



THE  
**BATMAN**

AGES  
**8-12**

**2-4**  
PLAYERS

# GOTHAM CITY IN DANGER!

## GAME RULES

### AIM OF THE GAME

TO RECOVER TWO CODED KEYS  
AND GAIN ACCESS TO THE  
**GOTHAM CITY CENTRAL COMPUTER**  
TO TAKE CONTROL OF IT. THE  
FIRST PLAYER TO DO SO WINS.

### PLAYING THE GAME AND BASIC RULES

Using the game cards, players must move their playing pieces on the game board, find and accumulate valid Codes and attempt to exchange them for coded keys. While moving about the game board, players take action based on the squares on which their playing piece lands. Among other things, players must face and outsmart characters like *CLAYFACE*, *FIREFLY* and *MR. FREEZE* and attempt to avoid surprise explosions!

Playing pieces may be moved clockwise or counter-clockwise as the player chooses, unless otherwise indicated. Players need not cover the entire game board. If a player has at least one Code, he or she may go to the central computer at the centre of the game board and try to obtain a coded key in exchange.

### PREPARING TO PLAY

Place the game board on a table. Place the Codes (purple tokens) face down on the squares of same colour, the bombs (blue tokens) on squares of same colour and the coded keys (yellow tokens) in a pile at the centre of the game board. Each player chooses a playing piece character and places it in its hideout.

A volunteer player shuffles the cards, hands out four to each player and then places the remaining cards face down within reach of all players. At the end of his or her turn, each player must take a card always to have four cards in hand. When all cards have been used, reshuffle the deck and start over.

Choose at random who goes first.



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## BEGINNING THE GAME

The first player tries to make his or her playing piece leave its hideout by following the instructions below. Players take turns clockwise.

## HIDEOUT AND START SQUARES

For a playing piece to leave its hideout, the player must do **one** of the following:

- Play a card illustrating his or her playing piece character or play a wildcard.

The player places the card on the table and then places his or her playing piece on the Start Square. Then the player may move on the next turn to play.

- Rolling the Die

The player places a card on the table and then rolls the white die.

If the die lands on the player's playing piece character, the player then places the playing piece on the Start Square. If the die does not land on the playing piece character, the player starts over on the next turn to play.



## THE SQUARES

### EVEN-ODD SQUARES

There are two types of Even-Odd Squares: squares with even numbers (2, 4, 6) and squares with odd numbers (1, 3, 5).

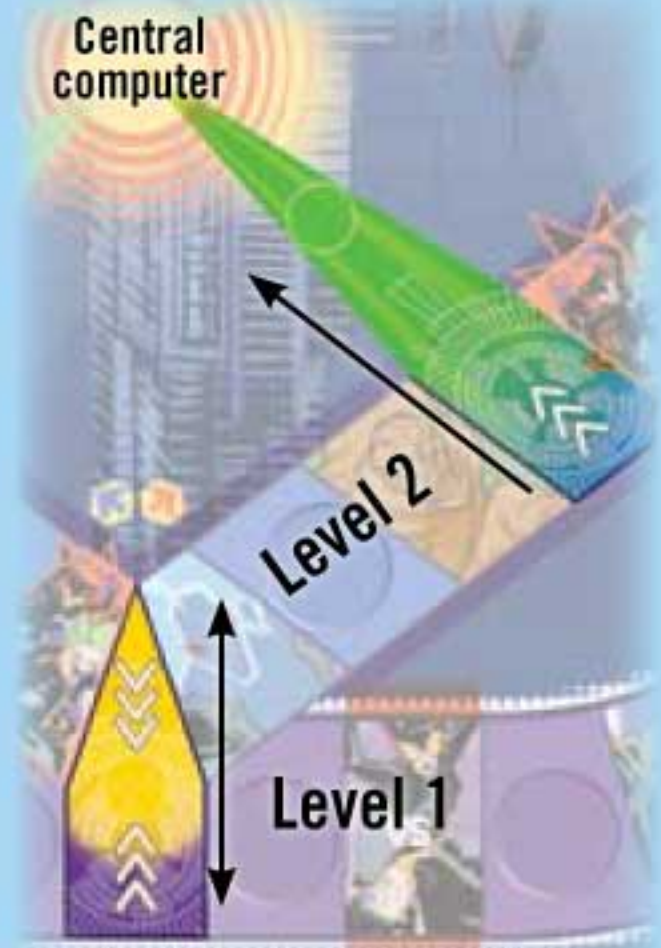
To leave a square, the player must do **one** of the following when it is his or her turn to play:

- Play a card with an even or odd number, depending on the square on which his or her playing piece has landed
- Place a card on the table and roll the six-figure die. If the player rolls a number corresponding to the square on which his or her playing piece has landed, the player may advance that number. If the player does not roll the correct number, he or she tries again on the next turn.



### BATMAN ELEVATOR SQUARES

These squares allow players to move from one level to another of the game board and to the central computer at the centre of the board. To move between levels, playing pieces must land on a **BATMAN Elevator Square**. On the player's next turn, he or she can move up or down a level starting the count on the next square.



## FIGHT SQUARES

There are two kinds of fights: pairs and foursomes. The **two following conditions** must be met for a fight to take place:

- 1- The playing piece landing on a Fight Square must correspond to one of the characters illustrated on the square.
- 2- The other fighter must be out of his hideout for a pairs combat and at least one other character must be in play for a foursome fight.

If these two conditions are not met, the fight will not take place.

