



TALISMAN[®]

BATMAN[™]
SUPER-VILLAINS
EDITION



INTRODUCTION

The object of the game is to sneak, fight and search your way through Arkham Asylum, and be the first of the Villains to reach the Security Control Room at the top of the Guard Tower. Once there you must subdue Batman and turn off all security systems. The first player to do this will free all of the Villains and become the leader of Gotham City's underworld, and will win the game.

In order to reach the end, you'll need to collect various Items, gain Followers and improve your Strength and Cunning. Most importantly, you will need to locate a Security Key Card to unlock the Security Control Room. Without one of these powerful cards there is no hope of completing your task.

NUMBER OF PLAYERS

Up to six players can play Batman Talisman, but the more players that are participating, the longer the game will last. For this reason we suggest using the following rules for faster play. If you have fewer players, or would like to experience the traditional longer Talisman game there are alternative rules provided at the end of this rulebook on page 14.

COMPONENTS

Below is a list of all the components that you will find in this copy of Talisman:

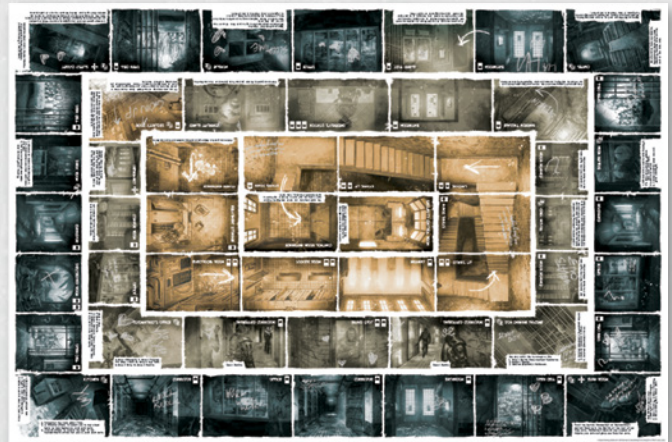
- 1 Custom Illustrated Game Board
- 1 Rulebook
- 12 Character Cards
- 1 Batman Card
- 102 Encounter Cards
- 24 Feat Cards
- 28 Purchase Cards
- 4 Security Key Cards
- 4 Alignment Tokens
- 6 Six-sided Dice
- 12 Custom Sculpted Character Figures
- 1 Custom Sculpted Batman Figure
- 6 Stat Boards
- 30 Coins
- 30 Encounter Tokens
- 36 Fate Tokens

KEY COMPONENTS AND CONCEPTS OVERVIEW

This section will introduce new players to the key concepts and components of Talisman. For players who are familiar with Batman Talisman, or the original Talisman game, we recommend jumping ahead to 'Game Set-up' on page 6.

GAME BOARD

The game board depicts the Villains' hand drawn maps of Arkham Asylum. It is divided into three Regions: First Floor (Outer Region), Second Floor (Middle Region), and Tower (Inner Region).



ENCOUNTER CARDS

This deck of 102 cards contains the many Enemies, Events, and Objects that Characters discover on their path through Arkham Asylum. The deck is divided into 3 sections, one for each Region of the game board.



FEAT CARDS

There are 24 of these Feat Cards detailing the various special Abilities that may be earned and used during the game.



PURCHASE CARDS

There are 28 Purchase Cards provided. These detail Objects that Characters may obtain by means other than the Encounter Cards.



SECURITY KEY CARDS

There are four Security Key Cards. Characters may discover these Key Cards in the Encounter deck or by completing a job for Carmine Falcone using the game space on the Second Floor.



BATMAN CARD AND FIGURE

Batman is not a playable Character, but rather he plays on his own against all of the players. All players may have an opportunity to influence Batman's movement around the board, but beware! An encounter with Batman can be dangerous for the Villains!



ALIGNMENT

A Character's Alignment shows their personality. A Righteous Evil Character believes their doctrine leads to salvation, an Indifferent Evil Character's motives are adaptable, and Chaotic Evil Characters simply wish to sow chaos wherever they go. Alignment may change during the game as the result of encounters or by the use of a special Ability.

