

BATMAN

GOTHAM CITY STRATEGY GAME

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OVERVIEW

In *Batman: Gotham City Strategy Game*, each player will take the role of one of four fearsome Villains - The Joker, The Penguin, Two-Face or Killer Croc - struggling to become the criminal mastermind of Gotham City and the most powerful archenemy of the *Batman*. During the game, players will take control of blocks, hire henchmen, spread fear and weave their criminal plots in order to gain money, information & power... but they will also have to face the ever present threat of the Dark Knight - *Batman* - who will foil their plans and dismantle their criminal empire.

COMPONENTS

- A game board depicting Gotham City, divided into 12 "blocks"
- 4 Villain HeroClix figures and 1 *Batman* figure
- 5 HeroClix PAC compatible SwitchClix dials and Character Cards (see sidebar)
- 4 Player Screens [1 for each of the four Villains]
- 4 Villain Ability tokens: Two-Face's Coin, The Joker's Laughing Gas, Killer Croc's Trap, The Penguin's Trained Bird
- 100 Threat tokens [25 for each of the four Villains]
- 20 Henchmen figures [5 for each of the four Villains]
- 40 Money tokens [30 worth \$1; 10 worth \$5]
- 40 Information tokens [30 worth 1 Information; 10 worth 3 Information]
- 2 Custom *Batman* dice
- Rulebook

10 *Batman* cards



84 Criminal Plot cards



20 Villain Ability cards [5 cards for each of the four Villains]

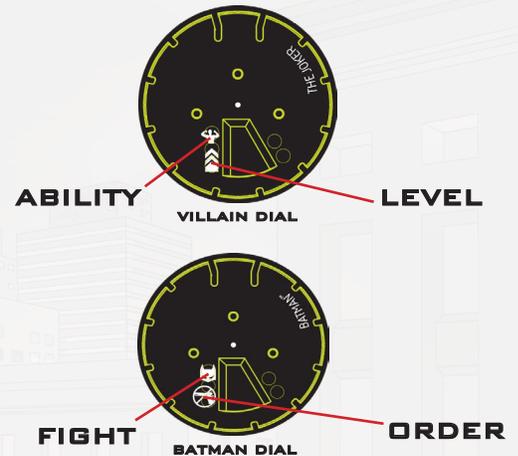


GAME GLOSSARY

- **VILLAIN** – the character you are playing in the game represented by a painted miniature on a HeroClix dial.
-  **HENCHMEN** – small miniatures representing your main minions and helpers, each player has 5 Henchmen figures in their Villain's color. They are used to fight, to control blocks (count as Threats for determining who rules on a block), and to play specific cards. These figures start in the Reserves and can be recruited during the game.
- **FIGURES** - refers to both the player's Villain HeroClix miniature and Henchmen miniatures.
-  **BLOCK** – one of the twelve different locations on Gotham City map. These are grouped in three districts with 4 blocks each: Uptown, Midtown and Downtown.
-  **MONEY** – tokens representing any goods (money, gold, precious objects) that your Villain will use to hire new henchmen and increase in levels. The symbol for Money is shown to the left. You may keep the money you acquire in the game hidden in your Hideout (behind your player's screen).
-  **INFORMATION** – tokens representing the secrets, blueprints, plans and tip-offs that you will use to plot your next heists and increase in levels. The symbol for Information is shown to the left. You may keep the Information you acquire in the game hidden in your Hideout (behind your player's screen).
-  **THREATS** – tokens representing the corruption, terror and muscle that you will use to control the blocks of Gotham City. The symbol for Threats is shown to the left. Each Villain has a total of 25 Threat tokens that they can acquire in the game (with their Villain's name printed on the back) and may not place more than 5 of their Threat tokens in a single block. If you are given an opportunity to place Threat tokens but you have no more Threat tokens in the Reserves (all of your Threat tokens are already on the map), you may instead move Threat tokens on the map.
- **INCOME** – the term used for Money or Information earned by ruling blocks of Gotham City. The type of income generated from a block is indicated by the icon on the Gotham City Transit sign with that block's name.
- **RESOURCE** – the term used for referring to Money, Information or Threats.
- **HIDEOUT** – the area behind your Player Screen, where you can hide Money & information and where Villain & Henchmen figures must be moved when defeated in a fight.
- **RULING** – you can rule a block in two ways: your Villain is on a block or you have the highest number of Threats and Henchmen on a block without another Villain. In case of a tie, more than one player can rule a block at the same time. No player is considered to rule a block that does not have any Threats or Henchmen. No one can rule a block occupied by *Batman*. Ruling a block is important in order to earn income (Money or Information), play specific cards or advance levels.



