



# HEROES

ROLE  
PLAYING  
MODULE

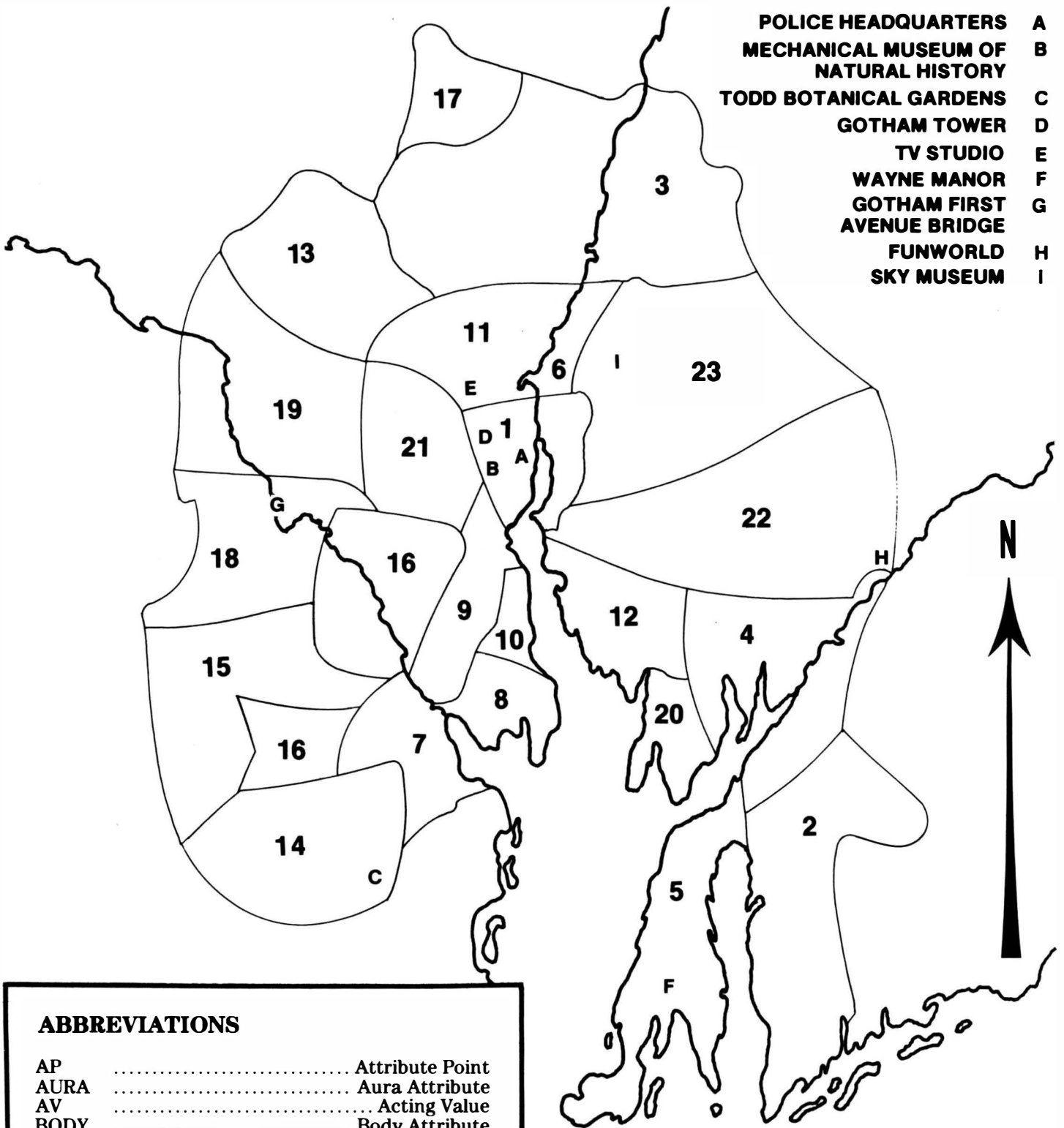


# Wheel of Destruction



by Matthew J. Costello

- POLICE HEADQUARTERS A
- MECHANICAL MUSEUM OF NATURAL HISTORY B
- TODD BOTANICAL GARDENS C
- GOTHAM TOWER D
- TV STUDIO E
- WAYNE MANOR F
- GOTHAM FIRST AVENUE BRIDGE G
- FUNWORLD H
- SKY MUSEUM I

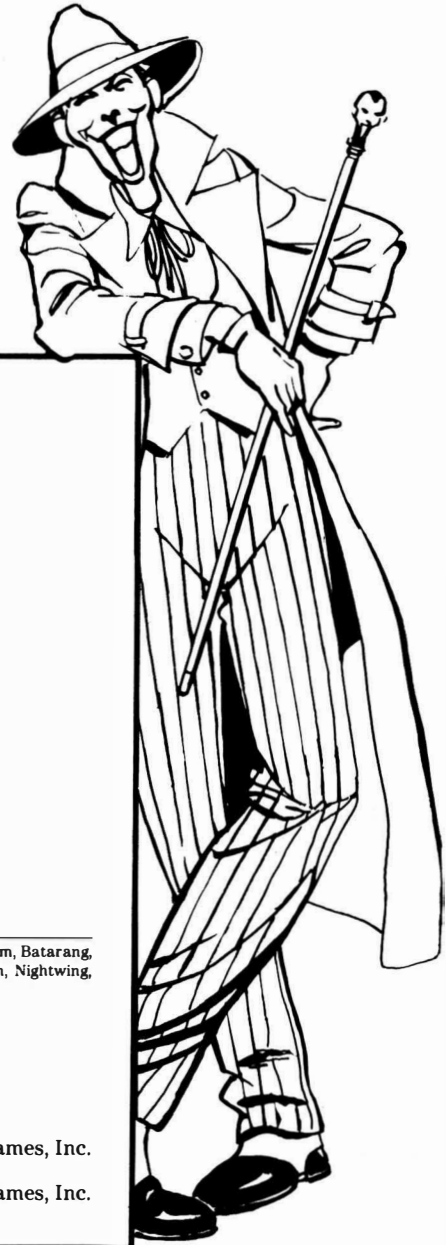


**ABBREVIATIONS**

AP	.....	Attribute Point
AURA	.....	Aura Attribute
AV	.....	Acting Value
BODY	.....	Body Attribute
DEX	.....	Dexterity Attribute
EV	.....	Effect Value
GM	.....	Gamemaster
INFL	.....	Influence Attribute
INT	.....	Intelligence Attribute
MIND	.....	Mind Attribute
NA	.....	Not Applicable
NPC	.....	Non-Player Character
OV	.....	Opposing Value
RAP	.....	Result Attribute Point
RV	.....	Resistance Value
SPIRIT	.....	Spirit Attribute
STR	.....	Strength Attribute
WILL	.....	Willpower Attribute

- |                              |                     |
|------------------------------|---------------------|
| 1) Central Business District | 13) Glendale        |
| 2) Lower East Side           | 14) Evanstown       |
| 3) Chelsea                   | 15) Irving Grove    |
| 4) East River                | 16) Gotham Village  |
| 5) Bristol                   | 17) Sommerset       |
| 6) Bryanttown                | 18) Scituate        |
| 7) Chinatown                 | 19) Lyntown         |
| 8) Neville                   | 20) Victoria Place  |
| 9) Midtown                   | 21) Little Stockton |
| 10) The Waterfront           | 22) Coventry        |
| 11) Uptown                   | 23) Charon          |
| 12) The Bowery               | 24) Charon          |

# Wheel of Destruction



## CREDITS WHEEL OF DESTRUCTION

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## TABLE OF CONTENTS

1.0 Introduction.....	2	8.0 Playing the Wheel of Destruction Game....	4
2.0 Playing the Adventure .....	2	9.0 Search Procedure .....	4
3.0 Character Information and Skills .....	2	10.0 The End of the Adventure.....	4
4.0 Equipment.....	3	11.0 Maps.....	7
5.0 Locations .....	3	12.0 Event Paragraphs.....	10
6.0 Time and the Character Record Sheet .....	3	Charts .....	inside back cover
7.0 Combat .....	4		

**Mayfair Games, Inc. P.O. Box 48539 Niles, IL 60648**

# 1.0 Introduction

It's quiet now. You can almost pretend that this is the beginning of a peaceful evening at home: time to read the paper, and perhaps a little music before you take a charming English mystery novel up to bed. That's how it is for many people. It's called a normal evening at home. But you never have nights like that. Nights are never peaceful for The Batman.

And "charming" doesn't describe the mysteries you encounter in the dark alleyways and the more disreputable districts of Gotham. The stars above may be beautiful, but they can never change the ugliness below.

You have one hour, between 7 and 8, to pretend this is the end of your day, not the beginning of the real work.

A small red light on the wall starts to flash, silent, yet rousing you immediately to a state of alarm. The Batman is called less frequently these days. Perhaps your vigilante methods are an embarrassment to a modern city and its modern police force, but the calls still come. In a moment you're at the special phone.

"Yes?"

"Batman! Thank God you're there. It's . . . it's terrible. The Commissioner has been kidnapped by the Joker. There's a note. Shall I . . ."

"Read it."

"It says, 'Be Sure and Watch Wheel of Destruction, 7:30 Channel 2'."

Wheel of Destruction? You've never heard of any show with that name. "What else does it say?"

"That's all, Batman," the Assistant Commissioner says nervously. "And Batman, it's 7:30 now!"

You hang up the phone and rush to your television. You turn it on and sugary, tinkly piano music begins oozing from the T.V. speaker. The show begins, and, for all of Gotham, so does the nightmare.

When you are ready to see the show and start the adventure, go to #1.

# 2.0 Playing the Adventure

You start this solitaire adventure as The Batman, using his statistics (see page 5). The Batman begins the adventure at encounter No. 1, the Wheel of Destruction game on the show's opening night. After the show is over, Batman can go to any of the locations listed in **Locations** (Chart 2). If for any reason The Batman is no longer active, or you wish to replace him, you can use another DC hero (see **No. 365**).

In a solitaire adventure, the module acts as the Gamemaster. At the end of each entry, you make a choice for your character. That choice indicates the next paragraph you must read. For example, The Batman has flown to one of the locations listed on Chart 2. You can have him fly around the location ". . . to look for

signs of trouble. Go to No. 78. Or you can land in the parking lot. Go to No. 37."

Once you have decided which action you wish Batman to take, look up that number in the Event Paragraphs section. Some locations can be investigated only if the Batman is using a specific means of transportation. Sometimes you will be directed to read one paragraph if Batman is alone and another paragraph if he is accompanied by one of the Non-Player Characters.

Pay close attention to the directions at the ends of the event paragraphs. In some cases, you may be allowed to choose a second course of action for The Batman.

The equipment Batman carries is listed on page 4. In addition, the Batcave contains other equipment.

# 3.0 Character Information & Skills

The attributes and skills Batman uses in this adventure are taken from the DC Heroes Role-Playing Game. You can find all of his statistics on page 5 of this module. In this adventure, Batman will have 21 Hero Points to use as you see fit.

Batman and the other DC Heroes in this adventure can use their skills in a variety of situations. The event paragraphs provide instructions on what skills or attributes may be used.

## Die Rolls

In many cases, you will only need to roll your success number from the Action Table. You will only need to use an Acting Value (AV) and an Opposing Value (OV). If your roll is successful, the action succeeds. In other cases, it will be necessary for you to obtain Result APs (RAPs) to succeed in the action. In these cases, you will be provided with a Resistance Value (RV) to compare to your Effect Value on the Result Table. Many of the doors in the adventure, for example, require that you get 1 or more RAPs to

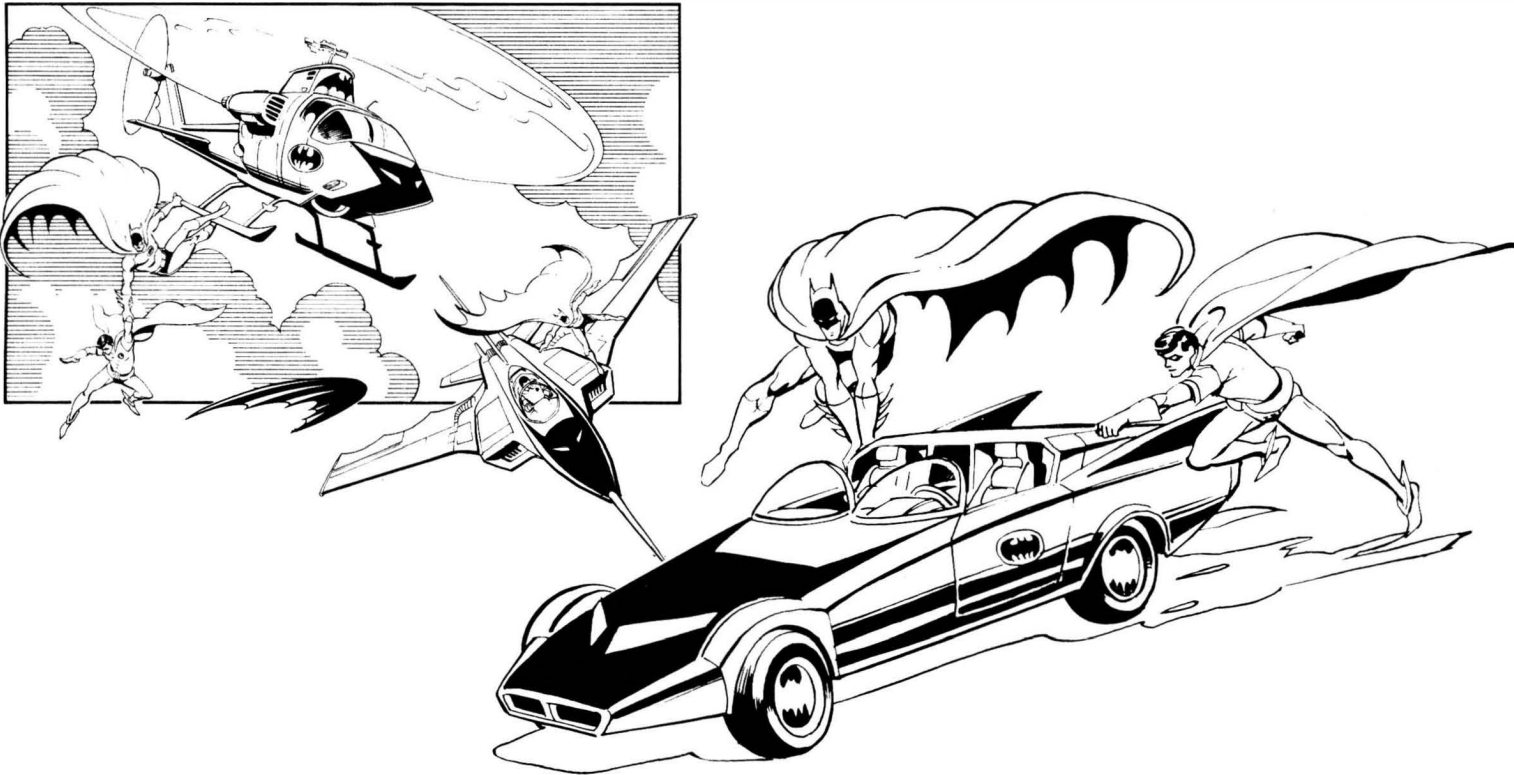
open them. You will always be told when you need to obtain RAPs to complete an action successfully.

Hero points can be spent at any time before you make a skill or attribute roll, but use your discretion since Batman has only 21 HPs in this adventure.

All the subdivisions of any skill (Clue Analysis, for example, from the Detective skill) can be used at the current general skill level. Since Batman starts the game with a Detective skill of 12, all the sub-skills are also skill level 12. Each paragraph will state what number to roll against on the Action table (the Opposing Value, or OV) and what to use on the Result table (the Resistance Value, or RV.) If different APs of Effect give you different results, you will always be told. Sometimes the RAPs will be quite important.

Skills may receive temporary modifiers during certain situations (like combat), or at certain locations. Be sure and note these changes on your character's record sheet.

## 4.0 Equipment



Batman's basic equipment includes all the items that are usually carried in his Utility Belt. They include the Batarang with rope, Infrared Flashlight/Goggles, Smoke Capsules, Miniature Camera, Micro-Cassette Recorder, Rebreathing Apparatus, and Plastic Explosives.

Even though items can be replaced, the rebreather is good for only five minutes, and there are only two small plastic explosive charges. The Batman carries three Batarangs on the side of the belt. The Event Paragraphs will state which items can be used, and the result of their use.

In addition, Batman can select one of the three special gadgets. Note on the Character Record sheet the item you select. They are:

1. A Rocket-Pack, worn on the back. The Pack is good for 4 APs of time, and it can travel 7 APs of distance each phase. It takes one phase to activate.

2. The Bat-Shield. The armor is worn under Batman's normal costume. It gives him a RV of 13 against Physical attacks for every phase that damage is taken.

3. An Aerodynamic Parachute. The chute is opened by explosive tabs, and it allows the wearer to make a safe, controlled landing from a mid, to high, altitude (5-12 APs of height).

If Batman is out of the adventure for any reason, any replacement character can use 3 items from his Utility Belt and any Special Gadget The Batman has not previously selected. When you want to start a new character, go to **No. 365**.

## 5.0 Locations

Locations are listed in Chart 2. Each location listing has corresponding modes of transportation. Batman can use only these modes of transportation to get to each location. To go to a location, look at the chart and find the appropriate number for the

appropriate night. Many locations will have accompanying maps and instructions for seeing certain areas.

You should record all the locations Batman visits and their corresponding Event Paragraph numbers.

## 6.0 Time and Your Character Sheet

Immediately after each night's Wheel of Destruction show, Batman can choose one location to investigate. If he makes the wrong choice, the Joker will have time to implement his destruction. Batman can also go to Police Headquarters to see what they've learned or to the Batcave's Lab and Crime Computer. These visits can take place only **before** each night's Wheel of Destruction show. The night ends only after a landmark has been destroyed or Batman has had combat with the Joker.

Immediately following is a Character sheet. This contains a list of all the skill and attribute APs of the hero, as well as his equipment.

**You should keep a record of Batmans's current HPs and all the Event Paragraph numbers he has visited, with any appropriate notes about them.**

## 7.0 Combat



Event Paragraphs that include combat will usually tell who has the initiative or who is surprised. All possible types of attacks and defenses will also be listed.

Recovery Checks can, and should, occur after each night's adventure. The Martial Artist skill can be used as normal.

In cases where initiative in combat must be determined, conduct normal initiative rolls. All combat, unless otherwise specified, is Bashing Combat.

## 8.0 Playing the Wheel of Destruction



The Wheel of Destruction is the Joker's twisted version of a T.V. game show. Each night, he'll provide the blank letters for a phrase that points to a landmark he'll attempt to destroy. You play the part of the captive 'contestant' (Commissioner Gordon) in selecting letters for the blank spaces. Detailed instructions for playing the game are given in the first night's show (go to No. 1).

## 9.0 Search Procedure: Looking for the Joker's Hideout



You can begin searching for the Joker's hideout and satellite transmission base only when you have some information to guide you. You will be directed that you can search by either the computer in the Batcave or after one of the Wheel of Destruction shows.

Whatever night it is, you will have 1 hour to act before the night's disaster. At the end of that time, go to Endgame, No. 396.

When you wish to search, you will need to use computer information APs that you have gained during the adventure. Make a note of any computer information APs when you get them. Use these APs vs. the Joker's hideout's APs (the hideout's OV is 9, its RV is 12). Depending on the RAPs you achieve, you will be directed to specific numbered paragraphs in lieu of going to a location.

The Search Procedure has its own numbered paragraph (No. 383) in the text. You will be instructed when you may use it.

## 10.0 The End of the Adventure



The adventure ends only after the Joker is captured, his hideout is discovered, or at the end of Night 4. Capturing the Joker and preventing destruction are obvious goals, but judicious investigating and clue gathering are also important. Missing a clue can be very costly when it comes time to search for the Joker's hideout.

After each night's Wheel of Destruction game, you should write down whether you will be paying off the Joker. Paying him will reduce the level of victory if the Joker is captured later, but it will save Gotham's landmarks from destruction.

The Standard Award for the adventure is 30 Hero Points. When the adventure has ended, go to No. 396 to determine the awards gained or lost.

