FOREMAN FOR REAL

LOOK FOR





KIDS TO ADULTS
AGES 6+

GAME GEAR
GENESIS

Acclaim entertainment, inc.

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SEGA™

GAME GEAR™

OFFICIAL SEGA SEAL OF QUALITY

The Real Game Begins

BATMAN™ FOREVER



INSTRUCTION MANUAL

Acclaim entertainment, inc.

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

KIDS TO ADULTS
AGES 6+

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HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ 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 recess during extended play, to rest yourself and the Sega cartridge.

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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

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 previously 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.

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A chance
remark
inside the high-
tech corridors of
Wayne Enterprises leads to
madness! Join **Batman** and **Robin** as
they battle **Two-Face** and a strange new menace who
calls himself **The Riddler**. With his saucy sidekicks **Sugar**
and **Spice**, Two-Face has all the ingredients necessary to
make mayhem! You'll see the **Dark Knight** battle all man-
ner of monstrous malevolence, you'll see a night at the cir-
cus turn into a free-for-all with Batman in the center ring!
The action takes you from the **Gotham City** subways to
the inner recesses of **Claw Island** as you fight one fierce
foe after another to insure that the legend of Batman lives
on...forever!

BEFORE YOU ANSWER THE **BAT-SIGNAL**...



LOADING:

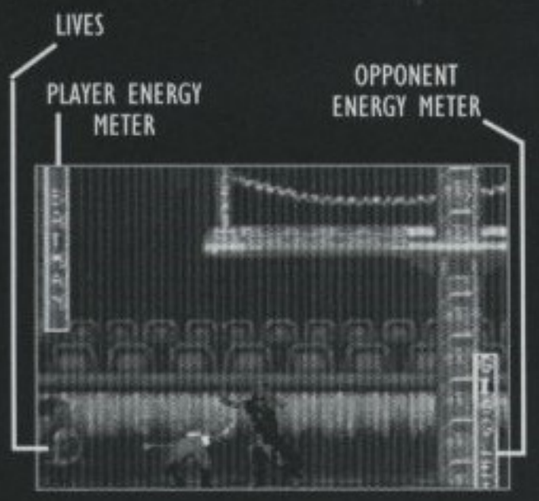
1. Make sure the power switch is OFF.
2. Insert the BATMAN™ FOREVER Game Cartridge as described in your SEGA™ GAME GEAR™ instruction manual.
3. Turn the power switch ON.

When the BATMAN™ FOREVER title screen appears, press the START BUTTON. You may then set the difficulty level. Choose between Easy, Medium and Hard play skill levels. Once you've chosen a skill level, press any button. You will then see the gadgets select screen. After selecting your gadgets, press the START BUTTON to begin game play.

GAME PLAY

Follow the story of BATMAN™ FOREVER, playing as Batman through 4 levels until Gotham City is free from the depreda-
tions of Two-Face, The Riddler and their horrible henchmen.

GAME FEATURES



ENERGY BARS

A player's energy appears as an energy bar at the top left of the screen. Players begin each level with a full energy bar. As a player sustains damage, the amount of energy remaining decreases. When the bar is empty, a player has lost all energy and loses a life.

ENEMY ENERGY BARS

The health of the last enemy hit by a player is displayed in an energy bar at the bottom right of the screen. This allows a player to see how much damage an enemy has taken, and how great a threat he still poses. When an enemy's health is completely depleted, that enemy is finished and the energy bar will go to empty. If a player strikes several enemies in a row, only the last one hit will have his or her energy displayed.

LIVES

Players begin the game with 3 lives in which to complete BATMAN™ FOREVER. Earn extra lives by picking up Two-Face coins.

SCORING/ LEVEL STATISTICS

At the end of each level, percentages are given for the amount of pickups a player has recovered, the number of villains subdued, and for the percentage of secret areas a player has managed to uncover in the level. If you get 100% in any level, you will earn a significant bonus.

PICKUPS

Partial Energy
Collecting this icon partially restores Batman's energy.

Full Energy
Collecting this icon fully restores energy.

Extra Time
In the Gotham City Hippodrome, every second counts! Get extra time to defuse the situation by collecting these icons.

Riddler Boxes
Riddler Boxes containing game tips can be collected throughout the game. These tips are in the form of riddles which a player must solve in order to take advantage of the game tips. It's not easy, but it adds an exciting brain-teasing element to your battle for Gotham City's streets!

Two-Face Coins
Collect these rare coins to earn extra energy or lives. There are two sides to the coin.

