

Game Operation & Features

Start of Game Features

Starting a Normal Game

Insert coin(s). The game generates a sound for the first coin & for each subsequent coin with the display indicating the number of credits posted. Press the **Start Button** and a start-up sound is produced, and the posted credits are reduced by one. Subsequent players can be added (**up to 4 can play!**) by pressing the **Start Button** before the end of ball 1 (*with sufficient credit in the game*).

The display now indicates the player or # of players selected from the total depressions of the **Start Button**. The display indicates the ball in play, and a ball is served to the *Shooter Lane*. Pressing the **Start Button** after ball 1 of any player will start a new game (*if credits are available*), **but only** if the **Start Button** is depressed for 2-3 seconds. This delay is to avoid accidental "re-starts" of a game. **Note:** *Any partial credit remaining during game play after the end of the first ball, or power down, will be eliminated.*

Starting Team Play (Doubles!)

This option is adjustable with **Standard Adjustment (Adj.) 58, Team Scores** (Default = **NO**). If **Standard Adj. 58, Team Scores** is changed to **YES**, then Team Play will be made available. **Team Play only works in a 4-Player Game**. The totals for Players 1/ 3 (Team 1) & Players 2 / 4 (Team 2) are then displayed individually **as well as** the combined score for **BOTH TEAMS**.

Starting Tournament Play

This Pinball Game is **Tournament Ready**. **Optional Tournament betaBRITE Color Dot Display & hardware (sold separately) is available**. Review **Section 3, Chapter 6, GO TO TOURNAMENT MENU**, for more info!

Unlike a "Normal Game", the Tournament Game is started by depressing the **Tournament Start Button** (*located on the Front Molding, if installed*). If adequate credit(s) are posted **and a Tournament is started (set-up properly)** via the **Service Menu** (*select the "TOUR" Icon in the Main Menu*), the **Tournament Start Button** will flash. *Any adjustments or installs changed will not be in affect. Starting a Tournament Game defaults to preprogrammed Tournament Rules (e.g. No Extra Balls, Specials or Bonus Credits are awarded); however, starting a Normal Game after a Tournament Game will then revert back to any unique adjustments or installs performed previously.* **During** and **End of Game Features** operate in the same manner.

During Game Features

Video Mode

Our games may feature video interactive play modes. *Also, don't forget to watch the display for hints or instructions.* The interactive video modes require the player to play on-screen using the flipper buttons. When in video mode, the ball-in-play is "held" (*usually in a Scoop, Eject Saucer or lock of some sort*).

During Game Features Continued

Feature Mode & Combination Shots

Features are lit on the playfield and started by completing *certain shots (e.g. completion of Target Banks, Orbit(s), Ramp(s) and/or any combination of the shots)*.

Multiball

Multiball is started after completion of certain features (*amount of balls used depends on game rules*).

Replay Feature

Replay awards are given as the player exceeds a High Score Level during game play. This can be adjusted with **Standard Adj. 3, Replay Award** (Default = **CREDIT**). Players exceeding the High Score Levels can receive: **CREDIT, EXTRA BALL, or SPECIAL**. Adjust to **NONE** if a replay award is not desired.

End of Game Features

Game Endings

When all player(s) have played all balls (including any Extra Balls), the game ends. If power is interrupted during the course of a game, it will end that game (**see Starting a Normal Game**). Closure of the Plumb Bob Tilt Switch according to the number of tilts set, **Standard Adj. 22, Tilt Warnings** (Default = **2**) or prolonged closure, will end the current Ball-In-Play. Closure of the Slam Tilt Switch on the Coin Door ends the current game(s).

Match Feature

At the end of each ball, earned bonuses are collected. At the end of the last ball of a game (including any extra balls, if applicable), earned bonuses are collected, then the system produces a random 2-digit number (a multiple of 10; 00 to 90). Matching the last 2 digits of the player's score with this number awards a credit. In **Std. Adj. 19, Match Percentage** (Default = **9%**) can be changed from 0-10%. Changing the percentage to **0% displays** the "Match Animation" at the end of the game, however, will never match nor award anything. Changing this adjustment to **OFF** will **not display** the "Match Animation" nor award anything.

