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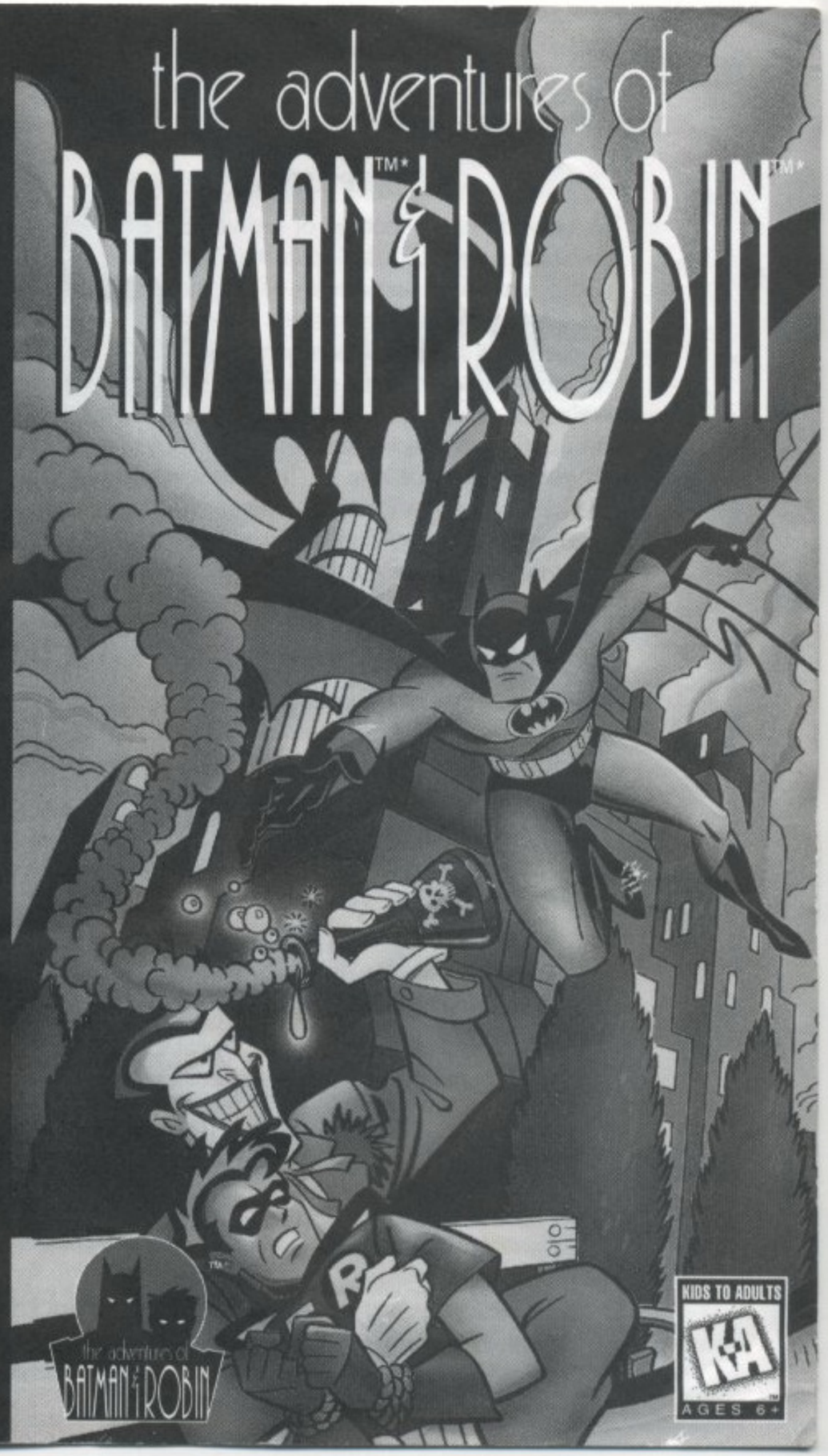
SEGA™

GAME GEAR™

INSTRUCTION MANUAL

SEGA

the adventures of BATMAN™* & ROBIN™*



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ❑ Do not bend it, crush it or submerge it in liquids.
- ❑ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❑ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

For gameplay help, call 1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

the adventures of BATMAN & ROBIN™

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™

THE JOKER'S GAME

"How do I get rid of **Batman**, his right-hand man **Robin**, AND have a little fun?" thought **The Joker**.

