BATMAN
THE DARK KNIGHT RETURNS
THE GAME

Core Game + Book 1 RULES

Players: 1 • **Ages:** 14+ • **Playtime:** 90min / Book



You are The Dark Knight™.

You gave it up, but Gotham has given you no choice but to return again!

Introduction

In **Batman : The Dark Knight Returns – The Game**, you play as "The World's Greatest Detective," who's been pulled back from retirement into a gritty Gotham City. Do everything you can to beat back a relentless tide of ruthless mutants, cops, and press looking to bring you down.

The game is an epic solo playthrough broken up into four missions called **"Books,"** each representing one of the four volumes that make up Frank Miller's acclaimed comic book series **Batman : The Dark Knight Returns.** Advantages you acquire in each **Book** carry over to the next (along with swarms of enemies).

Instead of traditional leveling up, this is a game of attrition. An aged **Batman** must survive one final gauntlet, facing old and new villains — such as **Two-Face**, the **Mutant Leader**, and **The Joker** — and even his most powerful ally, the **Man of Steel** himself.

Your first task is to survive through **Book 1: The Dark Knight Returns.** You'll have to investigate, fight, and achieve all the objectives set out for you, while keeping Gotham City in check, the feds out of your city, and yourself alive. Once you reach the end of **Book 1**, you'll begin a new adventure in **Book 2: The Dark Knight Triumphant**, and continue on until you've completed all four **Books** — or died trying.

*For alternate game modes, including standalone versions of each **Book**, Hard Mode, and VS Mode, visit www.cryptozoic.com*

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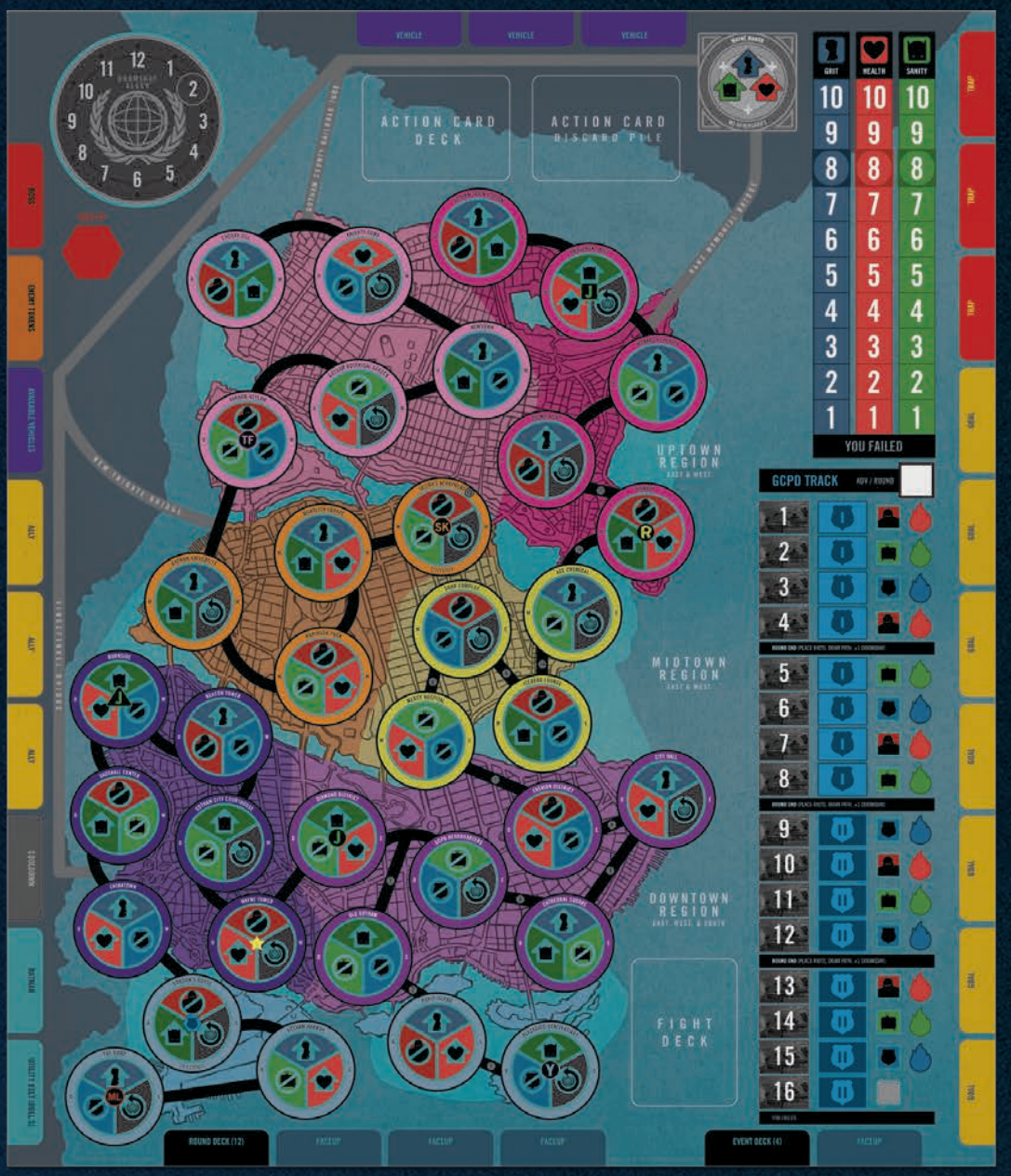
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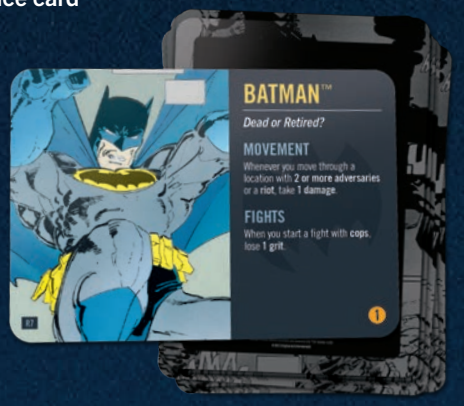
Components

- **1 Rulebook**
- **1 Game Board**
- **1 Batman Figure**
- **21 Figure Bases**
- **1 Dry Erase Marker**
- **31 Dice**
  - **6** Standard **Batarang** dice
  - **5** Upgraded **Batarang** dice
  - **3 Batman** special dice
  - **3 Robin** dice
  - **2 Green Arrow** dice
  - **6** cop dice
  - **6** mutant dice
- **27 Standard Cards**
  - **26 action cards**
  - **1 cooldown card**
- **126 Tokens**
  - **90** adversary tokens (30 press, 30 mutants, 30 cops)
  - **11** riot tokens
  - **25 Bat-Signal** tokens

Only used in VS Mode.

- **33** enemy command cards (11 mutants, 11 press, 11 cops)
- **11** riot tokens
  - o 1 active player marker
  - o 8 enemy action tokens
  - o 2 bridge closure tokens
- **1 VS Mode round sequence card**













Book 1

- **2 boss dice**
- **4 figures**
  - 1 boss figure
  - 2 vehicle figures
  - 1 ally figure
- **37 cards**
  - 1 **Batman** card
  - 26 action cards
  - 3 goal cards
  - 1 boss card
  - 1 enemy tokens card
  - 2 vehicle cards
  - 1 ally card
  - 1 story card
  - 1 round sequence card
- **8 clue tokens**





Note: ***Book*** 1 *does not have a separate rules booklet, as the setup and rules for* ***Book*** 1 *are covered on pg. 23 of this rulebook.*

Book 2

- **1 rules booklet**
- **3 boss dice**
- **4 figures**
  - 1 boss figure
  - 2 vehicle figures
  - 1 ally figure
- **37 cards**
  - 1 **Batman** card
  - 26 action cards
  - 3 goal cards
  - 1 boss card
  - 1 enemy tokens card
  - 2 vehicle cards
  - 1 ally card
  - 1 story card
  - 1 round sequence card
- **5 clue tokens**





Book 3

- **1 rules booklet**
- **4 boss dice**
- **7 figures**
  - 5 boss figures
  - 1 vehicle figure
  - 1 Selina figure
- **38 cards**
  - 1 **Batman** card
  - 26 action cards
  - 3 goal cards
  - 3 boss cards
  - 1 enemy tokens card
  - 2 vehicle cards
  - 1 vehicle card
  - 2 story cards
  - 1 round sequence card
- **8 tokens**
  - 3 clue tokens
  - 2 Selina tokens
  - 3 **Superman** tokens





Book 4

- **1 rules booklet**
- **6 boss dice**
- **4 figures**
  - 1 **Batman** figure
  - 1 boss figure
  - 1 vehicle figure
  - 1 ally figure
- **38 cards**
  - 1 **Batman** card
  - 26 action cards
  - 5 goal cards
  - 1 boss card
  - 1 enemy tokens card
  - 1 vehicle card
  - 1 ally card
  - 1 story cards
  - 1 round sequence card
- **5 tokens**
  - 3 clue tokens
  - 1 EKG token
  - 1 Gordon's Home token
  - 1 Plane Crash token





New Playthrough Setup

Each playthrough begins with **Book** (1)*. To set up, you will need all* ***Standard*** (S) *components and all* ***Book*** (1) *components listed on page 4. You can identify the cards and tokens you need by looking for an* (S) *or* (1) *on them. You can return all other components to the box for now.*

1. Prepare Game Area:

a. Place the **game board** in the middle of the table.

b. Place the **Doomsday tracker** at **2** on the **Doomsday Clock**.

c. Place your **grit**, **health**, and **sanity** trackers at **8** on their respective **damage tracks**.

d. Place the **turn tracker** next to **turn 1** at the top of the GCPD track.

e. Place all **adversary tokens** (mutants, cops, and press), **riot tokens**, and **Bat-Signal tokens** in separate piles near the GCPD track.