# Batman Character Sheet

## Bat-Computer

STR: 0 DEX: 0 BODY: 6  
 INT: 6 WILL: 0 MIND: 0  
 HP COST: 320

### Skills:

Detective: 6 APs  
 Gadgetry: 6 APs  
 Medicine/  
*Forensics: 6 APs*  
 Military Science/  
*Camouflage: 6 APs*  
*Cartography: 6 APs*  
*ECM: 6 APs*  
 Scholar: 6 APs  
*All Earth languages, History, Literature, Archeology, Sociology, Psychology*  
 Scientist: 6 APs  
 Spy/  
*Coding: 6 APs*  
*Photo Interpretation: 6 APs*

## Smoke Capsules

STR: 0 DEX: 0 BODY: 12  
 HP COST: 6 DURATION: 12  
 USES: 1

## Bat-Torpedoes

STR: 11 DEX: 0 BODY: 0  
 HP COST: 21 DURATION: 8  
 USES: 1

### Powers:

Swimming: 8 APs (Speed)  
 Sonar: 11 APs (Passive Sonar)

## Batplane

STR: 9 DEX: 0 BODY: 7  
 HP COST: 84 DURATION: 11  
 USES: 5

### Powers:

Flight: 11 APs (Speed)  
 Radar Sense: 20 APs  
 Heat Vision: 9 APs (Twin Lasers)

## Batmobile

STR: 7 DEX: 0 BODY: 9  
 HP COST: 112 DURATION: 13  
 USES: 9

### Powers:

Running: 8 APs (Speed)  
 Fog: 7 APs (Smoke Screen)  
 Heat Vision: 7 APs (Laser Headlights)

## Batarang

STR: 0 DEX: 0 BODY: 12  
 HP COST: 53 DURATION: 12  
 USES: 12

## Infrared Flashlight/Goggles

STR: 0 DEX: 0 BODY: 0  
 HP COST: 6 DURATION: 12  
 USES: 1

## Micro-Cassette Recorder

STR: 0 DEX: 0 BODY: 12  
 HP COST: 6 DURATION: 12  
 USES: 1

## Miniature Camera

STR: 0 DEX: 0 BODY: 0  
 HP COST: 6 DURATION: 12  
 USES: 1

## Plastic Explosives

STR: 0 DEX: 0 BODY: 12  
 HP COST: 26 DURATION: 0  
 USES: 1

## Rebreathing Apparatus

STR: 0 DEX: 0 BODY: 12  
 HP COST: 12 DURATION: 12  
 USES: 2

## BATMAN *alias Bruce Wayne*

DEX: 10 STR: 5 BODY: 6  
 INT: 12 WILL: 12 MIND: 12  
 INFL: 10 AURA: 8 SPIRIT: 10  
 INITIATIVE: 32(42) HERO POINTS: 21

### SKILLS: (\* linked)

Acrobatics\*: 10, Charisma: 15,  
 Detective\*: 12, Gadgetry\*: 12, Martial  
 Artist\*: 10, Military Science: 5, Scholar\*:  
 12 (European, Asiatic, Middle  
 Eastern language groups, Psychology,  
 Sociology, Archeology, History, Literature,  
 Film, Criminology), Scientist\*: 12,  
 Spy\*: 12, Thief\*: 10, Vehicles\*: 10

### LIMITATIONS:

Catastrophic Irrational Attraction:  
 Seeks Justice

### CONNECTIONS:

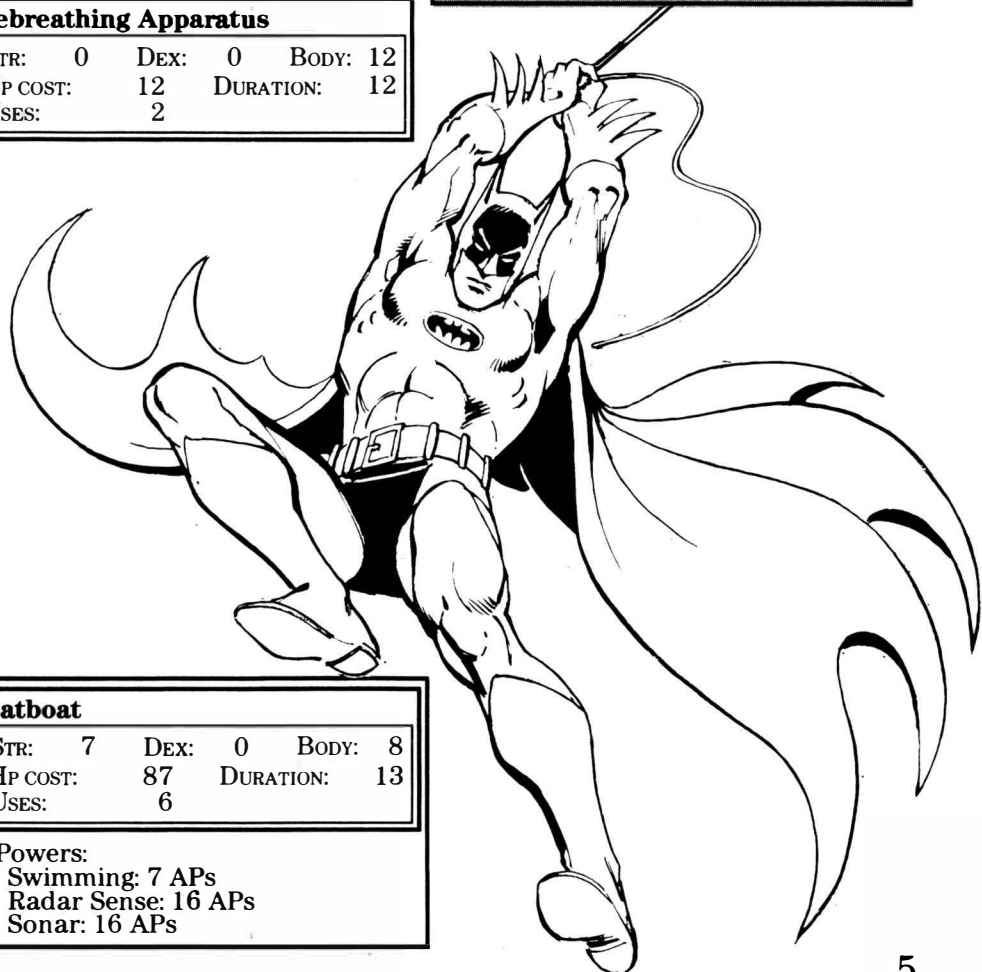
Gotham Prison (high-level)  
 Gotham Police (high-level)  
 Gotham University (high-level)  
 Justice League of America (high-level)  
 Street (high-level)  
 United Nations (high-level)  
 Wayne Foundation (high-level)

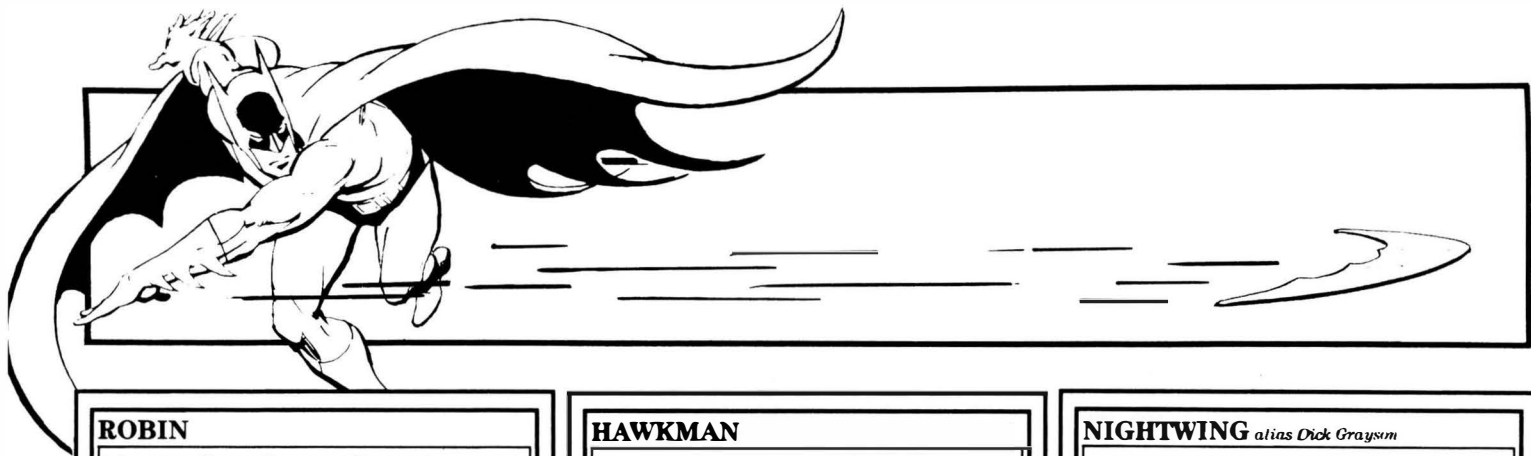
MOTIVATION: Seeks Justice

WEALTH: Billionaire

JOB: Billionaire

RACE: Human





### ROBIN

DEX: 6 STR: 2 BODY: 4  
 INT: 6 WILL: 5 MIND: 5  
 INFL: 6 AURA: 4 SPIRIT: 5  
 INITIATIVE: 18(24) HERO POINTS: 24

**SKILLS:** (\* linked)

Acrobatics\*: 6, Charisma: 5, Detective: 4  
 Martial Artist\*: 6, Scholar: 2, Thief\*: 6

**EQUIPMENT:**

Batarang with rope (see statistics listed under Batman), Radio

**CONNECTIONS:**

Circus (low-level)

**MOTIVATION:** Seeks Justice

**WEALTH:** Affluent

**JOB:** Student

**RACE:** Human

COMPUTER INFO. NUMBERS																			

ATTRIBUTE LEVELS																			
DEX																			
STR																			
BODY																			
INT																			
WILL																			
MIND																			
INFL																			
AURA																			
SPIRIT																			

### HAWKMAN

DEX: 9 STR: 6 BODY: 8  
 INT: 9 WILL: 8 MIND: 8  
 INFL: 4 AURA: 3 SPIRIT: 3  
 INITIATIVE: 22(25) HERO POINTS: 14

**POWERS:**

Air Control: 5, Skin Armor: 5, Speak with Animals: 5 Telescopic Vision: 4

**SKILLS:**

Acrobatics/Dodging: 4, Charisma/Persuasion: 5, Detective: 4 Gadgetry: 10, Martial Artist/Attack advantage: 3 Medicine: 10, Scholar: 7 (Archeology, History), Scientist: 6

**EQUIPMENT:**

Mystic Object: Mace  
 [DEX: 0, STR: 10, BODY: 9]  
 Uses: 1, Duration: 24

**Wings**

[DEX: 0, STR: 5, BODY: 9]  
 Uses: 15, Duration: 20, Flight: 8, Sealed Systems: 11, BODY acts as armor against rear attacks.

**LIMITATIONS:**

Power Limitation: Speak With Animals  
 Power will work only on birds.

**CONNECTIONS:**

United Nations (high-level)

**MOTIVATION:** Upholds Good

**WEALTH:** Comfortable

**JOB:** Archeologist

**RACE:** Humanoid

### NIGHTWING *alias Dick Grayson*

DEX: 7 STR: 4 BODY: 6  
 INT: 7 WILL: 6 MIND: 7  
 INFL: 8 AURA: 6 SPIRIT: 5  
 INITIATIVE: 22(29) HERO POINTS: 12

**SKILLS:** (\* linked)

Acrobatics: 10, Charisma: 9, Detective\*: 7  
 Gadgetry: 8, Martial Artist\*: 7, Military Science\*: 7 Scholar\*: 7 (History, Literature), Scientist\*: 7 Thief\*: 7, Vehicles: 10

**EQUIPMENT:**

Combat Disk  
 [STR: 0, DEX: 0, BODY: 8]  
 HP Cost: 34, Uses: 7, Duration: 10

**Gas Mask**

[STR: 0, DEX: 0, BODY: 0] HP Cost: 4,  
 Uses: 2, Duration: 10

**Powers:**

Systematic Antidote: 8 APs

**Stun Bomb**

[STR: 0, DEX: 0, BODY: 0]  
 HP Cost: 17, Uses: 1, Duration: 1

**Powers:**

Explosive Effect: 3 APs

**Wrist Rockets**

[STR: 5, DEX: 0, BODY: 5]  
 HP Cost: 4, Uses: 1, Duration: 8

**CONNECTIONS:**

New York Police (high-level)  
 Wayne Foundation (high-level)

**MOTIVATION:** Seeks Justice

**WEALTH:** Multimillionaire

**JOB:** Multimillionaire

**RACE:** Human

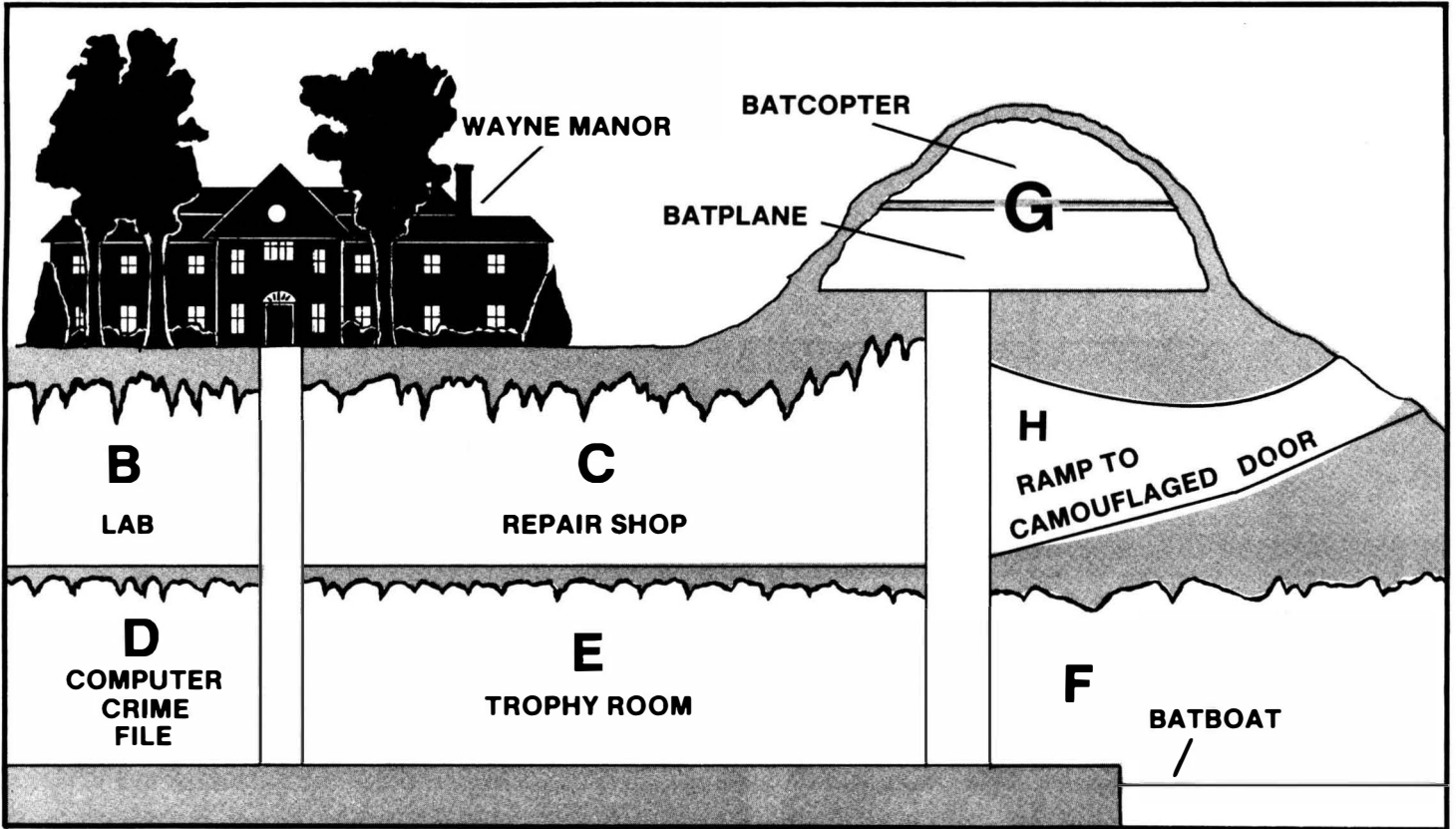
EQUIPMENT USES																			
Batarang																			
Batmobile																			
Batboat																			
Batplane																			
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Bat-Torpedoes																			
Micro-Cassette																			
Plastic Explosives																			
Miniature Camera																			
Smoke Capsules																			

CURRENT HPs																			



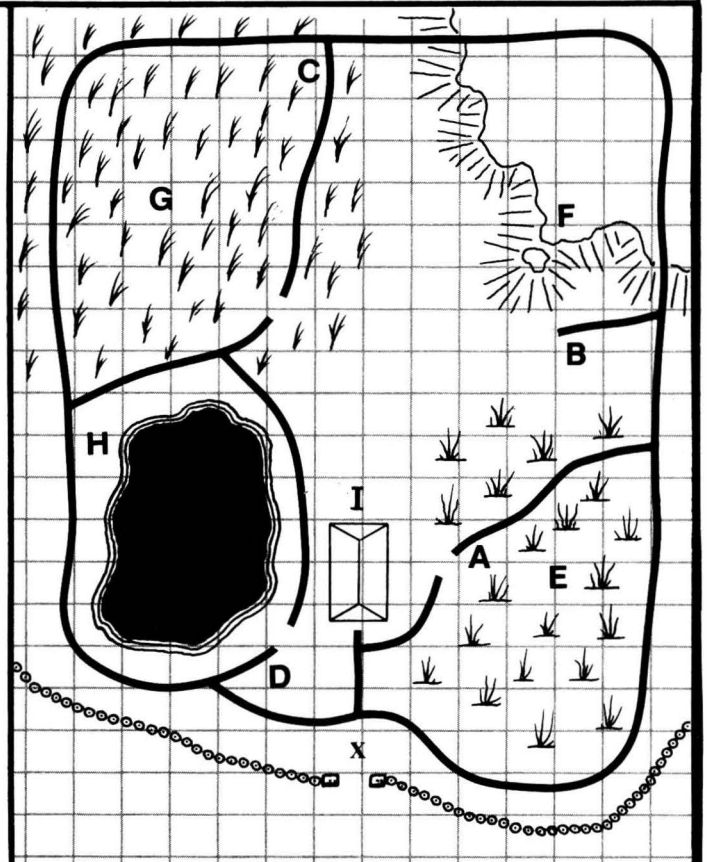
# 11.0 Maps

## WAYNE MANOR/BATCAVE

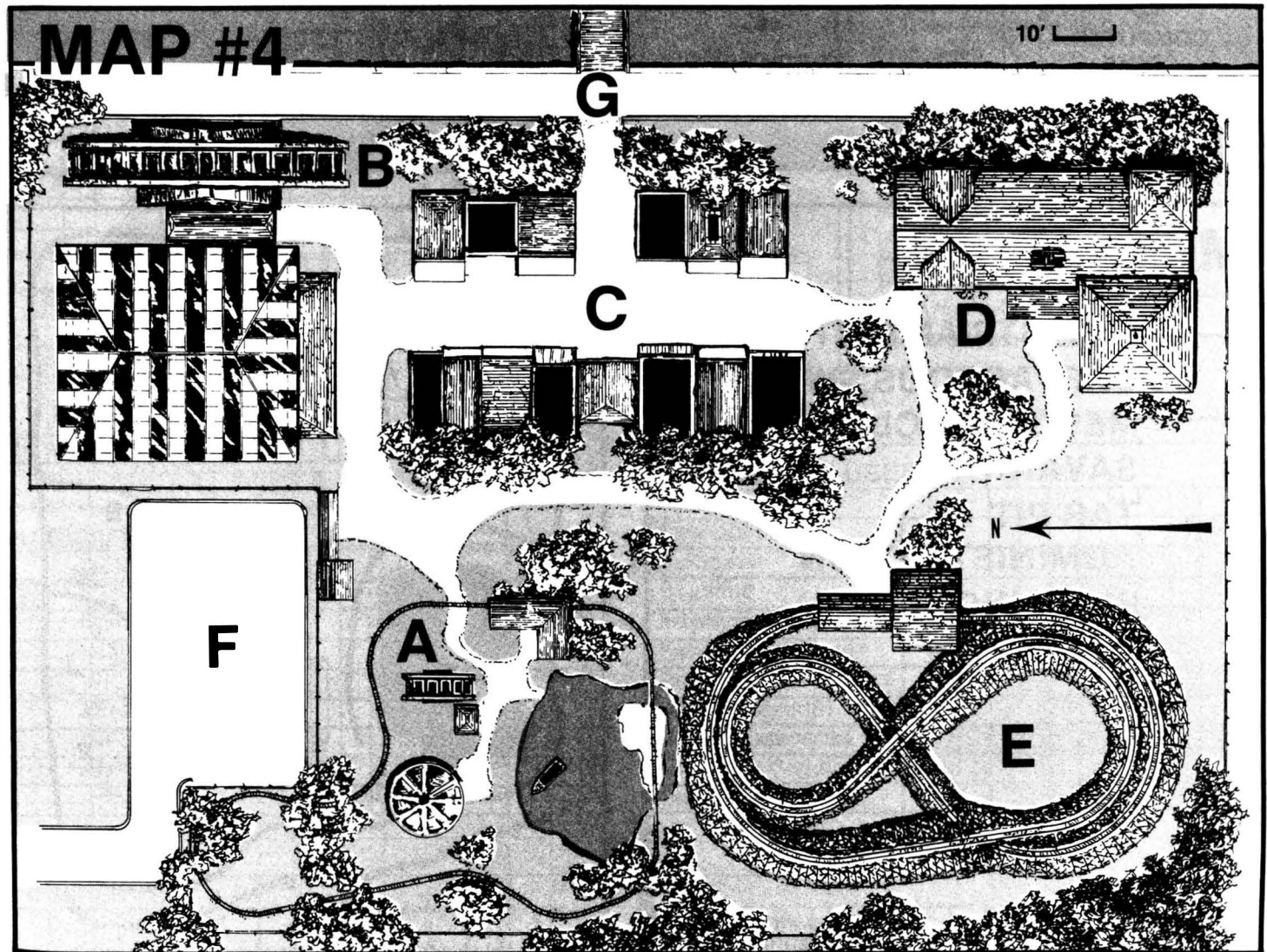
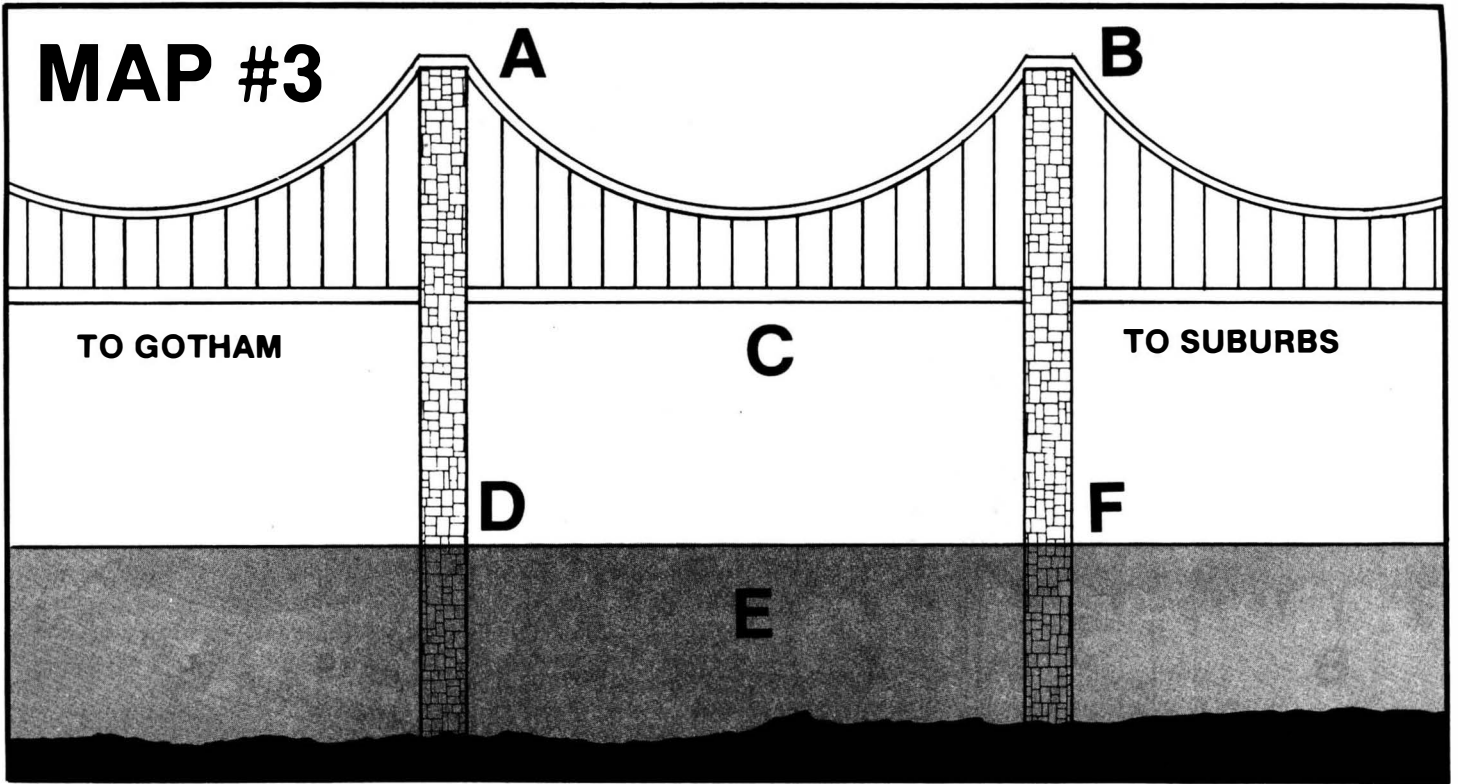


