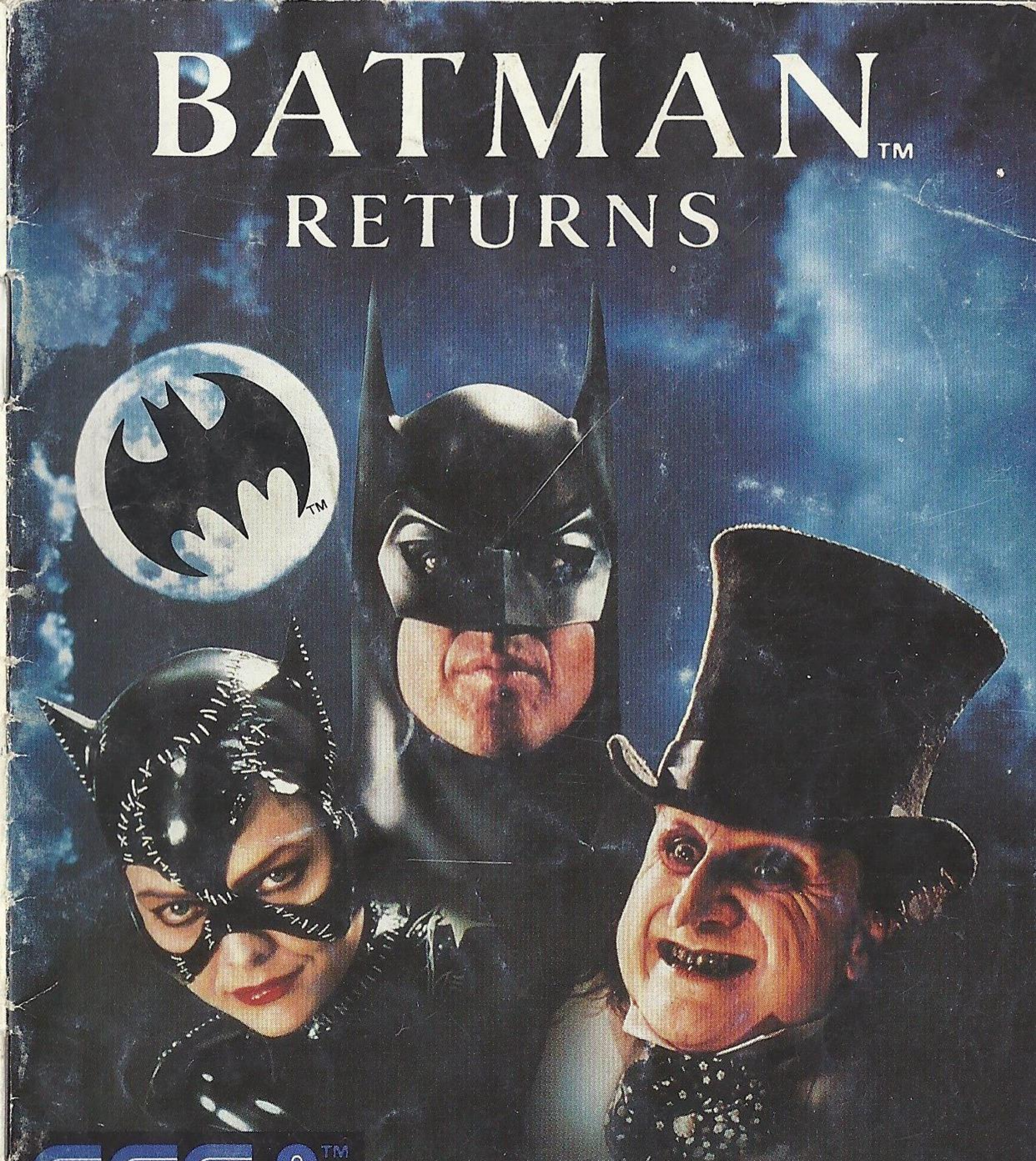
# BATMAN™
## RETURNS



SEGA™
GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

# EPILEPSY WARNING

## 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 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.**

# *Starting Up*

1. Set up your Sega Game Gear System as described in its instruction manual.

2. Make sure the power switch is OFF. Then insert the *Batman Returns* cartridge into the Game Gear unit.

3. Turn the power switch ON. In a few moments, the *Batman Returns* Title screen will appear.

4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

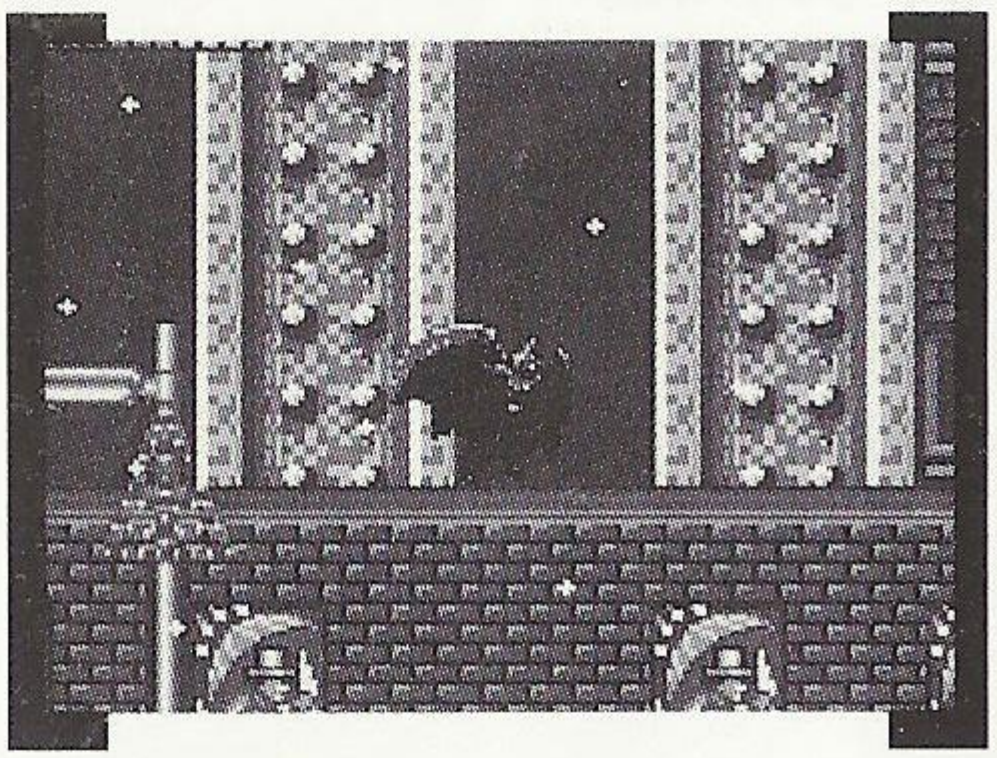
**Important:** Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

**Note:** *Batman Returns* is for one player only.



# A New Peril!

Gotham City™ - a bizarre mixture of old and new architecture. Ancient, decrepit buildings are held up with steel girders, massive water pipes imbedded in old brick walls rust and molder. Dingy yellow streetlights illuminate the streets with a pale light. Below the city the sewers run, filled with dark waters and evil creatures.