2. Prepare Cards:

a. Place the following cards in the matching slots along the **left side** of the board:

- **Book** (1) **boss card** (**Two-Face**)
- **Book** (1) **enemy tokens card**
- **Book** (1) **ally card** (**Commissioner Gordon**)
- **Book** (1) **Batman card**
- The **cooldown card** (with the (1) (2) side faceup)

b. Place the **3 goal cards** with a (1) in the goal slots along the **right side** of the board with the "In Progress" side faceup.

c. Place the **2 vehicle cards** with a (1) in the vehicle slots along the **top** of the board. Place the matching **vehicle figures** on top of them. *(Note:* ***Don't*** *place these in the "Available Vehicles" slot – you have to acquire them before you can use them!)*

d. Place the **Book** (1) round sequence card somewhere you can easily reference it. Place the **Book** (1) story card next to it with the Part 1 side faceup to reveal your objectives.

3. Prepare Action Deck:

Shuffle the Standard action cards (marked with (S)) together with the **Book** (1) action cards. Place this deck facedown on the action deck area on the board.

4. Prepare Dice:

a. Place the **6 Standard Batarang dice** (blue) in your **utility belt** slot.

b. Place **Two-Face's 2 boss dice** on his boss card.

c. Place all **mutant dice** and **cop dice** on the enemy tokens card.

5. Prepare GCPD Track:

a. With your marker, write **"7"** in the **white box** at the top of the GCPD track.

b. Flip the **10 GCPD tokens** with a I on them facedown and place 1 random token on each of the first 8 spaces on the track. Return the remaining 2 tokens to the box.

c. Do the same with the **10 GCPD tokens** with a II on them for the next 8 spaces of the track.

d. Flip **all** I and II tokens on the track **faceup**.

6. Map Setup:

a. Place the following figures and tokens at the **locations** (circles) on the map listed below. When placing a figure or token at a location, you may choose which of the **3 action spaces** (pie slices) to place them on. You must choose a different action space for each figure and token you place.

- Place **Commissioner Gordon** at **Gordon's House**.
- Place **Batman** at **Wayne Tower**.
- Place **Two-Face** and **1 mutant** at **Arkham Asylum** TF. Place **Two-Face** in the **center** of the location circle, rather than on one of its action spaces.
- Place **3 mutants** in each **district** (area of 1 color) in locations of your choice.
- Place **3 cops** in each **region** (Uptown, Midtown, and Downtown) in locations of your choice.
- Place **3 press** in each **region** (Uptown, Midtown, and Downtown) in locations of your choice that each have at least **1 mutant or cop**.

7. Place Clues:

Flip the **8 clue tokens** marked with (1) facedown and randomize them. Place 1 random clue on a **mutant** at **Arkham Asylum** TF. Then place each of the 7 other clues on a **mutant** of your choice in each other **district**. Mutants with clue tokens are referred to as **guards** in **Book** (1) (see "**Book** (1)" on pg. 23 for details).

1 Doomsday Clock:

The Doomsday Clock tells you how close the city is to being overrun. If it reaches 12, you **lose**.

2 Figures:

Standees (or minis) such as **Batman**, allies, and vehicles occupy **action** spaces at locations. Only **1 figure** can occupy each action space at a time.



14 The Boss:

Batman must discover and defeat the boss to complete each **Book**. The boss sits at the center of a location and does **not** occupy an action space.



13 Bridges:

Paths that lead out of Gotham to **Wayne Manor**. Only **Batman** can use them.

9 Regions:

The map is divided into 3 regions: **Uptown**, **Midtown**, and **Downtown**.

10 Districts:

Each region is divided into 2-3 colored districts. Each district has 4-6 **location** circles. *(Note: The 2 light blue islands are part of the same district.)*

11 Locations:

Each location circle has **3 action spaces** where figures and tokens can be placed. The colored ring around a location shows which **district** it belongs to.

12 Action Spaces:

Moving to an action space lets you use the **action** printed on it (as long as it's not covered by an enemy token).

8 Printed Paths:

Batman and other characters use these to travel around the map. Locations connected by paths are considered **adjacent**.

7 Deep Water:

Dark blue region around the city. **Paths** may **not** be drawn here.





3 Wayne Manor™:

A separate region outside of Gotham. It has only 1 location and is only accessible to **Batman**.

4 Damage Tracks:

These keep track of **Batman's grit**, **health**, and **sanity**. If any track reaches 0, you **lose**.



5 GCPD Track:

This is your police scanner, which shows you where new adversaries will appear each turn. It also keeps track of the current turn and where you are in the round.

- 5.1 **TURN TRACKER: Marks the current turn**
- 5.2 **ADVERSARIES PER ROUND: Total number of adversaries added each round**
- 5.3 **GCPD DISTRICT/REGION: District/region where adversaries are added this turn**
- 5.4 **ADVERSARY TYPE: Type of adversary added this turn**
- 5.5 **ADVERSARY NUMBER: Where you write how many adversaries are added this turn**

6 Enemy Tokens:

The 3 different kinds of **adversaries** (mutants, cops, and press) cover **action spaces** and prevent you from using them. If a location is **full** of adversaries at the end of a round, they're replaced with a **riot**. (Adversaries and riots are collectively called **enemy tokens**.)

How to Lose

***Batman** : The Dark Knight Returns – The Game* is not about winning, it's about enduring. There are many ways to fail, but only one way to succeed: Persevere to the end of 4 grueling **Books**.

You lose immediately if any of the following occur:

- Any of your **damage tracks** (grit, health, or sanity) reaches **0**
- The **Doomsday Clock** reaches **12**
- A **12th riot** would be placed on the map
- The **boss** is not defeated by the end of **round 4**

If you lose at **any time** during a playthrough, you must start over from the beginning of **Book** ①.

> ***Tip:** For a more forgiving experience, you can **save your progress** by taking photos of the game at the end of each **Book**, and use this to "rewind" when you lose (see "Saving Progress" on pg. 22).*

Book Objectives



While you're attempting to survive, you also need to **discover** and **defeat** the boss. The **rules booklet** and **story card** for each **Book** explain the detective work you'll need to do to accomplish this goal. Each time you manage to **defeat** a boss, you'll progress to the next **Book**. (See "Your Mission" on pg. 20 for more detail.)

Round Sequence

Each **Book** is broken up into **rounds**, with each round made up of **4 turns**. A **Book** can last no more than **4 rounds** (16 turns total) – if you have not discovered and defeated the boss by the end of the 4th round, you **lose**!

Each round has the following phases and steps:

1. Start of Round:

- **1.1 Choose Action Cards:** Deal the round deck, then choose which cards you'll keep and which you'll add to the event deck.
- **1.2 Shuffle Decks:** Shuffle the event deck and your fight deck.
- **1.3 Write Adversary Numbers:** Decide how many adversaries will appear at the end of each turn this round.

2. Batman Turns:

Take 4 turns in a row, with the following steps.

- **2.1 Resolve Event:** Draw and resolve an event card.
- **2.2 Move Batman:** Move to a location.
- **2.3 Activate Ally:** Command an ally to move and use one of their actions.
- **2.4 Fight or Sneak:** Fight or sneak past enemies.
- **2.5 Use Action Space:** Use the action printed on your space.
- **2.6 Add Adversaries:** Place new adversaries on the map.
- **2.7 Advance Turn Tracker:** Advance the turn tracker 1 space on the GCPD track.

3. End of Round:

- **3.1 Place Riots:** Check if any riots break out.
- **3.2 Draw Path:** Draw a new path between any 2 locations.
- **3.3 Advance Doomsday:** Advance the Doomsday tracker 1 space on the Doomsday Clock.

Phase 1: Start of Round

At the start of each round, you select **action cards** and prepare the **event deck** and **GCPD track** for the next 4 turns.

Step 1.1: Choose Action Cards

First, deal the **top 12 cards** from the **action deck** in a facedown stack on the **round deck** slot at the bottom of the board.

Next, flip the top **3** cards of the round deck and place them in the "faceup" slots next to it. Choose **2** of these cards to **keep**, and place the 3rd in a faceup pile on the **event deck** slot. When you choose to keep **detective** action cards, add them directly to your **hand**. When you choose to keep **fight** action cards, place them faceup near the **fight deck** area on the board.



Repeat the above, revealing 3 cards and picking 2, until you've sorted all 12 cards in the round deck. When you are done, you should have kept **8** cards, and added **4** cards in the **event deck**.

***Important!** There is **no** action card hand limit.*

Step 1.2: Shuffle Decks

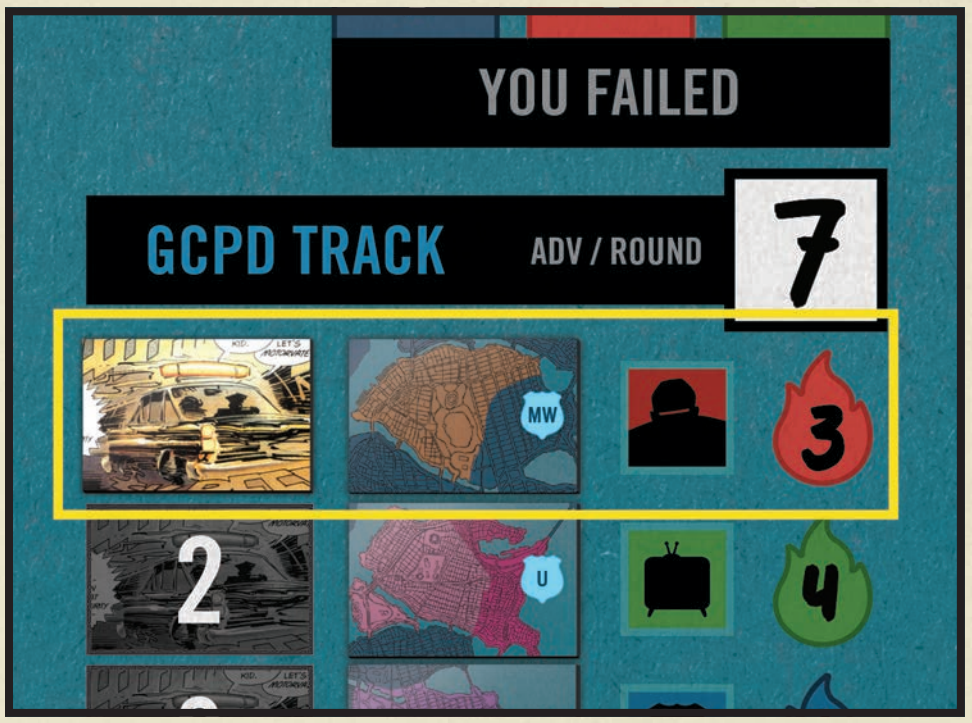
Once you've sorted the round deck, shuffle the 4 cards in the **event deck** slot and place them back facedown. This is now the event deck for the coming round.