Characters who change Alignment to a type that is different from their starting Alignment use an Alignment Token to show the change. No Character may change Alignment more than once per turn. If a Character has any cards not permitted by a new Alignment, those cards must be ditched in the Space they occupy (see pg.11).



COINS

The 30 Coins represent the money and valuables Characters use for bribes and other purposes during their adventure.



SIX-SIDED DICE

There are six dice provided. These are used for moving, resolving Combat, and determining results from instructions on cards and the game board. The Bat symbol on the die represents a “1” result.



STAT DIALS

There are 6 sets of Character Stat dials which are used to keep track of each Character’s Health, Cunning and Strength. No Character can exceed the maximum values of these dials.



VILLAIN CHARACTER CARDS AND FIGURES

There are 12 Villain Character Cards, each detailing a different playable Character and their starting Strength, Cunning, Fate, and Health values, as well as a number of special Abilities. Each Character Card corresponds to a custom sculpted figure that is used to represent that Character on the board.



STRENGTH AND CUNNING

Strength represents a Character’s fighting Ability, while Cunning represents a Character’s Ability to outwit Opponents. Strength and Cunning are used in Combat (see “Combat” on page 9) and to overcome certain obstacles that may be encountered during the game.

When a Character gains or loses Strength, this change is recorded using the red Strength dial. Changes in Cunning are recorded using the blue dial. However, Strength and Cunning gained from Objects, Legendary Objects, or Followers is not recorded on the dials, instead it is added to the Character’s Strength or Cunning when required or allowed.

A Character’s Strength or Cunning at any time is the value on the corresponding dial, plus any Strength or Cunning gained from Followers, Legendary Objects, and Objects that may be used at that time.

A Character’s Strength and Cunning dials can never drop below the Character’s starting values.

HEALTH

Health represents the Character’s durability. Health is lost through Combat, and other dangers that are encountered. Each Character starts the game with the number of Health listed on their Character Card. A Character’s Health is recorded on the green Health dial.

Characters may replenish lost Health by healing or gaining Health. Each Character’s maximum Health value is their starting value +2. Any Character who loses all of their Health is immediately killed. (See Character Death on page 12).

FATE

Fate is a measure of a Character’s luck, and is tracked using Fate Tokens. Once per die roll, a player may pay one Fate Token (returning it to the stockpile) to reroll one die they have just rolled:

1. for Character movement.
 2. to determine their Character’s attack roll or
 3. due to the instructions on a card or board Space.
- If a player pays a Fate Token to reroll a die, they must accept the new result; they may not pay another Fate Token to reroll the same die again.
 - If an action or Space requires a player to roll multiple dice they may only pay one Fate to reroll one of them.
 - A player may not pay Fate Tokens to reroll a die used to determine an Enemy’s attack roll or to reroll another player’s die roll.
 - Actions that replenish Fate allow a player to gain Fate up to a maximum of their Character’s starting Fate value +2.


CHARACTER SETUP

HEALTH
TRACKER

CUNNING
TRACKER

STRENGTH
TRACKER





THE JOKER

You begin the game with two Feats.

During the game, you always have at least one Feat. (Gain a Feat each time you use your last Feat).

When you attack another Character, you may choose to use Cunning instead of Strength. You may not do this when you are attacked by another Character.

ALIGNMENT: CHAOTIC START: MORGUE

2
STRENGTH

4
CUNNING

3
FEAT

1
COIN

4
HEALTH



FATE
TOKENS



COIN




THE JOKER'S
LAPEL FLOWER
LEGENDARY OBJECT

+2




Add 2 to your Cunning.

5



BASEBALL
BAT
OBJECT-WEAPON


+1



In Combat

Add 1 to your Strength during Combat.

5



KILLER CROC
FOLLOWER

Killer Croc will trade any number of Objects you have for bribe money. Discard the chosen Objects and gain 1 Coin for each. He cannot reverse the procedure.

