



BAT - INSTRUCTIONS

- Launch ball in time with lit arrows for **SKILL SHOT**. Press Left Flipper Button for **SUPER SKILL SHOT**.
- Help Batman and Robin defeat their arch-villains and restore peace and order to Gotham City:
 - **BATTLE CATWOMAN™** - Shoot Ramps
 - **BATTLE THE JOKER™** - Shoot Villain Vision Targets
 - **BATTLE THE PENGUIN™** - Shoot the Crane
 - **BATTLE THE RIDDLER™** - Shoot left and right Orbits
- Defeat two arch-villains to light **EXTRA BALL**.
- Defeat all arch-villains to light **BAT SIGNAL WIZARD MODE**.
- Answer the **BAT PHONE** to gain access to the Batcave. Commissioner Gordon Target adds time and score.
- Complete Batcomputer/Crime Analyzer Targets to light **ATOMIC PILE** and **LOCKS**. Lock three balls in the Batcave to start **MULTIBALL**.
- Hit **ATOMIC PILE** when lit for Playfield Multiplier (timed).
- Hit "X" Target to light Shot Multipliers. The first multiplier is **2X**, the second multiplier is **3X**, up to **6X** for the last Shot Multiplier.
- Complete **GADGET** Targets to add **GADGETS** to your arsenal. Press Fire Button to activate a **GADGET**. **GADGETS** do different things depending on what is going on in the game.
- Complete **TV** Targets to light Minor Villain Scenes (**TV**) at Top Eject. Complete 1/2/3 to light **BATMAN WIZARD MODE**.
- **Combos** score points and advance towards **EXTRA BALL**.



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English

Arial Bold