Next, add all faceup **fight cards** you selected to your **fight deck**, shuffle it, and place it back facedown on the fight deck area. (Note: If your fight deck is **empty**, shuffle the cards you selected to create a **new** fight deck.)

> ***Important!** You will need to draw fight cards from your fight deck before you can play them.*

Step 1.3: Write Adversary Numbers

The next step in setting up the round is to write an **adversary number** on the **GCPD track** for each of the **4 turns** in the coming round. Each turn's adversary number determines how many **adversary tokens** will be added at the **end** of that turn.



This says that 3 mutants will be added to Midtown West at the end of turn 1.

Each **Book** gives you a **fixed number** of adversaries that must be added each round, written in the **white box** at the top of the track. You must distribute these adversaries among the next 4 turns by writing a number **between 1-4** in each turn's **flame symbol**. The **total** of the 4 numbers you write must equal the number in the box at the top of the track.



*In **Book** (1), you must distribute 7 new adversaries each round. At the start of round 1, you decide to split them up like so: 1 mutant on turn 1; 3 press on turn 2; 1 cop on turn 3; and 2 mutants on turn 4.*

***Important!** Do not actually place any new adversaries in this step! Adversaries aren't placed until the end of each turn (see "Step 2.6: Add Adversaries" on pg. 15).*

Final Round

In **round 4**, there are only **3 flame symbols** for you to write adversary numbers. This is because **no adversaries** can be added at the end of the **last turn** of the game. When writing adversary numbers for round 4, you must treat the final turn as a **0**, and the **other 3 turns** must still add up to the number at the top of the track.

Phase 2: Batman™ Turns

Turns are covered in detail in the **next section** (see pg. 10).

Phase 3: End of Round

At the end of each round, you first check whether **riots** break out anywhere, then you draw a new **path** connecting 2 locations on the map.

Step 3.1: Place Riots

Check if there are any locations on the map where **every undestroyed action space** has an adversary (mutant, press, or cop) on it. You must place a **riot** on each of these locations, following the rules below.





*If this location is still full at the **end of the round**, a **riot** will start there.*

Rules for placing riots:

- When you place a riot (even if it is caused by a card or other effect), always **remove all adversaries** from the location and return them to the supply.
- Riots can **never** be placed in any location where there is a **friendly figure** (**Batman** , an ally, or a vehicle).
- Riots **can** be placed at the **boss's** location (but the boss doesn't occupy an action space, so they don't contribute to starting a riot; see "The Boss's Location" on pg. 20).
- **Destroyed** action spaces **can't** be occupied by adversaries, so they do **not** need to be filled for a riot to start. This means if a location has a destroyed space, it needs **1 fewer adversary** for a riot to start there. (See "Action Space Modifiers" on pg. 21).
- When you place a riot at a location with a **clue**, place the clue on top of the riot (see "Investigating Crime" on pg. 20).
- If you are ever forced to place a **12th riot** on the board (at any time) you immediately **lose**. (There are only 11 riot tokens, so if you run out and have to place a new one, you'll know you've lost.)

***Important!** If a location fills up with adversaries **during** a round, you still have until the **end of the round** to prevent a riot there.*

Dealing with Riots

Once placed, riots occupy **all action spaces** at a location and **block** you from using any of them (see "Entering a Location" on pg. 13). Riots also add **1 enemy die** when you fight adversaries in **adjacent** locations (see "Fights" on pg. 16). In order to remove riots, you must **fight** and **defeat** them.

***Tip:** Place allies and vehicles strategically to prevent riots!*

Step 3.2: Draw Path

At the end of each round, you may draw a **new path** connecting **any 2 locations** on the map, according to the rules below.

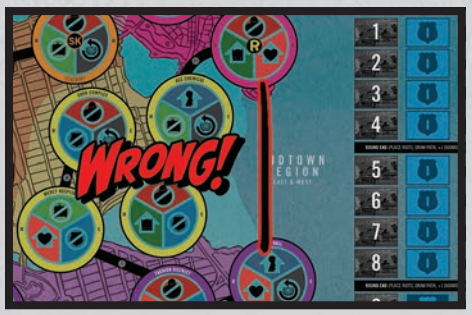


Rules for drawing new paths:

- Use your marker to draw a path between **2 locations** on the map. The locations may be **any distance** from each other.
- Drawn paths **can't** cross over other **drawn paths**, **printed paths**, **bridges**, or **locations**.
- Drawn paths **can't** pass through **deep water** or connect to **Wayne Manor**.
- Drawn paths **can't** connect **more** than 2 locations or create "intersections" (unless a card effect allows this).









***Tip:** You can draw some very long paths, but that can also prevent you from drawing other paths you need later!*

Using Drawn Paths

Once a path is drawn between two locations, it connects them the same way that **printed paths** do, and they are considered **adjacent** for all purposes. **Batman**, allies, and enemies can all use drawn paths to travel between locations (see "Step 2.2: Move **Batman**" on pg. 11.)

Destroying Drawn Paths

Certain card effects may **destroy** drawn paths. When a drawn path is destroyed, **erase** it from the map. You may then treat that area as **empty**, and draw other paths through it.

***Important!** You may **not** destroy a drawn path unless an effect specifically tells you to.*

Step 3.3: Advance Doomsday

After you complete the other end of round steps, move the **Doomsday tracker** 1 space towards midnight on the **Doomsday Clock**. If the tracker reaches **12**, you **lose**.

***Tip:** If you get too close to midnight, you can move the Doomsday Clock backwards by using "**Avert Doomsday**" action spaces on the map (see "Step 2.5: Use Action Space" on pg. 15).*



Batman™ Turn Sequence

You have **4 turns** to act each round.

Each turn has the following steps:

2.1 Resolve Event: Draw and resolve an event card.

2.2 Move Batman: Move to a location.

2.3 Activate Ally: Command an ally to move and use one of their actions.

2.4 Fight or Sneak: Fight or sneak past enemies.

2.5 Use Action Space: Use the action printed on your space.

2.6 Add Adversaries: Place new adversaries on the map.

2.7 Advance Turn Tracker: Advance the turn tracker 1 space on the GCPD track.



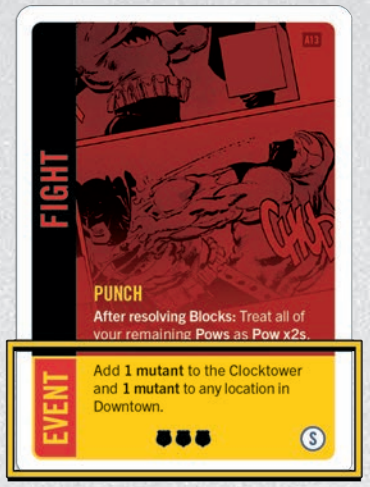
Detective Cards

Each turn, you may play **any number** of **detective cards** from your hand to take special actions. If a card does not specify when it is played, it may be played at **any time** on your turn, except **during a fight**. After resolving a detective card, place it in the action card **discard pile**.

There is **no limit** to the number of action cards you can have in your hand, and any cards you don't use by the end of a round can be kept for the next one. (Some cards can even be kept for the next **Book**; see "Completing a **Book**" on pg. 22.)

Step 2.1: Resolve Event

At the start of each turn, flip the top card of the **event deck** and place it in the "faceup" slot next to the deck. Discard any card that was previously there to the action card **discard pile**. Then resolve all text on the **"Event"** portion of the new card (ignore the "Detective" or "Fight" text on the top half of the card).



Potential event effects:

- **Add or move adversaries:** Add or move mutants, cops, or press to one or more locations (see "Step 2.6: Add Adversaries" on pg. 15).
- **Modify adversary number:** Increase or decrease the adversary number for one or more turns on the GCPD track (see below).
- **Advance Doomsday:** Advance the tracker on the Doomsday Clock.
- **"This turn":** This event remains in effect throughout the current turn. Once it is discarded at the start of the next turn, its effect no longer applies.

> ***Tip:*** *When playing a normal game, ignore the* ***shield icons*** *and* ***alert icons*** *on event cards. These are used in VS Mode and Hard Mode, respectively.*

Adversary Number Modifiers

Some card effects can **increase** or **decrease** the number of adversaries you must add at the end of specific turns. When you are told to modify an **adversary number** on the GCPD track, write the modifier with your marker.



Depending on the card, you may be instructed to write a **temporary** or **permanent** modifier:

- Modifiers written **inside a flame symbol** are **erased** at the end of the current **Book**.



- Modifiers written next to a flame symbol are permanent, and are only erased at the end of your playthrough. Each permanent modifier applies to the corresponding turn in every **Book** for the rest of your playthrough.



Step 2.2: Move Batman

After resolving an event, you may move your **Batman** figure to a new **location** in Gotham City by traveling along **paths** on the map.

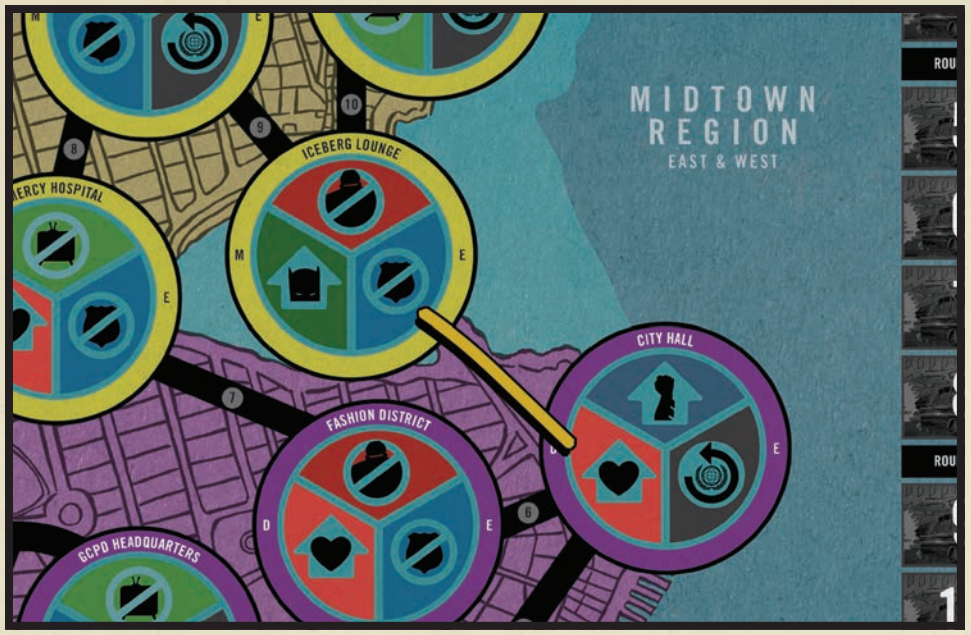
You may move **through** any number of locations while you travel, but you must **end your move** whenever you enter a **new district** or **Wayne Manor**. (In other words, whenever you reach a location that is a different color than where you started, you must stop.)