### MAP #2

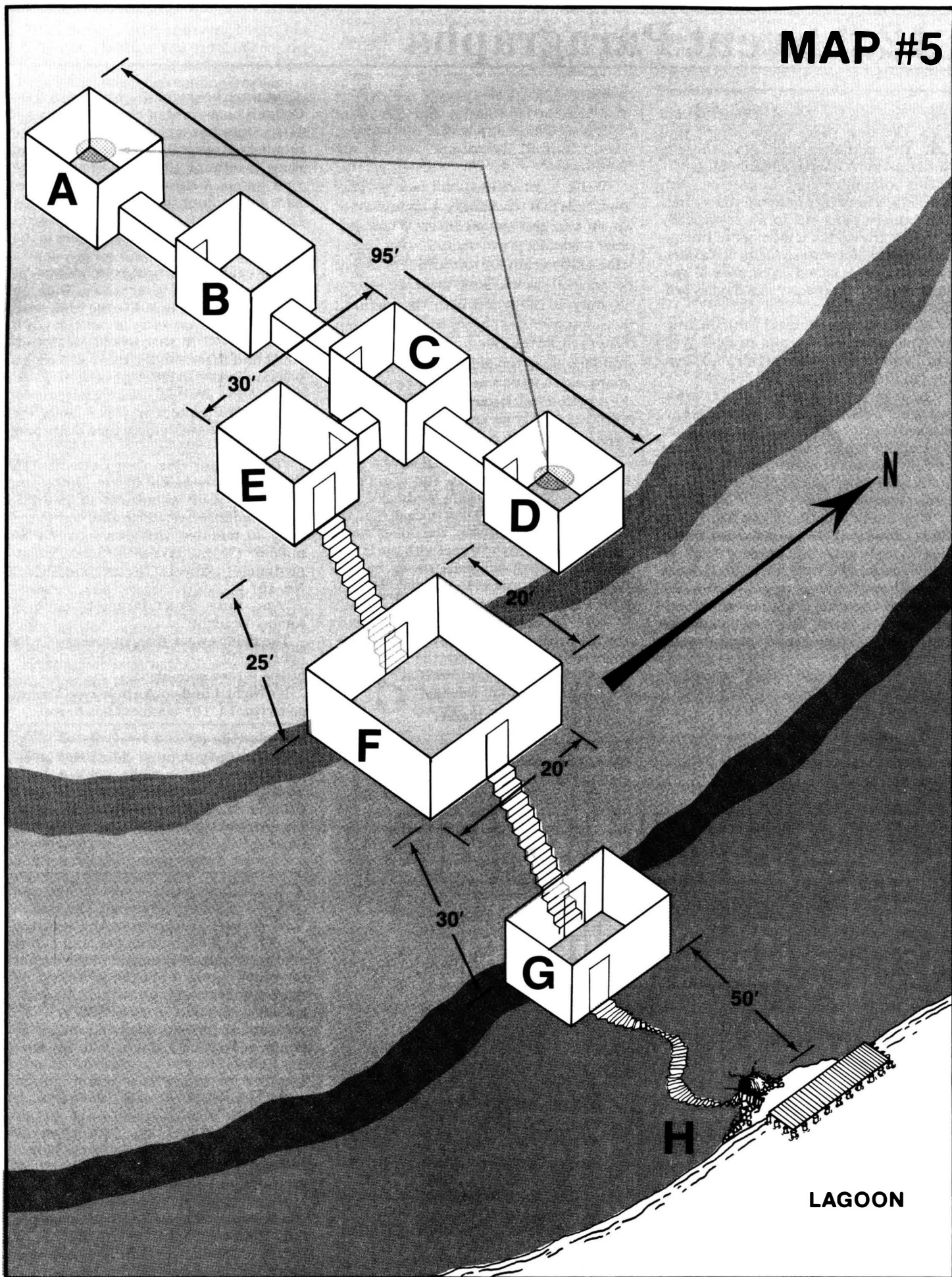
- A—D PEDESTRIAN PATHS
- E CRETACEOUS SWAMP
- F MESOZOIC CLIFF
- G SAVANNA
- H TAR PIT
- I ADMINISTRATION BUILDING



1 square = 10'



# MAP #5



# 12.0 Event Paragraphs

**1** "Yes, it's the Wheel of Destruction! The new game show where you, the audience, can play to save Gotham's most cherished landmarks."

This announcement is greeted with synthetic-sounding wheezes and screams. The camera pans out to an ecstatically clapping crowd. Each member of the audience is a robot with a blank metal face. They jerk in spasmodic parodies of glee each time the 'Applause' sign flashes brilliantly above them.

"What will it be tonight? Gotham Tower? The new First Avenue Bridge? Well, you'll know soon 'cause here's your host, the old funster himself, The Joker!"

The Joker glides from behind a crimson curtain, accompanied by two leggy, masked chorines. The electronic audience goes up for grabs. Some of the machines literally fall out of their seats. The Joker holds up a green-gloved hand, his accustomed leer widening.

"Why thank you, thank you. You're too kind . . . too kind." He pauses and stares at his two assistants. "Ah, my dears, not being coy, are we? Come now." He reaches out with both hands and snatches the masks off the girls, revealing two brooding, bearded faces. The robot audience goes wild, fizzling and popping its appreciation.

"Oh, dear," the Joker says with mock dismay. "That was a mistake. Well, on with the game. Our first contestant, if you please!"

A side curtain goes up, a turntable whirs and spins, and there is Commissioner Gordon, bound and gagged. To his

left and right are two wheels, one depicts six Gotham landmarks, and the other shows six different forms of destruction. (See **Chart 2, 'Locations'**, for the six landmarks.)

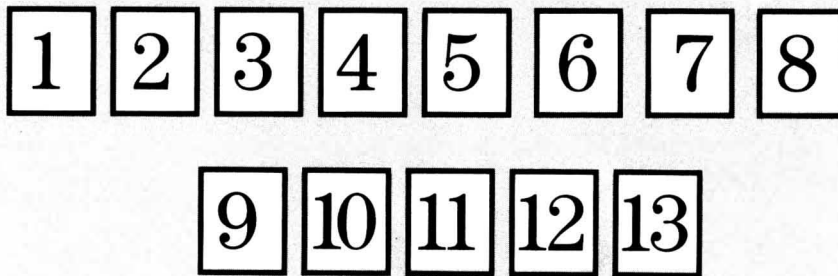
"Wellll . . . shall I explain how we play our little game? I'll ask Commissioner Gordon to give me ten letters. Those letters might help you figure out a secret clue phrase, the clue to which of these six landmarks I plant to destroy." The Joker gestures grandly at the wheel with the pictured landmarks. "After he sees where those ten letters fit in the clue phrase, if at all, I'll roll the giant ten-sided die to see how many extra letters he gets. If he's clever, he'll get lots of letters from the phrase, and you should be able to figure out my target."

"And the prize? Why, you'll have a clue to my target for tonight. You see, I will destroy a famous Gotham landmark, unless you pay me \$1 million in cash. Fail to do so and one of these," the Joker says, pointing again to the wheel with the landmarks pictured, "will experience one of these." He gestures at the wheel adorned with explosions, fire, and other ghastly destructions.

"Of course, there's always the chance that the Batman or some other meddling fool will try to stop me. But that's part of the fun too! So, shall we play?"

"Tonight's phrase, please."

The curtain behind the Joker rises and the camera reveals the blank letters of the clue phrase:



Below the blanks is a large chart that gives each letter a 3-digit number:

A ... 101	B ... 107	C ... 109	D ... 125	E ... 113	F ... 110
G ... 102	H ... 123	I ... 108	J ... 119	K ... 116	L ... 111
M ... 103	N ... 117	O ... 120	P ... 115	Q ... 126	R ... 112
S ... 104	T ... 121	U ... 106	V ... 118	W ... 114	X ... 122
Y ... 105	Z ... 124				

Draw ten boxes for the initial ten letters Commissioner Gordon chooses. Then roll 1D10. Draw boxes that correspond to the number of your roll, e.g., if you roll a 3, you draw a total of 13 boxes. Then choose your letters. Write down the three-letter code for each of the letters you choose. Then see Chart 1, Game 1 to see what position, if any, that letter occupies in the clue phrase.

For example: If you select letter 'a', you'd write down 101 next to it. Then, on Chart 1, you look up 101 to see what position in the phrase letter 'a' occupies. If it reads '101—3+8', that would mean that you'd find letter 'a' in the third and eighth position in the 13 letter phrase.

When you are done making letter choices and fitting them into the blanks, the Joker turns to the camera for a disturbing close-up.

"There's your clue, dear Gotham. And now, I have work to do . . . unless you broadcast your willingness to pay me. Just announce over the radio, within the next 30 minutes, that you have my \$1 million." (If you pay off the Joker, go immediately to Wheel of Destruction Night 2 **No. 101.**)

"And folks, don't forget to tune in tomorrow night!"

The sickly-sweet, piano music swells, its light frivolity out-of-place. Then, suddenly, the screen goes blank.

It's Night 1 and you're in Wayne Manor, go to **No. 14**. The madness has begun.

**2** The gaily-painted rides seem sinister on this moonlit night. A ghost park, you think, filled with ghost children. Nothing out of the ordinary going on, though. Return to your last number.

**3** The boat turns a corner, and you see a sign proclaiming 'The Hall of Murder'. You pass by the Jack the Ripper, the Boston Strangler, and a host of other maniacs. Then, out of the corner of your eye, you see a huge axe swing down from the ceiling. Use your Acrobatics skill to flip over it. the OV/RV is 2/ 2.

If you are successful in your dodge attempt, go to **No. 99**. If not, go to **No. 83**.

**4** The Batmobile, dark and sleek, is kept here. It's currently in fine working condition. Using it you can travel to all listed locations. (Note: Different vehicles have different points of arrival.)

Should any vehicle become damaged, it can be repaired here, 1 AP of damage per day. The Batmobile exits the Batcave by means of the secret ramp. See Locations Chart for the point of arrival.

---

**5** You step up to the small boats that run through the ride. When the loudspeakers click on, you can hear a mad, cackling laugh coming from one of the oversized figures that stand outside the ride.

"Welcome to the House of Fear, Batfool! Or perhaps you'll reject my friendly house-pitality." The crazed laughter swells again.

A trap, you think? A decoy perhaps? Or another of the Joker's sick games, a challenge to see if you can stop him. Or maybe it's a combination of all three.

You can back away. If so, go to **No. 82**. As you're thinking, a small metal boat glides up to you, ready for you to embark. If you get in, go to **No. 35**.

---

**6** You're hiding near the side of the shallow channel's walls and you look up. You see the blurry face of the Joker. He is gesturing wildly to some of his goons who are scurrying along the walkway that runs through the ride. What will you do?

Prepare something from your utility belt? Go to **No. 11**.

Try to move to a spot further on? Go to **No. 96**.

Wait and watch them? Go to **No. 64**.

---

**7** Prying apart the back of the recorder, you notice that it acted as the control for the cars. There's also an odd-looking micro-chip that bears investigation back at the Batcave. (When you examine this in the lab, it is labelled item A102.) Go to **No. 69**.

---

**8** You find two packets of explosives, ready for detonation, which you can attempt to dismantle. Roll your Combat Skill vs. the intricacy level of the detonation mechanism (OV/RV of 7/7). You'll need 1 RAP to dismantle each packet.

Each failed attempt costs 1 round. You can keep trying, but after six rounds go to **No. 27**.

When they're dismantled, you can take off after the Joker. Go to **No. 31**.

---

**9** The trophy room of the Batcave is filled with souvenirs of hundreds of cases, cases that seem meaningless now. The figure of a huge Tyrannosaurus Rex stands poised, as if to attack. Some of the hats worn by the Mad Hatter hang from the wall. And there, swinging from the ceiling, is the maddening image of the Joker. You stand there, hoping some idea will leap out at you.

Roll your INT against the Joker's. For the Result, roll Mind vs. Mind. If you get 3 RAPs, go to **No. 22**. If you get 4 RAPs, go to **No. 46**. Anything less, and you move on.

---

**10** "Funworld! The place is too darn big to patrol adequately." (Treat Funworld as your first

location visited if you go there now.) Go to **No. 207**.

---

**11** Use your Batrope to entangle the fleeing Joker, see **No. 53**. Try to use your smoke pellets, go to **No. 77**.

Or you can go back to **No. 6** and choose again.

---

**12** The huge Ferris Wheel, its unlit letters proclaiming the name 'Wonder Wheel', stands silent.

You see a policeman on guard. You can try to slip past him. Roll your Thief skill vs. an OV/RV of 3/3. If the roll is successful, you have passed by him. Go to **No. 71**. If not, go to **No. 44**.

Or you can just approach the cop. Go to **No. 32**.

---

**13** The boat is on a track of some kind, and the water is quite shallow.

Try an INT Roll (OV of 7). If you succeed, go to **No. 87**. Otherwise, you move along, keeping your eyes open. Go to **No. 3**.

---

**14** Wayne Manor. The Batman (as Bruce Wayne) can rest here. The entrance to the Batcave is here. To enter the cave go to **No. 20**.

---

**15** After two phases, Ryan has the ride shut off and you can get out. Go to **No. 69**.

---

**16** Go to **No. 90**, then return here. You'll also notice that the chain of the roller coaster is running. You can land. Go to **No. 37**. Or go to another location. (See **Locations**.)

---

**17** You see an odd shape in the sky. A plane, perhaps, circling the park very high. If it's a plane, it's a very peculiar design. Go to **No. 52**.

---

**18** If you make a skillful throw, the rope will catch and you can haul yourself away. If you're touching the electrically charged ceiling and floor at the same time, however, you'll be killed. As you're mulling it over, two of the bumper cars smash into you. Go to **No. 91** for the result.

---

**19** You fall into the water. When you stand up you see three of the Joker's goons. (Go to **No. 57** for their Stats.) They are running toward you on a walkway, and all three have drawn their guns and have aimed them at you.

You're about to move, when a nearby

coffin disgorges its occupant: the Joker makes a lively corpse.

"Don't, Batfool! You'd be dead before you got your silly gadgets out. Unfortunately, you've arrived very quickly. No coasting for you, eh? Too quickly, in fact. No matter. We're almost finished here. Still, there's the problem of what to do with you. I guess my new pets can take care of that. Presenting, for your amusement, the only House of Fear with live alligators!"

You watch horrorstruck as the Joker flips open the hatches of a pair of nearby cages and two alligators slither out, into the water.

The Joker cackles gleefully as he dashes out the front with his three goons in tow.

The hungry 'gators are moving straight for you. It's hard to see them in the dim light. What will you do?

Use your Batrope (if available)? Go to **No. 76**.

Try to get out of the channel before either alligator gets you? Go to **No. 43**.

Or use something from your Utility Belt? Go to **No. 86**.

---

## 20 The Batcave

Gleaming chutes lead down to the two levels of the Batman's mammoth hideout. (See Map 1.) Once you are in the Batcave, you can move to any of the following halls:

To the Lab. Go to **No. 30**.

The Batmobile/Repair Shop. Go to **No. 4**.

Batplane/Batcopter. Go to **No. 28**.

Computer Crime File. Go to **No. 41**.

Batboat. Go to **No. 34**.

Trophy Room. Go to **No. 9**.

From here, you can use any of the vehicles to visit locations in Gotham. (See Chart 2, **Locations**.)

You can also return to Wayne Manor, go to **No. 14**.

---

**21** If you have not removed the Joker's explosives or captured him, the park is destroyed in a cataclysmic explosion. Fire consumes the House of Fear first. Then the rest of the park succumbs to the inferno. By morning, there is nothing left but ashes.

Begin Night 2 with the next Wheel of Destruction, go to **No. 101**.

---

**22** The Joker never does anything for its own sake. There's always another hidden purpose behind his plans. But what is it this time? Go to **No. 9**.

---

**23** You swing up to the walkway. Go to **No. 58**.

---

**24** You pry the small laser torch out of your belt and flick it on, hoping to God that it works.

It does, causing an eerie glow in the cavern. The alligators pause, then move toward you again. One of them is just within striking range when you aim the torch at it. Its great tail flails upward and it backs away, sensing a change in your modus operandi. Quickly turning to the other alligator, you force it to back away also. You scramble to the side, climb to the walkway, and chase after the Joker. Go to **No. 31**.

**25** It seems likely that it's designed to lure you onto the floor. Go to **No. 70**.

**26** Even after you are underwater, the alligators keep coming. They both attack. (Go to **No. 63** for their Stats.) Then go to **No. 19** to choose an action for the next round.

**27** You finish dismantling the explosives and then you run after the Joker. Go to **No. 115**.

**28** Both the Batplane and the Batcopter are kept in this disguised hangar. The Batcopter can land at all of the locations, while the Batplane can land at the Batcave and the Sky Museum. Both vehicles carry complete communications and surveillance

gear. If you leave from here, consult the appropriate location.

**29** The Bat Shield protects you, as per the rules. The Rocket pack and parachute are useless in this confined space. Go to **No. 100** and choose again, but add 1 additional car to the ones that are already within striking range.

**30** Batman's lab is the equivalent of a well-equipped college laboratory. There is an electron microscope available to make a thorough examination of fibers and small particles of dirt. Chemical analysis can also be done to identify the components of various substances.

The results from the lab can be fed into the Crime Computer, one flight down. To examine an object, you must first locate it. You will receive a letter followed by a three-digit number. Then you use your Science Skill against the listed OV/RV Value for that object.

Object	OV/RV	Results
A101	6	7 RAPs, Go to <b>No. 134</b> 9 or more RAPs, Go to <b>No. 108</b>
A102	5	7 RAPs, Go to <b>No. 165</b> 9 or more RAPs, Go to <b>No. 126</b>



**31** You've made your way out of the House of Fear. Roll your Combat (Tracking) against a basic OV of 2. Use the following modifiers for the roll:

+1 Column Shift for each round that you fought an alligator.

+1 Column Shift if you had to fight the Joker's henchmen.

+1 Column Shift if you removed any explosives.

Make your tracking roll, and go to **No. 147**. Otherwise see **No. 115**.

**32** Go to **No. 44**.

**33** Decide quickly what you'll try: Batarang. Go to **No. 50**. Batrope. Go to **No. 18**. Special Gadget. Go to **No. 29**.

**34** The lagoon is still. The dark water laps gently against the side of the Batboat. This boat, capable of the same speeds as a racing boat, can take you to: The Batcave, Funworld, the Sky Museum, and the Gotham Bridge. It is fully linked via radio with Police Headquarters. See **Chart 2, Locations**, if you leave from here.

**35** You sit in the slowly moving boat as it moves through the heavy swinging doors of the House of Fear. You can see graphic three-dimensional scenes of Dracula, The Wolfman, and Frankenstein's Monster. This is a good opportunity to use your Detective skill. (Use OV/RV of 5).

7 RAPs, go to **No. 13**.

9 RAPs, go to **No. 36**.

10 or more RAPs, go to **No. 81**.

When your boat moves on, go to **No. 3**.

**36** As the boat pushes the doors open, you notice a walkway to the right of the tunnel, probably put there so the workers could check on any problems with the ride, or the customers.

Roll your INT vs. an OV of 7. If the roll is successful, go to **No. 85**. Otherwise, go to **No. 13**.

**37** You're in the parking lot of Funworld. A few policemen stand around, looking ill-at-ease. A young sergeant comes up to you. "Sir, the owner's here. He'd like a word with you."

You look over at the roly-poly owner, who looks worried as he steps nervously toward you.

"Er, Mr. . . Batman. I'm Patty Ryan. If there's anything I can do to help. . ."

