

Batman The Dark Knight Rulesheet by Daniel Bradford and Michael Spiegel



This is a Rulesheet for "Batman: The Dark Knight" by Stern Pinball, based on factory settings, originally written in German by Michael Spiegel aka Spiderman of the German pinball forum
<http://www.flippermarkt.de/community/>

It was translated using Google translate, and rewritten by me in a different style but using lots of Michael's photos and layout. If you find errors, please let us know so we can change them - I'm danielbradford@doctors.org.uk, and Michael is pinball@cool.ms

Another recommended resource to check out is the original detailed layout and rules review by Martin Ayub of Pinball News – [here](#) .

It's also a good idea, after downloading the latest code of course (2.94) to read the change log from the bottom up, so you can see what they changed, and why. You can find that by clicking [here](#).

The game is so much better with the new code compared to what it was released with, so kudos to Lyman Sheats for doing that.

You should also watch the fantastic video tutorial by Bowen Kerins by clicking [this](#) (the vertical-only version which I prefer)

You will soon learn after a few plays that big scoring on BTDK is all about the shot multipliers (just like on Spiderman, but in this game they are actually visible on the playfield), which you get by shooting the ? (Mystery) when it's lit in the left loop. You light the ? by completing the inlane/outlane lights, so don't waste any opportunity to complete them, as Mystery only awards shot multipliers about 1 shot in 4, and most other awards are crap.

Double something at launch (joker or scarecrow or batmobile) then double shots with the multiplier, and your score will soar.



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Some stuff to point out on the playfield – this will make the rest of the rules more understandable:

Inlane and outlane lights – get these to light the Mystery (?) in left loop. Also increase the bonus multiplier (meh)

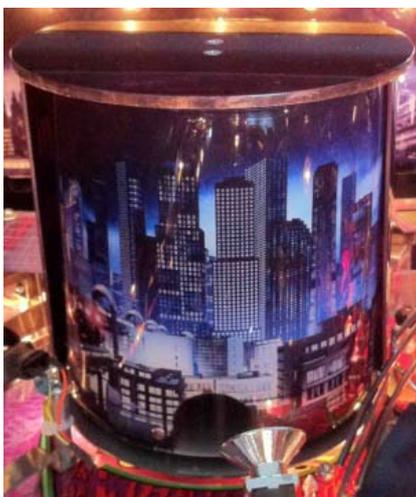
Batmobile ramp - not really a ramp as you can't shoot up it, it's that thing on the left that teeter-totters (see-saws, in English), and is accessed from the central ramp every third shot. It's kinda pointless, a race between your ball and the Batmobile which you won't even notice until you look for it – the little toy car that moves towards the back when the ramp tilts. This ramp delivers the ball to the left inlane (so unlight the lamp in anticipation) and starts the Batmobile Hurry-Up.

B-A-T-M-A-N Stand-Up Targets - directly above the left slingshot. Get them all to light 'Bat Missions' at the left loop. You have to start all four missions to collect Bruce Wayne.

Left Loop - most important shot in the game because of that Mystery light and its potential to award shot multipliers. It ends in the upper right in a saucer just like on LOTR (lots of bounce-outs, may benefit from some foam here to minimise this) and then ejects into the Pops. That saucer also starts Bat Missions, Bat Signal Challenge and also eventually the wizard mode Gotham City. There's also a left spinner in this loop.



Joker Toy Biscuit Barrel, the most pointless toy in pinball – am I wrong? What else does so little for taking up so much space? Anyway I still kind of like it.



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Joker - in front of his biscuit barrel is The Joker, by far the coolest thing in the film, and one of three main features on this game (the other two are Scarecrow and Batmobile). There's a drop target, some stand-up targets on the barrel behind a one-way gate, and a little V-shaped area to 'lock' a ball for Joker MB (for a few seconds only) before it's kicked into the left loop and towards the Pops.

Batmobile shot - Centre (and only) Ramp - this sends balls either to the mini playfield on the right, or to the Batmobile on the left, in a sequence of three – there are playfield lights to tell you where it's going next. Even though the 'batmobile ramp' is technically that seesaw on the left, I still think of this as the Batmobile shot. You complete the Batmobile Hurryups here, all the missions plus the plunger select use this as one of the three major shots (the other two are Joker and Scarecrow).