You may alternatively **choose** to end your move at any location on your route, or use your movement to move to a **different action space** at your current location.

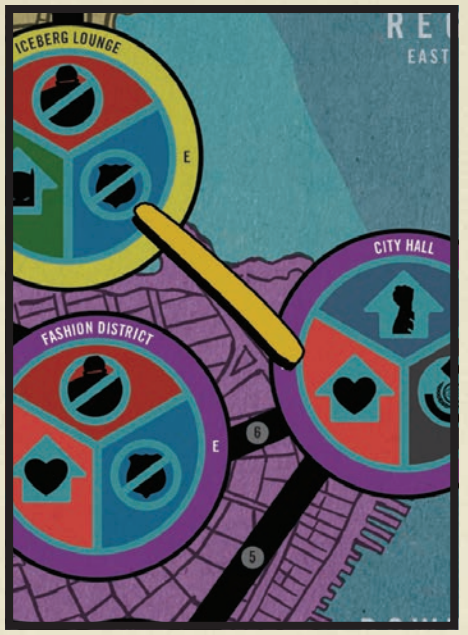
Types of Paths

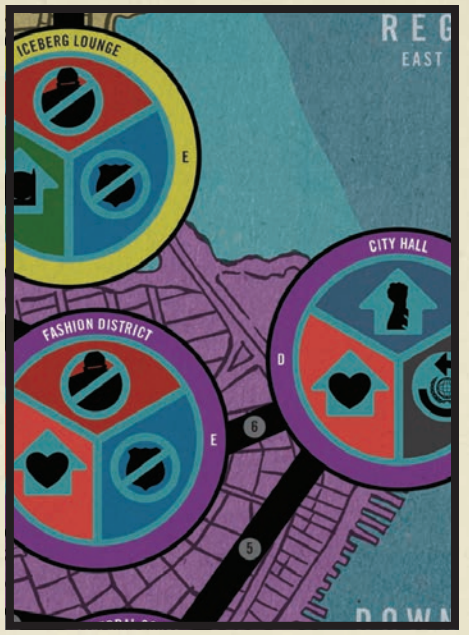


Printed Paths: Official routes between locations. You, your allies, and your enemies can travel on printed paths.

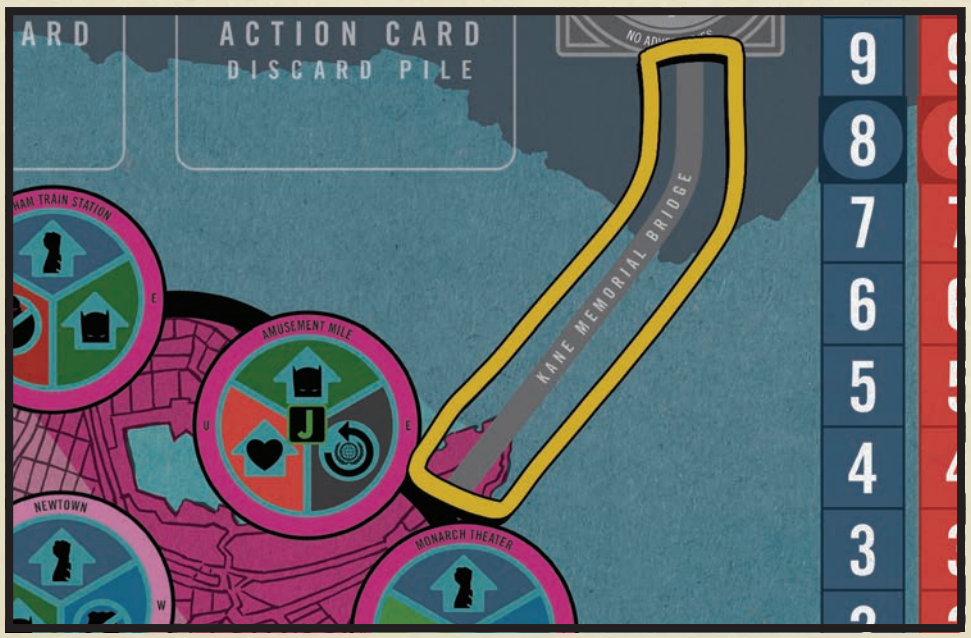


Drawn Paths: New routes you've opened up between locations. You, your allies, and your enemies can travel on drawn paths the same as printed paths.

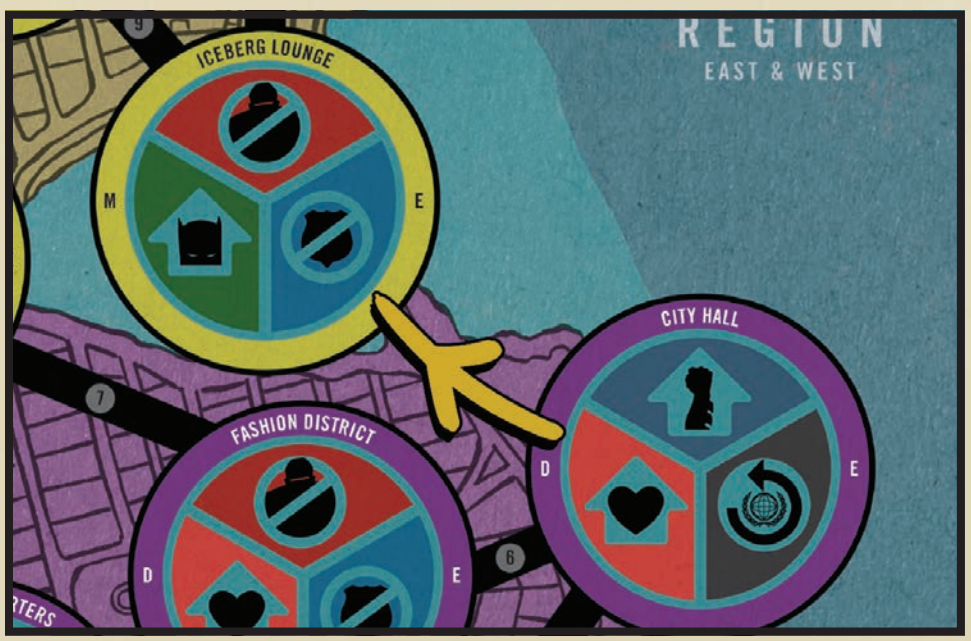




Destroyed Paths: Once a path is crossed out or erased, no one may travel on it, and the locations it previously connected are not considered adjacent.



Bridges: These are bridges that you can use to travel to **Wayne Manor** or to quickly travel between different regions in Gotham. Only **you** may travel on them; allies and enemies may **never** use bridges, and locations connected by bridges do **not** count as adjacent.



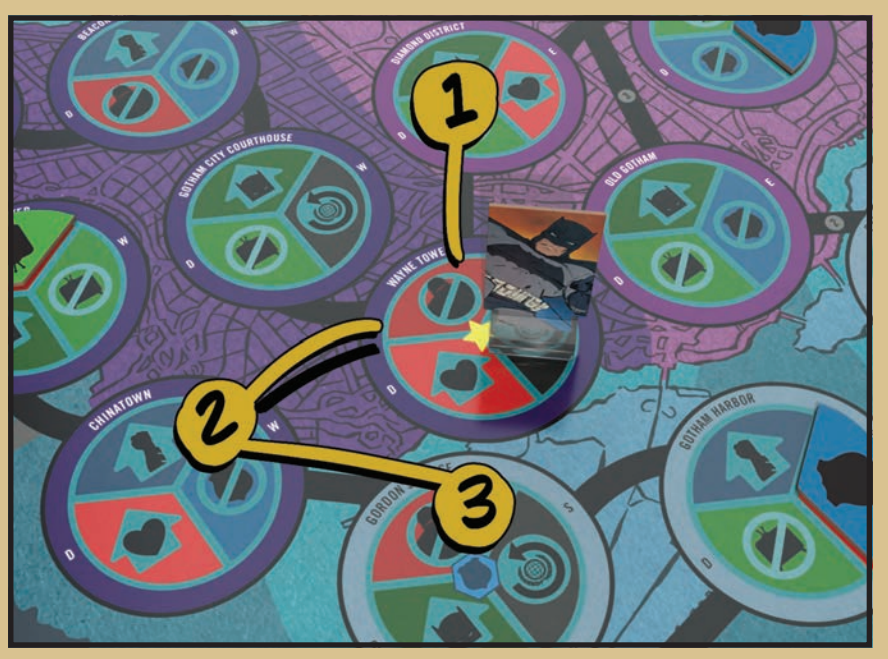
One-Way Paths: If a path is marked with an **arrow**, you and your allies can only travel on it in **one direction**. Enemies can still travel on it in either direction, and the locations it connects still count as **adjacent** (in both directions).

Movement Example:

Batman *starts his turn at* ***Wayne Tower****. From here, he could move to any location in Downtown West.*



He could also (1) move to the Diamond District in Downtown East, or (2) move through Chinatown (3) to ***Gordon's House****.*



Entering a Location

Whenever you **end your move** at a location, you must place your **Batman** figure on one of the **3 action spaces** there. If there are **enemy tokens** (adversaries or a riot) at your new location, they restrict which space you can land on:



If there are adversaries at the location: They try to prevent you from using the location. You must place your **Batman** figure **on top** of an adversary of your choice.



If there is a riot at the location: You can't use the location until you clear the riot. Place your **Batman** figure **on top** of the riot token (it doesn't matter what space you're on, since the riot covers all 3).



If there are no enemy tokens at the location: You are unhindered and may land on **any** action space there.