His answer to that private question was to preside over a competition, with **Gotham City**'s major crime bosses as the contestants.

The rules? . . . Simple. The first one to knock off Batman wins!

But you need a fox to have a fox hunt. The Joker needed a way to ensure Batman's cooperation.

So now Robin is the bait. As The Joker's hostage, he is imprisoned somewhere in Gotham City. Batman is prowling the city, searching for his missing partner.

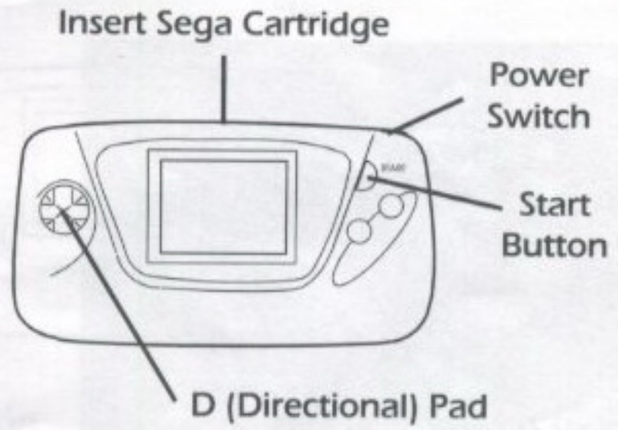


Meanwhile, a Who's Who of hooligans is hot on Batman's trail. **The Mad Hatter**, **Mr. Freeze** and **The Scarecrow** have mobilized an army of mechanical bad guys. The brass knuckles are polished, machine guns loaded, hand grenade pins pulled.

The Joker is a happy man . . .

SETTING UP

1. Set up your Sega™ Game Gear™ and make sure the power switch is OFF.
2. Insert the game cartridge FIRMLY into your Game Gear. **Always turn the power switch OFF before inserting or removing the cartridge.**



3. Turn the power switch ON. In a few moments, the Title screen will appear.
4. Press **Start** to see the New Game screen, and press **Button 1** or **2** to begin a new game.



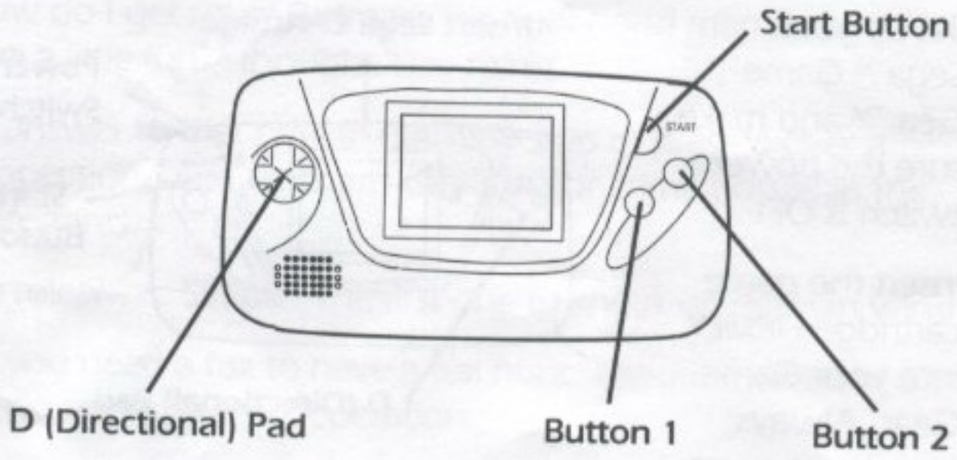
Setting Options

Press the **D-Pad** down to mark "Options" on the Title screen, and press **Button 1** or **2**. On the Options screen, press the **D-Pad** up/down to select an option, and left/right to change the setting.



- Turn the game's music and sound effects ON or OFF.
- Use "Controller" to switch the actions of **Buttons 1** and **2**.
- Select "Exit" and press **Start** to return to the Title screen.

