

BATMANTM

RETURNS

CARD GAME

3 CARD GAMES IN 1
For 2 to 4 players/Ages 5 and up

3 JUEGOS DE CARTAS EN 1
Para 2 a 4 jugadores, 5 años o más de edad

CONTENTS: Deck of 60 Cards with 4 Umbrella Cards and 8 each, #1 to #8, of these: Batman™(face), Batman (standing), Batmobile™, Catwoman™, The Penguin™, Penguin Commandos™, Red Triangle Circus Gang™.

GAME 1

THE BATMAN™ MATCH GAME

OBJECT

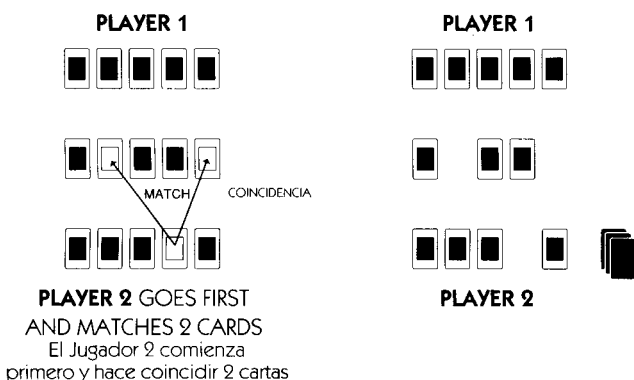
To collect the most cards by the end of the game.

SETUP

- Shuffle or mix the deck and deal each player five cards face down.
- Deal five more cards face up in the center, between you and your opponent.
- Put the rest of the cards aside.
- The player to the left of the dealer goes first.

GAMEPLAY

- See if you can match the picture on one card from your hand with one or more of the face up cards. (Match the picture, not the number.) If you can, put the matching cards face down in front of you; they're yours to keep.



- If you cannot make a match, pick one card from your hand and add it face up in the center.
- Play continues until you and your opponents have played all five cards from your hand. Then the player to the left of the first dealer deals five new cards face down to each player. Leave any remaining cards that are left in the center where they are.
- When there aren't enough cards left to deal each player five, deal an equal number to each, and put any leftovers face up in the center.
- Play continues until all the cards in the players' hands have been played.

Note: There are only two times you deal cards to the center: At the very beginning of the game (five cards), and the very end, after the final deal, when you put any leftover cards there.

WINNING

Count up your matches; ignore any face up cards left in the center. The one with the most wins.

Variation for a Greater Challenge

Start by collecting only the “good” cards – Batman and his Batmobile. When you’re forced to, start collecting the others as well. The winner is the player who collects the most good cards – regardless of your total number of matches.

GAME 2

THE BATMAN™ BATTLE GAME

OBJECT

It’s “War” with Batman™ and the Villains! You want to be the player with the most cards at the game’s end.

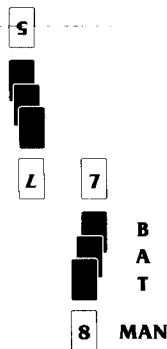
SETUP

- Shuffle or mix the deck then divide it evenly between the players.
- Stack your cards in front of you, face down, to form your play pile.
- In this game, you play by the numbers on the cards.

GAMEPLAY FOR 2 PLAYERS

- At the same time, both players play their top card face up. The player with the higher number wins both cards; put them to the side in your collection pile. Play your next card; the higher number wins again.
- Continue this way until you both turn up the same number at the same time. It’s a Batman Battle!
Lay three more cards face down in a column, calling out “B,” then “A,” then “T,” then flip the fourth card face up, “MAN!”
- The player with the higher number takes all the cards. If you’ve tied again, repeat the battle until somebody wins. If you don’t have enough cards in your hand, use your collection pile; if you don’t have enough to complete a battle, you automatically lose and are knocked out of the game.

PLAYER 1



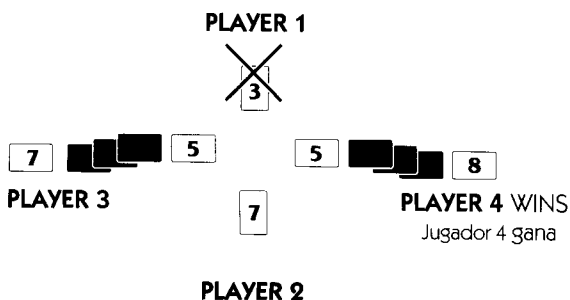
PLAYER 2

WINS THE BATTLE

Jugador 2
gana la batalla

FOR 4 PLAYERS

- All four players flip up their first card: If the numbers are all different, the highest one wins the round and takes all four played cards.
- But if any of the numbers are the same, it's Battle Time! The tied players battle as described before, and compare their fourth "Man!" card.



- The highest number of the three – the 8 – takes all the cards. You may have to battle again if there's another tie! If you run out of cards in your hand, you may pick up and use your collection pile.
- It's possible for three – or even all four – players to battle, if everyone matches!

UMBRELLA CARDS

Whenever you flip over an Umbrella, you may secretly check out your next two play pile cards and choose which one you want to use! If another player plays an Umbrella at the same time, do NOT battle; instead, you both check your next two cards and play one of them; the higher number wins.

WINNING

As soon as one player is eliminated for lack of cards, all play stops. In a two-player game, the other player wins. In a three- or four-player game, the remaining players count their cards; whoever has the most wins.

GAME 3

THE PENGUIN™ PANIC GAME

OBJECT

To be the first player to “slap” The Penguin™ whenever his card is flipped up! The first to slap him takes all the cards in the pile, and the player with the most at the end of the game wins.

SETUP

- Remove two of The Penguin cards; play with six.
- Shuffle or mix the remaining cards together then deal them out evenly between the players.
- Stack your cards in front of you, face down.

GAMEPLAY

- Pick a player to go first. Play passes to the left.
- On your turn, flip your top card face up into the center of the table. Your opponent does the same, and so on, until one of you flips up The Penguin — then panic sets in! All players try to be first to SLAP The Penguin. The player who slaps him first takes the entire pile of cards, turns them face down and puts them at the bottom of his or her own pile.
- If you run out of cards, the other players continue until The Penguin pops up. If the empty-handed player does not slap the pile first and win the cards in the pile, he or she is out of the rest of the game. In a two-player game, this means the other player automatically wins. But if you slap and win more cards, keep on playing!

The Penguin Panic Etiquette:

- Always lift your card away from you.
- Flip and slap with the same hand.
- If, by mistake, you slap a card that isn't The Penguin, you must pay a penalty: Take the top two cards off your pile and put them, face down, at the bottom of the center pile.

WINNING

As soon as one player is eliminated for lack of cards, all play stops. In a two-player game, the other player wins. In a three- or four-player game, the remaining players count their cards; whoever has the most wins.