Important! *If you use your movement to move **within** a location, you must still land on an action space with an adversary or riot, if there are any.*

One-Figure Rule

Only one **figure** (standee/mini) can occupy each **action space** at a time. That means that you can **never** land on an action space currently occupied by an **ally** or **vehicle** figure. (**Boss** figures don't occupy action spaces. **Tokens** such as adversaries, riots, and clues don't count as figures.)

Important! *If all action spaces at a location are either **occupied by figures** or **destroyed**, you may **not** end your move there. You still may move **through** that location (as long as it's in the same district where you started your move).*

Step 2.3: Activate Ally



Over the course of your playthrough, you will recruit **allies** to help you. Each ally has unique special abilities to help you fight enemies and complete objectives.

After you move, you may choose **one** of your allies to **move** and take an **ally action**. The ally you activate is called your **active ally**.

Ally Movement

When activating an ally, you may first **move** them to a new location on the map. Each ally's unique **movement rules** are described on their **ally card**. Unless otherwise specified, allies can travel on printed and drawn paths (but not bridges), and can move **through** occupied locations during their movement.

When an ally **ends their move** at a location, they may land on **any** action space there (that does not contain another **figure**). Unlike **Batman**, allies can always **choose** to land on either an enemy token **or** an empty space.



Commissioner Gordon *can travel up to 3 paths in one move*

Ally Action

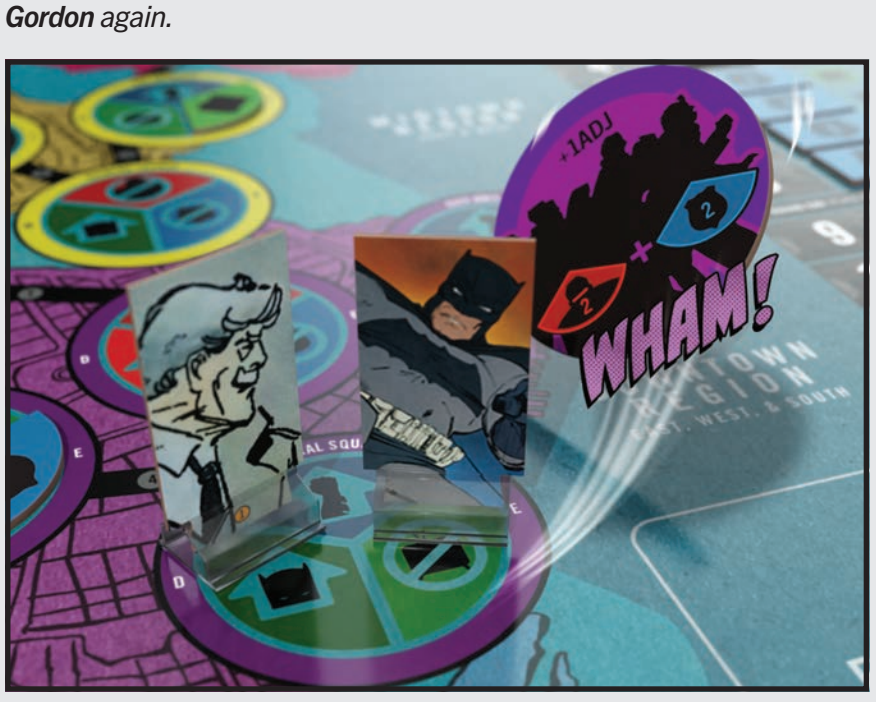
After moving (or choosing not to move) your active ally, you may use **one** of the **ally actions** listed on their **ally card**.

Ally Movement and Action Example:

***Batman** moves to a riot on Cathedral Square, then chooses **Commissioner Gordon** as his active ally and moves him to the same location.*



***Batman** then uses **Gordon's** "Quell Riot" ally action. **Batman** removes the riot and takes 1 grit damage, then moves **Gordon** directly to GCPD HQ. **Gordon** has now used both his ally movement and ally action for the turn, and **Batman** must wait until next turn to use another ally or activate **Gordon** again.*



Ally Dice



Allies that have **ally dice** can use the **Assist Batman** ally action to add their dice to all **fights** for the rest of your turn (see "Fights" on pg. 16).

Some allies have **conditions** for using the **Assist Batman** action, like being in or adjacent to your location. Allies store their available dice on their **ally card** between fights. If an ally doesn't have any ally dice, they can't assist you in fights.

***Important!** Both moving and taking an action with an ally are **optional**. You may decline to move an ally and use their ally action in their current location, or choose to move them but decline to take an action (or neither).*

Step 2.4: Fight or Sneak

If you entered a location with **adversaries** or a **riot** during the **Move Batman** step of your turn, you must either **fight** the enemy token you landed on, or **sneak** past them.

Depending on the **type** of enemy token you landed on, you may be **forced** to do one or the other:

Mutants/Cops	If you landed on a cop or mutant token, you may either **fight OR sneak** past them. If you fight, all adversaries of the same type **in and adjacent** to your location will join in, so make sure you're ready!
Press	If you landed on a press token, you may **ONLY sneak** past. You can't fight the good citizens of Gotham City!
Riots	If you landed on a riot, you may **ONLY fight**. There's nowhere useful to sneak until you clean things up.

Fighting

If you fight the enemy token you landed on, resolve a **fight** as detailed in the "Fights" section (see pg. 16).

Sneaking

If you sneak past the enemy token you landed on, move your figure to an **empty** action space at your location, and then move on to the next step of your turn.

You can **only** sneak to action spaces that are **empty** (there are no enemy tokens or other figures there). If there are no empty spaces at your location, there's nowhere to sneak to, so you **can't** sneak.



If you sneak to this "Remove Cop" space, you can use the action there without fighting the cops.

***Tip:** Sneaking doesn't cost you anything, except that you **can't** start a fight in the same turn.*

No Sneaking:

*Some event cards **prohibit** you from sneaking on your turn. If you enter a location with enemy tokens during a "no sneaking" turn, you **must fight** the enemy token you land on.*

***Tip:** Since you **can't fight press**, if you land on **press** during a "no sneaking" turn, you won't be able to sneak **or** fight them.*



Step 2.5: Use Action Space

After the Fight or Sneak step, if you occupy an action space with **no enemy token** on it, you can use the **action** printed there.

Enemy-Occupied Spaces

If there is an **enemy token** in your action space **after** the Fight or Sneak step, you may **not** use that action space. This generally happens because you attempted to **fight** the enemy token in your space but **failed** to defeat it.

Action space types:

	Grit Up	Gain 1 **grit** (to a max of 10).
	Health Up	Gain 1 **health** (to a max of 10).
	Sanity Up	Gain 1 **sanity** (to a max of 10).
	Remove Cop	Remove 1 **cop** anywhere on the map.
	Remove Mutant	Remove 1 **mutant** anywhere on the map.
	Remove Press	Remove 1 **press** anywhere on the map.
	Avert Doomsday	Move the **Doomsday** tracker 1 space away from 12 (to a minimum of 1).

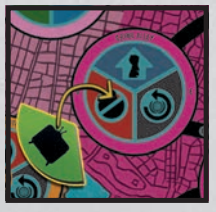
Step 2.6: Add Adversaries

After you complete your movement and actions for the turn, new adversaries appear in Gotham City. Refer to the **current turn** on the **GCPD track** and add the indicated number and type of adversary tokens, following the rules below.

Rules for adding or moving adversaries:



- Whenever an adversary is added or moved to a new location, they must be placed on an **empty action space**. They **can't** be placed on spaces occupied by **figures** or other **enemy tokens**.



- If you are instructed to add or move an adversary to a **specific location**, you may choose which **empty action space** there to place them on. If there are **no** empty spaces at that location, do not place that adversary (return them to the supply).



- If you are instructed to add or move an adversary to a **district** or **region**, you may choose which **location AND empty action space** to place them on. If there are **no** empty spaces **anywhere** in the indicated area, do **not** place that adversary (return them to the supply).

***Tip:** Adversaries can **never** be added or moved to action spaces that you, allies, or vehicles currently occupy. Use this to your advantage!*

Step 2.7: Advance Turn Tracker

Once you've finished adding adversaries, **advance the turn tracker 1 space** on the GCPD track. If you advance past an **end of round** label, begin a new round. If you advance past the **end** of the GCPD track, and you have not defeated the **boss**, you **lose**.



Fights

Unless a special effect says otherwise, you may start **one fight** per turn, during the **Fight or Sneak** step of your turn. You may only start a fight with an enemy that is in the **action space you occupy** (or a boss at your location; see "Fighting the Boss" on pg. 20).

At the start of each fight, you **draw 1 fight card** and determine how many **enemy dice** your opponents will roll. Then you resolve **fight rounds** until you either win, decide to end the fight, or die. At the end of the fight (if you didn't die), you remove all **enemy tokens** you **defeated** and return all **dice** that were used. These steps are covered in detail in the sections below.



Fight Cards

During a fight, you may play any number of **fight cards** from your hand to activate their special fight effects. Each fight card indicates **when** it may be played during a fight.

After resolving a fight card, place it in the action card **discard pile**. (Once you've used a fight card, you **won't draw it again** for the rest of the current **Book**, so it does not need to be kept separate from other discarded action cards.)

Important! *You may **not** play detective cards during fights.*

Preparing for a Fight

Draw 1 Fight Card

At the start of each fight, draw **1 fight card** from your fight deck and add it to your hand. You only draw **1 card** for the **entire fight**, no matter how long it lasts. If your fight deck has **no fight cards** remaining when you start a fight, you **don't** get to draw one.

Important! *If you don't play the fight card you drew during this fight, it stays in your **hand** and you can use it in any future fight. Remember that there is **no** hand limit.*

Enemy Dice Pool

Next, determine how many **dice** your enemies will roll in the fight. Take the appropriate dice from the **enemy tokens** card and place them in front of you.

