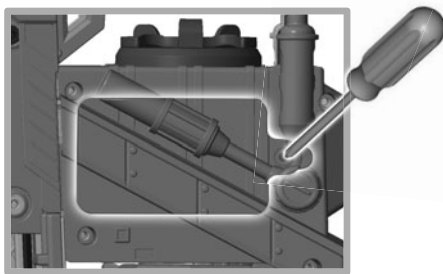
- Pull to remove the try-me cord from the copter backpack and the top floor of Wayne Tower.
- Properly discard the cord.

DHT62-0970-G1  
1100686094-00M

## BATTERY INSTALLATION



Flight Tower Arm



Wayne Tower

- Locate the battery compartment door on the end of the flight tower arm and the back of Wayne Tower.
- Loosen the screws in the battery compartment doors and remove each door.
- Remove the included batteries from Wayne Tower and dispose properly.
- Insert two, new AA (LR6) **alkaline** batteries in Wayne Tower and four, new AA (LR6) **alkaline** batteries in the flight tower arm.
- Replace the battery compartment doors and tighten the screws.
- If this toy begins to operate erratically, you may need to reset the electronics. Slide the power switch on the flight tower arm off and back on. Remove the batteries from Wayne Tower and reinstall.
- When sounds/light/motion 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 (2012/19/EU). Check your local authority for recycling advice and facilities.

## BATTERY SAFETY INFORMATION

**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.

## CONSUMER INFORMATION

#### 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.

#### CAN ICES-3 (B)/NMB-3 (B)

This device complies with Industry Canada licence-exempt RSS-210.

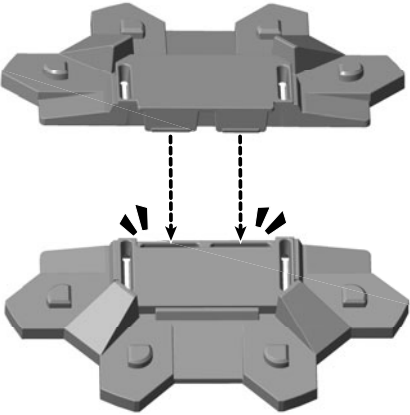
Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

CE DISPOSITIF EST CONFORME À LA NORME CNR-210 D'INDUSTRIE CANADA APPLICABLE AUX APPAREILS RADIO EXEMPTS DE LICENCE.

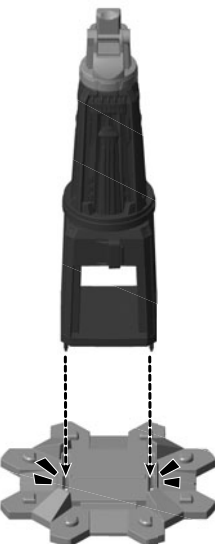
L'utilisation de ce dispositif est autorisée seulement aux conditions suivantes : (1) il ne doit pas produire de brouillage et (2) il doit pouvoir tolérer tout brouillage radioélectrique reçu, même si ce brouillage est susceptible de compromettre son fonctionnement.

ONE-TIME ASSEMBLY

1



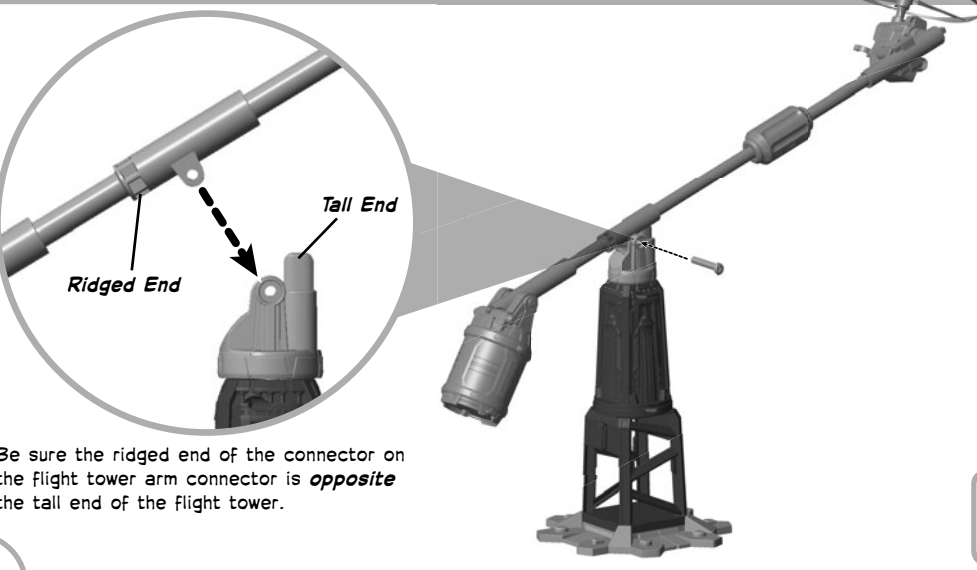
2



3



4



Be sure the ridged end of the connector on the flight tower arm connector is **opposite** the tail end of the flight tower.