Collecting it while the scarred face is showing gives a player an extra life.

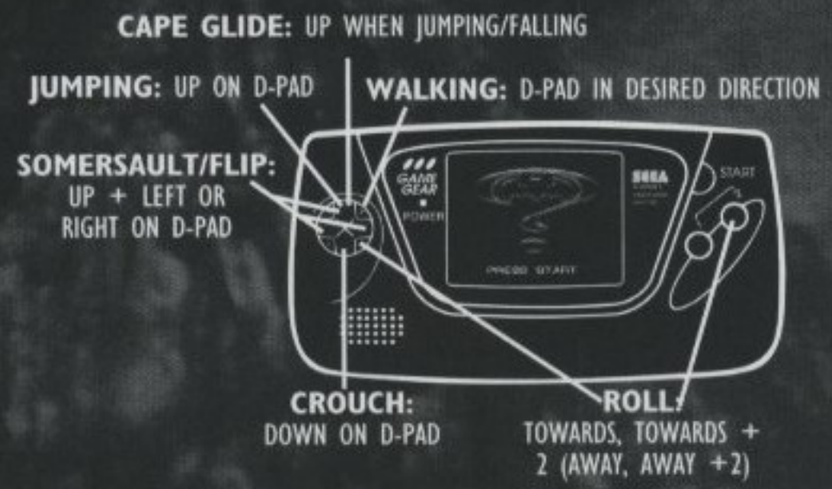
Collecting it while the smooth side is showing gives you an extra life and full energy.

Gadget Blueprints
This high tech disc case holds stolen Batcave gadgets blueprints. Collect all four on a given level to gain use of a particular gadget for the following level.

CONTROLS

Note: Towards means pressing the D-PAD in the direction of the opponent, Away means pressing it in the opposite direction.

MOVING



FIGHTING

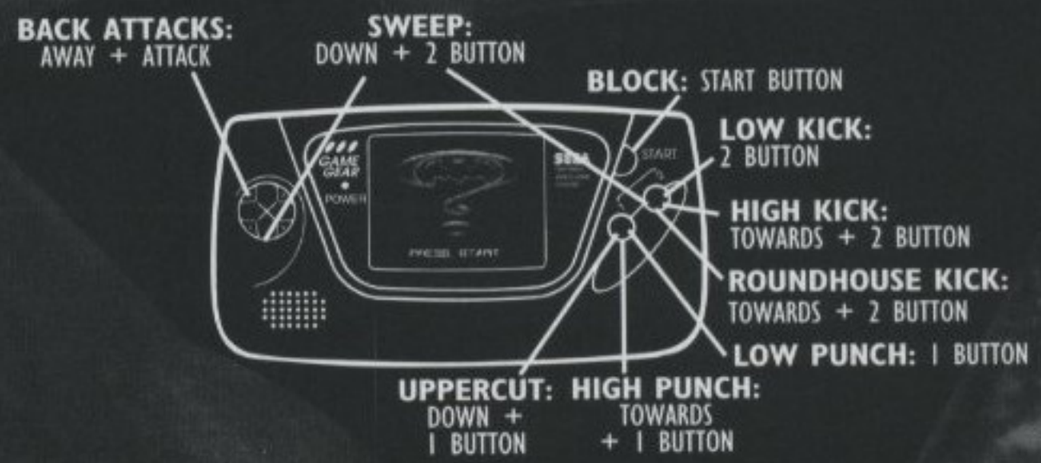
GRAB ENEMY = TOWARDS, TOWARDS +1.

Once you've grabbed an enemy, there are several spectacular ways to punish him.

TWO HEAD SMASH (when surrounded) = TOWARDS, TOWARDS + 1

THROW ENEMY (when enemy is grabbed) = AWAY

THROW GRABBED ENEMY BEHIND YOU = FORWARD (when enemy is grabbed behind you)



GADGETS

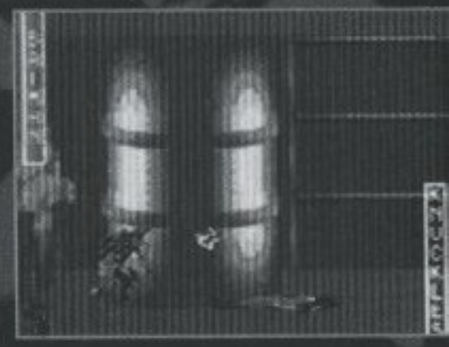
For Gadget Controls, please see the Gadgets Chart in the centerfold.