Enemy Type	Enemy dice pool
Mutant	1 mutant die per **mutant** in your location +1 mutant die per **mutant** or **riot** in adjacent locations +1 mutant die if the **boss** is in your location
Cop	1 cop die per **cop** in your location +1 cop die per **cop** or **riot** in adjacent locations +1 cop die if the **boss** is in your location
Press	(You can't fight press.)
Riot	2 cop dice + 2 mutant dice *(Do not add dice for adjacent adversaries, riots, or boss.)*

Important! *When checking for **adjacent enemy tokens**, other locations are considered adjacent to yours if they are connected by a printed **or** drawn path (including one-way paths, regardless of the direction they point). They do* **not** *count as adjacent if they only are connected by a **bridge** (since enemies can't use bridges).*

Enemy Dice Limit

Enemies can roll no more than 6 dice (total) in a fight. Even if the enemy dice pool adds up to more than 6, they still only roll 6 dice. (This also means you can't defeat more than 6 adversaries in a single fight; see "Fight Cleanup" on pg. 17.)

Resolving Fight Rounds

Once you've prepared the fight, begin by resolving the first fight round as follows.

Fight round steps:

1. **Batman Roll:** Choose up to **3 Batman dice** from your **utility belt** and roll them. If your active ally used an **Assist Batman** action this turn, you may also roll all **ally dice** on their card (this does not count towards your limit of 3).
2. **Enemy Roll:** Roll all dice in the **enemy dice pool**.
3. **Rerolls and Flips:** Resolve each Reroll and Flip **you** rolled, one at a time, in the order of your choice.

REROLL	**Reroll** 1 **Batarang** you rolled. You must use the new result.
FLIP	**Flip** 1 **Batarang** you rolled to its **opposite** face.

4. **Blocks:** Resolve each of your Blocks first, then each enemy Block.

	Rolled by you	Rolled by enemies
BLOCK	Change an **enemy die** of your choice to a **Miss**.	Change one of **your Pows** or **Rams** to a **Miss**. (Pows are always changed first).

5. **Pows and Rams:** Resolve **all** Pows and Rams **simultaneously**.

	Rolled by you	Rolled by enemies
POW	Deal **1 damage** (remove 1 enemy die from the pool).	Take **1 damage** of your choice (/ /)
RAM	Deal **1 damage** (remove 1 enemy die from the pool) AND take **1 damage** of your choice (/ /).	

6. **Cooldown:** Place each **Batman die** or **ally die** you rolled that meets the **cooldown condition** onto the **cooldown card**. Dice on cooldown are not available for the rest of the fight.
7. **End or Continue Fight:** If there are **no** enemy dice left in the pool, proceed to cleanup. If there **are** enemy dice left in the pool, you may **decide** to either **end** the fight and proceed to cleanup, or **continue** to fight another round.

Dealing Damage



For each point of **damage** you deal to enemies, remove **1 enemy die** from the enemy dice pool and **set it aside**. Enemy dice that have been removed from the pool aren't rolled again for the rest of the fight.

When fighting **riots**, damage is always dealt to **mutant dice** first, and **cop dice** are only removed when there are no mutant dice left.

> ***Tip:*** *The enemy dice you remove are also used to track **how many enemies** you **defeat** at the end of the fight, so it's a good idea to keep them separate from any extra dice on the enemy tokens card (see "Remove Defeated Enemies" on pg. 17).*

Taking Damage

For each point of **damage** you take from enemies or special effects, move one of your **damage markers** down 1 space. Unless otherwise noted, you may **choose** which of your **3 damage tracks** to apply the damage to (grit, health, or sanity). If you take **more than 1 damage** from a single source, you may **split** it between different damage tracks.

If you take damage of a **specific type** (e.g. "-1 grit"), you **must** apply the damage to the indicated track. If **any** of your damage markers reaches 0, you **lose**.

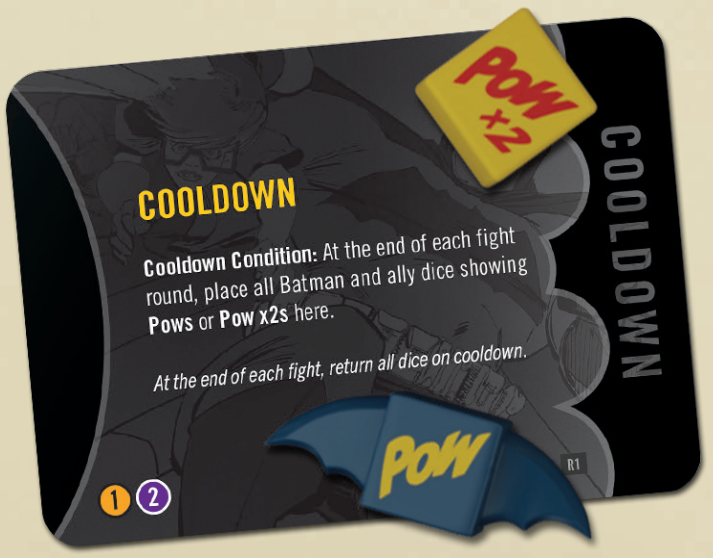
> ***Important!*** *Allies and vehicles **can't** take damage.*

Unblockable Attacks

Some enemy attacks (such as special boss attacks) are **unblockable**. If a die face or other source of damage is unblockable, you **can't** use **Blocks** or other effects to change it to a Miss or otherwise negate its damage.

Cooldown

Placing your dice on the **cooldown card** represents running out of energy and weapons during a fight. Once a die is on cooldown, you don't get it back until the **end of the fight** (see "Return Dice" on pg. 18). You can only fight off enemies for so long before you have to make a strategic withdrawal!



Continuing a Fight

If there are still enemy dice remaining at the end of a **fight round**, you can choose to **continue** the fight and resolve another **fight round**.

In each fight round, you may choose a **new** set of up to 3 **Batman** dice, which may include any dice you rolled in the previous round that **weren't placed on cooldown**, as well as any dice remaining in your **utility belt**. If you have **fewer than 3** dice left, you may **only** roll the number of dice you have. If an **ally** is assisting you, you may also continue to roll all of their **ally dice** that **aren't on cooldown**.

Enemies only roll the dice **remaining** in their pool each fight round. Any dice you removed in previous rounds remain set aside until the end of the fight.

Fight Cleanup

Remove Defeated Enemies

At the end of each fight, count how many **enemy dice** you removed to determine how many enemy tokens you **defeated**. The number of enemies you defeat at the end of a fight depends on the **type** of enemy you fought (see below). Whenever an enemy token is defeated, **remove** it from the map and return it to the supply.

Defeating Adversaries (Mutants or Cops)

After fighting **adversaries**, if you removed **at least 1 die**, defeat the adversary **under your figure**. Then, for **each additional die** you removed, choose and defeat another **1 adversary** of the **same type** in your location or an adjacent location.

> ***Important!*** *Since enemies never roll more than **6 dice**, you may **never** defeat more than 6 adversaries in a single fight.*



*After defeating 2 mutants in a fight, **Batman** removes the mutant in his space and 1 mutant in an adjacent location.*

You can **only** defeat and remove adversaries of the **type** that's **in your action space**. For instance, when you fight **mutants**, you can **only** defeat mutants, even if bosses or adjacent riots add extra dice to the fight (bosses and riots can **only** be defeated if you attack them directly).

***Example: Batman** fights 2 mutants. There is a **riot** in an adjacent location, so the mutants roll 3 dice total. In order to defeat both mutants, **Batman** only needs to deal **2 damage** (even though there are 3 enemy dice). If he does manage to remove all 3 dice, he'll still only defeat 2 mutants, because he can't stop the riot unless he fights it directly.*

Defeating Riots

In order to defeat a riot, you must successfully remove **all enemy dice** during the fight. If you do, you may place your figure (and any ally figures in your location) on **any empty action space**(s) there.

Important! *If there are **any** enemy dice left after you fight a riot, it remains on your location and will roll **all** of its dice again the next time you fight it.*



*Although **Batman** dealt 3 damage to this riot, it wasn't enough to defeat it.*

Return Dice

Once you've removed defeated enemies, return **all** dice you used to the appropriate areas, including dice placed on the **cooldown** card.

- Return all **enemy dice** to the **enemy tokens** card.
- Return all **Batman dice** to your **utility belt**.
- Return all **ally dice** to their respective **ally cards**.





Special Die Faces

POW x2	Deal **2** damage (same as rolling 2 Pows). If a single **Block** is applied to a Pow x2, change it to a single **Pow** (rather than a Miss).
BLOCK x2	Change up to **2** opposing dice to Misses (same as rolling 2 Blocks).
FLIP x2	Flip up to 2 Batarangs you rolled to their opposite faces (same as rolling 2 Flips).
	Refer to the **enemy tokens** card for this **Book**.
	Refer to the **enemy tokens** card for this **Book**.
	Refer to the **enemy tokens** card for this **Book**.

Other dice rules:

- **Flip** and **Reroll** dice can't be used to flip or reroll themselves.
- Once a die has been **resolved**, it **can't** be flipped or rerolled. (For example, once you've used a Flip on a die, you may not reroll that Flip die.)
- Whenever a **Batarang** die lands in a position where the result is unclear, immediately **reroll** it.

Combat Examples

Example 1: Batman *moves to a location with 1 mutant and 1 cop. He must land on a space with an enemy, so he moves on top of the mutant.*



Batman *could sneak to the empty space, but he decides it's time to clear out some scum. He draws 1 fight card, then counts up how many mutant dice he'll have to roll. There's 1 mutant in his space, and 3 in adjacent spaces, for a total of 4.*

To start the first fight round, he chooses 3 ***Batarang*** *dice from his utility belt and rolls them. Then he rolls 4 mutant dice.*



Batman *uses his* ***Block*** *to turn 1 Pow the mutants rolled into a Miss. Then both sides apply damage:* ***Batman*** *deals* ***2 Pows****, removing 2 mutant dice, and the mutants deal* ***1 Pow*** *(since, according to the* ***Book*** *(1) enemy tokens card, the special icon is a Miss).* ***Batman*** *decides to lose 1 health ♥.*



Batman *places both Pows he rolled on cooldown. He could continue the fight, since there are still 2 mutant dice left, but he does not want to lose anymore health, so he decides he's done enough for now. He removes the mutant in his space, and another mutant from Mercy Hospital, then returns all dice.*



Example 2: ***Batman*** *moves to a location with a riot and starts a fight.* ***Batman*** *selects and rolls 3* ***Batarang*** *dice from his utility belt.* ***Robin*** *is with him and used her "****Assist Batman****" action this turn, so* ***Batman*** *also rolls her 1 ally die. The riot rolls 2 cop dice and 2 mutant dice.*



Not a great roll for ***Batman*** *– but what's this? He uses* ***Robin's*** *Flip result to turn one of his Misses into a Pow! Better yet,* ***Batman*** *plays a "Kick" fight card to turn one of the riot's Blocks into a Miss!*



Batman *suffers 2 damage from the riot's Pows, plus 1 damage from his own Ram. He chooses to lose 2 grit ✊ and 1 sanity ▙. He deals 2 damage to the riot and removes 2 of its mutant dice for the rest of the fight.*



Batman *places his 1 Pow on cooldown. The riot still has 2 dice, so* ***Batman*** *must decide whether to end the fight or roll again – knowing that if he ends the fight now, the action space he's on still has an enemy token, so he won't be able to use it.*

Your Mission

Character and Reference Cards

The cards placed around the board during setup give you information and unique rules for the current **Book**. Make sure to read each new card carefully before starting a **Book**.