Do you want him to accompany you? Go to **No. 74**.

Will you enter the park alone? Go to **No. 45**.

You can also leave. See **Locations**, on the inside back cover

If you leave the park, go to **No. 21**.

**38** Everything appears very quiet. No sign of movement anywhere. Perhaps there's nothing happening here tonight. You can land. Go to **No. 27**. Or you can go to another location.

**39** You can try to use your Detective Skill here. (OV/RV of 8/8.) 6 RAPs, go to **No. 65**.

7 RAPs, go to **No. 52**.

More than 7 RAPs, go to **No. 17**.

Anything less and you learn nothing. Continue investigating.

**40** The recorder contains sophisticated electrical circuits, programmed to react to your presence. The Joker is probably nowhere near here. Go to **No. 69**.

**41** The Computer Crime File can do a variety of things. It is the copy of all of the Batman's information about criminals that he's dealt with, as well as a sophisticated device for using evidence to solve cases.

Any evidence found with a computer code number (i.e. a letter 'c' followed by a 3-digit number) can be entered into the computer. The computer can use this information to locate the Joker's secret broadcast station. Its ability to do that will depend on the amount of evidence you've found. If the computer has sufficient evidence, it will indicate that you can begin searching for the Joker's Hideout. Use an OV/RV of 5/5.

#### COMPUTER

DEX: 0 INT: 8 BODY: 5

Powers: Scientist/Detective: 14 APs

Computer Information: Can only be 'entered' if you've been given the number:

c101-1AP; c102-2APs; c103-1AP; c104-2APs; c105-1AP; c201-1APs; c202-1AP; c203-1AP; c301-1AP; c302-1AP; c303-2APs; c304-2APs; c305-2APs; c306-2APs

Computer Evidence APs can be used at any time to see if you can begin the search procedure. If you have 0 to 6 APs, go to **No. 388**; 8 to 11 APs, go to **390**; 12 to 20 APs, go to **No. 360**

**42** The Midway is boarded up tight. A quick check fails to turn up anyone. You can move onto another location in the park. Go to **No. 45**.

**43** You'll need to run quickly through the water, a difficult task. You will need to push the Automatic Action of running (use your character's DEX), due to the resistance of the water. Treat the OV/RV as 6/6. You'll need at least 6 RAPs to outrun the alligators. Succeed, and you get out and can follow the Joker, go to **No. 31**. Fail, and the alligators attack you as you stumble in the water. Go to **No. 63** for their attack, then go to **No. 19** to choose again.

**44** The policeman's quite observant. "Halt!" he shouts, his gun pointed right at you. "Oh, it's you, Batman. I'm sorry about . . ."

You tell him to forget it, reassuring him that he's doing a good job. When you ask if he's seen anything suspicious, he reports that it's been quiet.

You can move on to look at the Ferris Wheel or the Bumper Cars. Go to **No. 67**. Or you can go to some other area in the park, go to **No. 45**.

**45** Once you enter the park you can begin exploring the different sections. (Look them up on Map 4.)

A: Kiddieland, go to **No. 2**.

B: Bumper Cars/Ferris Wheel, go to **No. 12**.

C: Midway, go to **No. 42**.

D: House of Fear, go to **No. 72**.

E: Roller Coaster, go to **No. 117**.

Make a note of which areas you visit and the order in which you visit them. You can also return to your vehicle; either go to **No. 37** (Parking Lot) or go to **No. 66** (Dock).

**46** More than money, more than crime itself, the Joker has one overriding passion—The Batman! To humiliate, perhaps even destroy the Batman would be worth the world to the Joker. You realize that you must be careful of what maybe a deadly trap. (Reduce any surprise bonus against you by 2 columns.) Go to **No. 22**.

**47** A successful throw reveals that the box is firmly attached to the floor. Go to **No. 70** and choose again.

**48** Patty sees the object too. "That's very odd. My people wouldn't leave something on the floor like that. You'd better have a look." Go to **No. 70**.

**49** You'll have to move gingerly to try and blow up one of the animals. It will be necessary to place the explosive precisely. Roll using 9/9 as the OV/RV. If you achieve 2 RAPs, you manage to place the explosive and

blow up one of the alligators. The other is momentarily stunned. Go to **No. 19** to determine how you deal with the other alligator when it starts moving again.

Fail, and both alligators attack you. Go to **No. 63** for the alligators' stats, then go to **No. 19** to pick an action for the next round.

**50** You spot the controls to the Bumper Cars. A pin-point accurate hit could shut the ride off.

This is a Trick Shot with an OV/RV of 5/3. Roll your DEX against the OV, and then compare your STR to the RV. You will need 3 RAPs to shut off the ride. If you succeed, you can get out. Go to **No. 69**. If not, 5 of the deadly Bumper Cars attack you. Go to **No. 91** for their attack, then go to **No. 100** for the next round

**51** You see two large objects tumble into the water in front of you. Then you see two sets of brilliant white teeth glistening in the murky water. You quickly pop your head up and you hear the Joker's maniacal laughter, as he dashes along the walkway and out of the ride.

You can try to use your Batrope to get out of the way. Go to **No. 76**.

You can try to run out of the water before either alligator gets you. Go to **No. 43**.

Or you can try to use something from your Utility Belt. Go to **No. 86**.

**52** You hear the unmistakable clang of the roller coaster in the background. Go to **No. 65**.

**53** Roll your DEX with the rope vs. the Joker's DEX. Succeed, and go to **No. 110**. Fail, and go to **No. 19**.

**54** Patty can unlock the control box and take you up to the top. If you go up, go to **No. 97**. And remember that you can also ride down.

**55** You land smoothly next to the big wheel. Go to **No. 67**.

**56** Looking over in the direction of the Bumper Cars, you think you see someone standing in the shadows. Behind you, you can see lights in the House of Fear. If Patty Ryan's with you, go to **No. 75**. If you want to walk over to the Bumper Cars, go to **No. 12**. If you want to check out the House of Fear, go to **No. 95**. Otherwise, you can move on to some other location. Go to **No. 45**.

---

**57** Each goon has a STR of 2 and a DEX of 3, and each carries a .45 (+1 modifier). Each goon you hit will panic and run away. If they hit you for three APs of damage, they will untie the Joker and run out of the ride. You can then chase them, go to **No. 31**. Return to last number.

---

**58** You begin to move through the ride on the walkway, slightly ahead of the small boat. You come to a curve and pass under a sign that reads "The Hall of Murder". You are surrounded by some of the most gruesome creatures in recorded history: Jack the Ripper, the Boston Strangler, Bluebeard. Then you see another demented criminal, the Joker, only this one's real and he has brought three of his goons with him. They seem to be fiddling with something.

Try your Thief (Stealth) Skill to roll against the Joker's INT (both OV and RV value).

Succeed and you get surprised.

Go to **No. 57** for the goons' Stats. They will attack you while the Joker runs. When you defeat them, you can go after the Joker. Go to **No. 31**. If you become unconscious, you are pulled out of the ride by the police and learn . . . go to **No. 21**. If you want to look for any explosives to deactivate after the goons are defeated, go to **No. 8**.

---

**59** You could leap up to the walkway. Use your Acrobatics skill against the OV/RV of 3/3. If the action is successful, go to **No. 58**. If you fail, go to **No. 19**.

Or you could try to use the Batrope. Try to throw it to latch onto one of the walkway's metal posts. Use your DEX vs. an OV of 6 APs, then go to **No. 23**. If you fail, go to **No. 3** as the boat moves on.

---

**60** If you're arriving by Batboat, go to **No. 66**. If you're arriving by Batcar, go to **No. 37**. If you're arriving by Batcopter, go to **No. 94**.

---

**61** The pellets explode, giving off heavy, acrid smoke. But the hungry alligators dive underwater to attack you. Go to **No. 63** for the first phase attack, then go to **No. 19** to choose again.

---

**62** The attack stops suddenly. Police arrive quickly, picking up the wounded Batman. Despite the wounds, you will be sufficiently recovered to learn of the disaster. Go to **No. 21**. And you'll be able to try to stop the next one. Go to **Night 2, No. 101**.

---

**63** Each alligator attacks by making a lunge with its open jaws. Their DEX is 2 in the water, and their STR is 3 if they hit. In addition, they have an Attack Advantage of 2. Batman's DEX is reduced to 7 APs when he is in the water. After each alligator attacks, go to **No. 19** for the next round.

---

**64** You can see the Joker pointing to various places. It seems that he's trying to indicate that he's put something at the locations. Could it be explosives, you wonder? Then they start moving down the walkway out of the ride.

You can chase after them. Go to **No. 31**, or go look at the things that the Joker pointed out. Go to **No. 8**.

---

**65** A door in the back of the House of Fear appears open. You also see someone standing near the Bumper Cars. You decide to dock. Go to **No. 92**.

---

**66** You could go up and down the length of the park before docking. If so, go to **No. 39**. If not, you dock. Go to **No. 92**. When you leave the park, go to **No. 21**.

---

**67** The Ferris Wheel is quiet. You can climb to the top if you wish, go to **No. 73**. If Patty Ryan's with you go to **No. 54**.

You can also go over to look at the Bumper Cars. Go to **No. 70**.

Or you can go to some other area of the park. Go to **No. 45**.

---

**68** Using the rebreather, you follow the metal rail that the boats follow, as they move through the House of Fear. After passing through a narrow dark channel, you come to an open area. You see indistinct figures moving about, and you hear voices.

Roll your Thief skill to see if your stealth helps you hide. (Roll vs. an OV value of the Joker's 9 APs of INT).

If you are successful, go to **No. 6**. If not, go to **No. 51**.

---

**69** The master control is shut off, and you can now examine the tape recorder in the Bumper Car Rink.

It appears ordinary, though it must be radio-controlled. You can use your Detective skill to see what you can learn from it. (It has an OV/RV value of 7/7 APs).

If you get 6 RAPs go to **No. 40**

7 RAPs, go to **No. 98**

9 RAPs or more, go to **No. 7**.

You can now go to the ferris wheel, **No. 67**, or some other location in the park, go to **No. 45**. (Use normal recovery rules to recover from any damage suffered.)

---

**70** Everything looks normal on the glistening floor of the ride, until you notice a black object resting square in the center. A variety of thoughts occur to you. A trap . . . a bomb . . . or maybe it's merely something the ride's operator left behind.

You can go in to examine it. Go to **No. 100**.

Try to use your Batrope to bring it to you. Go to **No. 47**.

Ignore it. Go to **No. 67**.

You can also roll your INT vs. an OV of 6. If you make a successful roll, go to **No. 25**.

(If Patty Ryan's with you, go to **No. 48** before you decide.)

---

**71** Hmm. Wouldn't be hard for the Joker to sneak by. You can examine the Ferris Wheel. Go to **No. 67**. Or the Bumper Cars. Go to **No. 70**. Or you can go to some other area in the park, **No. 45**.

---

**72** If you came here directly from the parking lot or dock and you did not go to another location in Gotham before this, go to **No. 56**. Otherwise, go to **No. 82**.

---

**73** You can use your Acrobatic skill. The OV/RV is 5/5. You will need 1 RAP to climb it. When you're at the top of the wheel, go to **No. 97**. If you fail, you take 1 AP of damage. To try something else, go to **No. 67**.

---

**74** Patty can help you to get access to any of the park's rides. Note down that he's with you. Then go to **No. 45**.

---

**75** "That's odd," he says quietly. "Place should be locked up tighter than a drum. Perhaps you'd better have a look-see." Go to **No. 56**.

---

**76** Roll your DEX vs. an OV/RV of 6/6. Make at least 1 RAP, and you can hoist yourself away to chase the Joker. Go to **No. 31**. Fail, and both alligators attack. Go to **No. 63**.

---

**77** The smoke pellets create an incredible fog in the small chamber and you wonder whether that was such a good idea. You reach to grab hold of the Joker, only to feel the lifeless arm of Jack the Ripper.

The Joker's laugh echoes as he leaves. You head down the walkway. Go to **No. 31**.

---



---

**78** The police have lights on in the park and you see police walking around. You can use your Detective skill here, using an OV/RV of 8/8. If you get 6 RAPs, go to **No. 38**. 7 RAPs, go to **No. 90**. 9 RAPs or more, go to **No. 16**. When you are done here, you can land in the parking lot. Go to **No. 37**.

---

**79** Everything's locked tight. There's a heavy steel door back here, but it's bolted from the inside. It appears that the only way inside is through the front. Go to **No. 5**. Or you could go to some other location, **No. 45**.

---

**80** There are five cars positioned to strike. Roll your DEX vs. each car (using the car's speed of 6 APs as the OV) to dodge them. If you fail to dodge, go to **No. 91** for the effect. If you dodge all five, roll DEX/STR vs. OV/RV of 6 for the APs of distance you accumulate toward getting out of the Bumper Car Rink. You need a total of 4 RAPs to get out. After each phase there will be 1D10 cars ready to attack in the next phase. When you get out, go to **No. 69**.

---

**81** You hear voices echoing from inside the ride. There are 3, maybe 4 people inside. Add 2 to all Initiative rolls while you are in the House of Fear. Go to **No. 36**.

---

**82** You see someone standing near the Bumper Cars. Behind you, the House of Fear has some of its garish lights on. If you want to investigate the bumper cars, go to **No. 12**. If you go to the House of Fear, go to **No. 93**. Otherwise, you can go to some other location in the park, **No. 45**.

---

**83** The heavy, papier-mache axe hurtles into you, and its blunt edge knocks you out of the boat. Lose 2 APs of BODY. Go to **No. 19**.

---

**84** There are five cars within striking range. In order to make it out of the rink, you must flip over 3 of them, bounce off the seat of a fourth, catch a pole, and swing clear of the rink, a very tricky maneuver. Use your Acrobatics skill against an OV/RV of 10/10. If you get 1 RAP or more, you make it out of the ride, go to **No. 69**. If you fail, you slip on the floor. All five cars hit. (Go to **No. 91** for effect.) For the start of the second phase, go to **No. 100**.

---

**85** If you jump successfully or use the Batrope you can get up to the walkway. To try either, go to **No. 59**. Otherwise, go to **No. 13**.

---

---

**86** What will you do? Try some smoke pellets? Go to **No. 61**. Use your plastic explosives? Go to **No. 49**. Put your rebreather on and go under the water? Go to **No. 26**. Take out the micro laser torch? Go to **No. 24**. Try to use your Batrope? Go to **No. 76**.

---

**87** The thought occurs to you that it might be safer to get out of the boat. Perhaps you should use the rebreather. If you want to do that, go to **No. 68**. If not, the small boat keeps moving on. Go to **No. 3**.

---

**88** You find the back door ajar, and through the opening you hear voices. Although it's fairly dark inside, there's enough light for you to be seen. You kneel down and push the door open a bit more. You crawl inside. You find yourself on a narrow ledge in the company of some of history's most murderous villains... Jack the Ripper, Lizzie Borden, Blue Beard, and the Boston Strangler. A cheery little exhibit. Just ahead you see a narrow channel—the place where the small boats travel through the ride. The water looks to be a couple of feet deep, and it's the only place you can go. You could put on your rebreather and try and sneak up on the people whose voices you hear. Go to **No. 68**, or you could go around to the front of the ride. Go to **No. 82**.

---

**89** You might be able to just reach up and pluck him off the walkway. If you try that, go to **No. 112**. If not, return to **No. 6** to choose again.

---

**90** There appears to be someone standing in the open by the Bumper Cars, but it's too dark to be sure. Then, as you swing over the beach area, you pass the back of the House of Fear. You can see that the back door seems slightly ajar. You can land, go to **No. 37**, or go to some other location.

---

**91** Each Bumper Car attacks with an AV/EV of 6/5. All damage is subtracted from Batman's BODY. If the Batman becomes unconscious go to **No. 62**. Go to **No. 100** for the next phase.

---

**92** There are only a few rental fishing boats here. And, oddly enough, there's no one guarding this entrance. Perhaps everyone is at the parking lot. Go to **No. 37**. You can walk over there, or start investigating in the park from this location. See **No. 45** for Locations. You're on Map 4. The Batboat

---

will be here when you're ready to leave. Go to **No. 21** as you depart.

---

**93** Do you want to look in the front? go to **No. 5**; in the back? Go to **No. 79**.

---

**94** You can take a swing around the park to look for signs of trouble. Go to **No. 78**, or you can land in the parking lot. Go to **No. 37**.

---

**95** The House of Fear glows strangely under the fluorescent lights. Enormous heads, set at bizarre angles, leer down. The wild-eyed figures painted in the background seem frozen in a state of deranged mirth. Everything is quiet. The small boats are lined up to the side, awaiting the next day's passengers. Do you want to go up to the front of the ride and look around, go to **No. 5**, or do you want to check in the back of the building? Go to **No. 88**.

---

**96** Roll your Thief skill vs. the Joker's INT (9). If you succeed, go to **No. 89**. If you fail, go to **No. 51**.

---

**97** The roller coaster chain is running. You also see lights burning in the House of Fear. You can climb down. Go to **No. 73**. Or you can swing down with your Batrope. Go to **No. 55**. If you can ride down, go to **No. 67**.

---

**98** You notice some tiny specks of dirt inside the recorder. You gather them up and put them inside a compartment on your Utility Belt. (This is item A101 when you analyze it in the Batcave.) Go to **No. 69**.

---

**99** The axe smashes into your boat, breaking it in half. You find yourself in the water, the chamber filled with the maniacal laugh of the Joker, go to **No. 19**.

---

**100** As soon as you approach it, a familiar cracking voice emanates from the tiny recorder. "Greetings, Batfool. How nice of you to play my little game," the Joker taunts. "And my, aren't bumper cars FUN!" At the sound of the word 'fun', all the lights come on, knife points pop out of the front of the cars, and, with a crackle of electricity, the cars are ready to bear down on you. You must act quickly! Do you want to run for it? Go to **No. 84**. Concentrate on dodging the cars? Go to **No. 80**. Use a piece of equipment? Go to **No. 33**. If Patty Ryan's with you, go to **No. 15**.

---

**101** It's 7:30. For a moment the television screen goes blank, as the regular signal is blocked out. Then the sound comes on, followed by the flashing 'Wheel of Destruction' sign.

"Yes," the announcer shouts, "ladies and gentlemen, once again it's time for that fabulous new game, Wheel of Destruction!"

The camera pans out to the mechanical audience. This time, each one of them is wearing a gaily colored, paper party hat. Again they writhe recklessly, as the canned applause swells.

"And here's your host, the Crown Prince of Crime, the Joker!"

The applause becomes a roar, as the Joker strolls out from behind the curtain.

"Ah, welcome to another opportunity to match wits. (Though how I can match wits with the witless is a real puzzle!)"

"Is the commissioner ready?" the Joker yells, and another curtain parts to reveal the commissioner, gagged as before. "Well then, let's play the game!"

A curtain rises revealing 18 blank spaces:

1 2 3 4

5 6 7 8 9 10 11 12

13 14 15 16 17 18

A ... 203 B ... 209 C ... 215 D ... 221 E ... 210 F ... 204  
 G ... 222 H ... 216 I ... 205 J ... 205 K ... 217 L ... 223  
 M ... 212 N ... 206 O ... 224 P ... 218 Q ... 207 R ... 213  
 S ... 219 T ... 225 U ... 201 V ... 214 W ... 208 X ... 220  
 Y ... 226 Z ... 202

Choose your first ten letters and the accompanying number. Then roll 1D10 to see how many additional letters Commissioner Gordon gets. See Chart 1/Game 2 for their positions, if any, in tonight's phrase. When you have finished, the Joker looks out into the audience and says.

"Now for a spin on the destruction wheel. Oh, but you don't see that. I've already given you too good a clue. And re-

**102** You're at the Funworld parking lot when you get a message on your radio-  
phone. Go to **No. 257**.

**103** Bubbles in the water, glistening in the moonlight as they break the surface. Something underneath the bridge is making those bubbles. Treat the next location you go to as your first location. Go to **No. 109**.

**104** You hear Harry Black say "Goodbye, friends." You turn in time to see him wielding a wrench that comes crashing down on top of your head.

Harry's DEX is 3. Reduce your DEX by 2 Column Shifts due to the surprise attack. If he hits, go to **No. 130**. If not, you get to take a swing at him next phase. If you hit, roll against his STR (4 APs) for damage.

1-2 RAPs: He takes the damage, but he's ready for another round. His Initiative is 10. See above for any hits.

3-4 RAPs: He falls in the river.

If you pursue him, go to **No. 200**. If not, return to **No. 149**.

He will fight until you knock him unconscious or until he's knocked into the water.

**105** You arrive at the deserted museum parking lot. The buildings are dark, but the police have set up lights around the park. As you start to enter this unique museum, one of the policemen on duty runs up to you. "Message, sir, on the radio." You run back to the radio. Go to **No. 150**.

**106** You can try using your Detective skill here. (OV/RV of 8/8.)

6 RAPs, go to **No. 132**.

7 RAPs, go to **No. 201**.

9 RAPs or more, go to **No. 228**.

Fail, and you can go ahead and dock your boat, go to **No. 172**.

**107** The Bridge is still, closed to traffic at both ends. You're about to explore it when a police officer runs up to you. "Message, sir." He hands you the radio, go to **No. 150**.

**108** The crystalline deposit is similar to the material found in the Hood Mountain Range that begins west of Gotham and runs to the South. Treat this as computer evidence c102 when it is placed in the Bat-computer. Go to **No. 134**.

**109** The foamy wake of some kind of vessel is barely visible, riding on the moonlit water. Go to **No. 129**.

**110** The Joker trips on the walkway. His three goons turn quickly toward you. Conduct combat with them. Go to **No. 57**. After three rounds, the Joker gets up. At that point, go to **No. 120**.

**111** There are pine needles on the lapel of the Joker's coat. Treat this as object A102 when analyzing in the lab. Return to **No. 122**.

**112** Roll your Acrobat skill against an OV/RV of 4/4. If you fail, go to **No. 51**.

If you make it, the Joker might still be able to dodge. Roll his DEX vs. yours. If he succeeds, go to **No. 51**. If not, go to **No. 122**.