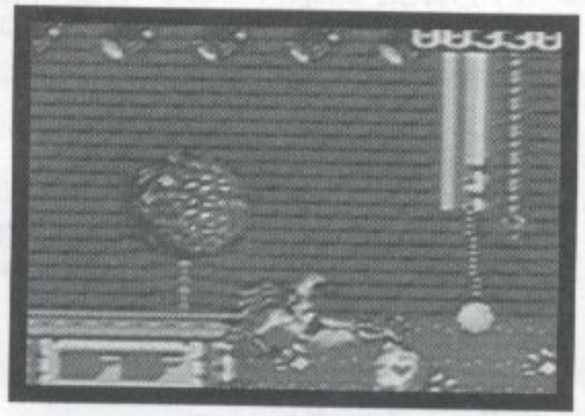
PLAY CONTROLS



Run	**D-Pad** left or right
Throw **Batarang**	**Button 1** & aim with **D-Pad**
Punch	**Button 1** when near enemy
Flying kick	**Button 2** + **Button 1** when near enemy
Floorsweep kick	**D-Pad** down + **Button 1** when near enemy
Jump	**Button 2**
Spin jump	**Button 2** twice quickly
Jump down	**D-Pad** down + **Button 2**
Drop from cables	**D-Pad** down twice
Crouch	**D-Pad** down
View/hide Weapons inventory	**Start**
Scroll screen up/down	**D-Pad** up/down & hold

BATMAN'S FIGHTING MOVES

ATTACKS



Press **Button 1** when a mechanized bad guy is within arm's length to pound him with slugs and kicks. Press **Button 1 + Button 2** for a flying kick!

When a robo-thug is out of reach, press **Button 1** to attack with the **Batarang**, or another weapon if you have one.

JUMPS

Press **Button 2** for jumps. **Batman** jumps highest using a spin jump — two rapid, well-timed taps on **Button 2**.

HAND-OVER-HAND



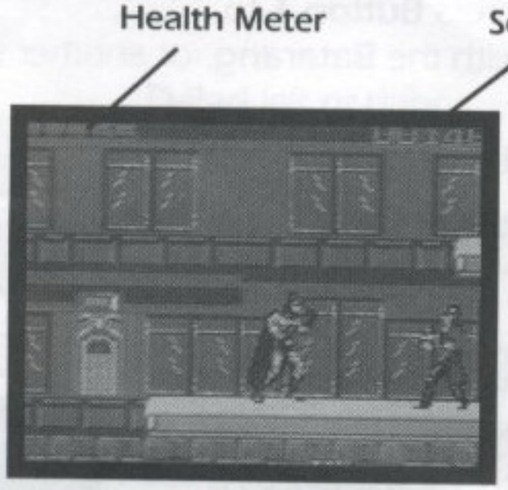
The only way for Batman to travel in some places is by hanging from ledges, wires or pipes. Move Batman hand-over-hand by pressing the **D-Pad** left or right. Batman can throw a Batarang from this position with **Button 1**. To drop from a hanging position, tap the **D-Pad** down twice quickly.

BATMAN'S MISSION

The Joker's criminal army and its generals have taken over key parts of **Gotham City**. **Robin** is a prisoner in the city's urban vastness. **Batman** has to forget the fact that he is the real prey, and rush to Robin's rescue.

The Joker has penned the story script. Batman has no choice but to play his role until the time is right. For now Batman can only fuel his anger by recalling the evil laughter of his arch enemy, The Joker!

Screen Indicators



HEALTH METER
The bars in the meter dim when Batman takes hits. (Each bar is worth three hits.)

Collect Bat power-ups to improve your health.



When all the bars dim, Batman's lights go out! (See the next page to read about Batman's lives.)

SCORE
You rack up points by bashing mechanical foes! Tougher foes are worth higher points. Check your score on the Weapons inventory, too. (See the next page.)

Weapons

Batman is always armed with his **Batarang**. Heavier weapons are stashed throughout **Gotham City**. Collect these power-ups for tougher fighting power!



THROWING STAR
A deadly device, twice as powerful a the Batarang.



BAT BOLO
An instantly lethal attack weapon.



ELECTRIC STAR
A super-powered throwing star.



EXPLOSIVES
Blasts everything it touches!

When you pick up a weapon, it's ready for use. Press **Start** to see the Weapons inventory:



- Use the **D-Pad** to select a weapon.
- Numbers show how many shots you have before the weapon runs out.
- Weapons that are not ready to use are crossed out.
- Press **Start** to return to the action with the selected weapon.