5



MEDIC
FOLLOWER

You may have up to 2 Health per visit healed at the Infirmary for free.

You may exchange the Medic for 3 Coins at the Infirmary. If you do this, you must place her on the discard pile.

5

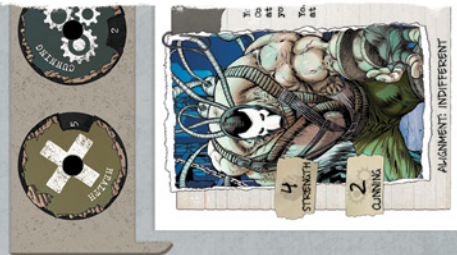
OBJECT CARDS

FOLLOWER CARDS



GAME SETUP

1. The board is unfolded and placed in the center of the playing area.
2. The Encounter Cards are separated into 3 decks by Region, and then each Region deck is shuffled and placed facedown beside the board.
3. The Feat Cards are shuffled and placed facedown beside the board.
4. The Security Key Cards and Purchase Cards are sorted by type and placed face up beside the board.
5. One player takes the Villain Character Cards, shuffles them, and deals two, facedown, to each player, who must then choose which one of those Characters they wish to play. The Characters not chosen are returned to the box and may be available if a Character is killed. (Alternate: If all players agree, players may choose their Characters from all of the available Characters, starting with the youngest player and proceeding in age order).
6. Each player places their Villain Character Card with the regular, non-deranged side face up in front of them. A player's Character Card, Objects, Followers, and other game components form their personal play area, which should be laid out as shown in the diagram on page 5.
7. Each player takes the plastic Character figure corresponding to their Character Card and places it on the board on the start Space indicated on the Villain Character Card.



8. Each player takes a set of Stat Dials and sets the green dial to the Health value listed on their Character Card, the red dial is set to the starting Strength value, and the blue dial is set to the starting Cunning value.
 - a. After setting the initial values each player may choose to increase either their Strength or Cunning by one.
9. Each player takes a number of Fate Tokens equal to the Fate value listed on their Character Card.
10. Each player receives one Coin, except for Mr. Freeze who begins the game with 5 Coins.
 - a. The remaining tokens, and Coins are placed to one side as stockpiles for use during the game.
11. Any player whose Character starts the game with Feats, as detailed in the Character's special Abilities, draws the designated number of Feat Cards from the Feat deck. These should not be revealed to other players.
12. Any player whose Character starts the game with any Objects, as detailed in the Character's special Abilities, now takes the designated Object Cards from the Purchase deck.
13. The Alignment Tokens should be kept handy, to be used when required.
14. The player who most recently read a Batman comic book, or watched a Batman movie or TV show goes first. Play then proceeds clockwise around the board.

THE GAME TURN

Each player's turn consists of two parts, **in this order**:

- 1. Movement** – The player rolls a die and moves his Character that number of Spaces around the board.
 - a.** Characters may move clockwise or counterclockwise in their current Region, but may not double-back in a single movement.
 - b.** If the movement roll is a 1, also resolve movement for Batman (see below).
- 2. Encounters** – Once a Character has finished their move, they must encounter either the Space or a Character in the Space where they land. At the end of a Character's turn, play passes clockwise to the player to the left.

Direction may not be reversed during a move except when passing between the First Floor [Outer] and Second Floor [Middle] Regions (see "The Guard Post" on page 13). A Character must always move at the start of their turn.

MOVEMENT IN THE TOWER REGION

The die is rolled for movement in the Tower Region, however a Character may only move half of the number of Spaces rolled rounded up.

TURNING BACK

A Character in the Inner Tower Region may decide at any time to turn back and move back towards the Tower Entrance.

A Character who has turned back still only moves half of the movement value rolled each turn, but ignores the instructions on all of the Spaces on their return to the Tower Entrance. Once a Character has declared their intention to turn back, they cannot change their mind and must go all the way back to the Tower Entrance.