This is Batman's city, the one he has sworn to protect. The Penguin™ has staked a claim in the city, and it is up to Batman™ to rid Gotham City of the peril it now faces. There are five stages for Batman to fight his way through, and different routes in each stage. And be prepared to face the boss of each stage, who is even tougher than the one before. It's time, Batman. Prepare to do battle!

# Take Control!

**D-Button**

- Press left or right to select the routes you'll take through Gotham City in the Stage Screens.
- Press left or right to make Batman walk in those directions.
- Press down to crouch.
- Press up or down in the Game Options window to select your Batarang™ strength and/or use your Special Item.

**Start Button**

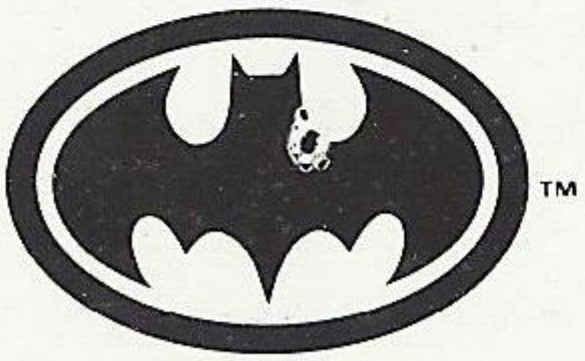
- Press during play to see Game Options window/return to Game screen.
- Press to continue or stop playing at the end of the game.

**Button 2**

- Press to jump.
- Press in mid-air to fire Batman's Grappling Hook.
- Press and hold to jump and glide.

**Button 1**

- Press to throw the Batarang.
- Press to punch at close range.



# *Special Techniques and Equipment*

Batman can use his equipment in a variety of ways. Learn how to use the equipment well to save Gotham City from the clutches of that fiend The Penguin, and his henchmen!