- **Story card:** Tells you the setting and situation that **Batman** faces, as well as **special rules** for this **Book** and the **clues** you need to investigate to discover the boss.
- **Batman card:** Tells you any additional **challenges** and **advantages Batman** has for this **Book**.
- **Ally cards:** Tell you which **allies** are available and what they can do.
- **Enemy tokens card:** Tells you what special icons on **enemy dice** do and any **special rules** that apply to different types of enemy tokens.
- **Boss card:** Tells you the boss's special abilities in and out of combat.
- **Round sequence card:** Reminds you of the steps of each round, and includes any special steps unique to this **Book**.
- **Goal cards:** Tell you secondary objectives you can complete to earn rewards and get stronger.
- **Vehicle cards:** Tell you which powerful vehicles you can acquire from **Wayne Manor** and use once per **Book**.

Investigating Crime

The boss may be on the map at the start of a mission, but you **can't fight them** until you do the detective work to **discover** their plans. The **rules booklet** and **story card** for each **Book** tell you how to find the **clues** you need to discover the boss and eventually defeat them.



The Boss's Location

The boss does **not** count as an **enemy token** and does **not** occupy an **action space**. This means that if you move to the boss's location and there are no adversaries or riot there, you may land on **any** action space there.

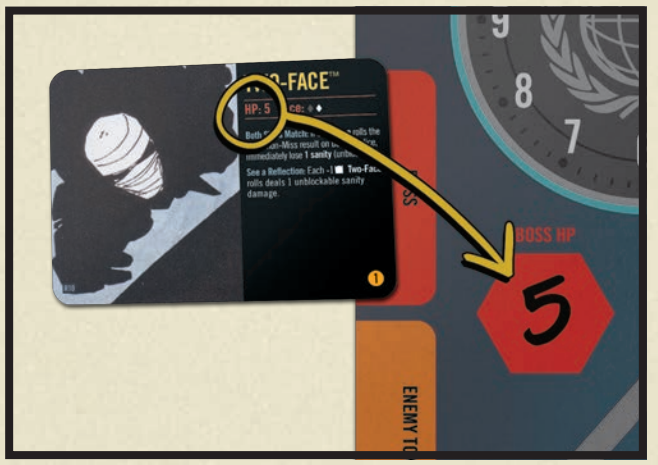


On the other hand, if there **are** adversaries or a riot at the boss's location, you **must** land on one of them. Whenever you fight **mutants** or **cops** at the boss's location, the boss adds +**1 die** to each fight, even if they have not yet been discovered.

Progressing the Story and Discovering the Boss

At various points throughout the story, you will be instructed to **flip the story card** to the next **part**. Once you've flipped to a new story card, only the rules and objectives on the **new** card apply.

When you successfully **discover** the boss, write the **HP total** shown on their **boss card** in the **boss HP hex** on the board. This indicates you can now start a **fight** with them.



Fighting the Boss

Once the boss has been **discovered**, you may start a **fight** with them during the **Fight or Sneak** step of your turn. You must be on an **action space** at their location that does **not** contain an **enemy token**. (If you **are** on an enemy token, you'll need to either **fight** or **sneak** past them before you can fight the boss, and you will not be able to fight the boss until the Fight or Sneak step of the **following turn**.)

Boss fights are resolved the same as fights with other enemies, with the following exceptions.

Special boss fight rules:

- Each boss has unique **boss dice**. The boss rolls **all** their dice in **each fight round** (unless their card says otherwise).
- Dealing **damage** to the boss does **not** reduce the number of dice they roll. Instead, **reduce their HP** by the amount of damage you dealt and write the new total in their **HP hex**. If their HP reaches **0**, you've **defeated** them and completed the **Book**.
- **Enemy tokens** in or adjacent to the boss's location do **not** add dice to boss fights, and **can't** take damage during boss fights.
- Additional **special rules** for each boss are listed on their **boss card**.

Goals

Goal cards are secondary objectives you can **complete** to improve your gear and gain other advantages.

Whenever you meet the conditions to complete a goal, **flip it over** and place it in front of you. You immediately gain the **reward** on the back of the card. These rewards are **permanent** and can be used for the rest of your playthrough.



Each **Book** adds new goals you can complete, but any goals you **didn't** complete in the previous **Book remain in play** and can still be completed. (However, partial progress towards goals does **not** carry over. You must start each goal fresh when you start the next **Book**; see "Completing a Book" on pg. 22)

Tip: *Some goals require you to track your progress over multiple turns. Make sure to read all new goals carefully before starting a* ***Book****.*

Action Space Modifiers

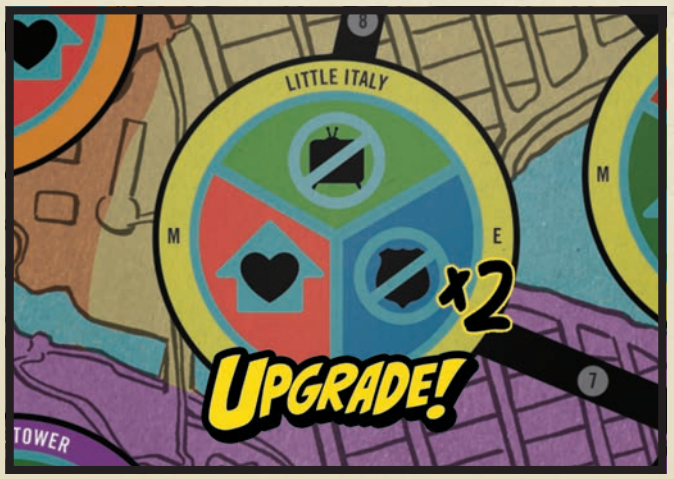
Some card effects **upgrade** or **destroy** action spaces on the map. These effects are always **permanent**, and are **only** erased at the end of your playthrough.

Unless a card effect says otherwise, you may **only** upgrade or destroy spaces that are **empty** (they do not contain a figure or token).

Upgrading an Action Space

When you upgrade an action space, draw a "**x2**" on it. Whenever you use this space, you may take its action **twice**.

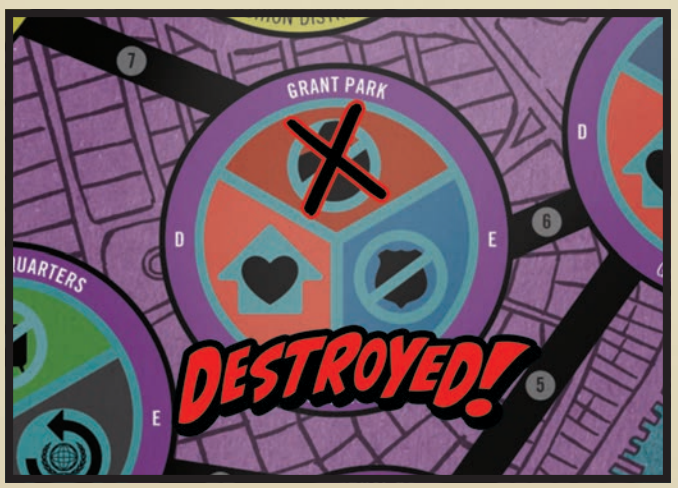
A space that has already been upgraded **can't** be upgraded again. If you can choose a space to upgrade, you may **not** choose **Wayne Manor** (unless a card effect says otherwise).



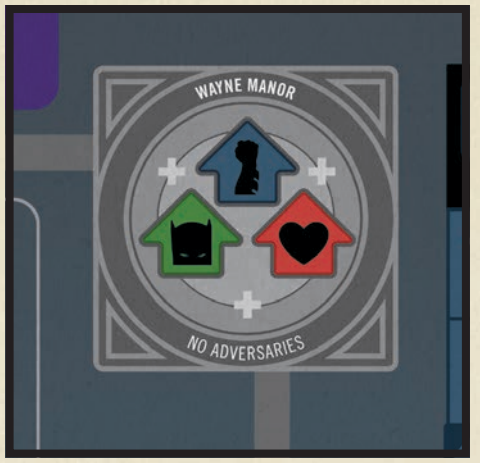
Destroying an Action Space

When an action space is destroyed, **cross out** its icon. You and other figures may no longer **move** to or **use** this action space.

Adversaries may **not** be **added** or **moved** to destroyed spaces. When determining whether a riot starts at a location, only spaces that are **not destroyed** must be filled with adversaries for a riot to start (see "Step 3.1: Place Riots" on pg. 9). If a space is **already** destroyed, it may **not** be destroyed again**.**



Wayne Manor™



Wayne Manor is a **special location** on the map that only **you** can access. Moving to **Wayne Manor** gives you a chance to recover, and gives you access to new **vehicles**. Allies, adversaries, and bosses **can't** move to **Wayne Manor**, unless a special effect says otherwise.

Moving to Wayne Manor

You can move to **Wayne Manor** by any **bridge** printed on the map. When you move to **Wayne Manor**, you must immediately **end your move** (you may not use another bridge to **leave Wayne Manor** until your next turn). Likewise, when you leave **Wayne Manor**, you must immediately end your move at the first location you reach (since you are entering a different **district**).

Wayne Manor Actions

Unlike other locations, **Wayne Manor** has a **single action space** with **3** action icons. When you use this action space, you may take **all 3 actions** and regain 1 grit, 1 health, **and** 1 sanity.