BATMAN MOVEMENT

Any time a player rolls a 1 for their own movement, they move one Space and then roll an additional movement die. They then move Batman the number of Spaces rolled either clockwise or counterclockwise. Additionally, as his first movement the active player may move Batman into the adjacent Space of another Region before completing any remaining Spaces of movement in that Region.

Whenever Batman lands on a Space containing one or more Characters at the end of his movement, the player who moved Batman must choose a Character on that Space to engage in Combat with Batman.

- The attacked Character chooses the type of Combat (Strength or Cunning). Then complete Combat as directed on the Batman Card.

- If the player wins the Combat they have escaped Batman, they roll one die and consult the chart on the Batman Card to determine what happens to their Character.
- Batman remains on the Space where Combat occurred.
- If they lose, the Character loses 1 Health.

ENCOUNTERS

After a Character has finished their movement, they must either encounter the Space they land in or a Character in that Space. Characters can encounter a wide variety of enemies and personalities. Sometimes the encounters are friendly and aid the Character with gifts. Other times the encounters are hostile and attack the Character, or even cause them to become Deranged!

ENCOUNTERING ANOTHER CHARACTER

A Character may encounter another Character by either an attack (see "Combat Between Two Characters" on page 10) or by using one of their special Abilities. If a player chooses to encounter a Character instead of encountering a Space, they may not visit any Stranger or Place on the Space, nor may any Objects, Followers, or Coins be taken from the Space.

ENCOUNTERING A SPACE

Characters must always follow the instructions on the Space where they land if their player chooses to encounter the Space instead of encountering another Character.

If encountering a Space with the Draw Cards icon:



- 1.** Draw Encounter Cards from the deck matching the Characters current Region. Draw up to the number instructed on the Space, include any cards already on the Space, regardless of their type.
- 2.** Resolve cards in order starting with the lowest encounter number. This will typically follow the order below
 - Combat with Enemies (see Combat)
 - Resolve any additional instructions on the Space
 - Visit Strangers and Places
 - Collect any Followers, Coins, and Objects (optional)
 - Ditch any Followers, Coins and Objects (optional)

Cards with the same encounter number are resolved in the order drawn.

On the First Floor, Encounter Cards are placed next to the board, adjacent to the Space where they are encountered. For the Second Floor and the Guard Tower, Encounter Cards

are placed near the game board and a pair of matching Encounter Tokens is placed with one token on the card and one on the associated Space on the game board.



If the instructions on an Encounter Card cause it to be placed elsewhere, it does not affect the Character who drew it at that time.



COMBAT

Combat occurs when a Character:

1. encounters an Enemy, or
2. decides to attack another Character

RESOLVING COMBAT VS. ENEMIES

The type of Combat is determined based on the statistic (Strength or Cunning) indicated on the Enemy Card. Combat against Enemies is resolved in the following steps:

1. **Evade:** The Character first declares if they are using a Feat or Special Ability to evade (see “Evading” on page 11). If not, then Combat takes place.

2. **Feats, Weapons and Abilities:** Any Feats, Objects, Legendary Objects or Abilities that a player wishes to use to affect a Character’s Strength or Cunning must be implemented before the Attack Roll is made.
3. **Attack Roll:** The active player rolls one die and adds the result to their Character’s Strength or Cunning, depending on the type of Combat that is occurring. Be sure to add the appropriate modifiers in the total. Remember that only one Weapon may be used at a time (see ‘Weapons and Armor’ on page 11).
4. **Enemy Attack Roll:** Another player now rolls a die for the Enemy’s Attack Roll and adds this to the Enemy’s Strength or Cunning. This total is the Enemy’s Attack Score.
5. **Compare Attack Scores:**
 - a. If the Character’s Attack Score is higher, the Enemy is defeated, and the player collects the Enemy Card (see Infamy for more details).
 - b. If the Enemy’s Attack Score is higher, the Character is defeated and loses one Health (use of an Object, Feat, or special Ability may prevent this but for Strength Combat only).
 - c. If the Attack Scores are equal, the result is a stand-off and there is no effect. If the Character is defeated or the Combat ends in a stand-off, the Character’s turn ends immediately.
6. When comparing Attack Scores, the Active Player may pay one Fate to reroll their Attack Roll if they wish, in which case they must accept the new result and use it to recalculate their Attack Score. Players may not use Fate to reroll the Enemy Attack.