HIGH FLYING ADVENTURE!

Tips and Hints

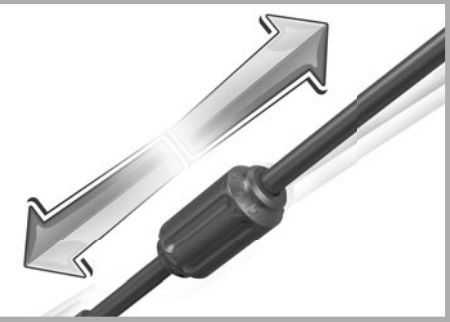
- You can adjust copter speed. Turn the Power Pad slightly clockwise for slower, more controlled lift off and landings. Turn the Power Pad all the way clockwise for faster speed!
- This toy works best if you have a clear path between Wayne Tower and the copter. The maximum range is approximately 5 meters (16,4 feet).
- Bright sunlight or fluorescent lighting may affect the range of Wayne Tower and the copter. Try dimming the lights in the room you are playing in.

Load a disk into the launcher inside Wayne Tower. Then, turn the Power Pad to transform the tower and launch the disk!

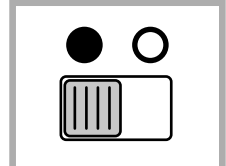


Turn the Power Pad on Wayne Tower clockwise and watch the copter spin and fly!

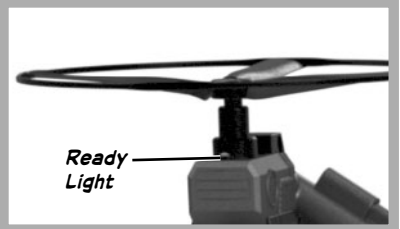
The flight tower arm includes a flight adjuster for high flying action or low flying action. Start with it in the center of the arm. If the copter does not lift off, move the flight adjuster away from the copter. You can move the flight adjuster toward the copter or away from the copter depending upon how low or high you'd like to fly!



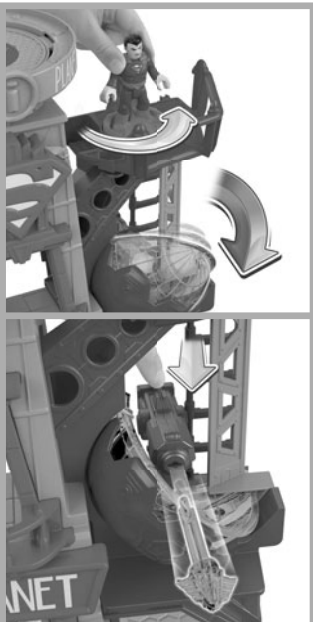
Slide the power switch on the flight tower arm ON or OFF.



For flight, make sure the ready light is ON.



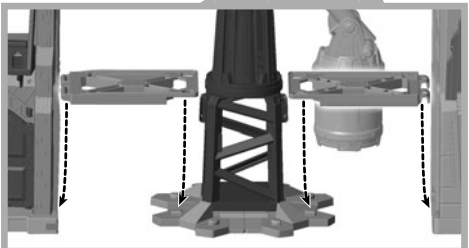
For proper lift off, be sure to fit a figure in the copter backpack.



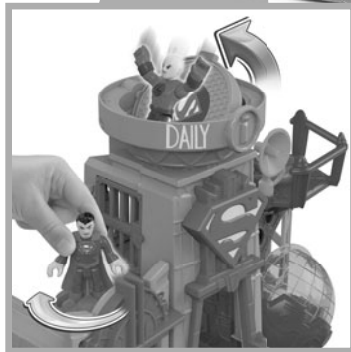
Turn the Power Pad to reveal the LexCorp launcher. Then, press to fire!



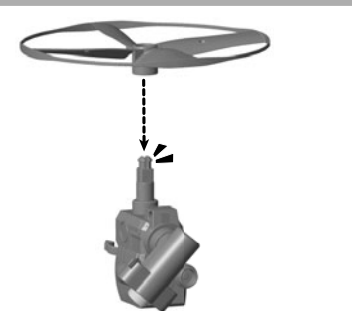
After about 3 1/2 minutes of inactivity, the copter will enter sleep mode and the ready light will turn off. To turn back on, press the reset button on the flight tower arm.



Fit the bases to the flight tower, Wayne Tower and the Daily Planet.



Turn the Power Pad to flip the Daily Planet globe and drop a figure through the trap door!



This product comes with one extra copter blade. If you need to replace your copter blade, pull to remove the old copter blade and snap the new one onto the copter back pack.

WARNING

Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.