Remember: Batman uses weapons to attack foes at a distance, and punches and kicks for enemies within arm's reach.

Lives



The Weapons inventory also shows how many lives you have left. You lose a life whenever Batman's health meter empties completely. Don't run out! Gain extra lives by collecting Life power-ups. Lose all your lives, and **The Joker** wins. You don't want that to happen . . . do you?

CAUGHT IN THE JOKER'S GRIP!

The sour cream of **Gotham City**'s criminal crop has captured key sections of the city. Now each crime boss gets a crack at **Batman** as he searches the town for his kidnapped partner.



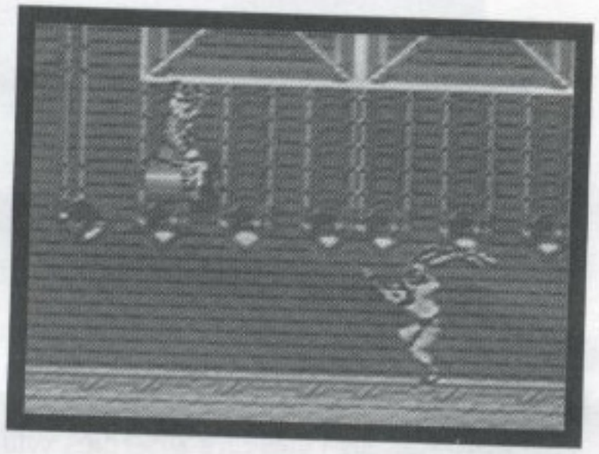
THE MAD HATTER MAKES HIS MOVE!

Streets of Gotham City

Batman gets the wrinkles out of his cape battling this maniac and a robotic army of Gotham City street thugs.

Studio Scaffolding

Lights . . . cameras . . . extreme action! Batman raids the movie studio to snuff out **The Mad Hatter**'s latest production. It's sandbag city!



The Wonderland Set

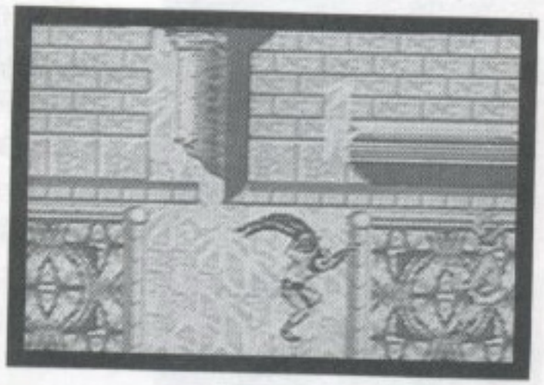
This movie is a hit . . . and it's the actors who are getting clobbered! Look out for flying thugs and tommy-gun toting tough guys.



MR. FREEZE GOES CORPORATE!

Gothcorp Interior

Mr. Freeze gives a chilling new meaning to "hostile takeover" when he unleashes the Ice Age on **Gothcorp**.



Gothcorp Exterior

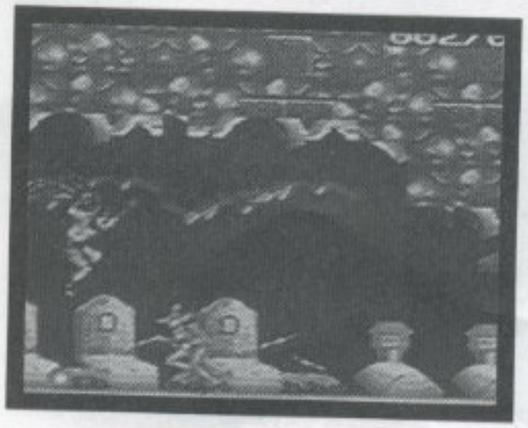
This skyscraper is freezer-burned. Watch out! The window washers are armed with machine guns! Be careful doing spin jumps onto moving platforms — they've been iced by Mr. Freeze and it's easy to slide right off! There's only one way out. If you get stuck, keep trying in another direction.

THE SCARECROW IS A GAS!



