BATMAN
The Animated Series

DICE GAME

Start a crime spree in *Gotham City* as one of its Super-Villains! Grab the loot before *Batman™* ruins your heist! This game includes these rules, 10 dice, four villain tokens, and a cup to hold it all. You'll need some way to keep score. Two, three, or four can play.

The player who can laugh most like *The Joker* goes first. Remember which player went first. Play passes to the left.

THE DICE

The yellow dice are the toughest, blue are medium tough, and gray are easiest. Each die has three symbols:

**Loot** – You've grabbed some cash! Set your Loot dice to your left.

Batman Symbol – *Batman* is on your trail! Set your *Batman* dice to your right.

Alarm – You've triggered an alarm! Keep your Alarm dice in front of you. If you choose to roll again, you will re-roll these dice, along with enough new ones to bring the total to three.

THE VILLAIN TOKENS

Place the villain tokens face down on the table and mix them up. Each player selects one and places it face up on the table. Any remaining tokens are set aside – they are not used during this game. You play as the villain you selected for this game, and your token is active on your turn only. If a villain's ability contradicts a normal game rule, the villain's ability takes precedence.
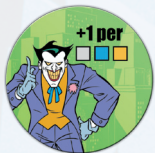
The Joker gets one bonus point for each set of one yellow, one blue, and one gray dice in play at the end of his turn. This means that *The Joker* can score up to two bonus points on a turn, *even if he is busted by Batman and does not score any other Loot*.

Catwoman scores one additional point for every blue Loot she collects. She must complete the heist for this bonus to take effect.

Poison Ivy dodges one blue *Batman* symbol. If any blue *Batman* symbols are rolled on her turn, one is taken out of play until the end of her turn.

The Riddler rolls four dice instead of three on his first roll each turn. Then he may return any or all of them to the cup. He rolls three dice as usual on later rolls. (If he gets four Alarms on his first roll, he may re-roll all of them.)

HOW TO PLAY

On your turn, put all 10 dice into the cup and shake it. Draw three dice from the cup without looking and roll them (unless your ability says otherwise). If you roll three *Batman* symbols, you've been busted and your turn is over. Otherwise, you can choose to stop and score, or continue.

If you decide to stop, score a point for each Loot you have, and add any bonus points awarded by your ability. Put all the dice back into the cup. It's the next villain's turn.

If you choose to keep going, leave all your Alarms on the table. If you have fewer than three Alarms on the table, shake the cup and draw enough new dice to total three, including the Alarms you have on the table. Roll those three dice. If all three of your dice are Alarms and you choose to roll again, you will re-roll all three of those Alarms without drawing more dice from the cup. After you draw new dice from the cup, you can't decide to stop . . . you must roll. Set aside Loot and *Batman* symbols as above.

If at any point you have a total of three or more *Batman* symbols in play, you are busted! Your heist is over and you score nothing, unless your ability says otherwise.

RUNNING OUT OF DICE

You should always roll three dice if you can, unless your ability says otherwise. If you draw all dice from the cup and have fewer than three dice to roll, complete your turn with the one or two dice that you have available.

If you need to draw dice from the cup and none are left, do not roll again. Any Alarms immediately turn into Loot. Your heist was a success! Score your Loot as usual, and your turn is over.

WINNING

When one villain reaches 30 or more Loot, finish the round so that each villain gets the same number of turns. The villain with the most Loot at the end of that round wins! If there is a tie, the leaders (only) play a tiebreaker round.