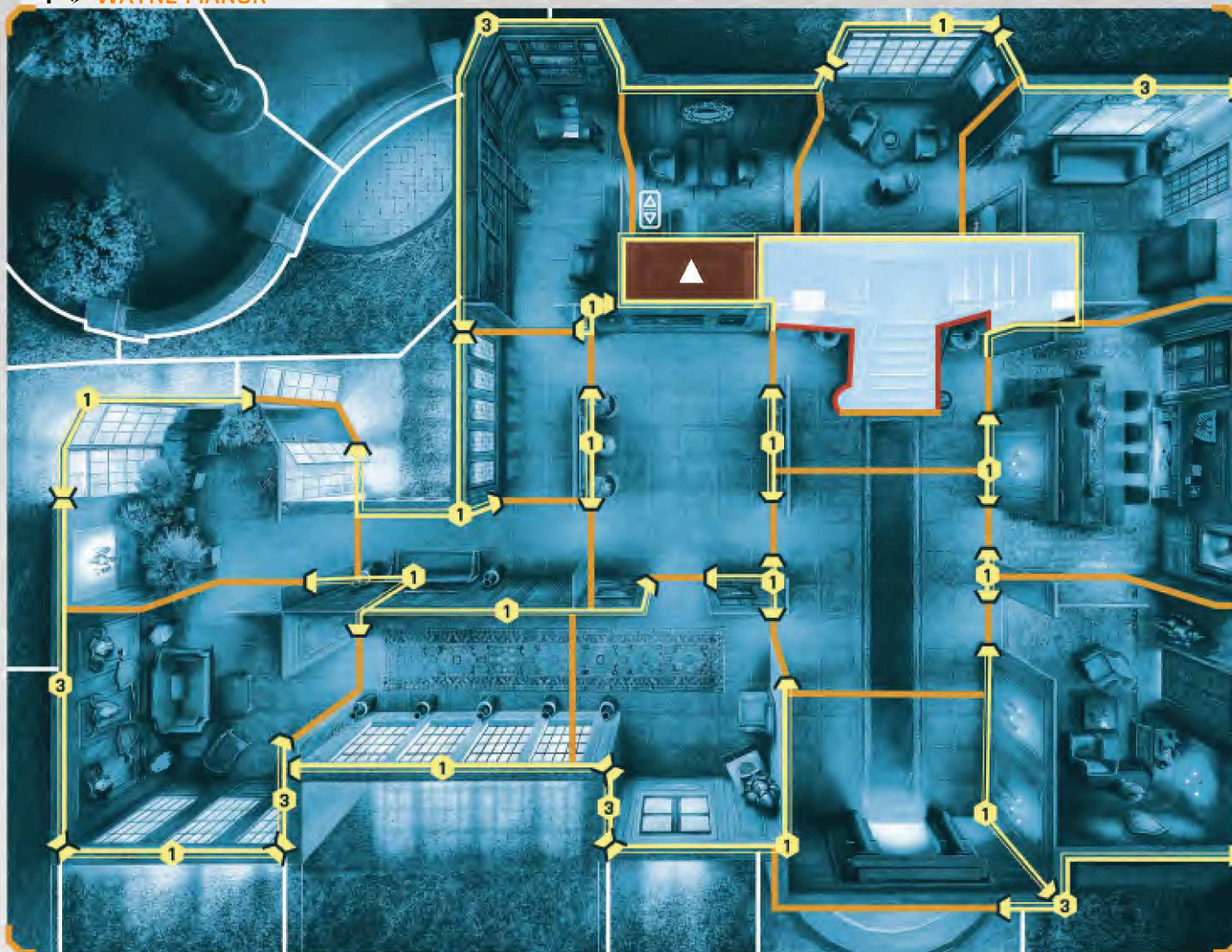




GAME BOARDS RULES

- 1 ♦ WAYNE MANOR
- 2 ♦ BAT-COMPUTER ROOM
- 3 ♦ ARMORY
- 4 ♦ TROPHY ROOM
- 5 ♦ DOCK

1 ♦ WAYNE MANOR



ELEVATION LEVELS



Elevation level 1

Elevation level 2

AREA BOUNDARIES



Orange area boundaries

White area boundaries



Special area boundaries



Wall



Level X wall

AREAS



Elevator's entrance area.



Elevator shaft



Indicates the elevator tile's orientation