Nightmare Prison

Batman scopes out the college and gets an advanced degree in TERROR when **The Scarecrow** gives him a shot of fear gas!



Nightmare Cemetery

Batman's on shaky ground, still dealing with that dose of fear gas! Skull-tossing skeletons liven up a deadly battle scene. Run, don't creep, to the exit!



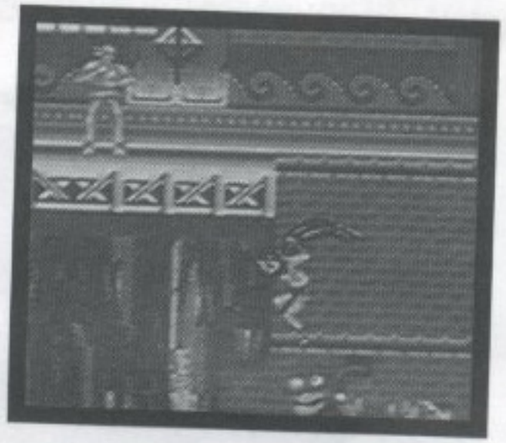
THE JOKER PLAYS HIS HAND!

Amusement Park Entrance

Batman is not amused. The lonely, run-down park is a playground for thugs and mechanized hit men!

Just to be funny, **The Joker** is messing with the power, and the elevators don't always work! To distract The Joker, go back the way you came, and then return. This time the elevator should work!

The Remote Control Plane boss has a secret weapon — radar for flying objects. Since you can't use your weapons against it, jump, punch, smash and kick to defeat it!

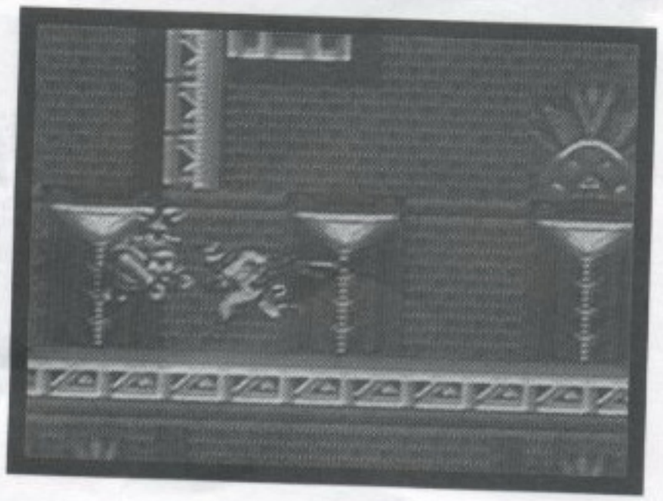


Harley Quinn Battle

Harley Quinn and a robot horde of killer karate clowns are The Joker's last line of defense!

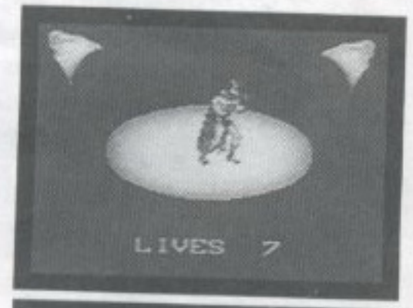
The Joker's Lair

The gagmaster of crime is waiting to give Batman the punch line. This is no laughing matter! Will the joke be on Batman and **Robin**? Or will The Joker get a taste of his own funny business?



GAME OVER & CONTINUES

When **Batman** loses one of his nine lives, he revives to fight again from the spot where he was overcome. If Batman loses all nine lives, you can "Continue" or "Quit."





- "Continue" takes you to the Title screen. Select "Continue" again and press **Button 1** or **2** to resume play from the beginning of your last level, with your score intact.
- "Quit" ends the game for good, without saving your score.

USING PASSWORDS

After the first round, you'll see a password at the start of every new round. Write them down, and use them to restart a game from the password level.



1. Select "Password" on the Title screen.
2. On the Password screen, use the **D-Pad** to highlight a letter.
3. Press **Button 1** or **2** to drop that letter into position.
4. To change a letter, highlight the left or right arrow and press **Button 1** or **2** to position the letter cursor. Then drop in a new letter.
5. When the password is complete, highlight "End" and press any button. If your password is correct, you'll start the game from the password level.

CREDITS

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To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

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