Entering Initials/Name

If player achieved a new *High Score* in a game or achieved a *Special Feature (if given)* the player may enter 3 Initials. In **Std. Adj. 36, HSTD (High Score To Date) Initials** (Default = **3 Initials**) can also be changed to **10-Letter Name**. Use the **Flipper Buttons** to choose a letter or character as seen on the Dot Display. Hitting the **Start Button** locks in the letter or character and proceeds to the next letter. The game then proceeds into the **Game-Over Mode** and then to the **Attract Mode**.

Note: Standard Adj. 41, Custom Message (Default = **ON**) can be displayed during the **Attract Mode**; enter letters in the same fashion. For more details on Adjustments, see Section 3, Chapter 4.

... continued on the next page.



Auto Percentaging

This game is equipped with Auto Percentaging, **Standard Adjustment (Adj. 1, Replay Type** (Default = **AUTO**, adjustable). The *Replay Percent* is automatically adjusted, **Standard Adj. 2, Replay Percentage**, or you can set a *Fixed Replay Score*. Four levels may be selected. Adjustments allow awarding of a "CREDIT" (or your setting) as each level is exceeded. This can be adjusted with, **Standard Adj. 3, Replay Award** (Default = **CREDIT**). With the **Autopercentage Feature**, if the actual replay percentage is higher or lower than that desired, the game will automatically adjust for the new recommended percentage score(s). You may choose to make a different "score-to-beat" adjustment; this is done by utilizing **Standard Adj. 4, Replay Levels**. *For more details with Adjustments, see Section 3, Chapter 4. GO TO ADJUSTMENTS MENU*, also, see see Section 3, Chapter 5, **GO TO INSTALLS MENU** (via the **UTILITIES MENU**) for further customization of your Pinball Game.

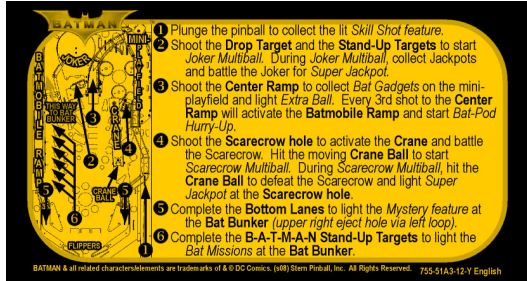


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Sec. 2: Game Op.

Instruction Card

Below is a **COPY** of the Game Instruction Card (SPI Number: **755-51A3-12-Y English Front / Spanish Back**). For a replacement *Game Instruction Card* simply **COPY** this page and *cut out* the card as a temporary replacement until a new card is ordered through your distributor; or download from our website, **www.sternpinball.com**, and click on the pinball game desired or click the the *Game Archive* link. Multiple language *Instruction Cards* are included with the *PDF*.



COPY & CUT

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- 1 Plunge the pinball to collect the lit *Skill Shot* feature.
- 2 Shoot the **Drop Target** and the **Stand-Up Targets** to start *Joker Multiball*. During *Joker Multiball*, collect Jackpots and battle the Joker for *Super Jackpot*.
- 3 Shoot the **Center Ramp** to collect *Bat Gadgets* on the mini-playfield and light *Extra Ball*. Every 3rd shot to the **Center Ramp** will activate the **Batmobile Ramp** and start *Bat-Pod Hurry-Up*.
- 4 Shoot the **Scarecrow hole** to activate the **Crane** and battle the Scarecrow. Hit the moving **Crane Ball** to start *Scarecrow Multiball*. During *Scarecrow Multiball*, hit the **Crane Ball** to defeat the Scarecrow and light *Super Jackpot* at the **Scarecrow hole**.
- 5 Complete the **Bottom Lanes** to light the *Mystery feature* at the **Bat Bunker** (upper right eject hole via left loop).
- 6 Complete the **B-A-T-M-A-N Stand-Up Targets** to light the *Bat Missions* at the **Bat Bunker**.

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Click on card to open the Instruction Card for printing.

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