MORE THAN ONE ENEMY

If there is more than one Enemy that attacks a Character by Strength or more than one that attacks by Cunning and they have the same encounter number, they fight as one during the battle, adding their Strength or Cunning together with just one Attack Roll to make a single, combined Attack Score. An Enemy with Strength will never join in an attack with an Enemy with Cunning.

INFAMY

When a Character defeats an Enemy, they keep the Enemy Card to track their Infamy. A Character may exchange these Infamy Cards at the end of their turn to gain either Strength or Cunning, which is recorded on the appropriate dial.

A Character gains one Strength for every five points of Strength, or one Cunning for every five points of Cunning marked on the Infamy Cards they turn in. Enemy Cards exchanged are then placed on the Encounter Card discard pile. Excess Strength or Cunning points of the Infamy Cards above a multiple of five are lost.

COMBAT BETWEEN TWO CHARACTERS

Combat between two Characters is always completed using Strength, unless the attacking Character has an Ability that allows them to fight with Cunning.

Battles between two Characters are resolved in the same manner as Combat with Enemies, with the following changes:

1. **Evade:** The Character being attacked may evade if they have a Feat or Special Ability that allows them to do so.
2. **Feats, Objects and Abilities:** Both Characters have the opportunity to use Feats before the dice can be rolled. Any effects or Abilities that affect a Character's Strength or Cunning must be implemented before the Attack Roll is made.
3. **Determine Attack Rolls:** Both Characters then roll a die to determine their Attack Roll. Once both Attack Rolls have been made, the attacking Character must choose first whether to pay Fate to reroll. Once they have

EXAMPLE OF COMBAT



The Joker has a Baseball Bat in addition to the Stealth and Rage Feat cards. Earlier in the game The Joker increased his Strength to 3 and his Cunning to 5 as shown on the red and blue dials. On his turn The Joker moves to an Open Cell Space and draws 1 Encounter Card. It is Spoiler who has a Strength of 6.

The Joker could choose to evade Spoiler by using the Stealth Feat, but decides to attack Spoiler instead. Since Spoiler has a Strength value, The Joker must also fight with Strength.

The Joker chooses to use the Rage Feat, allowing him to add his Strength of 3 to his Cunning of 5 for the Combat. Additionally, he uses the Baseball Bat

to add one more to his Strength, making a total of 9 (3+5+1). Spoiler rolls a 6 for her attack and The Joker rolls a 3.

After adding their Strength values to their Attack rolls both The Joker and Spoiler have an attack value of 12, which would result in a stand-off. The Joker decides to spend one of his 3 Fate tokens to reroll his attack roll. The new result is a 5, which makes his attack score a 14. Since The Joker's attack score is now higher than Spoiler's, he defeats Spoiler and collects her card for Infamy points. If The Joker's attack score had been lower than Spoiler's he would have lost the battle and lost 1 Health, ending his turn. In this case Spoiler would have remained on the Open Cell Space.

chosen, the defending Character has the same option. No matter what the defender chooses, an attacking player who decided not to spend Fate may not change their mind after the defender has made their choice.

4. **Compare Attack Scores:** Next, each Character's attack score is determined as in battles against Enemies. The Character with the higher attack score wins the battle. If the scores are equal, the result is a stand-off.
5. **Claim Reward:** The winner may either force the loser to lose one Health (which may be saved by use of an Object or Feat only if the Combat was completed with Strength), or may take one Object or one Coin from the loser. The turn then ends.

EVADING

Characters sometimes have the option to evade Enemies and other Characters by using Feats or Character Abilities. The evading Character cannot affect or be affected by the attacking Character or Enemy.

