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 (RECREATION)

**Cutting Instructions:** Trim side edges to leave 5-7/16” Wide Card (5.44”) from center line.
Trim top edges to leave 2-15/16” Height Card (2.94”) from equator line.