Note: a player whose playing piece is in its hideout **cannot** take part in the fight.

### THE PAIRS FIGHT

Players involved take turns rolling the six-figure die. The player whose playing piece landed on the Fight Square adds one to the total of the roll of the die. The player with the highest score wins the fight. The player who loses the fight must hand the winner a Code if he or she has one and return to his or her hideout.



### THE FOURSOME FIGHT

Foursome fights involve all the players in the game **except those in their hideouts**. Each player lays a card on the table. The card with the highest number, added or not to the force coefficient (if the player holds a playing piece character card), wins the fight. Losing players each hand over a Code token to the winner, if they have one, and return to their hideouts.

Note: Players must each play their cards at the same time!

### TIED FIGHT

In the event of a tie, the players roll the six-figure die and the player who obtains the highest roll wins the fight.



### MR. FREEZE, CLAYFACE AND FIREFLY SQUARES



The playing piece ending a move by landing on one of these squares becomes a prisoner. To advance once again, the player must do **one** of the following on the next turn of play:

- Play a card with an illustration of the same character as the one on the square.

The player plays the card corresponding to the character on the square and advances the number of squares indicated on the card.

- Roll the coloured die

The player lays a card on the table and then rolls the coloured die. If the die indicates the character corresponding to the square on which the playing piece has landed, the player is freed and can advance his or her playing piece the number of squares indicated on the card. If the player does not roll the right character, the player must try again next turn.



# PLAYING CARDS

# TOKENS

Game cards are used to move in the game board and during foursome fights. They also indicate the force coefficient of a character. A game card features the numbers 1, 2 or 3 in the left upper corner indicating the number of squares a playing piece may be moved forward. Some cards have arrows pointing left or right, indicating to players the direction their playing piece should move.

Some cards also indicate the numbers +1, +2 or +3. This number, the **force coefficient**, can be added to the regular number on the card during a move or a fight if the character indicated on the card corresponds to the player's playing piece.

For example, a player with THE JOKER playing piece holds THE JOKER card and can add the coefficient indicated on the card. In other words, the character featured on the card provides an added advantage to the player using the same playing piece.

The game also has cards illustrated with MR. FREEZE, CLAYFACE and FIREFLY. These cards are useful for moving around the game board and for "freeing" playing piece characters held prisoner on a MR. FREEZE, CLAYFACE or FIREFLY square (refer to the description of these squares on Page 2).

Some cards feature four characters. These are **wildcards** and allow players to leave their hideouts and/or move the number of squares indicated on the card.

Note: Players must always lay a card on the table before moving their playing pieces.



## CODES

The game contains 16 Codes as follows:

Ten valid Codes needed to acquire coded keys

001

Six invalid Codes

000

When a playing piece lands on a square containing a Code, the player turns over the token. If 001 is featured on the back, the Code is valid. If 000 is featured on the back, the Code is invalid. In this case the player simply removes it from the game.

## BOMBS

The game contains eight bombs as follows:

Four unarmed bombs



Four explosions



When a playing piece lands on a square containing a bomb, the player turns over the token. If the bomb is unarmed, the player is safe and removes the token from the game. If the token indicates BANG (explosion), the player immediately returns to his or her hideout and removes the bomb from the game.

## CODED KEYS

The game features eight coded keys. These are illustrated with 1, 2, or 3 bats corresponding to the number of Codes the player must hand over to obtain a coded key.



When a playing piece arrives at the centre of the game board after having landed on a BATMAN Elevator square and moved to the second level, the player takes the first coded key on the top of the pile and turns it over. The player may elect whether or not to keep the coded key. For example, the coded key features three bats and the player has three Codes, so the player keeps the coded key. If the player does not have the required number of Codes, the player returns to his or her hideout and the coded key is left face up on the pile for the next player to take.

As soon as a player recovers a coded key, the player places it nearby on the table, returns his or her playing piece to its hideout and replaces all Codes exchanged for the coded key back on the purple squares of the game board, face down.

Note: once players have acquired coded keys, they cannot lose them even if they lose fights.

## END OF THE GAME

The first player to accumulate two coded keys gains access to the central computer in GOTHAM CITY, takes control of the city and wins the game!

# GAME BOARD



- CATWOMAN start square
- CATWOMAN hideout square
- BATMAN Elevator square
- Foursome fight square
- Bomb
- Code
- Coded keys
- THE PENGUIN start square
- THE PENGUIN hideout square
- Even-Odd square
- BATMAN Elevator square
- Central computer
- LEVEL 2
- LEVEL 1
- THE JOKER hideout square
- THE JOKER start square
- MR. FREEZE square
- CLAYFACE square
- Pairs fight square
- FIREFLY square
- BATMAN start square
- BATMAN hideout square



Playing cards

## BEFORE PLAYING THE GAME FOR THE FIRST TIME

Stick the *BATMAN*, *THE PENGUIN*, *THE JOKER* and *CATWOMAN* stickers on the white die.

Stick the *MR. FREEZE*, *CLAYFACE* and *FIREFLY* stickers on the coloured die.

Stick the "character" stickers on the playing pieces of the colour corresponding to each hideout: *BATMAN* on the blue playing piece, *CATWOMAN* on the green playing piece, *THE JOKER* on the yellow playing piece and *THE PENGUIN* on the red playing piece. Playing pieces may be the same colour. In this case, stick identical character stickers on each face of the playing pieces. The dice may not correspond to illustrations presented. In this case, assemble the dice in the order of the characters indicated above.



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