Encounters that may be evaded are:

1. Anything that attacks a Character (1st and 2nd Floor only)
2. Enemies that appear as a result of an Event, Place, or Stranger Card (1st and 2nd Floor only)
3. Any Character attempting to attack or use a special Ability.

Batman may never be evaded, and only other Characters may be evaded in the Tower.

OBJECTS

Both Objects and Legendary Objects are considered to be Objects. Any Object Cards Characters have are placed below their Character Card and must be kept face up.

OBJECT CARRYING LIMITS

No Character may have more than four Objects unless they have a Loot Bag. Any Character acquiring more than four Objects must decide which to keep. The remainder are immediately placed face up on the Character's Space. Coins and Fate Tokens do not count as Objects.

WEAPONS AND ARMOR

Objects with the **Weapon** keyword increase a Character's fighting Ability. A Character may only use one Weapon during Combat, unless their special Abilities state otherwise.

Objects with the **Armor** keyword prevent the loss of Health when a Character is defeated in Strength Combat. A Character may only use one Armor Card during Combat.

FOLLOWERS

During the game, Characters may acquire Followers as the result of encounters. All Followers accompanying a Character are kept below the Character Card and must be kept face up. A Character may have any number of Followers. Any Followers that are killed or that must be discarded are placed on the Encounter Card discard pile.

DITCHING FOLLOWERS AND OBJECTS

A Character may ditch any of their Followers or Objects at the end of their turn by leaving them face up in the Space they occupy. If a Character ditches any Followers or Objects, they cannot take them back during the same turn.

FEATS

All Characters may acquire and use Feats from the Feat deck, if their Cunning is sufficient to permit this, as indicated in the table below.

Total Cunning	1	2	3	4	5	6+
Max. Feats	0	0	1	2	2	3

If at any time a Character has more Feats than their Cunning allows the player chooses which Feats to discard. Feats cannot be discarded unless the Character has more Feats than their Cunning permits. **The only other way to get rid of a Feat Card is to use it!**

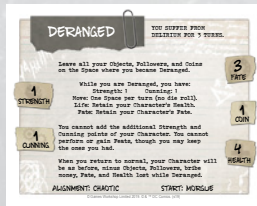
If the Feat deck is exhausted, all of the discarded Feat Cards are shuffled and placed facedown to form a new deck. Feats are kept secret from other players. The effect of each Feat, and when it can be completed, is detailed on the individual Feat Cards.

USING FEATS

A player may use any number of Feat Cards from their hand on their turn, but may only use one Feat during another Character's turn. Feats are always resolved immediately when played or when encountered on the board.

ADDITIONAL RULES

DERANGED



When a Character becomes Deranged the effect lasts for three turns. The player turns their Player Card over to the Deranged side and must follow the rules listed there. At the end of the third turn flip the Character Card back over to the non-Deranged side as the Character

reverts back to their original form.

Deranged Characters have a Strength and Cunning of 1 and cannot gain or lose either value. When a Character becomes Deranged, players should leave their Strength and Cunning dials at the original values, as Strength and Cunning will revert to normal when the effect wears off.

If a Character is already Deranged and becomes Deranged again, the Character remains Deranged for three more turns starting from the second instance of becoming Deranged.

LOSING A TURN

Any instructions that result in the loss of a turn cause the player to lose their next turn. The current turn is resolved as normal.

CHARACTER DEATH AND INHERITED ITEMS

When a Character is killed, remove the Character Card and playing piece from the game. Place any Objects (including Legendary Objects), Coins, and Followers to one side. Return any Feats, Infamy, and Fate to the appropriate discard or stockpiles.

On the player's next turn, they start with a new Character drawn at random from the unused Character Cards. Follow steps 6-12 in game set-up (pages 6-7) to start the new Character.

The Objects, Coins, and Followers that were put to one side are inherited by the player's new Character and may be used as normal. Unwanted cards, or cards that may not be kept based on the new Character's Alignment, should be left on the Character's starting Space.

