

BATMAN™

The Animated Series

3-D BOARD GAME

For 2 to 4 players / Ages 5 and up

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OBJECT

Batman™ has fallen asleep at his computer. He dreams the cave has been invaded by criminals and Robin™ is in danger. Your objective is to earn the highest score as you help Batman capture the Villains and save Robin.

EQUIPMENT

3-Dimensional BATMAN™ Game Board • Batman and Robin Movers • 14 Villain Movers • 16 Mover Bases and 14 Labels • 2 Dice and Labels

ASSEMBLY AND SETUP

1. See ASSEMBLY drawing on back.
 2. Peel and apply all Die 1 Number Labels to one of the dice. Apply all Die 2 Picture Labels to the other die.
 3. Punch out all Villain Movers. Peel and apply a Mover Base point value label to the bottom of 14 Mover Bases. Turn them all face down and mix them up. Put a Villain Mover into each base. Don't look at who's worth what—it's a secret!
- Note:** Whenever you play the game, be sure to switch the bases so the same Villain isn't always worth the same number of points!
4. Position the Villains around the Batcave... you may put them anywhere except on the ramp where Batman moves.
 5. Punch out Robin and Batman. Peel the Batman label and apply it to the back of the cardboard Batman piece. Put both Movers into the two remaining Bases. These bases have NO point value labels on them. Hang Robin from the cliff, as shown on the Assembly drawing.
 6. Put Batman on START on the ramp. Notice the bat symbol at the end of the ramp—you're trying to get there to battle the Villains.

GAMEPLAY

Note: On their turn, players move Batman up or down the ramp. You are all trying to help Batman reach the end of the ramp so you can battle the Villains. In all instances except one (the Batarang™), Batman must be standing on the Batman symbol to take out a Villain.

To win a Battle and capture a Villain:

You win the battle and remove a Villain...

- If Batman is standing on the bat symbol at the end of the ramp and you roll the bat symbol on the die

OR...

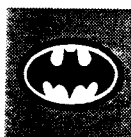
- If you roll the Batarang. In this case, Batman can be anywhere on the ramp.



On your turn:

1. Roll both dice.
2. First, move the Batman figure up the ramp the number of spaces on the number die, or as far as you can.
3. Then do what the other die indicates.

Here's what the die symbols mean:



BATMAN EMBLEM



BATARANG



EXPLOSION

BATMAN'S GOGGLES



If Batman is *already* standing on the bat symbol at the end of the ramp, or you just moved him onto it this turn, pick up any Villain of your choice, from anywhere on the board. (In secret, look at the number on its base: Is it worth 1, 2 or 3 points?)

Move forward the number rolled, **and**, regardless of where Batman is on the ramp, take any Villain from its place in the cave. This is an instant capture, and this time only, Batman does not have to be standing on the bat symbol.

Batman is knocked *back* down the ramp the number of spaces you rolled. If you're knocked all the way back to Start, a Villain escapes from the cave: Remove any Villain and put it behind the game, out of play. No one can capture this escaped Villain. (You may look at the base, but don't reveal the point value to the other players!)

Note: A Villain is removed only on the same turn that knocked Batman back to Start. If Batman is already on Start at the beginning of your turn, go ahead and roll; even if you roll an Explosion, no Villain escapes!

Move forward the number rolled, **and** secretly peek at a Villain's point value on his base—but don't take the Villain!

SCORING & WINNING



When a player removes the last Villain, he/she also rescues Robin from the cliff and places him next to Batman on the bat symbol on the ramp. Now all players count up the total value of the points on the Villains' bases. The player with the highest total number of points wins the game.

In case of a tie, roll the number die and declare the player who rolled the higher number the winner, or switch the Villains' bases and play another game!

Oh no, Batman, the Villains won!

If Villains have escaped the cave and the total value of *their* base points is greater than the score of any single player, the Villains win the game! So you'd better play again—and be sure you mix up the bases, so you don't memorize who's worth what!



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.

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BATMAN™ ANIMATED SERIES



ASSEMBLY

Put together the Batcave using these drawings. To see the completed game refer to the photo on the box bottom.

- Pre-assemble all separate pieces of Backdrops A and B and Ramp E before putting them into their final positions.
- Pre-shape all curved and folded pieces (Backdrops A and B, Tower C, Column D, and Ramp E supports) along the scored lines.