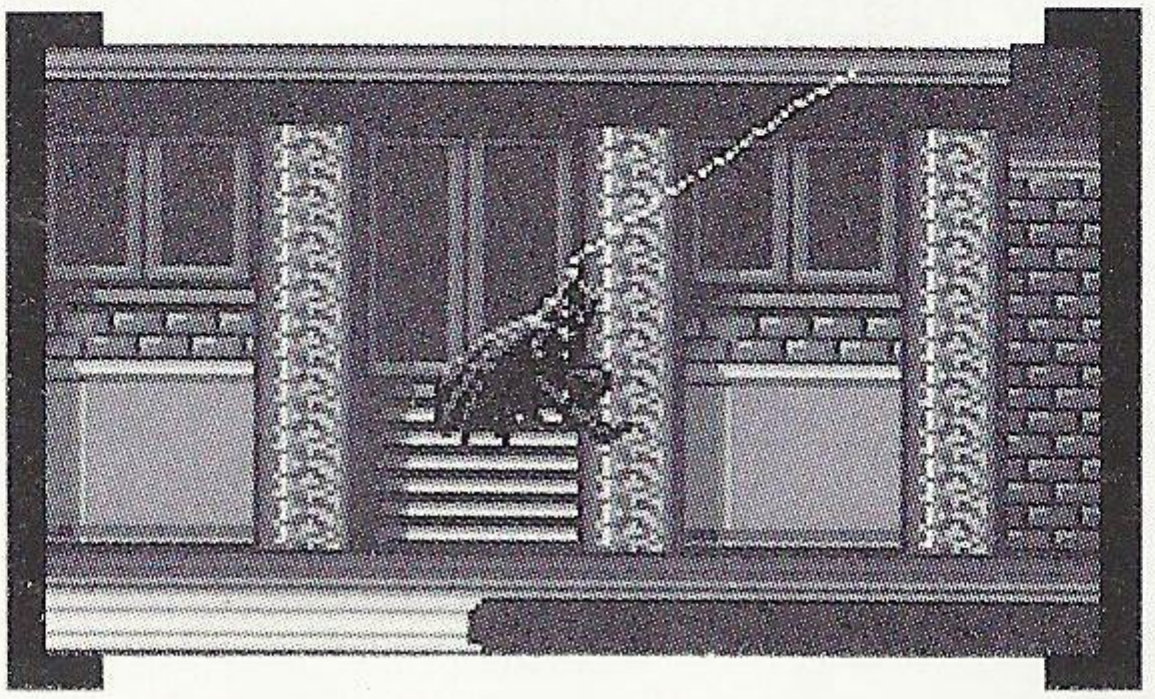
***The Batarang:*** When using the Batarang, you have three choices, which you can pick in the Game Options window: Long Range, Normal or Powerful.
**Note**: The default setting for the Batarang is Normal.

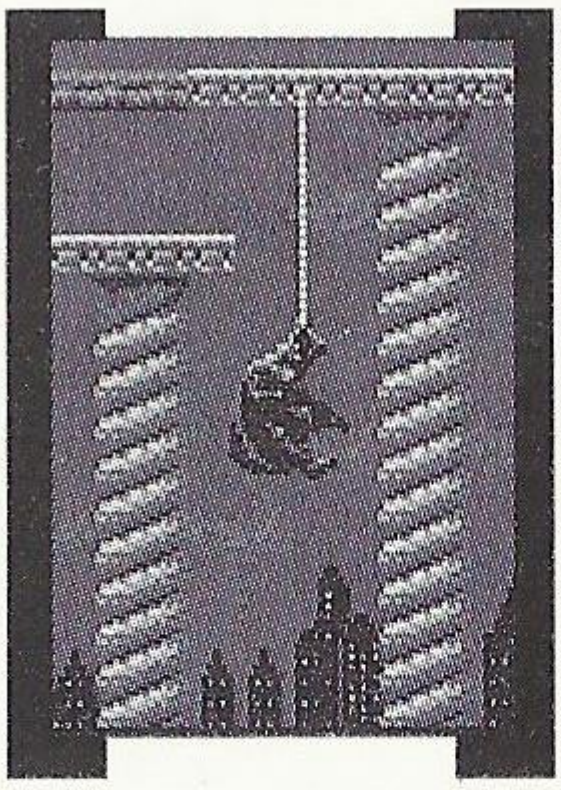
- Long Range is for attacking enemies at a long distance. This is the weakest setting. You will find that in situations where you need some distance from the enemy, the Long Range throw is safer for Batman.

- Normal is the default setting. This setting is best against slow moving enemies.

- In close-range situations, the Powerful throw is the most effective.

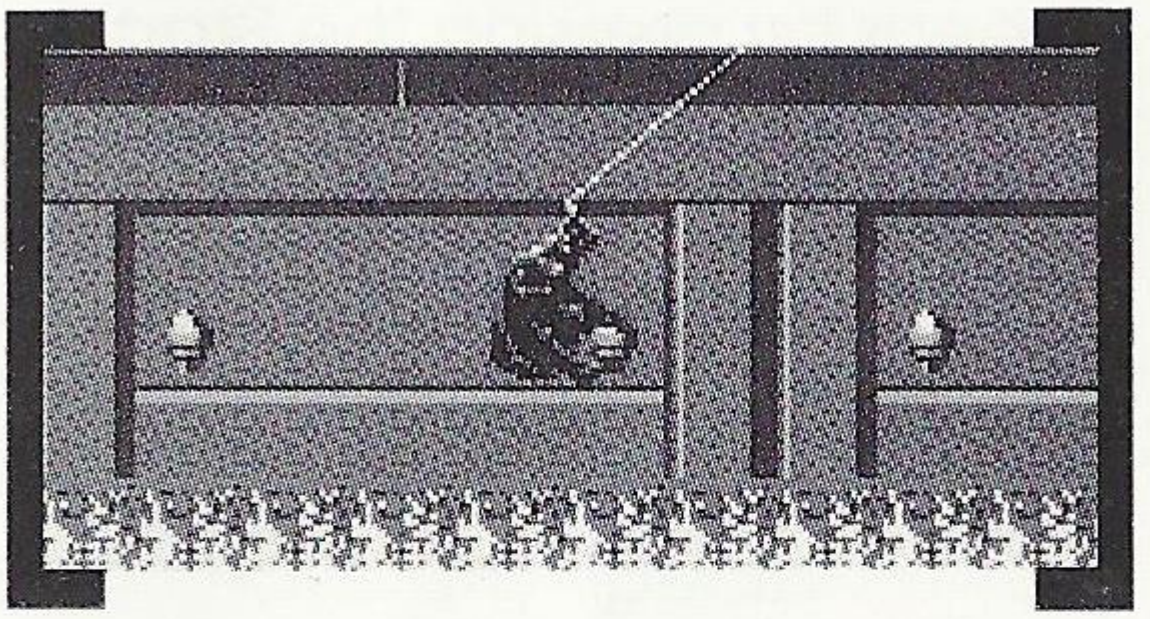
***Batman's Grappling Hook:*** You must learn how to use this effectively, or you won't be able to make your way through the villains that will try to stop you.





