

The Batman® Game

Instructions

HOW TO WIN

The first player to reach their **Destination Card** location and return to the **Batcave** wins!

EQUIPMENT

- Cards (24)- *There are three types of cards (each card has its own instructions):*
Direction Cards (5), Power Cards (14), Battle Cards (5)
- Destination Cards (9)
- Glow-in-the-dark Game Board
- Spinner
- Playing Pieces (6)

TO START PLAY

- 1) Separate the Destination Cards (yellow) from the other cards (black). Create two separate card piles.
- 2) Shuffle cards and place face down.
- 3) Select a playing piece and put it at either **Wayne Field**, **Gotham Institute of Technology**, or **Gotham Memorial Cemetery**. This is your START space.
- 4) Spin the spinner to see who is first. High spinner spins again, moving his/her playing piece the correct number of spaces in any one direction.

PLAYING THE GAME

- 1) Go to the Batcave.
- 2) Pick up a Destination Card.
- 3) Go to the hideout of the villain shown on your Destination Card.
- 4) Return to the Batcave—You are the winner!

BOARD SPACES

- Bat Symbol Spaces: Players select a black card when they land on a Bat Symbol space except as the result of a battle. If the card is a **Direction Card**, follow the direction. Player's turn ends. If the card is a **Power Card** or a **Battle Card**, players keep the card in their hand for use in another turn. See CARDS section.
- Go To... Spaces: Immediately go as directed. **Do not fight battles when landing on these spaces.**
- "Pow" Spaces/ Battle Squares: A player who spins onto a "Pow" space brings the nearest player to that space and a battle occurs. See BATTLES section.

CARDS

- Destination Cards: Players must reach the Batcave in order to take a **Destination Card**. Destination Cards show players the hideouts they must go to. Do not reveal destinations until hideout is reached.
- Power Cards: Let you use shortcuts, cross rivers, and move farther. Only one Power Card may be played per turn. Play card before spinning spinner. Power cards may not be used in battles. The Batman's Cape card can have **any one power** found on power card. **If you play a Power Card and are unable to use it during that turn, you lose it.** Discard all cards into the discard pile after use.
- Batboat Card: Players can use a Batboat Card to cross the East River at either location. They can also float down the river to the Joker's or the Catwoman's hideout, or get off the river at any point next to the river. *For instance, a player near the Dayton Forest river crossing can use his/her Batboat Card to float up the river and get off near Luxor Oil.*
- Direction Cards: Tell you where to go. Obey card immediately.
- Battle Cards: Let you double your score on the spinner during a battle. They last only one battle. Follow rules for BATTLES listed below.

ACTIONS

- Battles: A battle takes place when:
 - 1) A player spins the spinner and moves to the same space as another player
 - 2) A player lands on a "Pow" Space
 - 3) A "Fight Any Player" Card is played

First, either player may use a **Battle Card** to double the number on their battle spin. Both players then spin. The player with the highest spin wins the fight. *In case of a tie, players fight again, reusing their Battle Cards if played.* The winner moves his/her playing piece the number shown on the winning spin (winner moves double his/her spin if a Battle Card has been played) and takes a black card from the loser. **Players do not follow the instructions on the spaces they land on as a result of a battle.**

- Crossing East River: The river can **only** be crossed as follows:
 - 1) Bridge- No Power Card needed.
 - 2) Power Cards:
 - Batcopter*- Leaves from Wayne Field or Luxor Oil
 - Batboat*- Ride across river from any space along the river
 - Utility Belt*- Go through tunnel**(You must play your Power Card before spinning the spinner.)**

OTHER INFORMATION

- The Joker and Catwoman's Hideouts have water entrances. Players may reach them with a Batboat card.
- Players unable to cross the river may move until they land on a Bat Symbol space and obtain the appropriate **Power Card**.
- Players may spin a number greater than the number of spaces to the **Batcave, Luxor Oil Terminal, Wayne Field** or any hideout and still land on any of those spaces.

- If you run out of cards, shuffle the discard pile and reuse.
- **No battles in the Batcave.**

GLOW-IN-THE-DARK RULES

Place the glow-in-the-dark game board directly under a bright light for 5 minutes. Set up the game as written in “To Start Play” section. To play the game, use only the outer section of the board. Players race from the Gotham Institute of Technology to the Batcave. The first player to reach the Batcave wins. No cards are needed to cross the river. Players do not draw a card when they land on Bat Symbol space, and players are not allowed to use the shortcuts.

NUMBER OF PLAYERS

From 2 to 6 people can play.