Top Lanes - used for standard 'skill' shot, when completed increase the Bonus multiplier (meh) but also lights Alfred.

Rachel - pointless stand-up target amongst the pops, don't worry about it, it happens (10 hits) on its own, just like Harvey Dent (pop bumper shots). Which Rachel did you prefer in the films, the original Katie Holmes, or Maggie Gyllenhall from the second film? Anyway, it's Maggie on the playfield here.

Gordon - There are two Gordon stand-up targets. The left is located between the left loop and the Joker, the right is between the right and spinners Scarecrow. They increase spinner value, eventually start (and collect) Commissioner Gordon mode (needed for Gotham City) and most importantly they're also a way to light shot multipliers via 'mini mines'. Mini mines? Seriously? WTF but anyway shot multipliers are good (the only other way to get them is with the ? in the left loop via the saucer, and cross your fingers).

Scarecrow – the third of the three main features on this game (the other two are Joker and Batmobile), this is a hole but also that huge-ass yellow crane that dominates the playfield, and balances the biscuit barrel by being perhaps the most fun toy in pinball. The hole is to start the crane (may need many shots, just like the Joker's standup). Shots to the hole are returned via a wire ramp to the right inlane (so unlight the lamp in anticipation). The ball frequently lands in that hole from the pops.

Crane – you have to hit the ball on the end of the crane, in each of the five positions, each with a yellow cross-hair playfield light. The crane target ball can block shots, and it can also make your ball go SDTM, so be careful.



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Right Loop - this is the Bat Pod, for Bat Pod Multiball which is quite low-scoring. The right loop also has a spinner in it. The main use of this shot is to keep increasing the Batmobile Hurryup shot before collecting it, as best explained in Bowen's video.

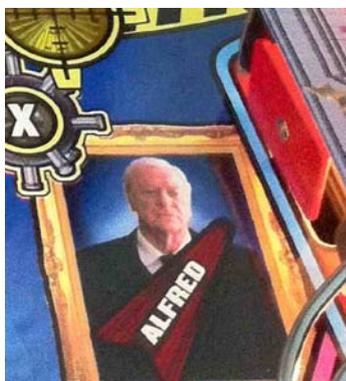
Mini Playfield - above the right loop and reached by the central ramp, by 2 of every 3 shots (the 3rd one goes left to the seesaw ramp thingy). Here you collect the Batgadgets, which don't do anything by themselves, but are needed to collect Lucius Fox (Morgan Freeman). Exits to the right inlane (so unlight the lamp in anticipation).



Alfred - a stand-up target, illuminated by the top lanes, whose best use is to add a ball during any multiball (once only) much like the fish in Sopranos. There is some truly terrible impersonation of Michael Caine's voice going on in this game.

Plunger lane lights - see those three lights in the plunger lane? Whichever one you select by your timing, that feature is doubled for the entire ball, pretty cool, eh? So if you have the Joker flashing here, and the Joker shot multiplier is also lit, then that makes all Joker shots, including Jackpots and Superjackpots, 4x value. I know! When you get the third light, you also get Double Bonus. This means that the entire end of ball multiplied bonus is again doubled, just like on Spiderman.

Extra Balls - there's an EB for score, there's one after 2 batgadgets, and there's one for reaching Gotham City. Any others?



OK let's get the details of the rules (though if you understand everything above here, you have most of it).

Skill Shots - first one is standard and uses the top Lanes. One of these lanes flashes and thus must be taken. If so, you get 250k which rises by 25k and +5 bonus X each time. The Super Skill Shot is made by holding the left flipper button before launch, the arrows for the main three shots (Scarecrow, Batmobile, Joker) are lit for a short time, and if you hit them then it's **tripled** instead of doubled. Tripled bonus too on the last ball.



Mini-Mines (the shot multipliers)

These are illuminated with the help of the Gordon targets. In front of the Gordon targets are two inserts. After a hit to either of the two targets, Mini-Mine light moves to the other target.



hit the correct target 6 times, which makes them all glow (same as when you get 'light multipliers' from the Mystery). Next shot you hit out of the main five (Left & right loop, Scarecrow, Joker, Ramp) is doubled for the remainder of the current ball – and the X light is on to remind you.

