

# BATMAN® FOREVER

## Crimefighting Card Game

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For 2 to 4 players / Ages 6 and up

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#### 60 Cards:

- **The Crimefighters:**

3 each of **BATMAN®**, **ROBIN™**, **ALFRED THE BUTLER™**, **COMMISSIONER GORDON™**, and **DR. CHASE MERIDIAN™**

6 **BATMAN & ROBIN** cards

- 12 **Bat-Signal™** cards

- **The Criminals:**

19 **Two-Face™**

8 **The Riddler™**

1 **Two-Face** battle coin

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### OBJECT

**Batman** and crimefighters **Robin**, **Dr. Chase Meridian**, **Alfred the Butler** and **Commissioner Gordon** must be united so they can make **Gotham City™** safe from those dastardly Criminals, **The Riddler** and **Two-Face**. Be first to bring all five Crimefighters together by collecting one of each of them, and you win!

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- Punch out the **TWO-FACE** battle coin, and place it in the center of the table.
  - Pick a dealer, who shuffles the deck and deals the cards one at a time until each player has four. (For 2- and 3-player rules, see last page.) The remaining cards form the Draw pile in the center of the table. Discard cards to one side of it.
  - If the Draw pile is exhausted during the game, shuffle the Discard pile and turn it face down to form the new Draw pile.
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The player to the left of the dealer goes first.

### On your turn:

- Draw the top card from the Draw pile, to bring your hand up to 5 cards. **Note:** Always draw a card at the beginning of your turn, even if you already hold 5 or more cards.
- If you have any Crimefighter cards — **Batman, Robin, Alfred the Butler, Commissioner Gordon** or **Dr. Chase Meridian** — lay all of them face up on the table in front of you.
- As the game continues and players have laid down Crimefighter cards, you may continue your turn by stealing your opponents' Crimefighters, using the following cards from your hand:



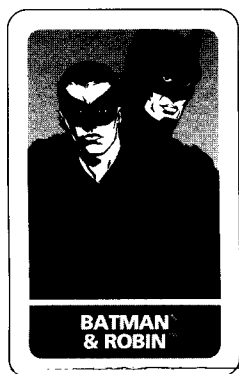
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Use **The Riddler's** special brain-stealing powers to steal any one Crimefighter card from an opponent. Put it in front of you. Discard **The Riddler** once you've used his powers. Your turn ends.



These two cards **must** be played together, in sequence. First, place the **Bat-Signal** card on the Discard pile to signal a battle between the Crimefighters and the Criminals. Now play a **Two-Face** card next to any opponent's Crimefighter you want to battle. To do battle, flip the **Two-Face Coin**: If it lands with "**TWO-FACE**

**WINS**" face up, take the other player's Crimefighter card and add it to your collection. Discard the used **Two-Face** card. You may continue playing **Two-Face** cards if you continue to win. But as soon as the coin lands with "**TWO-FACE LOSES**" face up, your turn ends.



What a defense! If an opponent plays **The Riddler** or **Two-Face** on you, play a **BATMAN & ROBIN** card to defeat him! Then discard both cards.

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## WINNING

The first player to successfully fight off the Criminals and collect (or steal!) one each of the five Crimefighters wins the game!

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## For 2 or 3 players:

- Remove one full set of Crimefighter cards (one each of **BATMAN, ROBIN, ALFRED THE BUTLER, COMMISSIONER GORDON**, and **DR. CHASE MERIDIAN**).
- For 2 players, deal 6 cards to each player. On your turn, draw enough cards to bring your hand up to 7.
- For 3 players, deal 5 cards to each player. On your turn, draw enough cards to bring your hand up to 6.

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#### **Big Top Adventure 3-D Board Game**

Only you can defeat **The Riddler** before he puts the circus audience into a catatonic state, and overcome **Two-Face** by firing at him with the **Batarang™**! Ages 6 and up.



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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Proof of Purchase  
**BATMAN® FOREVER**  
Card Game