STANDARD GADGETS - Batman has three default gadgets. These gadgets do not need to be selected by a player before entering a level.

OPTIONAL GADGETS - At the beginning of each level, a player may choose to swap in one of the Optional gadgets displayed in the Batcomputer. Different gadgets are available at different levels. To select an Optional Gadget, follow the instructions under Selecting Gadgets.

BLUEPRINTS - In each level of the game, Batman must search for pieces of gadgets blueprints stolen from the **Batcave** by The Riddler. If Batman succeeds in finding all four blueprints to a particular gadget, that gadget will be added to a player's Optional Gadgets lists in the **Batcomputer** at the end of the level. Try to find and collect these spectacular prototype gadgets!

SELECTING GADGETS - There are many gadgets available in BATMAN™ FOREVER, but only 5 can be carried at one time. The good news is that gadgets for all gadgets is unlimited, allowing them to be used as often as needed. A player chooses gadgets at the beginning of each level. When you get to the Gadget Select screen on the Batcomputer, you will see three default gadget icons displayed, along with two optional gadgets. The first three gadgets are always available, while any one of the remaining two gadgets may be swapped in from the Optional Gadgets list. To swap in an optional gadget, first highlight it with the D-PAD, then press the I BUTTON. That gadget will now appear



among your available gadgets. Once a player has chosen gadgets for a particular level, pressing the START BUTTON will bring the player right into the next level.

BATMAN'S DEFAULT GAGDETS

BATARANG

DOWN TO TOWARDS + I

The **Batarang** is a bat-shaped throwing gagdet. Though a single **Batarang** causes little damage to an enemy, firing several in quick succession can prove damaging.

GRAPPLING HOOK

TOWARDS, DOWN + I

The Grappling Hook is a large steel hook attached to a reinforced wire. It can be used in a variety of ways depending on the angle it's fired at. When fired at angle of 90° (Towards, Down + I), the hook wraps around objects in the ceiling, allowing Batman to hoist himself from platform to platform.

When fired at a 45° angle (Down, Towards + I), Batman is able to swing from the imbedded hook.

The hook can also be fired at the ceiling to find secret passageways!

CAPE MORPH

Tap I while holding START

When the going is tough, the Cape Morph protects Batman from any physical harm, be it from bad guys or some dangerous background.

BATMAN'S OPTIONAL GAGDETS

HOMING BATARANG

DOWN to TOWARDS WHILE HOLDING I

The Homing Batarang is a remarkable bit of gagdetry. Once thrown, the Homing Batarang will strike the closest enemy, then veer off after the next until it has struck three times, unless an enemy is deft enough to either duck under it, jump over it, or knock it out of the air with a punch. Useful for hitting enemies behind you.

SONIC PULSE GLOBE

AWAY, DOWN, TOWARDS +I

A Sonic Pulse Globe is a powerful gagdet, potentially as dangerous to the thrower as to the intended target! A Globe usually explodes on contact with an enemy.

FLASH PELLET

TOWARDS to DOWN + I

Throw this Flash Pellet to the floor and watch your enemies flail helplessly in the blinding light.

BATMAN'S OPTIONAL GAGDETS 2

SLIPPERY GOO

TOWARDS, TOWARDS TOWARDS +1

Firing a gagdet loaded with Slippery Goo at the floor spreads a slippery film that causes anyone who steps in it to slide helplessly across the floor. An enemy caught in a pool of this is defenseless, and Batman is able to treat a foe to some caped justice without fear of being hit.

BAT BOLA

AWAY, TOWARDS +2

When Batman throws this Bat Bola, it temporarily ties up any enemy it hits, leaving Batman free to knock some sense into wriggling wrongdoers.

ELECTRIC PELLET

DOWN, TOWARDS + 2

A shot of this juice stuns opponents and keeps them stuck on the ground.

FORCE WALL

TOWARDS, DOWN + 2

The most powerful defensive gagdet in the Batcave, the Force Wall is a small cube which, when thrown at the floor, pops open and emits a ray which enemies find impenetrable. The ray prevents enemies from crossing until they have caused enough damage to it, but Batman can walk through it unharmed. The ray lasts for a few seconds or until it has taken three hits (whichever comes first).

STICKY GOO

TOWARDS, TOWARDS, TOWARDS, 2

The opposite of Slippery Goo, Sticky Goo is an adhesive puddle that renders all who step in it briefly immobile, allowing the Dark Knight to administer some lessons in manners to unlucky bad guys.

