

BATMAN® FOREVER

Audio Game

For 2 to 4 players / Ages 5 and up

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- Use these printed instructions along with the rules you'll hear on the audio tape!
 - Play Game #1, on Side A, first.
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In **Gotham City™**, **Batman®** and **Robin™** battle **Two-Face™** and **The Riddler™** to clean up the city. Later at **Claw Island™**, **Batman** fights the **Two-Face Thugs** in order to rescue **Dr. Chase Meridian™** and **Robin**. Be first to beat the bad guys and rescue the good guys, and you win!

- 30-minute audio tape • 2-sided game board • **Two-Face** Battle Coin
 - 2 #1 Tokens, 2 #2 Tokens
 - 60 cards:
 - 1 **Batman** • 1 **Robin** • 1 **Dr. Chase Meridian** • 1 **Alfred the Butler™**
 - 1 **Commissioner Gordon™** • 1 **Bat-Signal™** • 10 Equipment cards
 - 14 Police cards • 1 **The Riddler** • 7 **The Riddler's Box** • 1 **Two-Face**
 - 21 **Two-Face Thugs**
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- Place the tape in the player. **Play Side A, Game #1, first.** Later, move on to Game #2 on Side B.
- The Game Narrator will tell you the rules and give you instructions that direct the game play throughout each game. Everything players need to know will be explained, so no reading is required.



That creepy criminal **Two-Face** and his **Thugs** are running wild in **Gotham City**, and it isn't safe! To win, you must find **Two-Face** — and win your battle!

1. Turn the game board so the **Gotham City** side is up.
 2. Spread the deck of cards out so you become familiar with the different cards.
 3. Remove one **Thug** card from the deck, and place it face up next to the game board. This will be the Discard pile.
 4. Shuffle the remaining cards and place them picture-side-down next to the board. This is the Draw pile.
 5. Place the **Two-Face Battle Coin** next to the board.
 6. Take a Number Token. Try not to sit next to a player with the same number.
- When instructed, draw a card or cards, and place them picture-side-up in a row in front of you.
 - **Pre-Battle Phase:** During the first phase of Game 1, you will draw cards, take cards from and give cards to other players, and discard, as instructed. You may also flip the Battle Coin to determine if you WIN or LOSE cards.
 - At the end of this phase, when you are told to draw all the cards left in the Draw pile, you may want to have the oldest player deal out these remaining cards — it's faster than drawing them one by one, and the action picks up again fast!
 - **Battle Phase:** During the second phase of the game, you will be told when to put **Thug** cards and **Two-Face** and **The Riddler** face down on **Gotham City**. Then, when you have **Batman** and **Robin**, you will turn over cards on **Gotham City** one at a time. What you do depends on which character you turned over. **As long as you win a battle, keep turning over cards.** If you lose, pass **Batman** and **Robin** to the next player. Keep up this sequence until someone wins the game. Here's what to do if you turn over...



Your turn ends immediately. Discard **The Riddler**, and pass **Batman** and **Robin** to the next player.



Flip the Battle Coin now. If you **LOSE**, put the **Thug** back on the board, face down, and, if you want, mix up all the cards; your turn ends. Pass **Batman** and **Robin** to the next player. If you **WIN**, discard the **Thug** and turn over another card. Keep going until you lose a battle.



Flip the Battle Coin now. If you **LOSE**, put **Two-Face** back in the pile, face down, and mix up all the cards; your turn ends. Pass **Batman** and **Robin** to the next player. If you **WIN**, you've won the game!

WINNING

To win the game, you must be the player who turns over the **Two-Face** card and wins the Battle Coin fight with him!

Remember to turn off the tape and yell, "**Batman and Robin rule!**"

RULES FOR GAME #2: STAGE 6 OF 8

OBJECT

Two-Face, his **Thugs** and **The Riddler** have kidnapped **Robin** and **Dr. Chase Meridian** and taken them to **The Riddler's** hideout on **Claw Island**. To win, you must be the player who rescues the **second** of the two kidnapped people.

SETUP

1. Turn the game board so the **Claw Island** side is up.
2. Remove **Two-Face**, **The Riddler**, **Chase Meridian** and **Robin** from the deck, and place all four face down on **Claw Island**.
3. Continue Setup as in Game 1, steps #3-6.

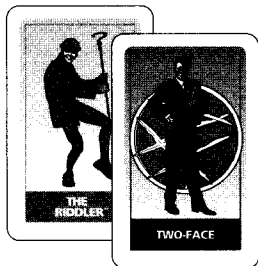
PLAY

- Basic play is the same as Game 1.
- When you are told to draw all the cards left in the Draw pile, you may want to have the oldest player deal out these remaining cards.
- **Attack Phase:** During the second phase of Game 2, all players **except** the one who has the **Batman** card put their **Thug** cards face down on **Claw Island**. The oldest player mixes them in with the four cards already there. Starting with the player who has **Batman**, take turns turning over cards one at a time. What you do depends on which character you turned over.

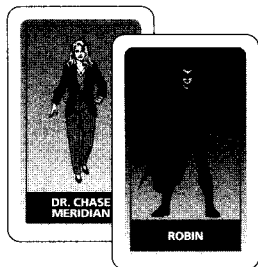
As long as you win a battle, keep turning over cards. If you lose, pass **Batman** to the next player. Keep up this sequence until someone wins the game. Here's what to do if you turn over...



If you have an **Equipment** card, you can play it to defeat the **Thug** immediately; discard both cards, and keep going. OR, if you don't have an **Equipment** card, flip the **Battle Coin**: If you **LOSE**, put the **Thug** back on **Claw Island**, face down, and mix up all the cards; your turn ends. Pass **Batman** to the next player. If you **WIN**, discard the **Thug** and turn over another card. **Keep turning over cards and battling** until you lose — or win the game!



Draw either of these, and your turn ends immediately. Discard the creep and pass **Batman** to the next player.



If you found either kidnapped person, great! You don't battle the good guys, so keep the card — and **keep going**. Remember: You're trying to find the **second** kidnapped character! Of course, as soon as you lose a battle with a bad guy, your turn ends.

To win the game, you must be the player who turns over the **second** of the two kidnapped characters, either **Chase Meridian** or **Robin**.

Remember to turn off the tape and yell, "**Batman and Robin rule!**"



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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