- **LEVEL** – the requirement needed for a Villain to advance to the next level is indicated next to the  symbol. The small red number above the level requirement is the Villain's current level. The first Villain to reach level 10 wins the game.
- **ABILITY** – when this symbol appears on the dial, your Villain gains a permanent ability.
- **BATMAN™ ORDER VALUE** – the number of Threats removed by *Batman* when he wins a fight or when he is moved in a block without a Villain in it. *Batman* Order Value is indicated on the *Batman* HeroClix dial next to the  symbol.
- **BATMAN™ FIGHT VALUE** – The modifier added to the dice result when *Batman* is involved in a fight. It is shown on the current dial of the *Batman* base. *Batman* Fight Value is indicated on the *Batman* HeroClix dial next to the  symbol.
- **RESERVES** – The store of resources available for players to acquire.



SETUP

- Open the game board.
- Shuffle the Criminal Plot deck and the *Batman* deck and place them face down next to the board.
- Place Money tokens, Information tokens, Threat tokens, Henchmen and the custom *Batman* dice next to the board. This is the Reserves.
- Make sure all the Villain HeroClix figures start the game at the first level (look for the small red “1” in center right of the HeroClix dial window).
- Place the *Batman* figure on the Batcave space.
- Each player chooses a Villain, and takes the corresponding:
 - Villain figure
 - Player screen
 - Starting Threat Tokens (indicated on the player screen)
 - Starting Money and Information tokens (indicated on the player screen)
 - Ability cards
 - Ability token for that character
- Each player draws five Criminal Plot cards from the deck.
- The player who has received the most speeding and parking tickets goes first, the more recent ticket breaks ties.
- Starting from the first player and proceeding clockwise, each player places the number of starting Threat tokens shown on their player screen.

TURN SUMMARY

Game proceeds clockwise, starting from the first player. On your turn, follow these steps in this order:

- Check if you can advance one or more levels
- Play one card from your hand:
 - Look at the top of the card. If there is a *Bat-Signal* icon, draw a *Batman* card and resolve it. If there is an income, this is assigned to the player(s) who rule the block specified on the card
 - Read and carry out the Criminal Plot effect of the card, or ignore it to take two resources of your choice (Information, Money, Threat to place on the map)
- Spend money to hire new Henchmen (optional, \$5 each)
- Discard 1 Information to move some/all of your figures anywhere on the map (optional)
- Draw a new card

ADVANCING A LEVEL

VERIFICATION

At the beginning of your turn if you fulfill the requirements shown on your current dial of your Clix, you can advance it one level (and additional levels on the same turn if you fulfill the requirements). You are now more dangerous! If the requirement is a certain amount of money or information, you must show and discard the corresponding amount of tokens. If the requirement is a certain amount of ruled blocks or recruited Henchmen, you must simply show the other players that you fulfill the requirement.

Example - Brandon is playing The Joker. At the beginning of his turn, The Joker is Level 4 and has 7 Information. He spends 6 of them and advances to the Level 5. He would need to rule 5 blocks in order to advance to the next level, but he rules only 3, so he doesn't advance more levels at the moment.

GAIN A NEW ABILITY

If you advanced one or more levels this turn, and you went past or the current Clix shows an Ability icon, you can immediately choose and place one of your Ability cards (you can choose any of the 5) face up in front of you so it is visible to all other players. This card represents a new permanent skill of your Villain that you can use in the remainder of the game.

Example - Joshua is playing The Penguin and has just advanced to the Level 2—it's time to choose his first Ability card! From his five choices, he chooses the "Hypnotizing Umbrella" card and places it in front of him. This allows him to steal resources from defeated enemies.