BLUEPRINT GAGDETS

SAW BLADE LAUNCHER

Cut enemies down to size with this razor honed gadget.

BAT CUFFS

Put a halt to advancing henchmen with the **Bat Cuffs**. These attach to enemies, and keep them still momentarily.

HOLO-GRAPHIC DECOY

Confuse the enemy by throwing up holographic decoys for them to chase, while the real Batman throws some real punishment their way.

X-RAY GOGGLES

See through the dark designs of your enemies when you use these special specs.

ROCKET BOOTS

These special boots will propel the wearer towards an enemy.

LEVELS

BATMAN™ FOREVER consists of 4 main levels. These levels follow the story of Batman and Robin's battle against Two-Face and The Riddler, and must be completed sequentially. The 4 story levels of BATMAN™ FOREVER consist of both main areas and secret hidden areas. To gain the highest score and successfully complete the game, a player must find and access all main and secret areas, and take advantage of the pickups and other game secrets that are available in each. Below is a description of the various levels Batman must complete to spare Gotham City from the terror of Two-Face and the wrath of The Riddler!

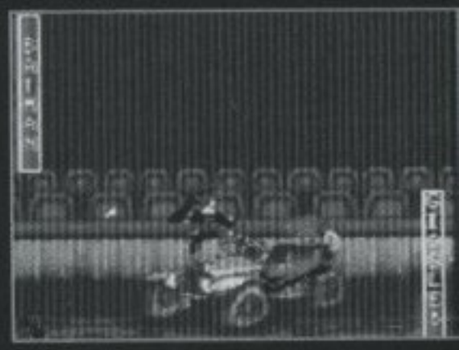


SECOND BANK OF GOTHAM CITY

Having escaped **Arkham Asylum for the Criminally Insane**, Two-Face wastes no time in bringing his special brand of mayhem to Gotham City! He and his henchmen have taken over the entire Second Bank of Gotham City building, and threaten the lives of the bank watchmen they have taken as hostages.

Two-Face's plan: to hijack an entire vault from the bank! You must fight your way to the 22nd floor, where Two-Face and his band of thugs are getting ready to remove the safe. You'll need to concentrate on freeing all the watchmen in order to thwart the would-be bank robbers. Be sure to question every aspect of your surroundings for special pickups and hidden entryways.

THE CIRCUS



Two-Face and a gang of criminal clowns threaten to explode a bomb over the bigtop!

Batman battles killer clowns and other fierce fiends in the Hippodrome, from the center ring to the highwire! Time is running out as the countdown to destruction ticks off on your screen! You've got to reach the rooftop and disarm the bomb before your chances read 00! Luckily, there are extra time pickups available, so don't give up, even if time is tight!

ABANDONED SUBWAY STATION:

As Two-Face flees the scene of his outrage at the circus, Batman is in close pursuit! You must try to thwart the escape of Two-Face as he flees into an abandoned subway station. It's dirty, dark, and dangerous down there! When one of Two-Face thugs blows a hole in the floor, Batman finds himself battling precariously on the roof of a speeding subway car! Look out for hanging pipes as the train rushes through the tunnels of Gotham City's subway system. Once the scum on the subway roof have been defeated, the battle moves to the subway tracks, where Batman must face more thugs, and avoid oncoming subway trains! The Grappling Hook comes in handy here. Can you stop the thugs, and at last bring Two-Face down?

CLAW ISLAND



At last the battle has come home to Ed Nygma! The brainy badguy has kidnapped Dr. Chase Meridian, so now Batman is fighting not just for justice, but for love! Batman is bent on ending the outrages once and for all, and payback will be sweet.

Landing on the rocky shore of Claw Island, Batman fights his way into the deadly domain. Once inside, the fight continues as an elevator brings the Dark Knight closer to his foes. Next he faces the booby-trapped factory where Nygma's boxes are made, a factory full of furious felons.

Suddenly Batman is thrust into a holographic nightmare world of question marks, a torture test of physical might and mental toughness. He must endure if he's to reach The Riddler and free Dr. Chase Meridian!

At last, our hero arrives at the Claw Island throne room — the site of the final showdown with both Two-Face and The Riddler! Will the Dark Knight rescue the beautiful Dr. Chase Meridian and save Gotham City? To do so, he must face the wrath of Two-Face. If he can somehow overcome the dual desperado, he'll find that The Riddler has created a super-strength powersuit for his scrawny self, making him a suddenly tough opponent! Batman must turn this encounter into The Riddler's Waterloo, or meet a watery end! If he can defeat The Riddler in his terrible outfit, Batman will find that Nygma's brain is ready to burst with information, and he'll have his hands full trying to avoid the concentrated bursts

of mental energy The Riddler fires. Even without his special suit, the wispy Riddler's brain sucking has made him a combat expert with more than a few tricks up his sleeve! Keep on battling, Batman — the end is almost near!

