



The DC Super Heroes series is mostly easy to identify, with most figures having unique and fairly easy-to-feel elements. There are a few key exceptions to watch out for, though.

Note that Sinestro and Green Lantern contain identical elements except that Sinestro also has a hairpiece. Both Stargirl and The Joker have Bar 4Ls (lightsaber blades), so while these easy-to-feel pieces can be helpful in narrowing them down, be sure to find other elements to ID. The chains in Mister Miracle and Cyborg, Batman's rope, and the lightning bolts in The Flash and Bumblebee are all difficult to distinguish in the packages, and don't serve as good indicators for beginner-level hunters.



01 Mister Miracle

Key element:
Handcuffs

3x
quantity
per case



Find the handcuffs' distinctive "C" shape. The loose chain is hard to feel.

02 Wonder Woman

Key element:
Lasso

4x
quantity
per case



The soft lasso is unique, but your best bet will be the skirt. It's a large, wavy bowl shape.

03 Aquaman

Key element: Fish

5x
quantity
per case

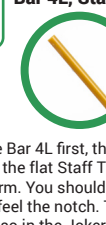


Find the fish with its bulbous body and narrow tail with large fins.

04 Stargirl

Key elements:
Bar 4L, Staff Tip

4x
quantity
per case



Find the Bar 4L first, then look for the flat Staff Tip to confirm. You should be able to feel the notch. The bar is also in the Joker.

05 Sinestro

Key elements:
Lantern, Hairpiece

3x
quantity
per case



Find the lantern first, then you MUST find a hairpiece to confirm. Green Lantern does not include hair.

06 Cheetah

Key element: Bag

4x
quantity
per case



The money bag is spherical with a prominent handle. It is not hollow like a helmet. The helmet and soft tail are difficult to feel.

07 Superman

Key element: 2x2 Tile

4x
quantity
per case



As the only figure with a 2x2 Tile, Superman will be easy to find. Be sure it's square to not confuse with Bat-Mite's tile.

08 Green Lantern

Key elements: Lantern, NO Hairpiece

4x
quantity
per case



Find the large lantern, then feel thoroughly for a hairpiece. If there is NOT one, it's Green Lantern. If there is one, it's Sinestro.

09 Cyborg

Key element: Hairpiece

3x
quantity
per case



Cyborg's hairpiece has a prominent hook for the chin strap that should be feelable.

10 Batman

Key elements:
Batarang, Cowl

3x
quantity
per case



The pointy ears on the Cowl will be easy to feel. Find the Batarang's long, flat, pointed shape to confirm.

11 Huntress

Key element: Crossbow

3x
quantity
per case



The large, distinct diamond shape of the crossbow will be easy to feel. The perpendicular handle on the bottom is very prominent.

12 Metamorpho

Key element:
Power Fist

4x
quantity
per case



The Power Fist is the only unique element here. It's roughly box-like, with a small perpendicular rod on the back and a divot for the palm grip.

13 The Joker

Key elements:
Beehive, 1x2 Tile

5x
quantity
per case



Both elements are distinct and easy to feel, and will provide a positive ID. The Beehive is a large hollow cone.

14 Bumblebee

Key elements: Hair, Wings

3x
quantity
per case

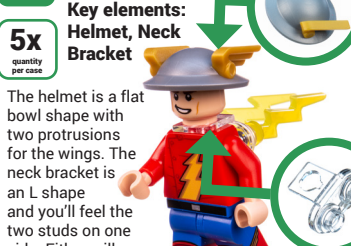


The large wings will be easiest to find, but the prominent hair knots are very distinct.

15 The Flash

Key elements:
Helmet, Neck Bracket

5x
quantity
per case



The helmet is a flat bowl shape with two protrusions for the wings. The neck bracket is an L shape and you'll feel the two studs on one side. Either will positively ID.

16 Bat-Mite

Key element: 2x3 Tile

3x
quantity
per case



One of the easiest, simply find the large 2x3 tile to ID. Make sure it's rectangular to not confuse with Superman's 2x2 Tile.