PLAYING A CRIMINAL PLOT CARD

A Criminal Plot card represents twists and turns in the life and times of a criminal. Play exactly one card in front of yourself face up, resolve it (see below) and then discard it into the Criminal Plot discard pile.

BAT-SIGNAL

If the top of the card shows a *Bat-Signal* icon, *Batman* is on the move! Immediately draw the first *Batman* card from the deck to see where he is going or what he is doing, reading out the text of the card and resolving its effect. If there is more than one destination possible for *Batman*, you can choose among the suitable ones. If *Batman* is moved on a block without an enemy Villain, all Henchmen in the block are moved to their Hideout, and the player who has moved *Batman* can remove from the block a number of Threats equal to the current Order value of *Batman*. If *Batman* is moved in a block occupied by a Villain, a fight occurs! (see “Fights” on page 4). After resolving the movement of *Batman* and (if necessary) a Fight, the card effect now occurs (see below).

Example – a card with a Bat-Signal icon is played by Two-Face, so a Batman card is revealed. The Batman card says that the player can move Batman to a block of their choice in Midtown. Two-Face chooses Ace Chemicals, since 2 of The Penguin’s Henchmen are in that block. The Henchmen are moved to The Penguin player’s Hideout (behind their player screen). Batman’s current Order value is -3 so the Two-Face player may also removes up to 3 Threats (of their choice) from the Ace Chemicals block.



BLOCKS OCCUPIED BY BATMAN™

When *Batman* occupies a block of the map, no Villain can claim to rule that block—even if they have the highest number of Threats in the block. Moreover, no one can move Henchmen or place Threats in a block occupied by *Batman* (unless specified on a card or unless you are moving Henchmen together with your Villain, thus creating a fight).

BLOCK INCOMES

If the top of the card shows a type of income (either Money or Information) and the name of a block of Gotham City, whoever currently rules the block immediately takes this income and places it in his Hideout. If no player currently rules the block, the income is not earned by any player. Regardless of outcome, the Card Effect now occurs (see below).

CARD EFFECT

After resolving the action of *Batman*, or assigning the income of a block to the character who rules the block (see Block Income above), you can decide how to use the Criminal Plot card you just played. You can use it either to carry out the Criminal Plot effect written on the card, or to take two resources of your choice (any two of Money, Information or Threat).



NOTE: If a card or game effect instructs you to place Henchmen or Threats, you may place these on different blocks, all on the same block or any combination. If a card or game effect says to place Henchmen or Threats “on different blocks” you may not place more than one in the same block.

GARRYING OUT THE CRIMINAL PLOT

Read out loud the title and text on the card, and carry out its effect. If the card effect requires other players to perform an action (rolling dice, or placing threats), this action is carried out by the players in clockwise order, starting with the player at the left of the player on turn. If the card effect requires other players to give you some kind of resource, but they don’t have enough, they must lift the player screen and show their resources and fulfill as much as able.

TAKING RESOURCES

You can also decide to simply ignore the Criminal Plot text on the card and instead take any two resources of your choice — Information, Money or Threat tokens — from the Reserves. Any time you earn Threats you must immediately deploy them to a block on the map.

RECRUITING NEW HENCHMEN

After playing and resolving the effect of your card, you can recruit Henchmen to help your Villain, spending \$5 for each recruited Henchman. Place the recruited Henchmen figures in your Hideout. Each player can have a maximum of 5 Henchmen (The Penguin’s “Trained Bird” ability is an exception to this rule).

Henchmen are used in the game to:

- control blocks
- help the Villains during fights
- play specific cards
- fulfill requirements to advance levels for your villain

MOVING YOUR FIGURES

By spending 1 Information, you can move any or all of your figures (Villain and Henchmen). You can move figures that are in your Hideout or on the map (from the map to your Hideout and vice versa) and from one block to another. Henchmen can be moved to unoccupied blocks (blocks with no other player’s Villain or Henchmen) without constraint. In the case of a block with existing enemy Henchmen, you must move more Henchmen than those already present in the block. The enemy Henchmen are then forced to flee to their player’s Hideout. If you move your Villain into a block with enemy Henchmen (and no other Villain), the enemy Henchmen are forced to flee to their Hideout. You can only move Henchmen into a block occupied by an enemy Villain or *Batman* if you are also moving your Villain figure to the same location; in this case, a fight immediately occurs (see “Fights” sections on next page).