• Use Batman's Grappling Hook to get Batman up onto ledges that he can't reach by jumping. Press Button 2 to jump up, then press again and hold the button down to fire Batman's Grappling Hook. Press the D-Button up to reel yourself up, and press Button 1 to jump up onto the ledge. If you decide not to jump onto the ledge you're attached to, just press the D-Button down and release Button 2 to detach.

• Fire Batman's Grappling Hook when Batman is directly under a ledge to rise directly up, or when Batman is running to Power-Swing. This technique is going to be important, so get lots of practice in. Once Batman is attached and swinging, press the D-Button left and right to increase the force of the swing. Detach when Batman reaches the highest point in the swing to catapult him over his enemies' heads, or across dangerous chasms.



• Finally, you can also use Batman's Grappling Hook in certain situations to attack enemies. Just jump in the direction of the enemy and press Button 2 to attack them.

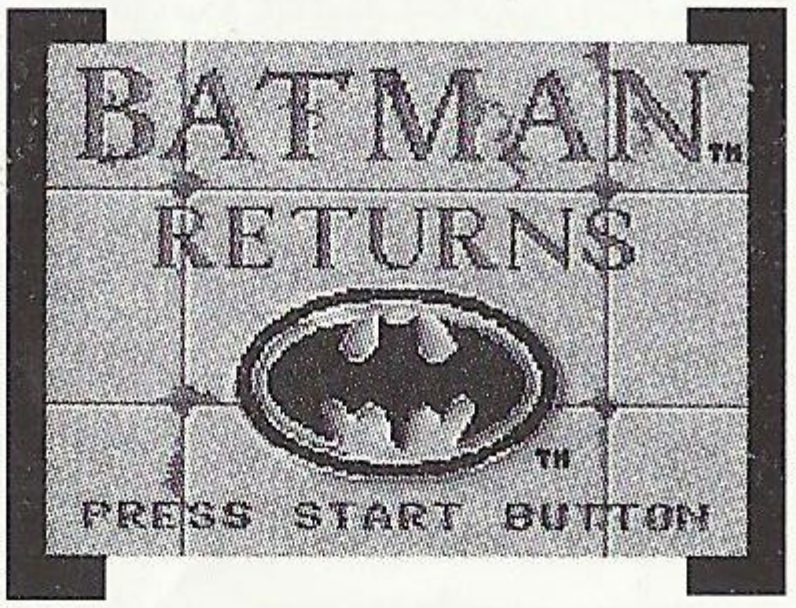
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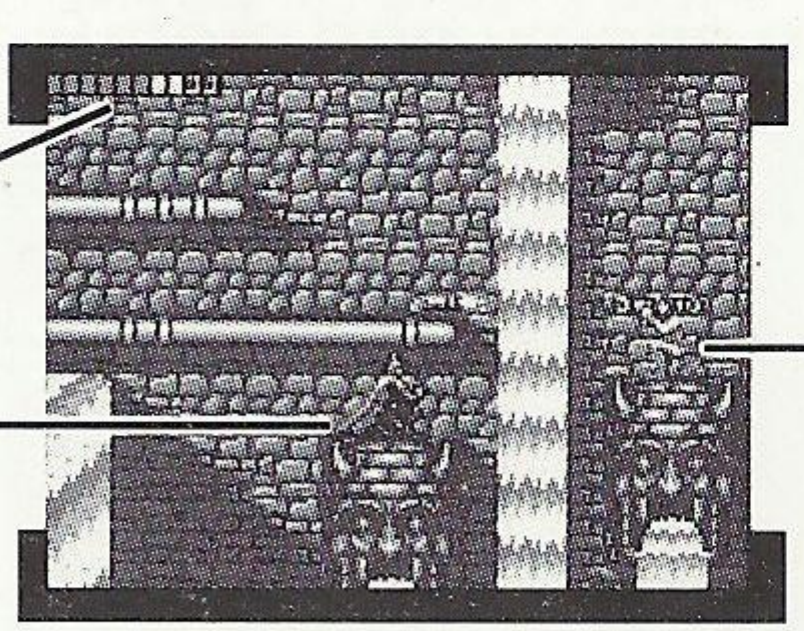
***The Power-Glide:*** Holding down Button 2 after Batman has jumped allows him to use his cape to glide in the direction he is traveling. He can't glide too far, but it is a very useful maneuver when you are trying to get a little more horizontal distance.

