

**SKILLSHOT:** Complete *Top Lit Lane* to collect 500K, *X-Ball* in play & open the *Museum* or *Awards* an *Extra Ball*.

**MULTIBALL / JACKPOT:** Complete **B A T M A N** to Drop open *Museum* & *Lite Lock #1*. Shoot the ball into the *Museum* and a 2nd Ball comes into play. In **2-Ball** play, shoot both into the *Museum* for **3-Ball** play. In **3-Ball** play, shoot the *Museum* to lite the **Jackpot**.

**JOKER JUMP:** Shoot the *Right & Left Eyes* to re-lite for 2M each. After completion, shoot the **Jokers Mouth** for 4 Million points.

**RAMP:** The *Left Hole* lites a **Ramp Value**. Shooting the *Left Hole* again changes the **Ramp Value**. Completing the **Ramp Awards** the **Value**. Shooting the un-lit **Ramp Awards** 1 *Joker Target*.

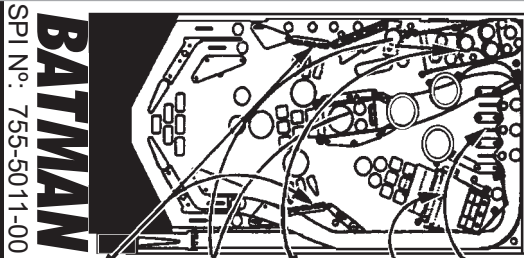
**JOKER TARGETS:** Completing all 6 *Joker Targets* Awards 1 or 2 Million points. 1M when the last *Target* is collected by a *Ramp Shot*, 2M when the last *Target* is shot by the Ball.

# BATMAN

SPI N°: 755-5011-00

**WATCH THE DOT DISPLAY FOR HINTS & INSTRUCTIONS! SHOOT AT WHAT'S FLASHING!**

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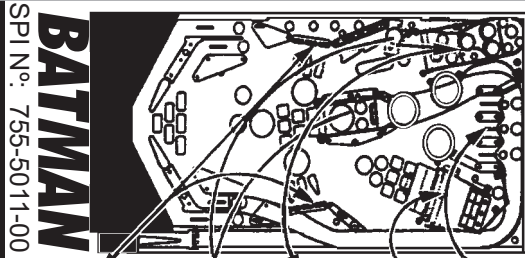
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**JOKER TARGETS:** Completing all 6 Joker Targets Awards 1 or 2 Million points. 1M when the last Target is collected by a Ramp Shot, 2M when the last Target is shot by the Ball.

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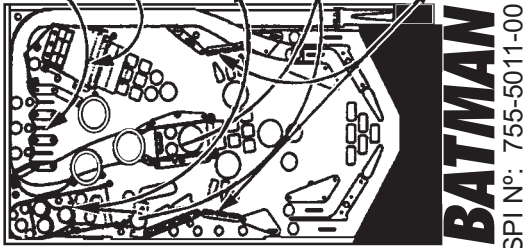
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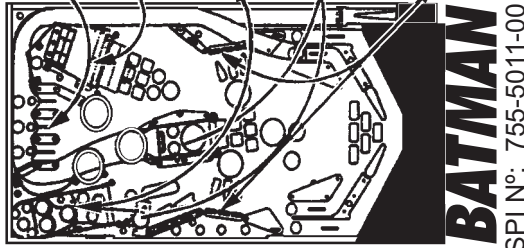
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