**113** You're at the Tower, Gotham's tallest building. Just as you begin to look

member, payment of \$1 million will save this famous landmark. So, until tomorrow, this is the Joker, hoping that all your little bat-wheels are spinning merrily along."

The screen goes blank, except for a luminous, lingering afterimage of the Joker's face in reverse.

You are at Wayne Manor. Choose your first location for Night 2.

over the building, a police officer runs up to you. "Message, sir," she says urgently. "You can take it in my patrol car." Go to **No. 150**.

---

**114** As the Joker's plane soars away, you curse your failure to capture the madman. But at least you saved the park from disaster. Tomorrow, though, begins a new Wheel of Destruction, and another exercise in madness.

You quietly ignore the reassuring comments of the police as you leave the park for the brooding solace of the Batcave. Begin Night 2. Go to **No. 101**.

---

**115** You can't see the mad man anywhere when you hear laughter and you see the Joker on top of the aptly named Demon Coaster.

"Farewell, Batfool. This is the end of the first game. Fun, wasn't it?"

Joker's plane comes out of the sky. A bar is suspended from its bottom, which the Joker grabs as it glides over him. The Park's loudspeakers echo with his laughter. If you've dismantled the explosives go to **No. 114**. If not, go to **No. 118**.

---

**116** You run back to the parking lot. Record any RAPs gained. If you fail, go to **No. 123**. Otherwise, you get back to the Batcopter and quickly get it into the air. Got to **No. 135**.

---

**117** You arrive at the roller coaster and see that the chain is running. Then you hear the Joker's familiar, maniacal laughter behind you, coming from the House of Fear. If you go there, go to **No. 72** and add +2 to your initiative.

If you decide to investigate the coaster now, go to **No. 139**.

---

**118** Explosives consume the House of Fear, triggering a massive fire that tears through the old park. You've failed totally.

The Joker's plane soars away, illuminated by the brilliant flames. You run to escape the heat that is engulfing the area. You run, already thinking about the horrors to come tomorrow.

Begin Night 2. Go to **No. 101**.

---

**119** You maneuver the copter closer to the crest of the ride. The Joker is standing up in the lead car, about to step out. He glances up, and a look of fear crosses his face. Then, as he gazes up, a strange plane swoops down. The plane has a bar suspended from its underside.

You have to use your Batarang to snare

the Joker before his plane reaches him. Roll your DEX vs. the Joker's DEX, then STR vs. STR.

If you get 1-2 RAPs, go to **No. 154**.

3 RAPs, go to **No. 155**.

4 or more RAPs, go to **No. 138**.

You can add any bonus APs for time that you've earned. Fail and go to **No. 146**.

---

**120** The Joker reaches into his pocket and, with a sly grin, says, "Why Batman, I believe that you're catching a cold!" Then he throws a fistful of powder into your face. You collapse, sneezing and the Joker dashes out, chortling.

You cough, trying to clear your lungs, and then give chase. Go to **No. 31**.

---

**121** The rocket pack fires quickly, carrying you up to the top of the Demon Coaster. Go to **No. 153**.

---

**122** You pull the stunned Clown of Crime into the water. His goons pull out their .45 automatics, but seeing their boss in the tight grip of Batman, they run away.

Well, it appears the game is over. Try your Detective skill (OV/RV of 5).

1-2 RAPs, go to **No. 111**.

3-4 RAPs, go to **No. 142**.

5 or more RAPs, go to **No. 166**.

Then go to **No. 140**.

---

**123** In the murky darkness, you stumble over a rail. You try to cushion your fall, but you land hard, spraining your ankle. You limp to the Batcopter and go to **No. 146**.

---

**124** Nothing appears out of the ordinary. If Harry Black is with, you go to **No. 184**. Otherwise, return to **No. 172** and continue investigating.

---

**125** If you came to the Bridge as a first location and have visited only two places on the bridge, go to **No. 210**. Otherwise, your batlight picks up the Joker scrambling into his Flying Fish Submarine. There seems to be no way you can catch him. Still, if you're wearing the rocket pack, go to **No. 227**. If not, you watch helplessly as the Joker's Sub pulls away. If the bombs aren't dismantled, go to **No. 18**. Begin the Wheel of Destruction, Night 3, go to **No. 213**.

---

**126** The pine needles seem to lack moisture indicating that they came from a high-altitude tree. Go to **No. 165**.

---

**127** You grab the controlstick for the ride and it comes out in your hands. You hear laughter and look up the long slope of the coaster. The Joker's plane is swooping down, its odd colors glowing in the night. Go to **No. 135**.

---

**128** You see a small wake in the water, yet there is no boat in sight. Go to **No. 183**.

---

**129** Traffic seems normal, but the river appears unusually quiet. There are no tugs or barges anywhere in sight. Go to **No. 157**.

---

**130** His STR is 4. If he causes 1 or 2 RAPs of damage, go to **No. 193**. 3 or more, go to **No. 200**.

---

**131** You can dismantle the explosives. Roll your Combat (Demolition) skill vs. OV/RV of 5/5 for each explosive.

There are 3 explosives on this tower. Record how many attempts it takes to remove each. When you have finished, go to **No. 192**.

---

**132** A quick check of the bridge shows nothing unusual. You can try your vehicle skill. Go to **No. 225**.

---

**133** You're on the way to the world famous museum when you get a message on the radio. Go to **No. 150**.

---

**134** The dust particles appear to be an ordinary combination of the rich topsoil found west of Gotham and minute deposits of mountainous Quartzite. (Treat this as Computer input c101.) Go to **No. 30**.

---

**135** If you gained 4 APs of time, go to **No. 119**. Otherwise, you see. . . go to **No. 146**.

---

**136** You can lower yourself to the water's surface using your Batrope. Once you are there, you swim under the bridge looking for anything suspicious.

If you want to swim over to either tower, go to **No. 188**. Otherwise, you notice nothing and you can hoist yourself back up. Go to **No. 172**.

---

**137** Using your Batlight you find 3 explosives attached to the tower. You can begin dismantling them. Go to **No. 131**.

---

**138** Your rope finds its mark and you quickly lower the Joker to the waiting police. Go to **No. 182**.

---

**139** The roller coaster's chain is indeed running, and the string of cars is locked in place, ready to start its journey up the first big slope.

You begin looking around the ride's controls. You hear the sound of the cars engaging with the chain. Go to **No. 147**.

---

**140** In a flash, a huge balloon inflates on the Joker's shoulder. The balloon is a copy of the Joker's head.

"Two heads are better than one!" he laughs. The Joker's second "head" explodes, releasing a noxious gas. As you double up in pain, you notice the special nose clip that the Joker wears.

He darts away. It will be minutes before you can follow him. Go to **No. 31**.

---

**141** You're at the Tower, Gotham's tallest building. Just as you begin looking over the building, a police officer runs up to you.

"Message, sir," she says urgently. "You can take it in my patrol car." Go to **No. 257**.

---

**142** You see the Joker glance nervously at the spot where one of his goons was fidgeting earlier. If you examine it before leaving here, go to **No. 8**. Return to **No. 122**.

---

**143** The bridge's towers are each over 1000 feet high, with massive cables that run through holes at the tops.

To climb either tower, roll your Acrobat skill against an OV of 3. If you fail, go to **No. 189**. If you succeed, Go to **No. 149** for Tower A, for Tower B, go to **No. 191**. If Harry Black is with you go to **No. 174**. You can also go to some other spot on the bridge, **No. 172**.

---

**144** You arrive at the deserted parking lot of the museum. Your radio crackles to life and you hear an urgent message. Go to **No. 257**.

---

**145** He suggests going to the top of one of the towers to get a better look. You can follow his suggestion and go to **No. 143**. Or return to **No. 175**.

---

**146** The Joker has stepped out of the coaster and he stands near the edge as

his oddly colored plane swoops down to pick him up.

He grabs for a bar suspended from the plane, makes it, and then scrambles into the plane. Then, with a burst of speed, his jet blasts away as all the park's loudspeakers echo with his laughter. If you've dismantled the explosives go to **No. 114**. If not, go to **No. 118**.

---

**147** You see the Joker running to the Demon Coaster. He hops into the lead car as it begins its climb. You run after him, but the cars are already climbing to the top. The Joker looks back and gives you his most revolting leer. What to do?

Head back to the Batcopter (if you brought it)? Go to **No. 116**.

Try to shut the ride down? Go to **No. 127**.

Try to climb the coaster to catch the Joker? Go to **No. 171**.

Or, if you have the rocket pack and want to use it go to **No. 121**.

---

**148** To see what you learn, use your skill against an OV/RV of 10/10.

With 2 RAPs, go to **No. 129**.

3 RAPs, go to **No. 109**.

4 RAPs or more, go to **No. 103**.

Anything less and you learn nothing. Go to **No. 157**.

---

**149** The lights of Gotham are behind you. The bridge glistens like a sleek beast straddling the dark river.

If you are with Harry Black, go to **No. 104**.

If you came to the Bridge first tonight, go to **No. 157**.

Otherwise, you can try to look for some sign of the Joker or any suspicious vehicles. Try your Detective skill against an OV of 8, or your Vehicle skill vs an OV 10. (You can try only one.) Make either, and you go to **No. 196**. Fail, and you pick another location. Go to **No. 172**.

---

**150** "Sergeant Reilly at Funworld, Batman. We think something's up here. We saw someone at the Bumper Cars. Also, one of the guards at the House of Fear hasn't reported back."

You got the wrong place, you think. And you wonder if it's not already too late. Go to **No. 60**. (But only if you can with your current transportation. You may have to return to the Batcave.)

---

**151** Your infra-red flashlight picks up some divers just below the water, affixing something to the tower. In the background you can make out a dark shape.

Will you swim toward the shape (**No. 210**) or toward the figure near the tower (**No. 181**)?

---

---

**152** Harry tells you that the tower is very slippery. He could lower you by your Batrope. If you let him help you, go to **No. 169**. If not, return to **No. 183** and choose again.

---

**153** You're at the crest of the first hill of the Demon Coaster and you see the Joker standing up in the first car, about to get out. He looks up and you see him gaze at his strange plane as it swoops down. There is a metal bar suspended from the plane's undercarriage.

You'll have to try and snatch the Joker before his plane can pick him up.

Roll your DEX vs. the Joker's, then STR vs. STR.

1-3 RAPs, go to **No. 154**.

4 or more RAPs, go to **No. 138**.

If you fail, go to **No. 146**.

---

**154** Your rope finds its mark, but the Joker slithers out of it before you can pull it tight. His radio-controlled plane glides by him. Go to **No. 146**.

---

**155** Your rope finds its mark, and you quickly pull it tight. But then you see the Joker's plane coming right between you and the Joker, as if to slice the rope in two.

Try your Vehicle skill vs. the Joker's plane and its computer control (OV/RV of 8/8). If you get 1 RAP or more, you second-guess the plane's maneuver, and you hoist the Joker away, down to the waiting arms of the police. Go to **No. 182**.

If you fail the roll, the rope is cut and you see Joker struggle from its bonds. He grabs for the suspended bar, and the gliding plane's engines fire up and it soars away.

If you've dismantled the explosives, go to **No. 114**. If not, go to **No. 118**.

---

**156** You take 7 APs of damage to your BODY and you fall momentarily unconscious. When you recover, you're on the shore and the Gotham Bridge is gone. No one says anything to you and, not surprisingly, you have nothing to say.

Use normal recovery rules and begin Night 3, go to **No. 213**.

---

**157** You can try to look for some sign of the Joker. Try a Detective skill roll using an OV/RV of 8/8. If you get 1 or more RAPs, go to **No. 148**. If not, you can try your Vehicle skill. Roll your skill vs. an OV/RV of 10. If you make it, go to **No. 185**.

Fail both, and you notice nothing. Go to **No. 143**.

---

---

**158** You can radio ahead to have the bridge shut down, based on the Wheel of Destruction clue. Gain +10 Hero Points at the end of the adventure. Go to **No. 186**.

---

**159** How are you travelling to the bridge?  
Batmobile? Go to **No. 162**.  
Batcopter? Go to **No. 198**.  
Batboat? Go to **No. 173**.

---

**160** Your eye is caught by the gentle V of a wake in the water. Yet, there is no ship in sight. Then, your infra-red light picks up bubbles rising in the water. Something, it would appear, is travelling under the bridge. Treat your next location as your *first* location. Go to **No. 157**.

---

**161** You're at the water's edge and you don't see anything out of the ordinary. Select another location. Go to **No. 172**.

---

**162** The Batmobile pulls up to the Gotham entrance of the First Avenue Bridge. You park off to the side and head to the pedestrian walkway. Go to **No. 172**.

---

**163** Your flashlight picks up some shapes in the water below. Go to **No. 183**.

---

**164** Treat the following as Computer information c201 when entered as evidence into the Batcomputer.

You swim to the bulwark and haul yourself up to the small areas surrounding the steel tower. Then, you see a line of bubbles below the surface of the water. A mini-submarine surfaces, bedecked with the odd shape and colors that identify its demented owner as the Clown Prince of Crime. The sub turns and its bow reveals an oversized, painted Joker-face. A hatch at the top opens and the one and only true Joker pops up.

"A nice night for a swim, Batfish. I would suggest leaving the vicinity of the tower. You see, the bridge will collapse in 30 seconds, thanks to some strategically placed explosives."

The Joker disappears into the sub and it dives. You take the madman at his word and swim away as fast as your powerful arms can move you. You hear the explosion, but you don't look back. Then, you hear the sound of girders ripping apart and the massive cables whipping through the air.

The river is brackish. Your salty tears do not pollute the current. Begin Night 3, go to **No. 213**.

---

**165** White pine needles, fresh too. This is computer information c103. Return to **No. 30**.

---

**166** Go to both **No. 142** and **No. 111**. Then go to **No. 122**.

---

**167** You see the eerie glowing lights of the Joker's sub disappearing through the waves.

You've foiled his attempt on the bridge, but once again the Joker has escaped. Begin Night 3. Go to **No. 213**.

---

**168** You surface, just as the first explosion rips through the water, sending a shudder through the enormous bridge. You gasp in pain, as something crashes into the water and creases your leg. You swim away madly. Roll your normal DEX and STR vs. OV/RV of 10/6 to avoid further damage. Fail, and go to **No. 156**. Succeed and go to **No. 194**.

---

**169** He lets the rope fly out of his hands and laughs as you belly-flop into the water. Go to **No. 200**.

---

**170** From the wake and the bubbles, it appears that there is some sort underwater craft just below the surface of the water. And you can guess who the captain is. Go to **No. 183**.

---

**171** Try your Acrobat skill vs. the climb, OV/RV of 6/6. If you get 1-4 RAPs, go to **No. 146**.

6 or more RAPs, go to **No. 153**. Anything less and you fail. If you take 1 AP of damage, go to **No. 147**.

---

**172** You see policemen swarming over the bridge, eyes darting hither and yon in search of anything suspicious. The sergeant on duty gives you a nod.

If you know the clue phrase for this night, you can tell the sergeant to close the bridge. Otherwise, you will have to explore while the bridge remains open.

"Evening sir," a deep voice calls to you. "A bit chilly to be prowling the bridge." The man senses your confusion and introduces himself. "Harry Black," he says, extending a firm, beefy hand, "Bridge Supervisor. Maintenance Engineer, really. I'll be glad to tag along, if you'd like. I know the bridge like the back of my hand." If you let him accompany you, make a note of it.

You're on Map #3, the new First Avenue Bridge. Decide where to explore.

---

A Tower 1? Go to **No. 143**.  
B Tower 2? Go to **No. 143**.  
C Bridge Roadway? Go to **No. 124**.  
D Tower Base 1? Go to **No. 183**.  
E Water Surface? Go to **No. 136**.  
F Tower Base 2? Go to **No. 175**.

Keep track of the number of locations on the bridge that you investigate. After the third location, go to **No. 187**.

---

**173** The lights of Gotham gird the river with a garland of shimmering color. The Batboat moves quickly through the water, its wake white and foamy. The First Avenue Bridge is just ahead.

Using the Batboat's Radar and Sonar, you see no unusual activity, either on or under the bridge. You do see police guards at various points on the pedestrian walkway.

If this is the first location you visited tonight, go to **No. 158**. If not, go to **No. 186**.

---

**174** "There are some handy notches right here, Batman. Makes the climb a might easier. If you want to go up, I'll lead the way."

Go to **No. 143**. If you choose the Climb option reduce its difficulty to 0 APs. Harry Black will help you up.

---

**175** You look at the towerbot-toms, but you don't see anything. You could lower yourself down with the Batrope. Go to **No. 161**. If Harry Black is with you, go to **No. 145**. Or you can go to another location.

---

**176** With the explosives dismantled, you search the area for any sign of the Joker. But you find nothing. Go to Night 3, **No. 213**.

---

**177** Use an RV of 10. If you get 4 RAPs, go to **No. 128**. 6 RAPs, go to **No. 170**. Otherwise, go to **No. 183**.

---

**178** The gardens are surrounded by police. A sergeant in charge beckons to you. "Message, sir." Go to **No. 150**.

---

**179** Go to **No. 137**, but add +1 to any AV or EV for the combat rolls you make at this location only.

---

**180** Try your Detective skill vs. an OV of 10. If you succeed, go to **No. 137**. If not, try a Combat roll vs. an OV of 8. Succeed, and go to **No. 179**. Fail both, and go to **No. 168**.

---

**181** Try your Thief vs. an OV of 7. Add +2 to the attempt, due to darkness. You must make the roll 3 times. Succeed, and go to **No. 188**. If not, go to **No. 195**.

**182** The Joker is twisting and screaming as you lower him to the police. They wave at you, a signal that they have him. He's nervously telling them about the explosives that are soon to go off.

You can leave Funworld now. Back to the Batcave and Wayne Manor...a little relaxation perhaps. But not, you think, any T.V.

(Note: You can now search for the Joker's hideout. He will not be there, but you realize that it will not be undefended. See search procedure.)

**183** If Harry Black is with, you go to **No. 152**. Otherwise, it appears that the way down to the water is smooth. Possibilities:

1. Lower yourself down using the Bat-rope. Go to **No. 197**.

2. Dive into the water, and use your rebreather. Go to **No. 188**.

Before you do either, you could try using your infra-red flashlight. Go to **No. 163**.

You can also use your Detective skill vs. an OV/RV of 8/8. If you get 1 RAP or more, go to **No. 177**.

Chose from the above options, or go to **No. 172**.

**184** He suggests going up one of the two towers to get a better look. Go to **No. 172**.

**185** Use an RV of 8 APs. If you get 6 RAPs, go to **No. 129**. If you get 7 RAPs, go to **No. 160**. Anything less, go to **No. 157**.

**186** You can steer the Bat-boat to a dock on the Gotham side of the bridge (You see a police launch there already). There's a walkway from there leading up to the bridge, go to **No. 172**.

Or you can investigate underneath the bridge itself. Go to **No. 106**.

**187** After the explosions, the bases of the bridge's towers begin to crack. The huge girders buckle and the just-freed cables thrash in the sky. Soon the roadway crumbles as the colossal structure collapses. You will be hurt severely as you scramble off the collapsing bridge. Note where you are currently on the bridge.

Area	Damage
A	8 APs
B	8 APs
C	6 APs
D	4 APs
E	4 APs
F	4 APs

Use normal recovery rules. If you decide to introduce another character, go to **No. 365**. Another day of horror begins. See Night 3. Go to **No. 213**.

**188** Just under the water, your infra-red flashlight picks up three goons attaching something with wires to the tower. You can attack them underwater using your rebreather.

Go to **No. 199** for Stats. You get surprise for the first round. If they are defeated or if they flee, you can dismantle the explosives. Go to **No. 131**.

If you're knocked unconscious, you drift away from the tower as the goons finish their work. You float to the top, about to drown, when a police boat picks you up. You're being hauled aboard when the explosions begin. Go to **No. 156**.

**189** You fall, and take damage equal to the APs of distance you fall. If you are just starting to climb, this will be 2 APs. Go to **No. 143**.

**190** You're in the murky water below the First Avenue Bridge. You have five minutes that you can stay under. If you came here for your first location, go to **No. 151**. If not, go to **No. 195**.

**191** Go to **No. 149** for possible actions you can take but this does not count as a first location.

**192** If you did it in three attempts, go to **No. 167**. Otherwise, go to **No. 176**.

**193** Take the APs in damage, but add +2 to your Initiative. Go to **No. 104** for the next round of combat.

**194** The blast picks you up and slams you into the water. Treat this as an attack with an AV/EV of 10/6. Your OV/RV are your STR and BODY. The bridge, of course, is gone.

Use normal recovery rules. Begin Night 3. Go to **No. 213**.

**195** Treat this information as computer information c201. You see the faint lights of what appears to be a mini-sub. You can try to swim toward it, or search the bases of the bridge's towers.

Toward the sub? Go to **No. 125**.

Toward the towers? Go to **No. 180**.

**196** Roll your Detective skill vs. an OV/RV of 10/10. Or Roll your Vehicle skill vs. an OV/RV of 8/8.

If you get 4 RAPs, go to **No. 129**.

6 or more RAPs, go to **No. 109**.

Anything else, and there's no result. You can move on to another location, **No. 172**.

**197** As you go down, your flashlight picks up some figures just under the surface of the water. You see them, but you think that they see you. You slip your rebreather into your mouth and jump into the water. Go to **No. 190**.

**198** You can land the copter on the Gotham side of the bridge. You see a policeman waving you to an open area.

You touch down and quickly leave the copter, heading toward the pedestrian walkway. Go to **No. 172**.

**199** The three goons are each STR 2, DEX 2 and BODY 2. Each is armed with a knife (EV 3). If Batman hits one, he can pull out the goon's air hose, sending him packing. If two of the goons are out of commission, the third will follow.

Return to your last number.

**200** You tumble into the water, doing 3 APs of damage. If you swim to the tower bulwark go to **No. 164**. Otherwise, you can put your rebreather in. Go to **No. 190**.