FIGHTS BETWEEN VILLAINS

If you move your Villain, alone or with any number of Henchmen, to a block occupied by another Villain, you must fight to decide who will stay in the block, and who will flee to their Hideout. Each player rolls one of the *Batman* dice. Each Henchmen involved in the fight adds 1 to the result of the die roll. When rolling to determine fights between Villains, the Bat Emblem face  on the die counts as a 0 for the die roll. Whoever has the highest total wins the fight (in case of a tie, the Villain that entered the block wins) and can place two Threats (in the same or different blocks). The loser of the fight must leave the block with all of their figures – all of which are moved back to their Hideout.

Example – Killer Croc moves to a block occupied by The Joker and 1 of The Joker's Henchmen. Killer Croc rolls the Batman die and gets a 1. He adds a +2 modifier granted to him by his "Death Roll" Ability card for a total of 3. The Joker rolls the Batman die and gets a 2. The Joker adds a +1 modifier for the Henchmen in the block for a total of 3. It is a tie but...Killer Croc wins the fight since he was the player entering the block. The Joker and his Henchmen are moved to their Hideout and Killer Croc may place 2 Threats on any blocks of his choice.

FIGHTS BETWEEN A VILLAIN AND BATMAN™

If *Batman* moves into the block occupied by your Villain (or you move your Villain into the block occupied by *Batman*), your Villain is in a fight with *Batman*! Roll one of the *Batman* dice. Each of your Henchmen in the block adds 1 to the result of the die roll. If you roll the Bat Emblem  – *Batman* automatically wins the fight. The player who has drawn the *Batman* card controls *Batman* for the fight except in the case *Batman* is in a fight with the player who drew the card – in which case the player to the left controls all of the actions of *Batman* after *Batman* enters the fight. The player controlling *Batman* rolls one of the *Batman* dice and adds the current *Batman* Fight Value (shown on the Clix dial of the *Batman* figure). The highest total wins the fight.

If the Villain wins the fight, *Batman* has been temporarily defeated! The Villain stays in the block and may place 2 Threats. *Batman* is moved to the Batcave where he will prepare for his next encounter – advance *Batman* one level by turning his dial.

If *Batman* wins the fight, the Villain and all the Henchmen in the block are moved to their Hideout. The player controlling *Batman* **must** remove a number of Threats from the block equal to the current *Batman* Order Value. *Batman* stays on the block. In the case of a tie, the winner is the figure (Villain or *Batman*) that last entered the block (i.e. the aggressor wins ties).

DRAWING A NEW CARD

At the very end of your turn, draw the top card from the Criminal Plot deck, without showing it to the other players. If you draw the last card of the deck, one of the game end conditions has been triggered.

GAME END AND WINNER

The game ends if a player advances their Villain to Level 10 (shown as WIN on their HeroClix dial) – as soon as this player advances, the game is immediately over and that player is declared the criminal mastermind of Gotham City!

If the Criminal Plot deck runs out, each player gets one last turn (with the possibility of players ending the game by reaching Level 10 still present) ending with the player who drew the last card of the Criminal Plot deck. The Villain with the highest level is the winner of the game. In case of a tie between two or more players, ties are broken using the following criteria in the listed order – number of recruited Henchmen on the map or in their Hideout; Information; Money.

PLAYING GOTHAM CITY WITH 2 PLAYERS

When playing with 2 players, you don't rule a block if your number of Threats and Henchmen on a block ties that of another player. You need to be the only player with the most Threats and Henchmen, or – as usual – to have your Villain on the block.

VARIANT FOR INCREASED PLAYER INTERACTION:

At the end of the turn, just before drawing a new card, you choose the Criminal Plot card to play in the next turn, and you play it face down in front of yourself. At the beginning of your following turn, you reveal and carry out the effect of the card. In the meanwhile, something could have happened! "Do you still rule the blocks you needed to play your card?" "Did your Villain get defeated by *Batman*? So sorry!" If you play this variant, in the setup round every player places a face down Criminal Plot card in front of them that will be revealed in the first turn of the game.



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