CHARACTER PROFILES



BATMAN

Millionaire **Bruce Wayne** felt responsible for his parent's murder in an alley outside a movie theater when he was a little boy to deal with the senselessness of their death and his own anger, Wayne turned to deal with his guilt and anger. Wayne turned himself into a crimefighter second to none, spending countless years mastering martial arts, criminal science and advanced gadgets engineering.

To protect his privacy and strike fear into the hearts of criminals in Gotham City, Wayne came up with Batman. Equipped with a cape and cowl and a utility belt full of

unique fighting devices, Batman set about the never-ending task of ridding Gotham City of crime. Operating from a Batcave hidden far below Wayne Manor, Batman responds to calls for help from the Bat-Signal at police headquarters, while continuing to exercise dynamic control of Wayne Enterprises' vast holdings.

With the help of Dr. Chase Meridian, Bruce Wayne now wrestles with the obsessive drive that made him the Dark Knight, a drive that he hopes to understand as he battles against villains that know his innermost thoughts and are eager to exploit any weakness!

TWO-FACE

Doctors or lawyers might argue about what it means to be "criminally insane", but there's no doubt about **Harvey Dent**: he's stark raving kill-crazy!



His world is evenly and absolutely divided into opposites: black or white, good or evil, life or death!

Many years ago, when serving as the District Attorney of Gotham, Harvey Dent was horribly scarred by underworld kingpin Boss Moroni during an indictment hearing. The resulting left-brain damage turned Dent into a violent criminal. Dent went on a vicious crime spree until he was brought to justice by Batman and sentenced to life in Arkham Asylum for the Criminally Insane. Since then, he has obsessively plotted his revenge against Gotham City and it's mysterious gaurdian. Dent now calls himself **Two-Face**, and it is a fitting name for this villain. He is of two minds about everything save this: a raging desire to destroy Batman and Robin!

THE RIDDLER

For a brilliantly talented young man to want only the notice and approval of his idol Bruce Wayne might be merely pathetic, if that desire didn't hold the seeds of a pathology that would bring his brilliance to the full flower of mad-

ness! When his employer Bruce Wayne dismisses **Ed Nygma's** brain-wave reading 3-D entertainment invention as raising ethical concerns over mind manipulation, something snaps in the fragile psyche of the inventor. His hard work derided by his idol! Snubbed by the man he most wishes to be like! Revenge will be sweet, Mr. Wayne!

Nygma discovers that his invention works as a "brain drain" with the capability to read and capture the neural power of others, increasing Nygma's knowledge by an order of magnitude! Is there no stopping the pondering powerhouse? He teams up with Two-Face to make use of Two-Face's criminal expertise in order to raise enough money to market the 3-D entertainment device. At the resulting crime scenes, the green-costumed Nygma leaves puzzles intended to goad Batman. Soon the media have dubbed Nygma **The Riddler**.



Once he has accumulated sufficient capital to get Nygmatech off the ground, the results are immediate and impressive. He sells millions of his holograph devices as an entertainment, all the while siphoning off the neural power of his unwitting customers and making it his own. He even manages to overcome his physical frailty by building an armored suit that is more than a match even for the battle strengthened likes of Batman and Robin! His ever-increasing intelligence makes him all but impossible to outwit!

DR. CHASE MERIDIAN



Mental health never came in such a beautiful package! The lovely **Dr. Chase Meridian** is in love with two men: Batman and Bruce Wayne! As she helps Bruce Wayne struggle with the repressed memory of his parent's murder, the

demons that drove him to become Batman come to the surface. When the expanding consciousness of The Riddler reads Batman's mind, he learns of Batman's affection for the beautiful doctor and kidnaps her: sweet bait to trap a flying bat!

ROBIN



Like Bruce Wayne, **Dick Grayson** witnessed the murder of his parents and swore to dedicate himself to bringing the criminals to justice. Under the strong wing of Batman, young Dick managed to set aside his bitterness and thirst for revenge, turning them into a passion for righting wrongs and battling evil. As Robin, he is Batman's trusted crime-fighting partner. When one of them is in danger, the other is sure to help find a way out of it!

NOTES

NOTES

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