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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