If you manage to get all 5 shots multiplied – sorry, all 5 mini-mines lit, all of them flash rapidly with a pulse going from right to left and back. The shot you pick is then tripled.

Mystery

Mystery is illuminated by the left & right in / outlane. This also increases the bonus multiplier. Mystery itself is then collected in the top saucer, best achieved through the left loop, but by chance also on the right loop and through the Pops. Awards are random, and include these–

Light Extra Ball / Light Alfred / Light Multipliers (Mini-Mines) / Light Lock / Lock Award / 500k / add 2 Bonus X / Hold Bonus X (also applies to Double / Triple Bonus by a Skill Shot)



Alfred Pennyworth

Alfred is lit by either Mystery or by completing the top lanes. He gives game-related awards such as: Add-A-Ball / 100k / More Time (30sec.) / Batmobile Hurry-up reset

Harvey Dent

Runs throughout the game and divided into two stages. In the first stage you have to hit 25 pops, in the second you need 20 spins of the right spinner. Then back to the first step, but now 30 Pops needed, followed by 20 spins worth slightly more points. Then I think 35 hits? Meh. The pops themselves are worth 10k unlit, 20k lit, 30k flashing (completing top lanes advances this sequence).

Commissioner Gordon

You will hit these targets quite a lot by accident, and if the mini-mine insert was lit, advance toward multipliers. Gordon targets also happen to increase the spinner values - each hit increases the base 2.5k by 250 to max. 10k. The left Gordon target increases the left spinner, the right one the right spinner, but it resets each new ball

Also he has his own thing - hit any Gordon targets 9 times. DMD says 'Shoot (for example) Right Loop to finish', now all 5 shots are permanently illuminated. Shoot anything except the (for example) right loop, the Commissioner Gordon value is increased from its base 1M by 500k each time (I think). Gordon targets increase it by 50K, cash the whole thing in at the shot named on the DMD.

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Bruce Wayne

Bruce Wayne is the modes ('Bat Missions'). Enable them by completing the BATMAN Stand-Up Targets, start them via the left loop by landing in the saucer.

For each letter you get 75k. If BATMAN completes, you get 250k which increases by 25k to max 750k. This is not reset by each new ball. There are four Bat Missions, they are all about the same and the points are the same too.



- Locate the Joker
- Rescue Rachel
- Extricate Lau
- Impostors!

Once a mode is started, you have 30 sec to hit everything (shoot the flashing lights, basically it's all the main 5 shots) or you can hit Alfred to get an extra 30sec. You get 1M per lit shot, but this can be increased by the BATMAN stand-ups. They flash at the beginning of each mode. A hit on one of the targets makes it stay lit and increases the value by 250K. When all are lit, each new hit increases the shot value by 100k. The value of a shot can be boosted as high as 5M, or 10M with a doubler on, so there's potential for big points in modes. You need to start but not

necessarily to finish all modes to light Bruce Wayne on the playfield.

Lucius Fox

Lucius Fox is one of the confidants of Bruce Wayne and he developed the gadgets Batman needed for his struggle against evil, kinda like Q in Bond. You have to collect 8 batgadgets from the mini playfield. The mini playfield is equipped as in LOTR with four switches, each with an associated green light in the backboard. These are lit and then made to flash by the two Gordon targets, and the pops change the position of the lamps. A switch is worth 25k when off, 50k when lit, 75k when flashing. In the DMD each gadget has a progress bar displaying how you're doing – the early ones need less switch hits and award less points. For the first gadget you get 250k and for each further + 50k. So if you can get all four flashing before you go up the ramp, you will complete these gadgets quicker and get more points. If the shot multiplier (mini-mine) is lit for the Centre Ramp, that also includes all mini-playfield points too.

The gadgets not always in the same order, are Mangler / Batarangs / Grapnel / Gauntlets / Sticky Bomb Gun / Bat-Suit / Sonar Imaging Lenses / Sonar Imaging Device. Get all 8 to light Lucius.



Batmobile Hurry-Up

The Batmobile Hurry-Up is started every third ramp (batmobile 1 & 2 will always land on the mini playfield, 3 goes left, to the Batmobile ramp and the left inlane, starting a hurry up).The Hurry-Up starts at 500k and runs back to 250k. This value can be increased through the right loop, and the higher you get it, the more time you have to try to hit the cash-in shot at the centre ramp. You can also increase it / double it at the left loop as well, but only once – and a lit Alfred also resets the timer.