## *Getting Started*

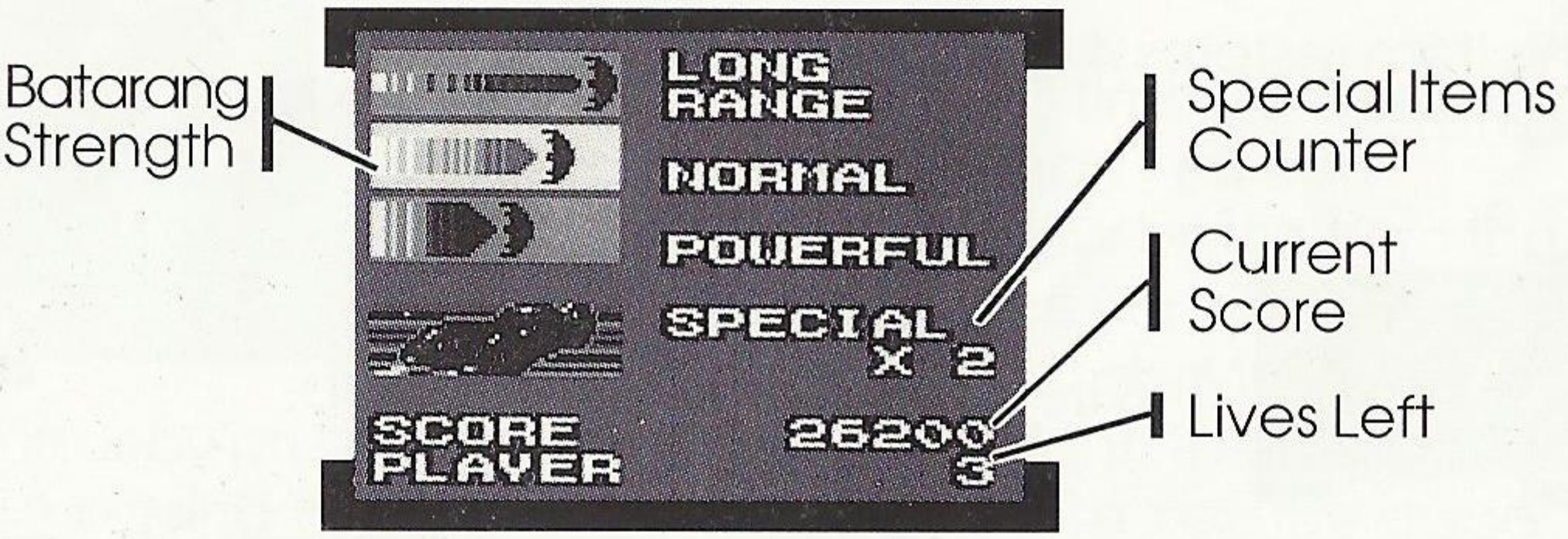
After inserting the SEGA cartridge, turn on the power. First, the SEGA logo appears, followed by the Title screen. Press the Start Button to see the Story screens, or bypass the screens by pressing the Start Button again. Once the Story screens have finished, you will see the Route screen. You have a choice between Route 1 or Route 2. Use the D-Button to highlight your choice, then press the Start Button to start the stage.




## *Screen Signals*



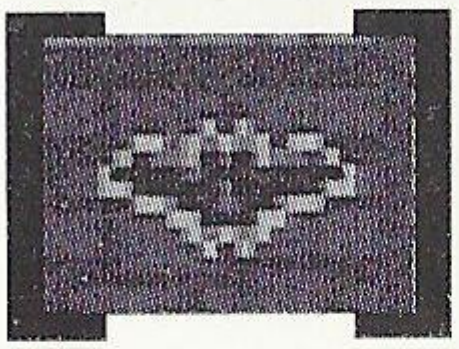
***The Game Options Window:*** Here is where you can change how hard you throw the Batarang, use the Special Items, see your score or see how many lives you have left (Batman gains one life with every 50, 000 points). When selecting Batarang strength, simply use the D-Button to highlight the desired strength, then press the Start Button to return to the game.
**Note:** The default setting for the Batarang is Normal.



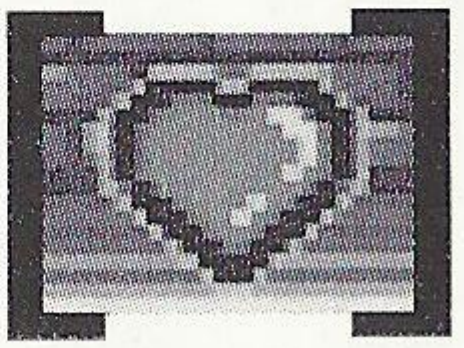

To use the Special Item, highlight it with the D-Button, then press the Start Button to bring your weapon into the fray! And remember that if you don't have any Special Items, highlighting the box isn't going to do you any good. Save those Special Items for when you really need them!