**201** You notice the small wake of some kind of vessel. But you don't see anything in the water in either direction. You can try your Vehicle skill. Go to **No. 225**.

**202** There's no news from anywhere. Try your Detective skill vs. an OV/RV of 10/10. If you get 1 RAP or greater, go to **No. 235**. If not, go to **No. 207**.

**203** The footprints lead to a dry, open space. Though the night is cool, the lights above give the impression that you are walking through a parched desert.

You come to a place where the footprints end . . . simply end. Suddenly, the park's loudspeakers bark, "Greetings, friend. And welcome to my arena, circa 10,000,000 B.C. Let the games begin!"

Hearing footsteps behind you, you spin around. A triceratops is lumbering purposefully in your direction, and an Allosaurus is leaping toward the spot on which you stand. For a second, you almost panic. You scan the area for trees. But there are none.

What will you do?

If you're Hawkman, go to **No. 300**.

Otherwise, will you use a special object? Go to **No. 301**.

Try to dodge the two beasts while moving out of the park? Go to **No. 322**.

Will you attack one of the beasts, perhaps to try and dismantle it? Go to **No. 351**.

Or will you reach for something from your trusty Utility Belt? Go to **No. 370**.

**204** The gardens are surrounded by police. The sergeant in charge signals to you. "Message, sir." Go to **No. 257**.

**205** There's nothing in the water. You decide to dock, **No. 172**, and walk up to the bridge.

**206** You miss the sub and your rockets sputter. The Joker escapes. If you've dismantled the bombs, go to **No. 176**. If not, go to **No. 168**.

**207** Turmoil reigns at Gotham Police Headquarters. Acting Superintendent Leason seems to be directing 3 or 4 activities at once.

**Night Night Night**

**You can:**                      **1**    **2**    **3 or 4**

Examine reports from the local police stations    202    261    299

Talk to Assistant Commissioner Leason.            212    212    350

See what the Electronic/Computer Lab has some up with.                      226    290    311

Note: If you do any of the above, Gotham Police Headquarters must be considered your first location for that night. Otherwise, you can leave here and your next location is the first.

**208** Everything is still here. Eerily so. A huge triceratops appears ready to munch on a prehistoric bush. Nearby, a long-legged reptile, an Oviraptor, pauses near a tree. In the distance, the silhouettes of other dinosaurs of the Mesozoic era are frozen on the horizon.

You also see some very human footprints that lead off the wooden walkway into the man-made desert. You can follow them. Go to **No. 203**. Or return to another area. Return to Map #2.

**209** You'll have to push your DEX to retrieve the bombs. Roll DEX vs. DEX. If you achieve 2 RAPs, go to **No. 231**. Fail, and go to **No. 253**.

**210** You've surprised the Joker. Still, he's close to his sub and he's holding the bombs. He tries to re-enter his sub. To reach him before he closes the hatch, you will have to struggle up on deck and race across to the conning tower. Roll on your Acrobatics skill with an OV/RV of 15/10. If you get 1 RAP, go to **No. 232**. If not, you see the Joker slam the hatch in your face and the sub starts to dive. The Joker's thugs try to swim away, but a police launch is already picking them up. The Bridge is safe . . . for tonight. Begin Night 3. Go to **No. 213**.

**211** You take a -1 Column Shift for any OV/RV. Return to your current area on Map #2.

**212** "Nothing yet, Batman. But we have everybody on double shifts. If something comes up we'll contact you by radio."

You can take time to ask him a further question (one per night). He's obviously very busy.

Will you ask him:

What's the most vulnerable landmark? Go to **No. 10**.

What's the most valuable landmark? Go to **No. 220**.

What's the most dangerous landmark? Go to **No. 234**

Return to **No. 207**.

**213** "Ladies and Gentlemen! Once again it's time for your favorite game show, the one all Gotham loves, the Wheel of Destruction!"

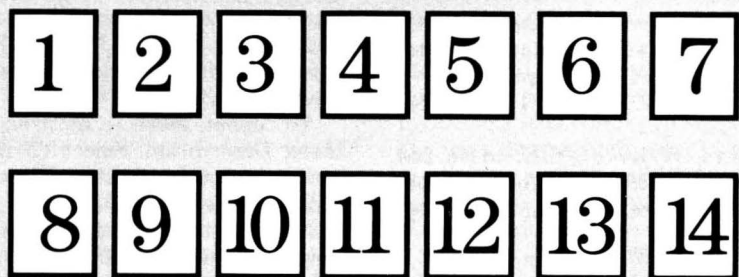
The camera careens wildly around to show the audience, and you see that the dummies have been dismembered, hacked to pieces. Heads hang at odd angles, single hands rise in an attempt to clap their missing counterparts. The faces are garishly colored now, and the camera focuses on first one, then another, in a mad parody of the gleeful audience, breathlessly awaiting the arrival of . . .

"And now, the man Gotham loves to hate: The Joker!" The Joker strolls out from behind the curtain. Is it your imagination or do his steps seem a bit slower?

"No, no, no friends," the Joker says holding his hands up as if to stop spontaneous applause. "You're much too . . . stupid! Yes, stupid. You haven't realized that it's better to pay the piper than to dance to my tune. Oh-oh . . . Is that a clue to tonight's target? Well, we'll just have to wait and see. And we do have a game for you tonight!

"Commissioner, are you ready? Here's the clue!"

The curtain parts and you see the empty spaces for tonight's phrase:



- A ... 321    B ... 309    C ... 310    D ... 322    E ... 301    F ... 308  
 G ... 311    H ... 320    I ... 302    J ... 312    K ... 307    L ... 319  
 M ... 303    N ... 313    O ... 323    P ... 306    Q ... 304    R ... 314  
 S ... 318    T ... 325    U ... 305    V ... 317    W ... 324    X ... 316  
 Y ... 315    Z ... 326

"My, my . . . The clues grow ever more confusing. Well, on to the destruction board. And this time I'll let you watch."

You see the wheel spin around, passing all the spaces, a multi-colored blur. It slows, passing fire, and bombing, and flood, coming to rest . . . coming to rest . . . on a small space filled with a question mark.

"Hmmm. I wonder what that could be. Ah, time will reveal all. And speaking of time . . ."

The music swells as the clapping becomes an electronic roar. The screen goes blank. See the locations for Night 3.

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**214** Make a successful roll vs. an OV/RV of 10/10. If you get 1 RAP or greater, go to **No. 211**. Return to Map #2, Area F.

---

**215** Your radio carries an urgent call. Go to **No. 297**.

---

**216** There's been some protest by Dr. Cynthia Paley about the police invading her museum. Go to **No. 207**.

---

**217** The OV/RV is 10/10. If you get 1 RAP or greater, go to **No. 269**. If not, return to Map #2.

---

**218** The smell of the real tar is almost overpowering. The exit to the park is nearby, should you choose to leave. You can also use a skill from Chart III for Area D.

---

**219** You fly over the different areas of the park surrounding the museum. Lights flood the place, and everything seems quiet.

Before landing roll against one of the following skills. If you get 1 Rap or greater, go to the indicated paragraphs:

Detective vs. OV/RV of 11/11. Go to **No. 278**.

Scholar vs. OV/RV of 6/6. Go to **No. 254**.

Science vs. OV/RV of 7/7. Go to **No. 240**.

When you are ready to land, go to **No. 221**.

---

**220** "The Sky Museum. There's planes there that are priceless. And they're fragile. We do have the place pretty well covered, though. That Mechanical Dinosaur Museum must have cost a bundle. A lot of expensive electronics."

If you go to either location in your current transportation, treat it as the first location for that night. Return to **No. 207**.

---

**221** The entire park is girded by high, stockade-type walls. Before you is the only entrance. (You wonder whether there's a large ape lurking behind the wall.)

Professor Cynthia Paley is outside the barricade, pacing back and forth. You recognize her from her many appearances on Gotham TV. An eccentric, cantankerous person, she is a genius in her field and, from all reports, one tough cookie on a field expedition.

"Absolutely not," she's shouting at the sergeant pacing beside her. "Any fool can see that there's just no way to sneak inside this park. The idea's absurd."

Although the layout of the park is posted on signs throughout the park, it would help if Paley was prepared to assist you, should the need arise.

Make a Charisma roll, using the Professor's INT of 6 and her WILL of 4 as the OV/RV. If you achieve 1 RAP or greater, go to **No. 382**. To enter the Mechanical Museum, continue reading.

The huge barricaded doors are open and you can begin exploring the park. The size of the place dwarfs even the small battalion of police inside.

You're on Map #2, at point X. To move on the map, roll 1 die. This is the number of spaces you can move. As you move in an area you can use one of the four skills listed on Chart #3. First read the number for the area in which you find yourself, and then select a skill to use. Only one skill can be used for each area. The die roll of movement can be added to the skill.

A, B, C, and D are pedestrian thoroughfares. Skills can be used.

E is a Cretaceous Swamp.

F is devoted to cliff life in the Mesozoic Era.

G represents the Prehistoric African Savanna

H displays the tar pits of the Cenozoic Era.

I is the Administration Building. Skills can be used.

Note: Read Area Descriptions first, if possible, before selecting a skill to use. Entrances to each exhibit area are clearly marked by arrows. In Area F you can climb the cliff or use the path. See the area description for Area F.

To repeat. Move to an area. Read the Area Description. Select (if possible) a skill to use. Consult Chart III for appropriate numbers.

Any event of encounter in an area happens only once. If you pass through it again, nothing will happen. To begin, place a marker on X, see Chart III and Map #2, and roll a die to move.

---

**222** You spot the Security Manual to the park. Though you don't have time to read it, you can skim through it.

If you do, this is considered your first location, go to **No. 273**. If not, return to **No. 265**.

---

**223** It only makes you sink deeper. Only one round left. Go to **No. 243**.

---

**224** You arrive at the Tower, but you pick up a message just as you're getting ready to enter the building. Go to **No. 297**.

---

**225** Try your Vehicle skill vs. OV/RV of 10/10. If you achieve 4 RAPs, go to **No. 205**.

If you achieve more RAPs, go to **No. 228**. If you achieve less RAPs or fail completely, you decide to explore the bridge. Go to **No. 172**.

---

**226** The broadcast signal is strong. It must emanate from within 5 miles of Gotham. (Treat this as computer information c105 when entered into the computer at the Batcave.) Return to **No. 207**.

---

**227** You could try rocketing to the sub. Try your DEX through the water (OV 6), then your STR navigating (RV 6). With 0-2 RAPs, go to **No. 206**. 3 or more RAPs, go to **No. 232**.

---

**228** You maneuver close to the bubbles, near Tower A. You can use your re-breather (5 minutes) to jump over the side and explore. If so, go to **No. 190**. If not, you can dock the boat and check the bridge, go to **No. 172**.

---

**229** You're on the way to the world famous museum when you get a message on the radio. Go to **No. 257**.

---

**230** The OV/RV is 8/8. If you get 1 RAP or greater, go to **No. 272**. If not, return to Map #2 for your next move.

---

**231** You snatch the bombs and try to dismantle them. You have two tries for each. Roll your Combat skill vs. an OV/RV of 4/4. If one of them is not dismantled after the attempts, go to **No. 252**. If you dismantle them both, you surface to find the Joker gone! The bridge is safe, but the madman is loose again. Go to Night 3. Go to **No. 213**.

---

**232** You grab the Joker, but he flicks some switches on the bombs and lets them fall. In moments they'll disappear to the bottom of the river. But they could be close enough to damage the foundation of the bridge.



What will you do?

Bring the Joker to the surface, ignoring the bombs? Go to **No. 253**.

Leave the Joker, and dive to retrieve the bombs and dismantle them? Go to **No. 209**.

**233** You come to in a narrow shaft, apparently one of the many below the park. Heavy chains grip you tight; a blurry Joker's face comes into focus.

"My, my. Nasty night, isn't it? Well, I'm sure you'll feel a little better when we get back to, er, my place. Oh, you didn't know? You're going to be on Wheel of Destruction! You see, you're the next landmark!"

Go to **No. 365** to begin another character in this adventure. Then see Night 4, go to **No. 308**.

**234** "First Avenue Bridge. If that were to go, with all that traffic on it. Well, you get the picture."

If you go there now, treat it as the first location. Return to **No. 207**.

**235** You notice a query sent by the sergeant on duty at Funworld. She asks whether the Funworld Dock should also be guarded.

There is another question from the police in the subway tunnel that leads into the basement of Gotham Tower. It asks whether the tunnel should be patrolled. If you go now to either location, using your current transportation, treat it as a first location. Go to **No. 207**.

**236** Hawkman can get the same bird's eye view that the copter gets, in fact better. Go to **No. 219**, but add +1 to any skill rolls while you are flying.

**237** If you're arriving by car go to **No. 221**. If you're in the Batcopter, go to **No. 219**. If you're Hawkman, go to **No. 236**.

**238** The Sky Museum Director has been asked to consider relocating his most valuable pieces. he has, quite obstinately, refused. Go to **No. 207**.

**239** The office looks ordinary enough. You can try your Detective skill here though. The OV/RV is 8/8. If you get 1 RAP or greater, go to **No. 222**. If not, go to **No. 265**.

**240** You notice that some of the large carnivores appear frozen in motion in

the swamp. Surely such large machines are moved out of the water at the end of each day's shows? If you enter that area, -1 Column Shift to all combat actions against you while in that area. Go to **No. 219**.

**241** You see nothing of importance. Return to Map #2 and move.

**242** Something appears to be moving near the top of the cliff. Any surprise shifts will only be for 2 columns. Add +1 to Combat and Thief Rolls while in area F. Return to Map #2 and move.

**243** You are in the tar up to your waist, and sinking as if it were quicksand. In moments your head will be covered. What will you do? You have three rounds for actions.

Struggle to get out? Go to **No. 223**.

Get something from your Utility Belt? Go to **No. 277**.

Use a rocket pack, if you have one? Go to **No. 247**.

After three rounds, your head is under the tar. Go to **No. 274**.

**244** You could use the Batrope to pull you away. Roll with your DEX as the AV and your STR as EV. The OV/RV is 7/7. Make 4 RAPs and you can swing away. Go to **No. 263**. Anything less, or failure, and the creatures attack. Go to **No. 248**.

The Rocket Pack will jet you away to Area A, but you'll be out of fuel afterwards. Return to Map #2 to move.

If you use explosives or the laser torch go to **No. 288**.

**245** The information in the display appears of little value. You do notice an error regarding the large Mesozoic herbivores. Current research seems to indicate the Brontosaurus and Diplodocus were capable of standing on two legs. Go to **No. 265**.

**246** You're beginning to black out in the suffocating ooze when a hand, no, a mechanical claw grabs you and pulls you down. You're pulled roughly and quickly through a small hole at the bottom of the pit. You exit with a loud plop onto a metallic floor, littered with gobs of sticky tar.

"Messy, messy, my friend. Well, first we must clean you." You can barely see the face, but the Joker's shrill voice is unmistakable. Suddenly, you feel yourself being wrapped in chains, like an escaped circus animal.

"Yes, Batman. We'll clean you up for

your debut. You see, you're going to appear on T.V., on the highly-rated Wheel of Destruction. You will be the last night's landmark. A superhero, no less, destined to die if my price isn't met."

The laughter fills the small corridor as you are injected with a knockout drug.

Go to **No. 365** and activate another DC Hero. Then see Night 4. Go to **No. 308**.

**247** The rocket fires but can only get you out if this is the first round. If so, you are free, if a bit sticky. Return to any thoroughfare area on Map #2 and continue moving.

Otherwise, it's round two. The rocket pack is out of fuel. Go to **No. 243**.

**248** Stepping in the swamp is like leaving the familiar behind forever. You feel lost, and only the wood-slat walkway assures you that you haven't really travelled back in time.

Ahead, a huge Tyrannosaurus is poised to attack. Behind you, a Brontosaurus is munching on an enormous fern. Even the smell here is alien, overripe and somehow revolting.

Suddenly you hear a whirring sound. Something is moving behind you. You turn and see the Tyrannosaurus come to life. And it's moving toward you!

You are surprised for the first round.

The dinosaurs stats are as follows:

TYRANNOSAURUS					
DEX:	3	STR:	8	BODY:	2
INT:	4	WILL:	0	MIND:	0
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	7				

BRONTOSAURUS					
DEX:	2	STR:	9	BODY:	2
INT:	4	WILL:	0	MIND:	0
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	6				

Each round, the Brontosaurus will attempt to knock you down with its tail. The Tyrannosaurus will try to slash you with its claws. (Treat both attacks as normal combat, using DEX and STR.)

Each round, you can choose from any of these actions:

Escape? Go to **No. 291**

Use an item from the Utility Belt, or a special weapon? Go to **No. 244**.

Other Action? Go to **No. 276**.

If you become unconscious, go to **No. 233**.

**249** There is an underground labyrinth that crisscrosses the park, offering access to all the areas. Go to **No. 265**.

---

**250** The Police Radio contacts you just as you leave the Gotham City Limits. Go to **No. 297**.

---

**251** If this is your first location for this night, you can try a Detective skill roll vs. an OV/RV of 10/10. If you get 1 RAP or greater, go to **No. 262**. If not, go to **No. 282**.

---

**252** Go to **No. 253** but add a +2 Column Shift to the APs of damage.

---

**253** The bombs explode suddenly, cushioned by the water, but still sending a tremendous shockwave toward you. You immediately take 6 APs of damage.

When you surface, you notice that the Bridge still stands, but the Joker is gone. Begin Night 3, go to **No. 213**.

---

**254** The cliff area is lined with various kinds of Pterosaurs, perched with their leathery wings held tight against their bodies. They seem to be waiting for something. And you doubt that this is how the exhibit is normally set up.

Add +1 Column Shifts to all your OV/RV while you are in the cliff area. Go to **No. 219**.

---

**255** You can dive down into the tar, if you want go to **No. 289**. Or simply stay where you are, go to **No. 246**. Or, for the next round, go to **No. 243** and choose again.

---

**256** To pull yourself out will require superhuman strength. Roll your DEX vs. OV of 8 to first try and hook an outside pole. Then push your STR (STR vs. STR) for 3 APs. Fail either, and go to **No. 243** for the next phase. Succeed and you're at point 'X' outside the exhibit.

---

**257** The Acting Commissioner wants to know whether the bridge should be closed to traffic. He asks you to come and look over the situation before deciding. You agree to go there. Go to **No. 159**. (Treat the bridge as your second location for tonight.)

---

**258** The tar is bubbling and the sulphurous ooze fills the air with an overpowering stench.

One sabre-toothed tiger seems permanently trapped in the tar. Another stands on an overhanging rock, poised to attack. A Neanderthal man stands to the side, looking on dispassionately...until he

swings his club in an arc worthy of Pete Rose. It's aimed at your midsection. Treat this as a surprise attack. The man, a real one apparently, has DEX 5, STR 4, IN 6, and BODY 3. Roll for Initiative. If you win, you can attempt to Dodge (Acrobat skill) the blow. The OV for the Dodge is 6 APs.

If you're hit, go to **No. 243**.

If not you can fight the man. He will attack until unconscious.

If he hits, go to **No. 243**.

At the end of round 3 or when he's defeated, go to **No. 296**.

---

**259** You have it in hand, but what are you going to do with it? This is the next round. Go to **No. 243**.

---

**260** The Detective in charge of the First Avenue Bridge area has asked whether the bridge should be shut down. Lacking any definite clue to the Joker's next attack, the Department has let it stay open. The Police Department fears a major disaster. Go to **No. 207**.

---

**261** Again, nothing unusual is being reported. While everyone's busy, try your Charisma skill to see if you get any useful information (OV/RV 8/8) that might embarrass the investigation.

If the result is 8 RAPs, go to **No. 216**.

If it's 9 RAPs, go to **No. 238**.

11 RAPs or more, go to **No. 260**.

Anything less, and you don't learn anything. Go to **No. 207**.

---

**262** You notice a small movement in the swamp area. Part of the mechanical exhibit perhaps. But then, everything should be turned off.

If you go there immediately, add +1 to Initiative for any combat rolls. Reduce any offensive surprises by 2 Column Shifts. Return to Map #2.

---

**263** You're safe and you hear the eerie, recorded laughter of the Joker. A trap, but this time you escaped. How many others are there ahead?

You can examine the radio controls to the dinosaur. The circuits give some idea of the range of the device. Treat this as computer information c304. Return to Map #2 to investigate other areas.

---

**264** Dr. Paley's office is locked. If you attempt to break in, the lock is OV/RV of 6/6. You need 4 RAPs to open it (using your Thief skill).

If you are successful, go to **No. 239**.

If Dr. Paley is currently helping you, she

can be contacted to open the lock. Go to **No. 239**.

If not, go to **No. 265**.

---

**265** The Administration Building also has a copy of the master map of the park on display. (Add +1 to any Science or Scholar rolls while you are at the Mechanical Museum.) You can also try any of the two skill rolls listed on Chart III. See the Chart, Row I.

---

**266** The OV is 6 APs. Go to **No. 280** if you make the roll. If not, return to move on Map #2.

---

**267** The tar looks like it's been bubbling over. And the sabre-toothed tiger appears to be pointed the wrong way. Add +1 to all combat rolls in this area and +1 to any Detective rolls. Return to move on Map #2.

---

**268** The animal groups are all wrong. Large carnivores never travelled in herds. There are just too many of them together. And where did all the herbivores go? (Add +1 to any combat in Area G.) Return to move on Map #2.

---

**269** The security alarm wires that surround the Savanna have all been cut. (Add +1 to Thief skill and +1 to all combat skills while in the Savanna Area.) Return to Map #2.

---

**270** A fine haze of dust hangs over the Savanna. There's been quite a bit of movement in there recently. Return to move on Map #2.

---

**271** This leads to the largest area of the park, the African Savanna of 100 million B.C. Look on Chart III and select a skill to use in Area C.

---

**272** The dinosaurs in the swamp area are gathered in an unlikely group. It seems that they have been moved recently. Return to move on Map #2.

---

**273** You find plenty to interest you here. There is a detailed description of the procedure for overriding the computer controls for the dinosaurs. (Add +3 to your Gadgets skill when used for that purpose only.)