Don't forget those shot doublers (mini-mines) also function here as well, so you can really get this Hurry up value into the big numbers if you have the skill to do it.





Batpod Multiball

the right loop shots also advance to Batpod Multiball after 4 shots - Cannon 25k, Machine Gun 50k, Grappling hook 75k, Bat Pod 100k, then Bat-Pod Multiball is lit on the central ramp, but only starts when the ball lands in the Batmobile ramp (not by the mini playfield).

This is a 2-ball multiball with the aim of "Shoot Right Loop". Initial Jackpot 250k, Super Jackpot 500k but doublers, as always, apply.

On the mini playfield all four switches are illuminated. Each switch gives 50k, each additional + 7.5K. These switches increase the jackpot value in the right loop to its value, so if you have hit all four switches, these have gone out and have increased the jackpot to (base 250k + 50k + 57.5k + 65k + 72.5k =) 495k, though of course it's unlikely you will hit all four mini-pf switches. Once a jackpot is hit in the right loop, the switches on the mini playfield relight and are again worth the same values as before so the Jackpot increases. After 4 Jackpots, the Super Jackpot lights on the ramp (Batmobile), and this may be worth 2M. With multipliers lit, this can be worthwhile, but if they're not lit, you may want to use this multiball to complete other stuff on the playfield.

For each subsequent Batpod Multiball you must complete the right loop once more for each light – so twice for cannon, twice for machine gun etc.

The Scarecrow

Scarecrow is started via the Scarecrow hole and takes place in two stages. In the first stage the Scarecrow Attack starts, and you have to hit the crane in all 5 rest positions – 200k per hit, 750k for completing, and starts Scarecrow Multiball (2 balls, was 3 in earlier code).

In the second Scarecrow Attack it is more difficult. Here the crane moves continuously from left to right and back again. The third Scarecrow Attack not only moves the crane from left to right and back again, but also the underlying inserts wander from left to right and back again. Here you have to try to hit the crane ball when it's over the lit insert. The fourth Scarecrow Attack is then again as the first. Once the last hit is landed, Scarecrow Multiball starts. Again, this is a 2-ball multiball. Now the crane stops over a yellow insert for 5 sec and you have to hit it for a 200k Jackpot (or 400k with a doubler). After 5 sec, it travels to another point. If you get all 5 Jackpots, the Scarecrow hole lights for Super Jackpot (the total of all previous Jackpots) After a Super Jackpot, the normal jackpots increase by 25k and it starts over. Until you lose a ball of course.



As soon as you start Scarecrow MB, you get the Bat Signal light for it, but to get the main Scarecrow playfield light, you need to have scored a Super Jackpot or to have started the third Scarecrow Attack. The doublers apply as ever, so it's always nice to get a doubled Super Jackpot.



The Joker

Knock down the drop target to light lock. Lock three balls to start multiball. Each subsequent multiball you need to hit the drop target more times to light lock.



As soon as the Joker starts Multiball, Gotham's skyline on the biscuit barrel is replaced by a Joker figure and illuminates all five major shots for jackpots. These are the left and right loop, the Joker drop target, the ramp and the Scarecrow hole. These shots can be taken any number of times for jackpots. The jackpot value stays at 200k (but doublers work) for the whole first multiball, then it's 225K for Joker 2, and 250k for Joker 3.

Once you hit five jackpots, the Joker himself lights for a Super Jackpot made of the Jackpot values combined. Then all the shots for Jackpots are lit again and the biscuit barrel changes to a picture of the Joker.

As soon as you start Joker MB, you get the Bat Signal light for it, but to get the main Joker playfield light, you need to have scored two Super Jackpots or to have started the third Joker Multiball. The doublers apply as ever.

Stacking

Play all three multi balls together. Start Scarecrow Attack first though, as you can't start it otherwise.

Bat Signal

The Bat Signal has two stages, Bat Signal Challenge and Bat Signal Multiball. Challenge is started at the saucer after you light these three inserts above the flippers – all you need to do is start a Joker MB and a Scarecrow MB, and collect a Batmobile Hurry up. Start the Bat Signal Challenge in the saucer.