When you're in the Game Options window, the game is automatically paused, and pressing the Start Button returns you to the point where you left off.

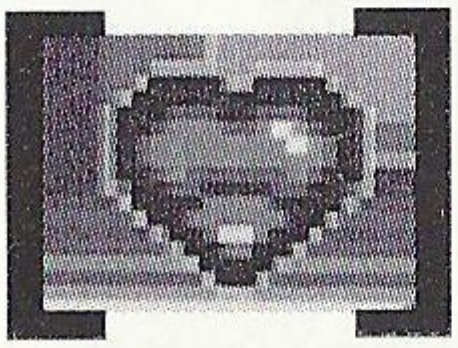
# Items



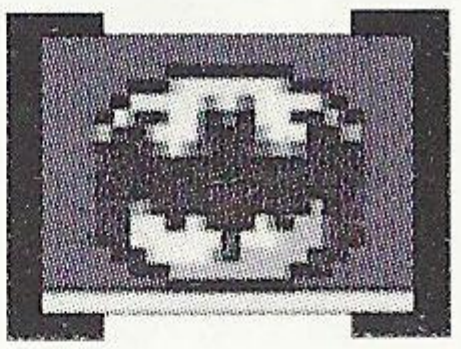
There are two types of items to be picked up in Gotham City. One restores life points to the Life Gauge, and the other adds a Special Item. Each item is inside an Item Marker. To open the Item Marker, hit it with a Batarang to reveal what's inside, then walk over the Item to pick it up.



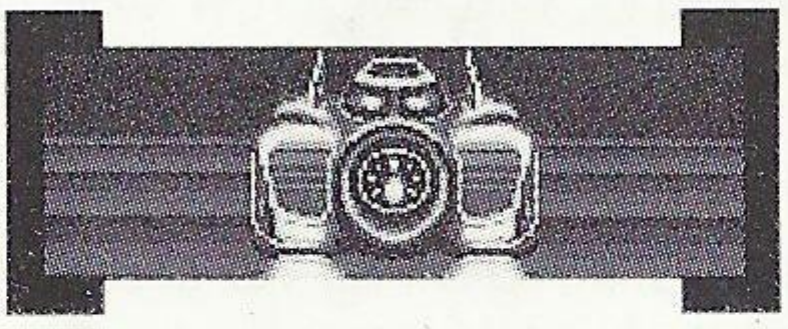
This Item restores 4 of Batman's 10 energy points.



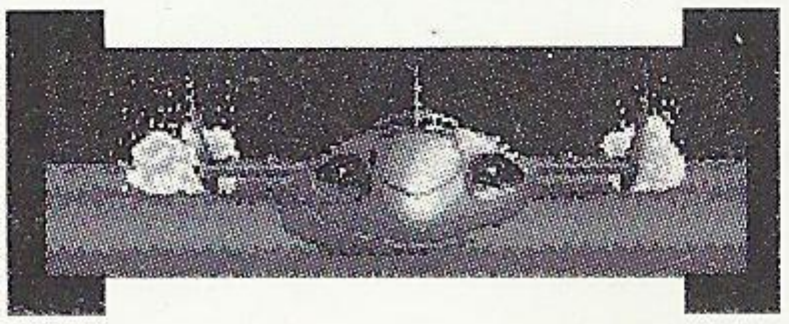
This Item restores 2 energy points.



This Item increases Batman's supply of Special Items by 1.



***Special Items:*** In the first three levels, you can call the Batmobile™ via remote control to drive into the action, destroying all enemies! In the last two levels, the Batskiboat™ roars through the water, firing its torpedos!



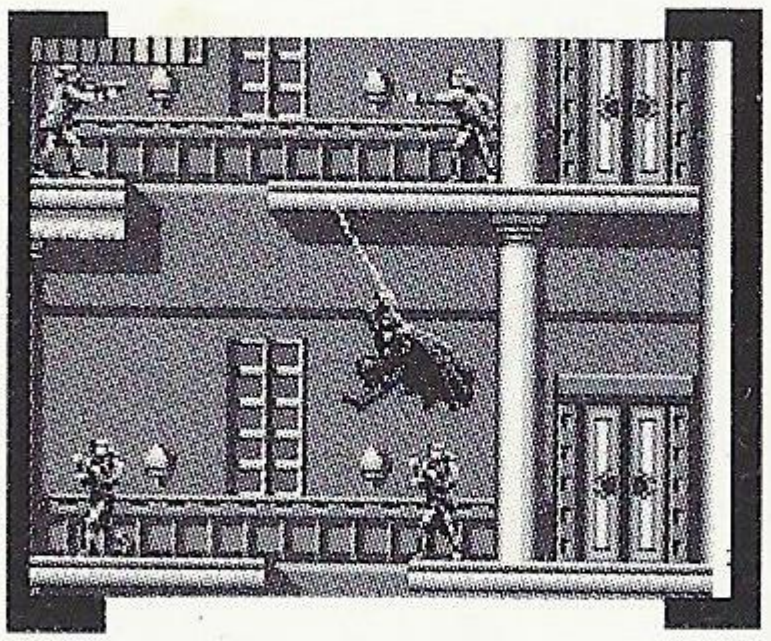
In either case, all enemies on the screen are destroyed. To use the Special Item, highlight it in the Game Options window with the D-Button, then press the Start Button and watch Batman's weapons fly into action!
**Note:** Although the Special Items do work against the Bosses, you will need to use more than one to defeat them.