There's also an explanation of the various staff exit and entry areas to the

park. (Add +2 to any escape attempts using your Thief skill.)

Finally, you see detailed schematic drawings of how the creatures move. (Add +1 to any of your combat rolls in any of the areas.) Go to **No. 265**.

**274** Surrounded by black ooze, it seems that the foulest horror of your nightmares has overtaken you. You can try using your Scientist skill. The OV/RV is 12/12. If you get 1 RAP or better, go to **No. 289**. If not, go to **No. 246**.

**275** You don't get very close to the bridge when you get an urgent message from police headquarters. Go to **No. 297**.

**276** A successful Science or Gadgetry roll with RAPs of 2 or more will allow you to turn off one of the creatures. The OV/RV is 12/12. You must, of course, jump on the creature. Make an Acrobat Roll vs. OV of 6, or roll DEX vs. DEX. Fail, and both attack. Go to **No. 248**.

If you've dismantled one, go to **No. 248** to face the other one. If both are dismantled, go to **No. 263**.

**277** To use the Batrope, go to **No. 256**. To use the Laser Torch, go to **No. 259**. To use the rebreather, go to **No. 255**.

**278** You notice fresh footprints in the Savanna area. They are heading toward the cliffs. (Add +1 AP to any combat/dodge rolls in either area.) Go to **No. 219**.

**279** Roll against an OV/RV of 9/9. If you make 1 RAP or better, and this is your first location, go to **No. 282**.

If not, go to **No. 242**.

Otherwise, return to move on Map #2.

**280** Homo Erectus appear a bit too erect. (Add +1 to any combat rolls in Area H. Also, you cannot be surprised there.)

**281** The open area around the swamp exhibit is deserted. You see dinosaur heads peering out at you through the fence. Nearby you see the Administration Building. Select a skill on Chart III for Area A.

**282** Nothing appears out of the ordinary. Return to move on Map #2.

**283** The OV is 13. If you make the roll, go to **No. 267**. If not return to Map #2 and continue moving.

**284** The OV/RV is 6/6. If you make 1 RAP or better, go to **No. 270**. If not, return to Map #2 and continue moving.

**285** The OV/RV value is 6/6. If you get 1 RAP or better, go to **No. 280**. If not, return to Map #2.

**286** You learn nothing from this skill. Return to Map #2 and move.

**287** The OV/RV is 13/13. If you get 1 RAP or better, go to **No. 249**. If not, go to **No. 265**.

**288** To effectively use the explosives, you must throw them so that they lodge in a vital area of the dinosaur. Use your DEX and the Explosive's rating (8 APs) as AV/EV and, since this is a Devastating Attack, the OV/RV is 11/0 for the Tyrannosaurus and 9/0 for the Brontosaurus. When both of them are destroyed, go to **No. 263**.

The laser torch can short circuit either creature. Roll your Gadgetry skill vs. OV/RV of 12/12. When both are short circuited, go to **No. 263**. Fail either, and go to **No. 248**.

**289** There is a passageway below the pit! You pull yourself down, avoiding something that tries to grab you. You slither out, and come face-to-face with the Joker.

He seems startled. He expected you to be at the end of a metal claw. He runs away, but it will be easy to catch him.

Roll for Initiative and conduct Combat. In phase 2, the Joker shoots some kind of gas into your face. Roll your DEX vs. DEX to get your gas mask on in time. Fail, and Joker wraps your now-convulsed body in chains. Go to **No. 368**.

Succeed and the Joker gives up as you threaten his leering face with one more blow. As you bind him in his own chains, he seems curiously limp, as if all the fight has gone out of him. You wonder how this wretched excuse for a human being can have wreaked so much havoc, disrupted so many lives. Ah, well, yours not to reason why. You lead your captive out into the cool Gotham night. Go to **No. 396**.

**290** The transmissions show no sign of any building's reflections. The Joker's signal that's cutting off normal satellite and antenna reception is coming from a high-elevation area outside of Gotham. Treat this as computer information c203. Go to **No. 207**.

**291** If you're Hawkman, you can fly to safety. Go to **No. 263**.

If available, you can use the rocket pack. Go to **No. 244**.



Otherwise, you run for it. Each creature gets one free attack while you run. No dodging or counter-attack is possible. Your movement in the swamp is down to 3 APs per round. It will take three rounds to get out. If you succeed, go to **No. 263**.

At any point you can try something else. Go to **No. 248**.

If you're knocked unconscious, go to **No. 233**.

**292** You surprise the Joker. He must not have expected to see you here. You can see a momentary look of panic on his clownish face, then he darts toward the exit. Even now, he may get away before you can get to him.

"You haven't got me yet, Batfool," he sneers as he makes for the door, pushing chairs and boxes into your path as you start to charge him. You can try to push your movement to gain the 3 RAPs needed to catch and tackle the Joker.

If you fail, the Joker has cracked you over the head with a piece of heavy machinery. As you lose consciousness, you hear him say, "You were a day late and a dollar short anyway, Batfink." Go to **No. 378**.

If you succeed, you wrestle the Joker to the ground and sit on his chest. He starts to whimper, "I was only having a little fun. You creeps just can't take a joke."

Later, with the Joker safely in custody, you stand on the cliff, overlooking the lagoon, wondering what new trials await The Caped Crusader. Go to Endgame, **No. 396**.

**293** The pedestrian walkway comes right to the incredible man-made cliff. The flying reptiles on top seem like prehistoric gargoyles. Select a skill on Chart III for Area B.

**294** Try to make your Thief roll (Stealth) vs. OV/RV of 9/9. If you get 1 RAP or better, reduce any surprise against you by 2 Column Shifts. Return to Map #2 and continue moving.

**295** Go to **No. 215**.

**296** The Tiger leaps. Roll your Acrobat skill vs. its DEX (6 APs). Since you are surprised, make the appropriate 2-Column Shift.

If you fail your dodge, it drags you into the pit. Go to **No. 243**.

If it misses, it lands in the pit and becomes hopelessly embedded. The Neanderthal, not surprisingly, is gone. Return to Map #2 and continue moving.

**297** There's the sound of machinery moving in the Mechanical Museum of Natural History... You immediately head there, go to **No. 237**. (Treat this as your second location.)

**298** You have to climb a winding path to an exhibit called 'Cliffs of the Jurassic'.

As you make your way up you can see all of this park-like museum. Everything appears quiet and still now. Maybe this is just a wild goose chase, another bag of tricks, while Gotham loses another landmark.

You reach the top of the cliffs and see a truly staggering display. The massive cliffs are pock-marked with holes, all sheltering a variety of flying reptiles, all of which are poised for flight.

This must really be something to see in action, you think.

If you came to the museum first tonight and came to the cliffs first, go to **No. 366**. Otherwise, go to **No. 304**.

**299** Everything seems pretty routine tonight... typical petty thievery and break-ins. Still, you can spend some time studying these reports, go to **No. 314**, or return to **No. 207**.

**300** You can fly away from the rampaging beasts. Return to any pedestrian thoroughfare on Map #2 to continue exploring.

**301** A rocket pack, if available, will get you away. Go to any point on Map #2. Anything else is useless. Go to **No. 203**.

**302** It has a DEX of 5 and a STR of 10. If you succeed with at least 1 RAP, you land on it. If not, go to **No. 334**. (You are automatically hit by the Allosaurus.)

If you land on it, you can try a Gadgetry or Science roll (OV/RV of 8/8). Decide first whether you'll try to dismantle the machine or try to control it. Then go to **No. 321**.

**303** To use explosives, go to **No. 330**. To use a Laser torch, go to **No. 359**. To use a lock pick, go to **No. 364**.

**304** You are surprised by a Pterodactyl, gliding right at you. Use -2 Column Shifts to your OV. You may not use Dodging.

Each of its two claws has a chance to grab and hold you. If either hits for 1 RAP

or more, you are snatched up. Go to **No. 349**. If not, go to **No. 338**.

#### PTERODACTYL

DEX:	7	STR:	4	BODY:	6
INT:	2	WILL:	0	MIND:	0
Gliding:	4				

**305** The grass looks like turf. It's obviously been placed here to cover something, perhaps an opening of some kind. Tapping around the suspicious ground you discover a large steel door (OV/RV of 3/10).

You can try to force it open. Use your DEX and STR. You need 2 RAPs. If you succeed, go to **No. 363**. Each attempt takes 5 minutes. Record elapsed time.

You can also try using your Gadgetry skill. Roll with the Joker's INT as the OV, and WILL for RV. If you get 1 RAP, you figure how to open the electronically locked door.

You could use a weapon against the door. Use its OV/RV against your weapon. You'll need 10 RAPs to crash in the door. Again, 5 minutes for every attempt.

If you get in, go to **No. 363**. If not, you can return to Search Procedure.

**306** A successful DEX roll will let you plant the explosives. The explosives have an EV of 8. Each creature attacks each round that you attempt to place the explosives.

#### TRICERATOPS

DEX:	3	STR:	10	BODY:	9
INT:	6	WILL:	0	MIND:	0
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	9				

#### ALLOSAURUS

DEX:	5	STR:	11	BODY:	9
INT:	7	WILL:	0	MIND:	0
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	12				

It takes 10 APs of damage to destroy either creature.

Both creatures attack until they are destroyed. You can't dodge or attack in any round that you attempt to place explosives. (The dinosaurs must still roll for Initiative and hit you to cause damage.)

If your Body is less than 0, go to **No. 358**. You can, at the beginning of any phase, go to **No. 203** to pick another option.

**307** You must still deal with the Triceratops for one round. Go to **No. 203**. If you successfully avoid it, or escape damage, you can get out. Go to 'X' on Area C.

**308** All of Gotham is clustered around their TVs. They now know that the Joker has captured The Batman. The screen flashes, the familiar shift as the signal is blocked out and another takes its place. But this time there is no uproarious applause, no canned music trickles, like rancid honey, from Gotham's TV speakers.

Instead, the audience is covered with an enormous black sheet, and the stage curtains are also black. There's no sound until, faintly, the sound of crying and wailing, growing louder, wilder, until the Joker steps onto the stage, dressed in black. His eyes are wet as he looks out at the audience. Everyone registers the same thought. Batman's dead.

And, as the thought registers, the Joker's crying abruptly shifts to the familiar creepy laugh.

"Oh, no, my dear, dear Gotham. Don't lose heart yet. Because this is the Wheel of Destruction and, yes, there's still time!"

The Joker raises his arm, and the curtain parts, and everyone sees the Batman tied to a chair. An enormous blade is suspended at neck level behind him, ready to swing.

"You see, friends, the game isn't over yet. There will be no word games tonight. No, tonight's game is simple. \$10 million cash to me and the Batman banned, by law, from Gotham. Either that, or in one hour Batman will lose his head. There's the clock..."

The camera angle swoops upward and you can see a Joker-faced clock, with one hour marked off in 5-minute intervals... and then the screen goes blank.

The hero of your choice (go to **No. 365**) can begin Search Procedure (Go to **No. 387**) to find the Joker's hideout and rescue Batman. You have the clue APs that you have discovered, according to the computer in the Batcave.

In one hour, if the Joker has not been stopped, you must announce whether his conditions will be met or not. Then go to **No. 396** for the Endgame and the wrap-up to the adventure. You will be told when to mark off each 5-minute interval. Go to **No. 387**.

**309** There's a schematic drawing of the engineering behind one of the mechanical monsters. (Add +1 to Science and Gadgetry while you are in the park.) Go to **No. 265**.

**310** Use your DEX/STR. You'll be going against the blade's momentum and mass (OV/RV of 4/6). Remember to substitute the AV or EV of any weapon you might be using.

1 RAP is sufficient to move the blade so that it misses Batman. Go to **No. 319**. Otherwise, go to **No. 374**.

**311** Due to some strange electrical malfunction, the computer is down. Go to **No. 207**.

**312** You see two areas that look like they have been cleared. One, to the east, appears to be more secluded. The western area is more open and visible. Which will you investigate? East? Go to **No. 392**. West? Go to **No. 333**.

**313** To dismantle, you need 3 RAPs. If you achieve this, go to **No. 376**. To control the machines, you'll need 4 or more RAPs. Go to **No. 347**.

If you fail to achieve the necessary result, you are flung off. Go to **No. 340**. (Take 2 APs in damage.)

**314** Treat any location after this as the second location for tonight. Try your Detective skill (OV/RV of 8/8).

If you achieve 3 RAPs go to **No. 325**.

4 RAPs, go to **No. 343**.

6 or more, go to **No. 367**.

Anything less fails. Return to your last number.

**315** You are over Hood Mountain, using the Batcopter. If you're Hawkman, you are flying unaided.

Some trees have been cleared, so any open area is visible. It appears that somebody did some kind of work on the grounds... or under them. You can land to explore the area, go to **No. 333**, or return to Search Procedure.

**316** Explosives: Go to **No. 335**  
Laser Torch: Go to **No. 339**  
Lock Pick: Go to **No. 320**.

**317** Can you reach the Joker before he sends another attack at you? Roll you DEX against the Joker's DEX. If you achieve the Success Number or greater, go to **No. 371**. Otherwise, go to **No. 338**.

**318** Treat this as computer information c305. You can now use the Allosaurus to attack the triceratops.

ALLOSAURUS		
DEX:	5	STR: 11
INT:	7	WILL: 0
INFL:	-	AURA: -
INITIATIVE:	12	MIND: 0
		SPIRIT: -

TRICERATOPS		
DEX:	3	STR: 10
INT:	6	WILL: 0
INFL:	-	AURA: -
INITIATIVE:	9	MIND: 0
		SPIRIT: -

Either dinosaur stops functioning when it takes 10 APs of damage. If the Triceratops wins, go to **No. 203** for another option. (You may select only those options that involve the Triceratops.)

**319** The blade whizzes past Batman and you quickly undo the ropes that bind him.

He's safe, still a little stunned from the four nights of horror. You both turn to find the Joker vanished. 'Wheel of Destruction' is cancelled, but the madman remains free! Go to the Endgame, **No. 396**.

**320** You can use your Thief skills to work on the sliding door's mechanism. (OV/RV of 3/10.) You need 1 RAP to open it. Otherwise, the pick is useless. If you succeed go to **No. 377**. If you fail, go to **No. 331**.

**321** To dismantle the machine, you need 3 RAPs, go to **No. 307**. To control it, you need 4 APs or more, go to **No. 318**.

If you fail or do not make enough APs, go to **No. 334**. (You take 2 APs of damage or you're flung off.)

**322** Which will you dodge? The Allosaurus? Go to **No. 334**. The Triceratops? Go to **No. 340**.

**323** The cliff opening is large and it rises from an oddly shaped lagoon. There's a flat area where a small helicopter could land. If you do so, go to **No. 386**. If not, go to **No. 346**. (Mark off 5 minutes.)

**324** If you head north go to **No. 387**. If you head back to the lagoon go to **No. 386**.

**325** An electronics warehouse was robbed in the southern suburbs of Gotham. High tech, remote control material was stolen. Treat this information as computer information c301. Go to **No. 207**.

**326** You pull the chair away just in time. Batman is safe, but the Joker has vanished. The Wheel of Destruction has been cancelled, but the madman is still free. You undo the ropes that bind Batman. Go to Endgame **No. 396**.

**327** It's coming out of two openings near the roof. A quick exploration reveals a small opening with an open metal cap that allows the water to flow out. The cap has an OV/RV of 2/5. If you get 1 RAP of result, you can pull it shut.

If you stop the waterflow, go to **No. 345** to try and get out. But ignore any references to the presence of water. At least you won't drown.

If you fail to shut off the water, mark off 5 minutes and then go to **No. 352**.

**328** It has a DEX of 3 and a STR of 11. You succeed with at least 1 RAP and you land on it. (You can also use your Acrobat skill.) If you fail, go to **No. 340**. You are attacked by the Triceratops.

If you land on it, you can try a Gadgetry or Science roll (OV/RV of 8). (Decide first whether you'll try to dismantle the machine or try to control it.) You will succeed if you achieve 1 RAP or better. Then go to **No. 313**.

**329** A successful Science or Gadgetry roll (OV/RV of 8/8), and you know where to short-circuit these babies. Then make a DEX vs. its DEX roll, and you stop it. Decide which beast you'll try for.

**ALLOSAURUS**

DEX:	5	STR:	10	BODY:	9
INT:	7	WILL:	0	MIND:	0
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	12				

**TRICERATOPS**

DEX:	3	STR:	11	BODY:	9
INT:	6	WILL:	0	MIND:	0
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	9				

Fail the roll and they both attack. (You cannot attack for this round.) You can keep trying to dismantle them or go to **No. 203** for another option. If your Body equals -1, go to **No. 358**.

**330** The explosives have an AV/EV of 5/5. You need 1 RAP to blow a door. You can, if you have the Military Science skill, use that as the AV. If you blow either door, go to **No. 324**. If you fail, go to **No. 352**.

**331** Each attempted action takes 5 minutes. After the first attempt, the chamber fills with water. You get one more attempt before becoming unconscious. If you have a rebreather, you get an extra five minutes, and one more attempt. If you drown, go to **No. 397**. If you want to try something different next, go to **No. 373**, but keep track of the time you have left.

**232** It's coming out of two openings near the roof. A quick exploration reveals a small pipe with a cap that allows the water to flow out. (OV/RV for the cap is 2/5.)

If you get 1 RAP, you pull the caps shut. Then you can go to **No. 373** to try and get out. Ignore any references to water. At least you won't drown.

If you fail, mark off 5 minutes. Then go to **No. 331**.

**333** You're in the clearing, large enough for a small helicopter to land. Everything appears normal here. Still, you can use your Detective or Science skill against an OV/RV of 6/6. If you do so, mark off 5 minutes.

If the result is 4-5 RAPs, go to **No. 344**. 6 or more, go to **No. 305**.

If you fail, or decide to move on, return to Search Procedure

**334** The Allosaurus has a DEX 5, STR 10, BODY 9, and Initiative of 7. You can use your Acrobat skill to avoid attack. It will make three attacks while you run. If it gets 1 RAP or better, go to **No. 348**.

If you escape this dust bowl trap, return to Map #2. Point 'X' on Area C.

After each round, you may return to **No. 203** to pick a different option. You may also try to leap over the Allosaurus and get out in one round. The OV/RV for this maneuver is 10/10. Use your Acrobat skill for the AV/EV. Fail and you stumble. Nexts round both creatures get a blindside bonus (-1 Column Shift to your OV).

**335** The explosives are AV/EV of 8/8. You need 1 RAP to blow a door. You can, if you have the Military Scientist skill, use that as the AV. If you blow either door, go to **No. 377**. If you fail, go to **No. 331**.

**336** If you have the rocket pack, go to **No. 317**, but you automatically get to the Joker.

**337** Your Batarang hums through the air, as you try to whip the batrope

around the Joker and entangle him. Roll your DEX/STR vs. the Joker's DEX/STR. If you get 1 RAP or more, you have entangled him. As you close in, the Joker is struggling go get out of his bonds. Go to **No. 393**. If you miss, go to **No. 338** as the Joker sends another attack at you.

**338** You scramble to the top of the cliff and you see the Joker with some type of control box, standing several feet away from you and off to the side.

"Last round, my persistent friend. But I'm afraid that there'll be no landmark to save tonight. You shall be the prize, and I wonder just how much you're worth."

You see the Joker press a button on his box and immediately the cliff is alive with the flying reptiles. Each one of them is flying directly at you.

Roll 2D10 for the number of Pterosaurs that swoop at you. Each has the following Stats:

PTEROSAURS					
DEX:	7	STR:	4	BODY:	4
INT:	0	WILL:	0	MIND:	0
INFL:	-	AURA:	-	SPIRIT:	-
INITIATIVE:	-				

The Pterosaurs will divide up into groups of five and make Team Attacks on you (-3 Column Shifts to your OV).

You can dodge, using your Acrobat skill. If any group hits for 1 RAP or better, go to **No. 349**. If none does, go to **No. 341**.

**339** Used in the right location, it can open the door. Make a Science or Gadgetry roll against the door (OV/RV of 3/10). 1 RAP and you get the door open.

Otherwise, you must use the laser torch randomly. You need 3 RAPs. If you get a door open, go to **No. 377**. If you fail, go to **No. 331**.

**340** The Triceratops has a DEX of 10 and a STR of 11, and a BODY of 9. It will take you three rounds to escape and it attacks each round. (You can, using the Acrobatic skill, dodge.)

If it hits, go to **No. 348**. If you escape this dust bowl of a trap, return to Map #2, Area C.

After the first round, you may choose another option, go to **No. 203**. You can also attempt to leap over the Triceratops and get out in one round. The OV/RV for this maneuver is 10/10. Use your Acrobat skill for AV/EV. If you get 1 RAP or more, you have made it to the area entrance and safety.

Fail, and you stumble. Next phase both creatures get a Blindside Bonus of -1.

**341** You now have one round to capture the Joker. Will you use the Batarang? Go to **No. 353**.

The Batarope? Go to **No. 337**.  
Try to run and capture him? Go to **No. 317**.

Use a special gadget? Go to **No. 336**.  
Each phase you must continue to dodge the reptiles. Go to **No. 338**.

**342** It has no effect on either creature. The Allosaurus makes an attack. Go to **No. 334**.

**343** Police pursued a car with odd markings. It was travelling very fast on the main road to Mt. Hood. It disappeared near Kane Road. Treat this as computer information c302. Go to **No. 325**.

**344** There's a strange look to the grass, a trimmed, almost manicured appearance. Still, you notice nothing else unusual.  
You can return to Search Procedure or spend another 5 minutes using a skill. If you do, go to **No. 333**.

**345** Mark off 5 minutes. You enter a large chamber at G on Map #5. As soon as you enter, a large door slams shut behind you while the front one slams closed also. Icy water starts pouring from above. It begins to fill the chamber. You've just entered one of the Joker's most deadly traps.

What will you try?  
To force open the door? Go to **No. 385**.  
To turn the water off? Go to **No. 327**.  
To use some item from the Utility Belt? Go to **No. 303**.