Now the Joker, the Scarecrow, and the Batmobile are lit. Hitting one of these shots, the lit arrow disappears and you get 250k. The next one is worth 275K, then 300k. After you hit all three shots, Bat Signal Multiball is lit in the top saucer, but the Joker, Scarecrow and Batmobile are relit, and if you start Bat Signal multiball now, but the jackpot would only 250k. If instead you hit one of the three shots, the Jackpot increases by 50k, (100k with a doubler). If you are brave enough, you can max the Jackpot to 1M before starting Bat Signal Multiball, a 4-ball multiball:

The Joker, the Batmobile and Scarecrow are now as before lit again, but this time for the pre-established Jackpot value. When you got all three Jackpots, the Super Jackpot is available at the left loop as the sum of all these Jackpots, kind of like the Annihilation Jackpot in AFM. The difficult part here is that Jackpots in the Scarecrow hole are not counted until about 5seconds of no top lane or bumper switches, and if one of those switches are hit, the Scarecrow hole just spits the ball out..... so you may have to catch the balls and wait.

Here is where those Mini-Mine doublers can be very helpful again – when your Super Jackpots are doubled, it makes a huge difference to your score.

Gotham City

In order to play the final wizard mode, you have to light all 8 characters on the playfield –

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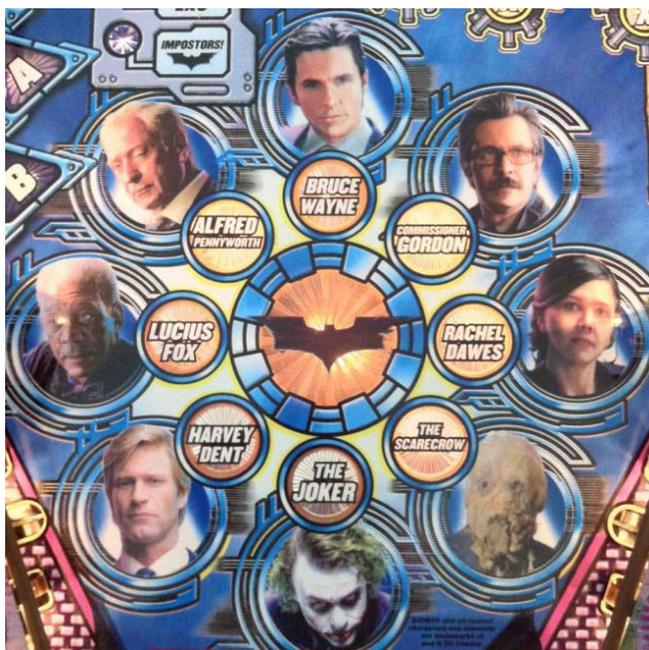


Bruce Wayne (all four modes started)

Alfred Pennyworth (lit and started at least once)

Lucius Fox (all 8 Batgadgets collected on the mini playfield)

Harvey Dent (pop bumpers and spinner)



Commissioner Gordon (finished)

Rachel Dawes (10 hits to the Rachel target)

The Scarecrow (a Super Jackpot or 3 Scarecrows)

The Joker (two Super Jackpots or 3 Jokers)

Gotham City lights at the top saucer. First you get 25M and an extra ball and everything is illuminated. You have to try to light all eight again -

Bruce Wayne - hit the 6 BATMAN targets, each for 250k, any extras get 500k

Commissioner Gordon - hit a Gordon target 8 times, each for 250k any extras get 500k

Rachel Dawes - hit the Rachel target 3 times, each for 250k any extras get 500k

The Scarecrow – hit the crane on all 5 crosshair inserts, each for 250k, any extras get 500k

The Joker – lock three balls. Light Lock gives 250k, the lock itself 500k. Any extra hits 500k

Harvey Dent - 20 Pop hits (50k) then 20 Spinner spins (100k)

Lucius Fox - hit all 4 switches on the mini playfield. Each switch gives 250k, extra hits 500k.

Alfred Pennyworth – hit once for 500k. Extras get 500k

Every time you now illuminates a person, you get an add-a-ball (first time only). If you can light all 8 again, Gotham City Super Jackpot is lit at the top saucer, for a whole bunch of points and all balls back and a ball saver on. Now try to do it again (no add-a-ball this time).