## Game Over




If Batman is downed 3 times, a Game Over screen will appear. You can choose to continue your battle from the beginning of the stage you were in, or end the game as it stands. Move the cursor by pressing the D-Button left or right, then choose by pressing the Start Button. If you choose Yes, the stage screen you started at will appear, and you can choose which route to take. If you choose No, the SEGA logo will appear, followed by the Title Screen.

## Battle in Gotham City



Gotham City's citizens are being threatened by a horde of grievous goons. The Red Triangle Circus Gang™ is in town, and terror is the main attraction! Batman must fight his way through The Penguin's henchmen. After each round, Batman has to face one of The Penguin's top bosses, including that felonious feline, Catwoman™! And after he goes through all that, he still has to face The Penguin!

***Stage 1:*** Batman plans to clean up the streets of Gotham City. But a bunch of bad guys want to wipe the streets with The Caped Crusader™! There are some nasty street fighters, and flame-throwing goons who need to be taught a lesson in manners.

***Stage 2:*** The action moves inside as The Caped Crusader follows the hoodlums into a department store. Bomb–throwing bums and booby-trapped rooms make the going very rough for for Batman! And if you think that's trouble, this round's boss is the whip-toting Catwoman!

***Stage 3:*** High above the streets of Gotham City, our hero fights his way along the rooftops, while the criminal element makes the going difficult. Knife-throwing molls and rolling roustabouts are just some of the low-lifes that Batman encounters.

***Stage 4:*** The dismal sewer system below Gotham City is the setting for the next battle. The action never stops as Batman leaps across sewer pipes, battles with rocket-launching villains and dukes it out with some very accurate bomb-throwing blondes.

***Stage 5:*** The maze of sewers continues as Batman relentlessly pursues the elusive Penguin. Between Batman and his goal, however, stand some very determined opponents and some tricky passageways that The Caped Crusader must find his way through.

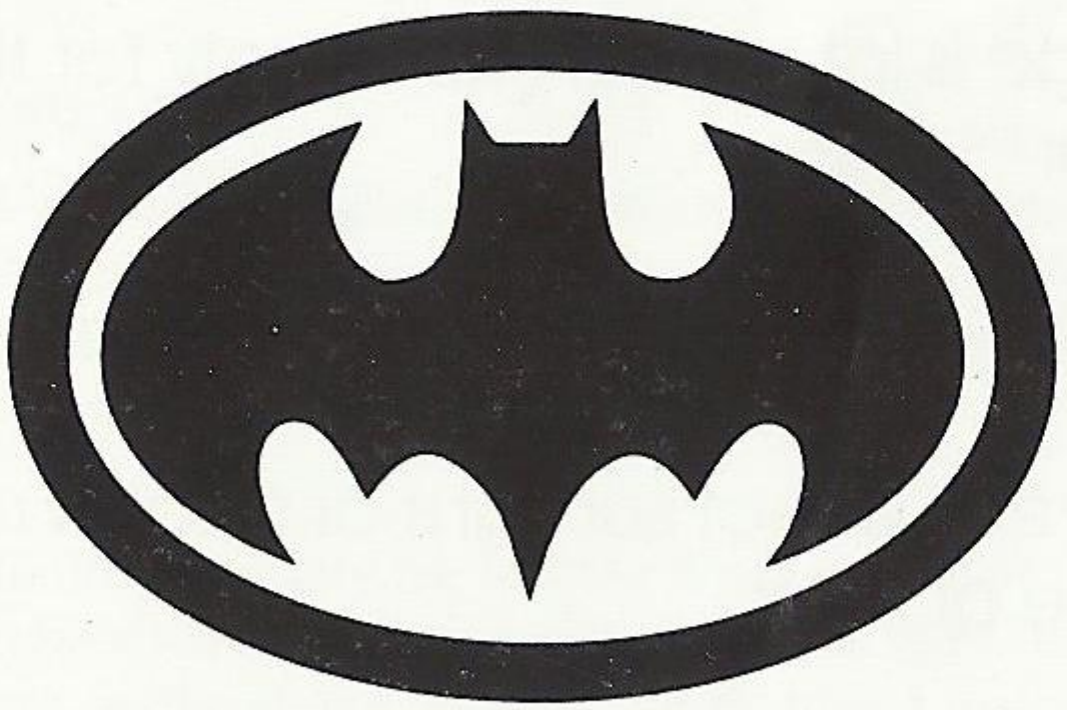
# Hints

- Batman's Grappling Hook is a very versatile piece of equipment, and it is very important to master its use in order to destroy opponents and successfully make your way through the stages.