HAVING AND USING CARDS

Using cards is always optional.

Characters may hold cards that they are not permitted to use, unless a given card specifically states otherwise. For example, Poison Ivy may not use Weapons in battle but she may have Weapon Cards in her possession to sell to Killer Croc, deliver as a job for Carmine Falcone, or simply to prevent another Character from picking them up.

However, The Joker may not have the Police Radio, because that card states that no Chaotic Evil Character may have it. If a Character encounters an Object they may not have, they must leave it face up in their current Space on the game board. Characters are not permitted to steal cards that they may not have.

SECURITY KEY CARDS AND PURCHASE CARDS

Unlike the Encounter Cards and Feat Cards, Security Key Cards and Purchase Cards are not placed into a discard pile when not needed, they are instead returned to their appropriate piles and are available to all Characters once more.

LIMITED RESOURCES

All Coins, Fate, Purchase Cards and Security Key Cards are limited to the number of components provided with the game.

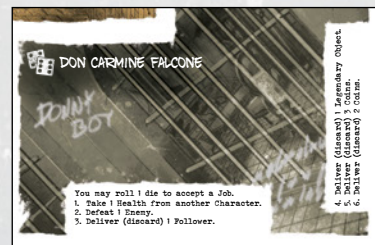
FOLLOWERS

During the game, Characters usually acquire Followers as the result of encounters. All Followers accompanying a Character are kept below the Character Card and must be kept faceup.

A Character may have any number of Followers.

CARMINE FALCONE'S CELL

A Character who lands on Carmine Falcone's Cell may choose to accept a job. If a Character chooses to accept a job, they must roll a die to determine what the job will be, as instructed on the Space.



A Character may not accept more than one job at a time.

A Character must attempt to complete the assigned job immediately if they are able to do so. In addition, Carmine Falcone will prevent any Character who has accepted a job from opening the Security Door until the job is complete.

CROSSING BETWEEN THE FIRST AND SECOND FLOOR

Characters can only cross from the First Floor to the Second Floor by fighting their way past the Guard Post or by using the Lock Pick or Guard Keys.



THE GUARD POST



The Guard Post Space provides an opportunity for Characters to pass between the First and the Second Floor.

If a Character's movement on the First Floor is sufficient to carry them to or past the Guard Post Space, they may choose

to attempt to pass through it to the Second Floor. In order to do so they must fight a Guard with a Strength of 9. This Guard does not roll a die in Combat to modify this value.

A Character that defeats or evades the Guard at The Guard Post must continue their movement by entering the Second Floor and continuing to move in either direction to the full value of their movement roll. If their movement ended in the Guard Post Space, they will continue their movement to the Second Floor on their next turn.

A Character defeated by the Guard at the Guard Post loses one Health (which may be saved by use of an Object or Feat), and their turn ends immediately. A Character in a stand-off with the Guard does not lose a Health, but their turn still ends immediately.

The Guard does not attack Characters passing over the Guard Post Space if they choose to remain on the First Floor, nor does he attack Characters who move from the Second Floor back to the First Floor. Additionally, a Character who lands on the Guard Post Space, may choose to encounter the Space by drawing 1 card from the Encounter deck. If they choose this option they may not pass to the Second Floor.

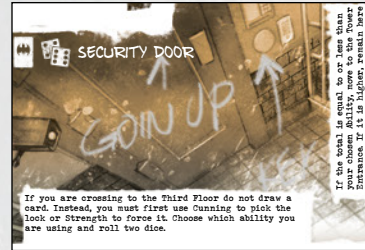
LOCK PICKS AND GUARD KEYS

Any Character wishing to cross from the First Floor to the Second Floor without passing the Guard Post must have the Guard's Key Card. A Security Key Card cannot be used for this purpose.

Any Character in an Office or Dark Room Space who has a Lock Pick may declare that they are searching a locked desk for Guard's Keys. The Character takes the Guard's Keys Card from the Purchase deck (if available).