**346** You see two large open areas on the mountain, one on the eastern face and the other to the west. They both look like they've been recently cleared.  
You also see an opening in the cliff face that goes from Mt. Hood down to McShane's Lake.

What will you investigate?  
The Eastern clearing? Go to **No. 333**.  
The Western clearing? Go to **No. 392**.  
Or the Cliff opening? Go to **No. 323**.  
Note **No. 346** if you want to return to investigate some of the other areas.

**347** Treat this as computer information c305. You can now use the Triceratops to attack the Allosaurus.

TRICERATOPS			
DEX:	3	STR: 11	BODY: 9
INT:	6	WILL: 0	MIND: 0
INFL:	-	AURA: -	SPIRIT: -
INITIATIVE:	9		

ALLOSAAURUS			
DEX:	5	STR: 11	BODY: 9
INT:	7	WILL: 0	MIND: 0
INFL:	-	AURA: -	SPIRIT: -
INITIATIVE:	12		

Either dinosaur stops functioning when it takes 10 APs of damage. If the Allosaurus wins go to **No. 203**, but you can only select options that deal with the Allosaurus. If you defeat it, you're out of the Area, at point 'X'.

**348** All APs are from the BODY. When the BODY falls to -1, go to **No. 358**.

**349** One of the dinosaurs has you, and it's now gliding over the park. You struggle to get out of its grasp when you feel a needle enter your skin. Everything goes blurry.

"Pleasant dreams." The Joker's voice enters your fading consciousness via a tiny speaker in the dinosaur's chest. "See you on TV. HaHaHa!" Then, like a movie screen fading to black, you lose consciousness.

Activate another DC Hero, go to **No. 365**. Then begin Wheel of Destruction Night 4, go to **No. 308**.

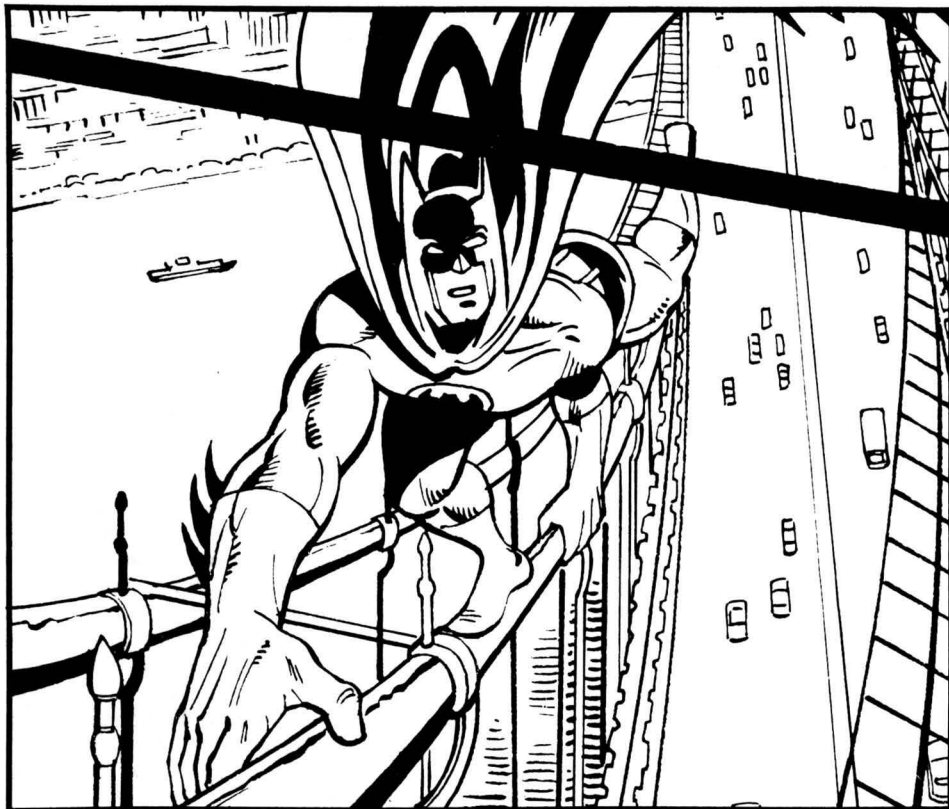
**350** Leason looks bothered. He's holding something back. Try a Charisma Roll vs. an OV/RV of 6/6. Succeed with 1 RAP and go to **No. 375**. Otherwise, go to **No. 207**.

**351** You could attempt to land on one of the beasts, then attempt to dismantle or control it. Decide which one you'll try. Triceratops, go to **No. 328**. Allosaurus, go to **No. 302**.

**352** Each door attempt takes 5 minutes. After the first attempt, the chamber is filled with water. You then get one more attempt before becoming unconscious. If you have a rebreather, you get an extra 5 minutes and one more attempt. Go to **No. 345**. If you drown in the chamber, go to **No. 397**.

**353** Roll your DEX against the Joker's. Succeed, and you could try to hit the Joker. Go to **No. 372**. Or knock the controls out of his hand. Go to **No. 380**. Fail, and go to **No. 338** for round 2.

**354** You're at E on Map #5. You enter a room that looks like the deserted lab of a latter-day Dr. Frankenstein.  
"Welcome," says the familiar voice. And you spin around to see the Joker. You're about to attack when you hear, from behind you . . .



"Welcome," another Joker! And again, "Welcome..." and another Joker appears.

There are 4 Jokers and none, you see, is real. Each raises its hands and you see that each Joker's nails grow an inch longer, and become lethal weapons.

Each mechanical Joker is DEX 4, STR 6, BODY 6, Initiative 7.

You can attack or dodge anyone during the ensuing bashing combat. Their nails are coated with a poison causing 2 APs of loss to your BODY per round after being hit. All damage against the Joker is taken by the BODY. When the BODY of each Joker falls to -1 it ceases to operate.

Whenever one of the robots loses 3 BODY points, it collapses and uses the next round to right itself.

If you become unconscious, or worse, go to **No. 397**.

If you stop all of them, you can head north. Go to **No. 361**. Or southeast. Go to **No. 387**.

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**355** You catch the rope and the blade stops. You tie it firmly, as you watch the Joker escape. A secret panel opens up and then he's gone.

You saved the Batman and discovered the Joker's secret studio, but the madman is still free. See Endgame. Go to **No. 396**.

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**356** You open the turf-covered door and see a glistening, well-lit stainless steel passageway. (You're on Map #5 at point D.)

You can go ahead west. Go to **No. 361**. Or go back up to explore the western clearing. Go to **No. 333**.

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**357** The chair is bolted to the floor (OV/RV of 0/4). You need 4 RAPs to move it. If you fail. Go to **No. 374**. If you succeed, go to **No. 326**.

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**358** You don't see the demented, gloating face leering down at you.

"Pick him up," he sneers at one of his henchmen. "Now we'll give Gotham a show really worth watching."

Begin Night 4, go to **No. 308**.

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**359** Used in the right location, you can open the door. Use your Science or Gadgetry skill against the OV/RV of the door (3/10). 1 RAP opens the door.

Otherwise, you must use the laser torch randomly. It has an AV/EV of 3/3.

If you open the door, go to **No. 324**.

If you fail, go to **No. 352**.

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**360** The signal comes from Mt. Hood, south of Gotham. There are two major points of activity, each within 500 meters of the other.

You can begin Search Procedure, with current evidence APs, after the next Wheel of Destruction broadcast.

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**361** Mark off 5 minutes. You're moving quickly through the corridor. You come to a room that looks like something from a carnival midway.

As soon as you enter, a brace of rifles pops out of the wall and begins firing... at you!

There are 6 rifles and they all fire simultaneously. Three are in front of you, barring your way ahead, and three are behind you, effectively cutting off any retreat. You must dodge past three of the guns to leave this human shooting gallery. Each group of guns makes a Team Attack on you (-2 Column Shifts to your OV). Each group fires with an AV/EV of 5/7 APs. If you are still conscious after the first round, you pass safely, go to **No. 362**.

If you become unconscious or worse, go to **No. 397**.

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**362** If you headed east, go to **No. 356**. If you headed west, go to **No. 373**. If you headed south, go to **No. 354**.

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**363** You open the turf-covered door and see a glistening, stainless steel passageway. (You're on Map #5 at A.)

You can go ahead, east, or leave and return to Search Procedure. East, go to **No. 373**. To continue searching, go to **No. 383**.

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**364** You can use your Thief skill to figure out how to jimmy the sliding door's mechanism open. (The door's OV/RV is 3/10.) You need 1 RAP to open it. Otherwise, the lock pick is useless.

If you succeed, go to **No. 324**. If you fail, go to **No. 352**.

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**365** The following DC Heroes offer to pick up the Batman's trail: Hawkman, Nightwing, and Robin. The choice is yours. All stats and skills are as listed on pages 5-6. In addition, each has access to the Batcave and will be able to carry any 3 items normally carried by the Batman (specify which), as well as his own normal equipment.

If another DC Hero is activated before Night 4, treat all references to Batman as referring to that hero. Also, the new hero cannot use a skill that he does not possess. When you are ready to begin, go to the Wheel of Destruction show for the correct night.

---

**366** Go to **No. 304**, but you are not surprised. Add +2 modifier to DEX while you are there.) You have caught the Joker off-guard!

---

**367** Aerial surveillance has picked up a clearing on the eastern face of Mt. Hood. A blow-down site, from the looks of it. Treat this as computer information c303. Go to **No. 343**.

---

**368** "Messy, messy, my friend." The Joker's voice is rich with scorn. "Well, first we must clean you up." Suddenly you feel yourself being wrapped in chains, as if you were an escaped circus animal.

"Yes, Batman, we'll clean you up for your debut. You see, you're going on the highly-rated Wheel of Destruction TV show, no less. You will be the last night's landmark. The Caped Clod, no less, destined to die if my price isn't met!"

The laughter fills the small corridor as you are injected with a knockout drug.

Go to **No. 365** and activate another DC Hero. Begin the next night of Wheel of Destruction.

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**369** The signal comes from Mt. Hood, its southern face. The exact coordinates have yet to be determined.

You may begin Search Procedure after the next night's Wheel of destruction broadcast.

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**370** What will you use? Smoke (for camouflage)? Go to **No. 342**.

The laser torch? Go to **No. 329**.

Explosives? Go to **No. 306**.

---

**371** Roll for Initiative and conduct combat. If the Joker becomes unconscious, go to **No. 393**. If your character is knocked out, go to **No. 368**.

---

**372** Roll your STR vs. the Joker's BODY on the Result Table. If you get more than 3 RAPs, go to **No. 393**. If not, close and conduct normal combat.

---

**373** Mark off 5 minutes. You're on Map #5. You enter a large chamber at B. As soon as you step in, a pair of steel doors slams shut, one in front and one behind you. Then icy water begins falling from above... filling the chamber. You've just entered one of the Joker's favorite traps. What will you try?

Forcing open a door? Go to **No. 381**.

Turning the water off? Go to **No. 332**.

Using something from your utility belt? Go to **No. 316**.



**374** It's too late. You watch, horrorstruck, as the unthinkable happens. "No!" you scream, but there's no help now. Nothing except the horrible scream of gut-wrenching pain, the last sound that the Batman ever makes. You fall to your knees as the madman, Joker, escapes through a secret panel. Your rage will lead you to him again. But now there's just the agony which, for now, is yours alone.

Go to **No. 396**, Endgame.

**375** Treat this as computer information c306. "It's a feeling I have. There's more than money and buildings involved here. There's murder. Mad murder, and it's directed at you."

You leave, perhaps realizing for the first time what the Wheel of Destruction is all about. Go to **No. 207**.

**376** You must still deal with the Allosaurus for one phase. Go to **No. 203**. If you are successful with 1 RAP or better, you are out, at point X of Area C.

**377** If you turned back, go to **No. 363**. If you move on, go to **No. 361**.

**378** Gotham agreed to Joker's terms at the last minute. The Joker is gone and already has the money. The Batman must face Gotham's law that he leave forever.

Go to **No. 396**, Endgame.

**379** The grass looks like turf. It's obviously been placed here to cover something, perhaps a clearing of some kind.

Tapping around the ground, you discover a large steel door (OV/RV of 3/10). You can use a Trick Shot to try to force it open. Use your DEX and STR against the door. You need 1 RAP. If you succeed go to **No. 356**. (It takes 5 minutes for every attempt.)

You can also try your Gadgetry skill against the Joker's Gadgetry. 1 RAP and you figure out how to open it.

A weapon can also be used to bash it open. It will take 10 RAPs to achieve that.

If you get in, go to **No. 356**. Or, you can return to Search Procedure.

**380** Roll STR vs. the Joker's STR. If you get more than 3 RAPs, you are able to knock the controls flying. While the Joker scrambles after them, you close in for the attack, go to **No. 371**. 2 RAPs or less and he holds tight and sends another attack your way, go to **No. 338**.

**381** Each door is OV/RV3/10. You need 2 RAPs to open it. If you do so, go to **No. 377**.

If you use a weapon, you'll need 10 APs (cumulative) of result damage to bash it in. It takes 5 minutes for every attempt. If you get in, go to **No. 377**.

If you fail, go to **No. 331**.

**382** The Professor has INT 6. His help gives you +2 to all Science and Gadgetry rolls. Go to **No. 221**.

**383** **Search Procedure:** You can begin Search Procedure, to find the Joker's hideout, only if the computer in the Batcave tells you that you have sufficient evidence to begin the search or if directed to begin at the conclusion of any Wheel of Destruction show.

Whatever night this is, you have 1 hour to act before that night's disaster takes place. At the end of 1 hour, see **No. 396**, Endgame. To search for the Joker's hideout requires use of the computer information APs that you've acquired from the Batcave's computer. You use the sum of the clue APs from **No. 41** as the AV/EV. The OV/RV of the Joker's hideout is 9/12. Conduct your die rolls as normal combat rolls. Then consult the chart below.

0 to 3 RAPs, go to **No. 315**.

4 to 9 RAPs, go to **No. 312**.

10 to 16 RAPs, go to **No. 346**.

Each roll takes 5 minutes. At the end of 1 hour, the destruction for that night will take place unless you elect to recommend payment. You can then continue searching with no time limit. Every time you roll on the chart above you can add a +1 AP to any subsequent rolls, as long as you mark off 5 minutes for every roll. Hero points can, of course, be used.

TIME CHART:

START each box = 5 min.


STOP

Go to next night's Wheel of Destruction or, after Night 4, Go to **No. 397**.

Remember, you can only search if you've been directed to begin the Search Procedure.

**384** There's a strange look to the grass, a trimmed, almost landscaped look. Still, you see nothing strange.

You can search the western area. Go to **No. 333**. Or spend another 5 minutes using a skill. Go to **No. 392**.

**385** Each door is OV/RV0/13. You'll need 2 RAPs to open them. If you do so, go to **No. 324**.

If you use a weapon you'll need 10 RAPs to break down a door. If you succeed, go to **No. 324**. If you fail, go to **No. 352**.

If you decide to try something else next phase, go to **No. 345**.

**386** You're at H on Map #5. You land on a ledge, and there it is, the Joker's submarine.

"Bingo," you whisper.

You start up a stone staircase that leads into a gleaming, stainless steel passageway, go to **No. 345**. Or you could decide to investigate some other area, go to **No. 346**.

**387** If it's less than an hour since you started to search and you are the Batman, go to **No. 292**. If you are another character, go to **No. 391**.

Otherwise, go to **No. 378**.

**388** Evidence seems to indicate that the transmission emanates from a high location outside Gotham. A signal interferes with the satellite transmission, while sending a powerful signal on the same wavelength. This is insufficient information to start search procedure. Go to **No. 41**.

**389** You leap for the rope and you feel your hands burning as it slips through. You need to roll your DEX/STR against an OV/RV of 5/5 to hold on and stop the deadly blade. If you get 1 RAP or more, go to **No. 355**. Fail and go to **No. 374**.

**390** Go to **No. 388**, unless you have 10 APs or more, in which case, go to **No. 369**.

**391** You surprise the Joker. He obviously didn't expect you to arrive. You see Batman struggling in the chair. Joker eyes the heavy rope holding the blade in place. Then you see him move.

He's going to cut it, your mind screams. And you can't get to him in time.

"Fool," he snarls. "You lose anyway!"

In order to get to the Joker in time, tackle him, and prevent him from cutting the rope, you have to make a Trick Shot. In this case, the Joker receives +2 Column Shifts to his OV. You will need 3 RAPs to stop him.

If you get the needed RAPs, go to **No. 395**. Fail, and he cuts the rope. Go to **No. 394**.

**392** You're in a clearing large enough for a small helicopter to land in. Everything appears normal, still you use your Detective skill or Science skill (OV/RV of 6). Mark off an additional 5 minutes.

4 to 5 RAPs, go to **No. 384**.

6 RAPs, go to **No. 379**.

Anything less, and you can return to search procedure.

**393** The Pterosaurs are still, as you tighten the Joker's bonds. His eyes are wild with hate, crazy with frustration. You've radioed for the police to come and get him.

"I'll be back, you know. There's no prison that can hold the Joker!" he screams. "I'll be back," he yells even louder, "for you!"

The night air, normally so cool and fresh, has a clammy, fetid smell about it. Madness, you say to yourself, already longing for the rest to come.

Go to **No. 396**, Endgame. You can also search for Joker's hideout. See Search Procedure. Go to **No. 383**, but ignore any locations that contain the Joker.

**394** The blade is fast approaching the Batman's neck.

You can try to leap and catch the rope, go to **No. 389**.

You can try to reach the Batman and move him away, go to **No. 357**.

You can try to throw a weapon to deflect the blade, go to **No. 310**.

**395** The Clown Prince of Crime howls as he realizes that he's caught at last.

"Impossible!" he screams. The traps. No one could get through them."

You ignore his ranting and tie him up, and then run over to untie the Batman. The Avenger of the Night stands up, stretches, and glances back at the blade.

"Glad to see you," he says quietly.

"Don't mention it," you say. "Besides, I had nothing else to do tonight."

"Yeah, I know," he smiles. "And nothing to watch on TV."

You both laugh as you begin shutting off the master controls to the Joker's traps. Go to **No. 396**, Endgame.

**396** **Endgame:** The Adventure ends only if (a) the Joker has been

captured or (b) the last (Night 4) Wheel of Destruction show and its disaster have been dealt with. The surviving heroes, if any, receive the following hero points.

Night 1/Night 2	
Disasters prevented	30 HP each
Ransom for Night 1/ Night 2	30 HP each
Batman captured	30 HP
Any hero killed	30 HP
Joker captures	30 HP
Joker's Secret Hideout discovered	30 HP
Ransom for Night 4 paid	30 HP
Batman rescued	30 HP

**397** You find yourself coming to . . . there are people around. . . dressed in white. A hospital.

"It's okay," someone whispers. You ask questions, but the answers are evasive. Batman saved, yes, but the Joker paid off. You were found, they told you, half dead on Kane Road with a bizarre note attached. Something about a new show next fall.

And that, you guess, is why you were spared.

And next time . . . yes, next time you'll win.

Go to **No. 396**, Endgame.



# CHART 1 Use with each night's Wheel of Destruction Game.

## Game 1/Night 1

101..... 3 & 9	106..... 0	111..... 10	118..... 0	121..... 5
102..... 8 & 13	107..... 0	112..... 0	117..... 7 & 12	122..... 0
103..... 0	108..... 8	113..... 0	118..... 0	123..... 0
104..... 4	109..... 1	114..... 0	119..... 0	124..... 0
105..... 0	110..... 0	115..... 0	120..... 2 & 11	125..... 0
126..... 0				

## Game 2/Night 2

201..... 8	206..... 0	211..... 0	218..... 0	221..... 12
202..... 0	207..... 0	212..... 0	217..... 0	222..... 0
203..... 14	208..... 13	213..... 4, 8, & 17	218..... 0	223..... 10
204..... 0	209..... 9	214..... 2	219..... 18	224..... 1 & 7
205..... 0	210..... 3, 11 & 18	215..... 0	220..... 0	225..... 5 & 15
226..... 0				

## Game 3/Night 3

301..... 2	306..... 4	311..... 7	318..... 0 & 8	321..... 3 & 11
302..... 5 & 9	307..... 0	312..... 0	317..... 0	322..... 13
303..... 0	308..... 0	313..... 8	318..... 14	323..... 0
304..... 0	309..... 0	314..... 12	319..... 1 & 8	324..... 0
305..... 0	310..... 0	315..... 0	320..... 0	325..... 0
326..... 10				

There is no chart for Game 4/Night 4.

# CHART 2 Locations

Wayne Manor/Batcave (see Map 1) .....	14	Gotham First Avenue Bridge	
Gotham Police Headquarters		can use Batcar, Batcopter, or Batboat	
can use Batcar or Batcopter .....	207	Night 1 .....	107
Funworld		Night 2 .....	159
can use Batcar, Batcopter, or Batboat		Night 3 .....	275
Night 1 .....	60	Todd Botanical Gardens	
Night 2 .....	102	can use Batcar or Batcopter	
Night 3 .....	215	Night 1 .....	178
Mechanical Museum of Natural History		Night 2 .....	204
can use Batcar or Batcopter		Night 3 .....	295
Night 1 .....	105	Wheel of Destruction Game	
Night 2 .....	144	Night 1 .....	1
Night 3 .....	237	Night 2 .....	101
The Sky Museum		Night 3 .....	213
can use Batcar, Batboat, or Batplane		Night 4 .....	308
Night 1 .....	133	Search Procedure .....	383
Night 2 .....	229	Endgame .....	396
Night 3 .....	250	New Character .....	365
Gotham Tower			
can use Batcar or Batcopter			
Night 1 .....	113		
Night 2 .....	141		
Night 3 .....	224		

# CHART 3

A	281	251	230	294	230
B	293	279	282	214	241
C	271	241	284	217	268
D	218	283	266	286	285
E	248				
F	298				
G	208				
H	258				
I	265	287	309	264	245
	Area Description	Detective Skill	Science Skill	Thief Skill	Scholar Skill

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