- Different opponents can be gotten rid of using different Batarang strengths. Varying your technique will lessen your chances of getting injured.

- The Special Items are your most effective way of getting rid of hard-to-get-at opponents, so use them wisely. There's no telling when or if you'll be able to find more.

- Make sure to check all the corners and passageways in the various stages. There are often Item Markers hidden away, waiting for our cunning Caped Crusader to come across!



TM

## [redacted] HIGH SCORES [redacted]

| Name | Route | Score | Round | Date |
|---|---|---|---|---|
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |
| | 1 / 2 | | | |

# *Handling This Cartridge*

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

# Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

**1-800-USA-SEGA**

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

**Repairs After Expiration of Warranty**

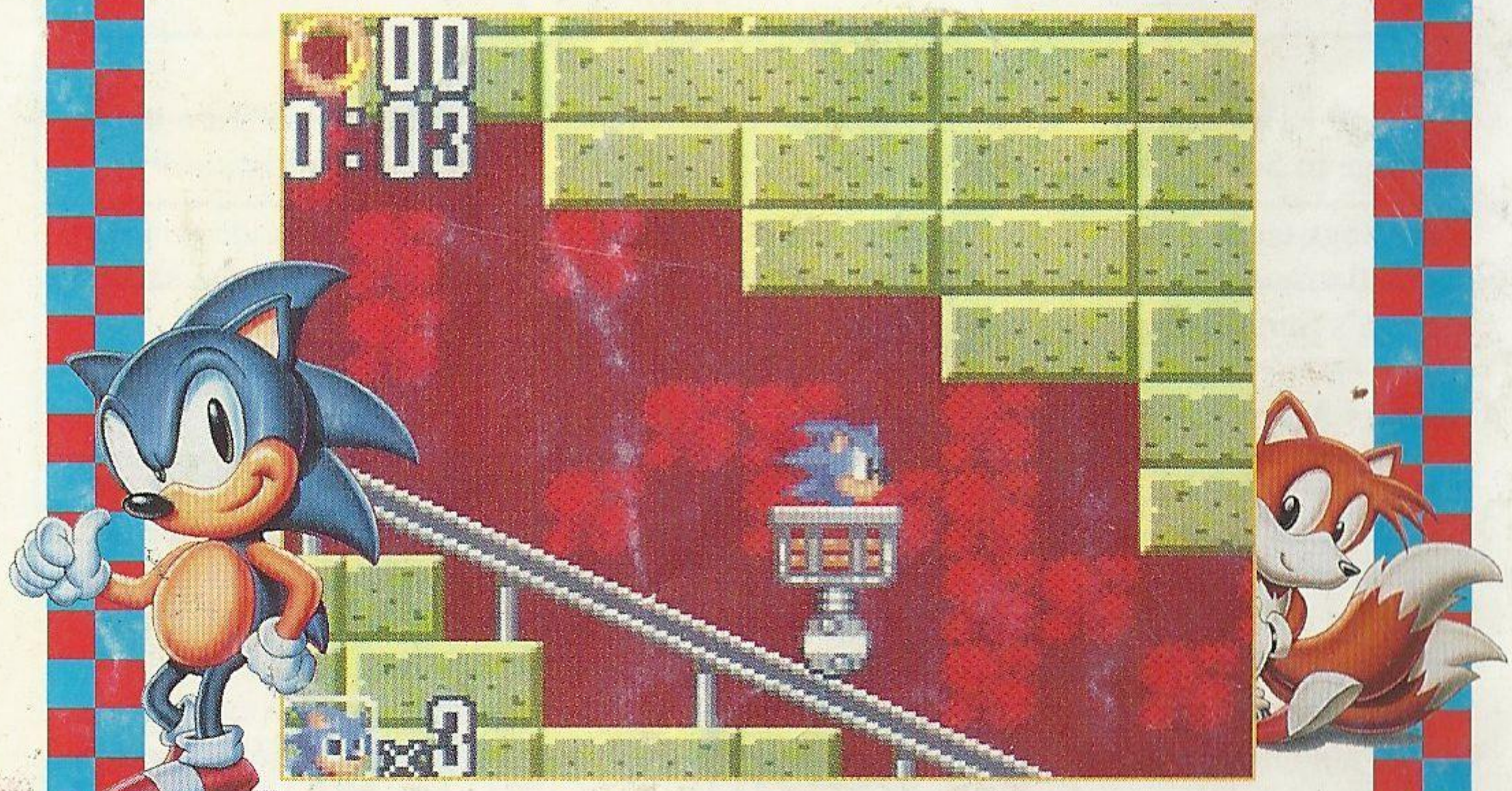
If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

**Limitations on Warranty**

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

# SONIC 2
## THE HEDGEHOG™




***Sonic The Hedgehog™ is back with more friends to save (one of them even has two tails!). Plus there are twice the rings to collect and double the hours of fast-action fun!***

***COMING IN FALL '92!***

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