



BATMAN® RETURNS

3-D BOARD GAME

For 2 to 4 players / Ages 5 and up

Rules ©1992 Parker Brothers, Division of Tonka Corporation,
Beverly, MA 01915. Printed in U.S.A.

BATMAN and all related characters, logos and indicia are trademarks of
DC Comics Inc. ©1992.

OBJECT

The Penguin™, along with his Penguin Commandos™ and Red Triangle Circus Gang™, will blow up Gotham City™ unless you help Batman® capture these villains and save the day!

You are trying to collect Villain Chips, and be the first player to reach the underground Arctic World™ and win your battle with The Penguin. The ultimate winner is the player with Villain Chips worth the most points!

EQUIPMENT

BATMAN® RETURNS Game Board • 4-piece 3-dimensional "Gotham City" • 4 Batman Figures and Bases • Catwoman™ Mover and Base • The Penguin Mover and Base • 10 Penguin Commando Chips • 12 Red Triangle Circus Gang Chips • 6 Explosion Chips • 2 Dice • Consumer-applied Labels

SETUP

- Apply the pressure-sensitive labels to the dice: All the numbers (2 through 7) go on one die, which will be called the Movement Die. All the pictures go on the other, which will be called the Battle Die.
- Punch out the figures of Batman (one for each player), Catwoman and The Penguin, and put each in a plastic base.
- Punch out all the round chips for the 10 Penguin Commandos, 12 Red Triangle Circus Gang, and the single round disk that is Catwoman's "hideout perch."
- Place the game board on a flat surface and build the four-piece city on top of it:

- Slip the two parts of the "buildings" over one another and set on the game board, squaring up the stone vault "corners" of the underground with the dotted lines on the flat board surface.
- Slide the "sidewalk" platform down over the city. Notice that the open manholes on the corners line up with the sewer grates down below.
- Place Catwoman's "hideout perch" disk on the very top of the buildings. Place Catwoman, in her base, onto her rooftop hideout, way at the top of the city.
- Place The Penguin, in his base, into his Arctic World ice pavilion, in the center of the board under Gotham City.
- Mix up all the chips face up (with the Batman emblem hidden) and place on any 22 board spaces with a white circle (o). (There are 22 chips and 24 white circles.)
- Keep the explosion chips aside – for now!
- Each player places a Batman figure on the "sidewalk" platform in the triangular space outlined in that figure's color. This is your Start space – and you'll be seeing it often!

GAMEPLAY

- Choose a player to go first. Play passes to the left.

The Chips & Figures



1 POINT

The Penguin Commando Chips all look the same on the front side. Half of them have the Batman emblem on the back – but you can't tell which ones!



1 POINT

The Red Triangle Circus Gang Chips come in six pairs with different color clown suits. Only one of each pair has got a Bat emblem on the back side!



1 POINT + 1 EXTRA POINT = 2 POINTS

Any chip with the Batman emblem on the back is worth a total of 2 points.



5 POINTS

Capture him, and you capture an extra 5 points at the end of the game!



0 POINTS

She'll give you trouble, and she's not worth a single point!

The Board

- You may move from the sidewalk down underground only by landing on one of the four open manholes (counts as one space) and leaping down below (counts as another space).
- Do not count, or land on, a space already occupied by someone else's Batman. Jump over it.

On your turn:

- Roll the numbered Movement Die and move your Batman token in any direction, any number of spaces up to the number rolled. Remember, jump over any space with another Batman figure on it.
- Whenever you land on a space with a Chip, get ready to do battle!

Roll the Battle Die... who won?



Catwoman comes down from her hideout and knocks your Batman back to his Start. Put her back up on her hideout. Your turn ends.



Send your Batman token back to his Start and insert one of The Penguin's explosions through any slot in the city buildings. Your turn ends.



You've captured a Villain! Keep the chip. Your turn ends.

Note: Sneak a secret peek at the back of the chip: Is it a blank, or does it have a Batman emblem on it? You want to end up with three chips (or five, in a two-player game) with the Batman emblem.

Explosions

If The Penguin wins six battles and sets off six explosions in the city before anyone beats him, then the game ends immediately after the sixth explosion – and The Penguin wins! But let's hope that doesn't happen, and you have the chance to save Gotham City!



Going after The Penguin!

- The first player who collects three chips (five, in a two-player game) with the Batman emblem on the back wins the privilege of battling The Penguin. You do so at the beginning of your next turn, when you:
- Announce to the other players that you are going to battle The Penguin. Turn over all your chips to prove

you have the three Batman emblem chips you need to do battle.

- Roll the Movement Die and make your way to one of the red-rimmed Battle Spaces next to The Penguin's Arctic World. **Note:** This may take you more than one move – and before you reach the red Battle Space you're aiming for, another player may take his or her turn and reach the same or another Battle Space. Whoever reaches one first gets to do battle!

The player on the Battle Space rolls the Battle Die: If you rolled a Catwoman or The Penguin's umbrella, the same thing happens as described at the left, under "Roll the Battle Die" – except:



If you rolled a Batman emblem you win the battle – and capture The Penguin figure! Gameplay stops if you got him.

- If you announced you were going after The Penguin, but you lost your first battle with him, the other players can go after him! In order around the table, each player – even if he or she does NOT have three Batman emblem chips – rolls the Battle Die and tries to capture The Penguin.

TWO-PLAYER VERSION

You must collect five (instead of three) Batman emblem chips before you can do battle with The Penguin.

SCORING & WINNING THE GAME

When one player has successfully battled and captured The Penguin, gameplay stops and the scoring begins!

Count up the points on your chips – and add 5 points if you were the brave Batman who captured The Penguin. The player with the highest total number of points wins the game.

We will be happy to hear your questions or comments about this game. **Write to:**
Consumer Relations, Parker Brothers,
P.O. Box 1012, Beverly, MA 01915.

PROOF OF PURCHASE