Additionally, each time you enter **Wayne Manor**, you may acquire **1 vehicle** from the slots above it. Place the acquired **vehicle card** in the **available vehicles** slot on the left side of the board, along with the **vehicle figure** on it (see next section).

> ***Tip:*** *Although there are only 3 vehicle slots at* ***Wayne Manor****, there can be any number of vehicles there. You may need to place the cards in several rows.*

Vehicles



You can use vehicles to take powerful **once-per-Book** actions and **prevent** new adversaries or riots from being placed at important locations on the map.

Acquiring Vehicles

In order to use a vehicle, you must visit **Wayne Manor** to **acquire** it. Once you've acquired a vehicle, it is moved to your **available vehicles** slot on the left side of the board.

There is **no limit** to the number of vehicles you can have in your available vehicles slot. Vehicles you **don't** use during a **Book stay** in your available vehicles slot and can be used at any time during the next **Book**.

Using Vehicles

Each vehicle can be used **once per Book**. You may use available vehicles at **any time** on your turn, **except during a fight**. Resolve the vehicle's effect as described on the card.

> ***Tip:*** *Once a vehicle has been placed, it* ***can't be moved*** *for the rest of the* ***Book****. This means you can no longer move to the* ***action space*** *where you placed the vehicle in order to use it (see "One-Figure Rule" on pg. 13), but it also means a* ***riot*** *can* ***never*** *start at that location (see "Step 3.1: Place Riots" on pg. 9).*

Completing a Book

When you successfully **defeat the boss** and complete a **Book**, you need to do some cleaning up before you can begin the next **Book**. This can be a good time to **save your progress** so you can pick up your playthrough at another time (or "rewind" if you lose).

End of Book Cleanup

When you complete a Book, take the following steps:

1. Return the following components to the game box:

Boss card(s)	**Story** card(s)
Boss figure	**Round sequence** card
Enemy tokens card	**Batman** card

2. Discard all **Standard** (S) **action cards** in your hand to the action card **discard pile**. (Do **not** discard any cards with a **Book number** icon. You may keep these in your hand to use in the next **Book**.)
3. Clear any **tokens** that are on **in progress** goals and return them to the supply. Discard any action cards that are underneath in progress goals to the action card **discard pile**.
4. Gather together all **action cards** in the **action deck**, **action card discard pile**, **event deck**, and **fight deck**. Go through these cards and sort the **Standard** (S) **cards** from the cards with a **Book number** (1/2/3/4). Return all cards that have a **Book number** to the game box. Place all **Standard** (S) cards back on the **action deck** space (don't bother shuffling them yet).
5. Return all **vehicle figures** on the map to their vehicle cards, and return these cards to **Wayne Manor**. (Leave any vehicles you acquired but **didn't use** in your **available vehicles** area.)
6. Erase the number in the **white box** at the top of the **GCPD track**, as well as all adversary numbers and modifiers **inside the flames** on the track. **Do not** erase any modifiers **outside** the flames (see "Adversary Number Modifiers" on pg. 11).
7. Erase the **boss's HP**.
8. Return all **clue tokens** to the game box.
9. You're now ready to start the next **Book**! Open the **rules booklet** for the next **Book** and follow its setup instructions.

Important! *Do not clear, discard, or erase anything unless you are specifically told to do so! Many components and effects drawn on the map* ***carry over*** *to the next* ***Book****.*

Saving Progress

If you do not want to play all 4 **Books** in a single sitting, you can temporarily **save** your progress and start again later. You can either do this by **taking photos** of the game board and your available cards and dice, or **writing** the information you need on the board as described below.

Steps for Saving Your Game (After Completing a Book):

1. Mark the following info on the **game board** with your marker:
   - **a.** Where **Batman** is located (write "Bat")
   - **b.** Where each **ally** is located (write suitable initials)
   - **c.** Where each **mutant** is located (write "M")
   - **d.** Where each **cop** is located (write "C")
   - **e.** Where each **press** is located (write "P")
   - **f.** Where each **riot** is located (write "R")
   - **g. Batman's** current **grit**, **health**, and **sanity**
   - **h.** The current position of the **Doomsday tracker**
2. Store the following in a container labeled **"Acquired"**:
   - **a.** All **action cards** in your **hand**
   - **b.** All **completed goal cards**
   - **c.** All **unused vehicles** in your **available vehicles** area
   - **d.** All **ally cards**
   - **e.** All **dice** in your **utility belt** and on **ally cards**
3. Store the following in a container labeled **"Unlocked"**:
   - **a.** All **in progress goal cards**
   - **b.** All **unacquired vehicles** at **Wayne Manor** (including vehicles you used in the last **Book**)
4. Return all other components to general storage in the box.

To **resume** a saved game, unpack the components and lay them out as recorded above. Then follow the setup instructions for the next **Book**.

Note: *You do not need to track which action cards are left in your* ***action deck****, as you will construct a new deck at the start of each* ***Book****.*

Pausing Mid-Book:

To pause your game in the **middle of a Book**, follow the above steps, with the following additions:

5. Store **clue tokens** you've collected in your **"Acquired"** container.
6. Store your **fight deck** in your **"Unlocked"** container.
7. Store each **completed goal** with **remaining Bat-Signal tokens** in a separate container.
8. Store each **in progress goal** and the **tokens or cards** on or under it in a separate container.
9. Mark the following info on the **game board**:
   - **a.** Where the **boss** is located (write the boss's name)
   - **b.** Where each **vehicle** on the map is located (write suitable initials)
   - **c.** Where each **unrevealed clue token** is located (write "clue")
   - **d.** Which **GCPD I/II** token was on each space on the track (write the region/district initials on the token)
   - **e.** Where the **turn tracker** is on the GCPD track

Setup

All setup instructions for **Book** (1) are covered in "New Playthrough Setup" on pg. 5.

Story: The Search for Two-Face™

*You're not the only one who has returned. After years of treatment and plastic surgery, **Harvey Dent** is released back into the world. But despite his normal appearance, his **Two-Face** persona quickly resurfaces. He threatens to blow up two of **Gotham City's** buildings. It's up to you to stop him before it's too late!*

Your Investigation

Your goal is to find **clues** to **Two-Face**'s whereabouts by interrogating members of the Mutant Gang.

In this **Book**, mutants with **clue tokens** represent **guards** with secret information. To reveal a **clue**, you must **defeat** its guard in a **fight**, and then **use the action space** where the clue is located. You may **not** remove guards by any means other than fighting them. (Note: You **can** defeat a guard if you start a fight with mutants at an **adjacent** location and deal more than 1 damage. Leave the clue facedown on the action space where you removed the guard until you're able to move there and use it.)

If a **riot** would be placed at a location with a guard, remove the guard as normal and place the **clue** on top of the **riot**. If you defeat the riot, you may reveal the clue. Like guards, riots with clues can **only** be removed by **fighting** them.





Discovering Two-Face

Whenever you **reveal** a **clue**, if it is a **Dead End**, discard it to the game box. If it is a **coin**, place it at **Wayne Manor**.

When you reveal a **4th coin**, move **Two-Face** from **Arkham Island** to the location where you found the coin. Then discard **all unrevealed clues** and flip the **story card** to **Part 2**.

Batman™: Dead or Retired?

They thought you were gone for good. They were wrong.

Movement

Whenever you **move through** a location that has **2 or more adversaries** or a **riot**, immediately take **1 damage** of your choice. (Do **not** take damage if you **start** or **end** your movement at such a location.)

Fights

At the start of each fight with **cops**, lose 1 **grit** .

Commissioner Gordon™: An Old Ally

***Commissioner Gordon** can use his negotiation skills to disperse press and riots.*

Ally Movement

Commissioner Gordon may travel up to **3 paths** in one movement. If you place him on top of a **press** token at the location he moves to, immediately **remove** it. **Commissioner Gordon** may use his movement to move to a different action space at his current location.

Ally Action: Quell Riot

In order to use this action, **both Gordon** and **Batman** must be at the same location where there is a **riot.** You may spend **1 grit** to **remove** the riot. Afterwards, move **Gordon** to any action space at **GCPD Headquarters**.





Vehicles

Batcopter™

You can acquire the **Batcopter** by visiting **Wayne Manor**. Once you've acquired it, you may use it **once per Book**, at any time **except during a fight**.

When you use the **Batcopter**, immediately move to **Wayne Manor**, then place the **Batcopter** on any **empty action space** in the location you **left**.

Once you've placed the **Batcopter**, **adversaries** can't be added or moved to the action space it occupies, and **riots** can't start at that location.

At the **end of each Book**, if the **Batcopter** is on the map, return its card and figure to **Wayne Manor**.

Remote Control Bat

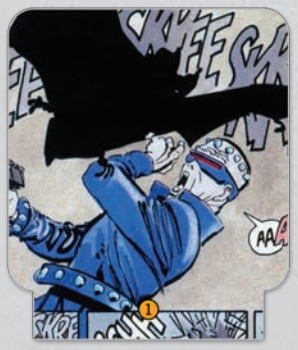
You can acquire the **Remote Control Bat** by visiting **Wayne Manor**. Once you've acquired it, you may use it **once per Book**, at any time **except during a fight**.

When you use the **Remote Control Bat**, remove **1 mutant** from **each location** adjacent to yours, then place the **Remote Control Bat** in an action space where you removed a mutant.

Once you've placed the **Remote Control Bat**, **adversaries** can't be added or moved to the action space it occupies, and **riots** can't start at that location.

At the **end of each Book**, if the **Remote Control Bat** is on the map, return its card and figure to **Wayne Manor**.





Enemies

Cops

Special: At the start of each fight with cops, **lose 1 grit**.

	Counts as a **Miss**.
	Counts as a **Miss**.

Mutants

Special: (none)

	Counts as a **Miss**.

Riots

Special: (none)

	Counts as a **Miss**.
	Counts as a **Miss**.
	Counts as a **Miss**.

Two-Face™

*No amount of surgery could save **Two-Face** from insanity.*

Both Sides Match: If **Two-Face** rolls the **same** non-Miss result on both his dice, immediately lose **1 sanity** (unblockable).

See a Reflection: Each **-1**  **Two-Face** rolls deals 1 unblockable sanity damage.



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From Morgan:

Special thanks to Alice, Charlotte & Graham

From Daryl:

Special thanks to Tanya & Lincoln.
Also thanks for nothing, 2020 — I'm looking at you, COVID!

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