Any Character with Guards' Keys may cross from the First Floor to the Second Floor by returning the Guard's Keys Card to the appropriate supply or discard pile. The Character crosses to the Space directly opposite the one they are in. This is their move for that turn; they do not roll the die to determine additional movement. The Character must encounter the Space they moved into or a Character in that Space.

THE SECURITY DOOR



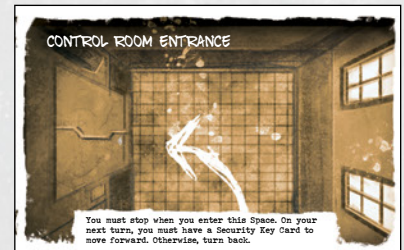
The Guard Tower can only be entered by passing through the Security Door. A Character can try to open the Security Door if they end their movement on it, or if their movement is sufficient to carry them beyond it. A Character must attempt to open

the Security Door each time they wish pass into the Guard Tower, but may pass freely through it when leaving the Tower.

A Character attempting to open the Security Door follows the instructions on the Security Door Space. If successful, the Character's turn ends on the Tower Entrance. If unsuccessful, the Character's turn ends immediately and they remain on the Security Door Space.

CONTROL ROOM ENTRANCE

A Character must stop when they reach this Space. If they have a Security Key Card, they must discard it to enter the Security Control Room. If they do not have a Security Key Card they must turn back (see Turning Back on page 8).



SECURITY CONTROL ROOM

Once a Character enters the Security Control Room Batman is immediately moved to this location and the Character must engage in their choice of Strength or Cunning Combat with Batman. Batman has a Strength and Cunning of 12 in

the Security Control Room. If the Character defeats Batman they shut down the security system for Arkham Asylum and win the game. If the Character loses in Combat they must return to the Security Door at the base of the Tower. If the Combat ends in a stand-off the Character remains in the Security Control Room and must fight Batman again on their next turn.



ALTERNATIVE RULES

If players want to use any of the rules discussed here, they should make sure that everyone understands and agrees to the rules before the game begins.

RULES FOR TRADITIONAL PLAY

Batman Talisman uses the faster play rules from the Talisman Revised 4th Edition game. It is possible to adjust the rules back to the original game length using the changes listed below.

NO INHERITANCE

For a more challenging game, remove the inheritance rules for when a Character dies. Instead, when a Character dies, all the Character's Objects, Legendary Objects, Followers, and Coins are placed on the Space where the Character was killed. All the Character's gained Strength and Cunning is lost and Fate Tokens are returned to their stockpiles. All other cards (including the Character's Infamy Cards and Feats) are placed in the appropriate stock or discard piles. The Character Card and Character Figure are removed from the game. The dead Character's player may start again, on their next turn, with a new Character drawn at random from the unused Character Cards, following steps 6–12 from the "Game Setup" section (see page 6).

STRENGTH AND CUNNING

If players find themselves with time for a longer game, they can decrease the rate at which Strength and Cunning is earned.

The normal rule in Batman Talisman is that to gain a point of Strength or Cunning, a Character has to exchange Infamy Cards with a combined value of five or more to gain the point (see "Infamy" on page 14). Players can simply change this value to seven, as in the original Talisman.

NO STARTING BONUS

During the set-up phase players do not gain one additional Strength or Cunning. Instead start the game with only the values listed on the Villain Card.

ALTERNATIVE PLAY RULES

DITCHING CARDS BEFORE ENCOUNTERS

Adding this rule allows a player to ditch Followers or Objects onto a Space before drawing cards. This allows them to avoid drawing cards, as the ditched cards count towards the number of cards on the Space. These cards may not be taken back this turn.

TALISMAN BLOODBATH

For a more aggressive game, remove three cards from the available Talisman Security Key Cards instead of using all four. In addition, any player whose Character is killed immediately loses the game instead of drawing a new Character Card. The Talisman Bloodbath alternative rule makes for a short, but very, confrontational game.

Based on Talisman 4th Edition by Games Workshop

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TALISMAN ENCOUNTER SEQUENCE

