SEGA

GENESIS

INSTUCTION MANUAL

the adventures of BATMAN & ROBIN



OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

K-A

AGES 6+

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.

ERSB RATING

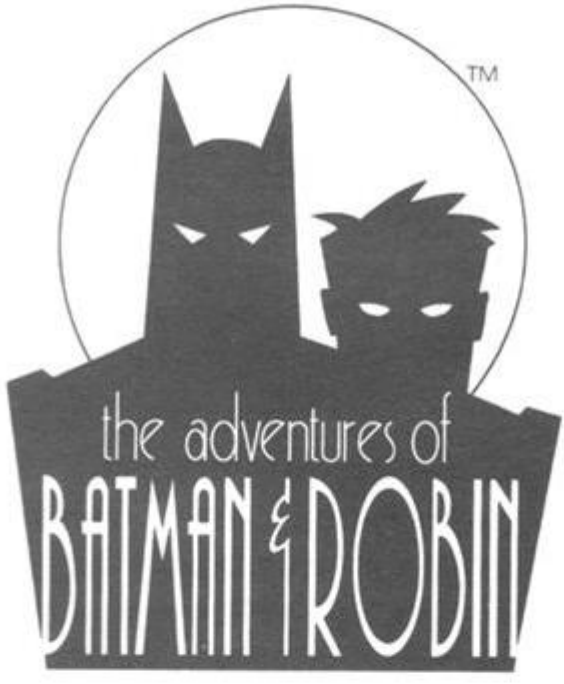
This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:
web site: http://www.sega.com
email: webmaster@sega.com
CompuServe: GO SEGA



1-900-200-SEGA
Learn SEGA game secrets from the masters. Call now.

U.S.: 1-900-200-SEGA $.95/min. (recorded), $1.50/min. (live). Must be 18 or have parental permission. TTD phone required. Sega of America
Canada: 1-900-451-5252 U.S. $1.50/min (recorded/live)



CONTENTS

The Freeze Is On! 2
Starting Up 5
Selecting Your Character 6
Game Controls 7
Power Moves 8
Screen Meters 10
Power-Ups 11
Credits 12

THE FREEZE IS ON!

A chilling development! **Mr. Freeze**, whose favorite hobby is icing his floes, er, foes, has a scheme to make **Gotham City** a cooler place . . . 30 below cool! He's building a massive ice cannon, and he's not about to let anything go wrong . . . like having **Batman** and **Robin** meddle where they're not wanted.

So he's "arranged" the escape of three of Gotham City's evilest felons from **Arkhum Asylum**. Once on the loose, their diabolical duty is to keep Batman and Robin occupied . . . while the Impresario of Ice completes the global glaciation!

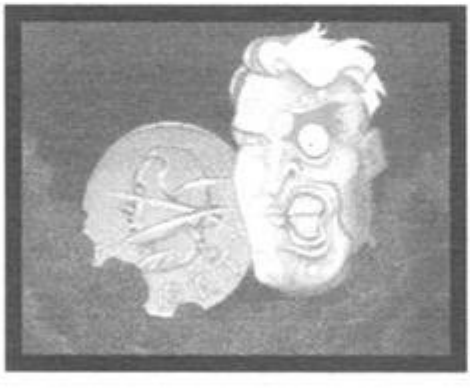


Stage 1: Happy Birthday to Me



The **Gotham City** Convention Center, site of the Gem Expo, is gripped in a power blackout. Widespread looting has been reported, and all morning **The Joker** has been calling the power company, singing "Happy Birthday to Me." It's time for **Batman** and **Robin** to deliver the punch line.

Stage 2: Two-Sided Story



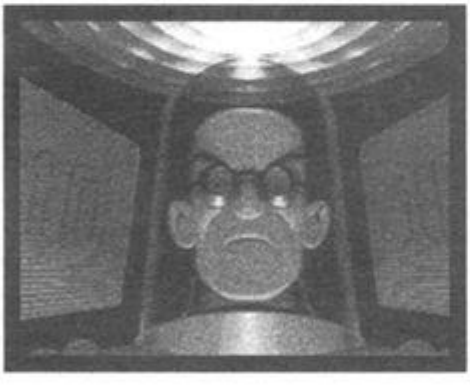
The Gotham City Blimp Tower has been commandeered for the refueling of the top-secret XR22 Battle Blimp. This airship is outfitted with a powerful experimental weapon, called the Sonic Disrupter. **Two-Face** and his gang of thugs are laying siege to the tower, aided by miniature remote-controlled helicopters that are armed to the teeth. Batman and Robin must double-time it to the site and save the blimp at all cost.

Stage 3: Tea Time



Commissioner Gordon has been kidnapped by **The Mad Hatter**, who is holding him hostage at Wonderland Studios. The tea-totalling kidnapper has demanded $1 million in ransom, to be delivered by Batman. Who knows what lurks on the other side of the looking glass?

Stage 4: Snow in July?



While **Batman** and **Robin** were attending to the rescue of Commissioner Gordon, someone broke into the University lab. Now AU13, the special alloy used to store super coolants, is missing. Super coolants? Sounds like the chilling work of . . . **Mr. Freeze**!

STARTING UP

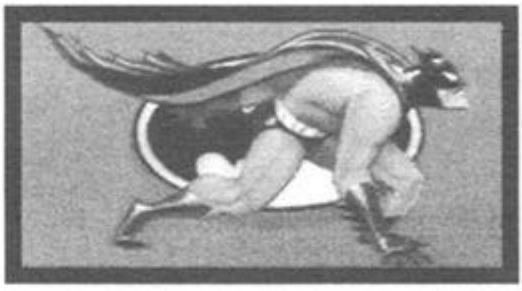


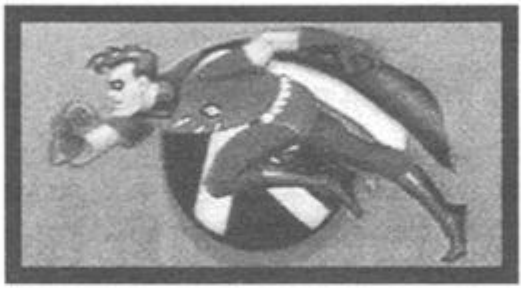
1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.
   Important —
   Always turn the power switch OFF before inserting or removing the game cartridge.
3. Plug a controller into control port 1. For Two Player games, plug a second controller into control port 2.
4. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
5. Turn on your TV or monitor, and then turn the Genesis' power switch ON. In a few moments, you'll see the SEGA screen, followed by several more introductory screens.
6. When you see the Title screen, press the **Start** button on the controller to begin the game.

   If you want to set the game options before starting play, press the **D-Pad down** to select OPTIONS, and then press **Start**.

SELECTING YOUR CHARACTER

The Character Select screen comes up before the game begins. You can play as either masked crusader.





ONE PLAYER

1. Press any button (except **Start**) to bring Batman or Robin on screen.
2. Press **Start** to begin the game as that character.

TWO PLAYERS

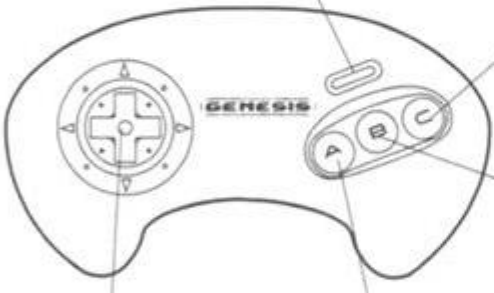
1. Choose a game character with controller 1.
2. When the game begins, press **Start** on controller 2 to activate the second character and begin a Two Player team game.

Note —
You can activate a second character at any time during play by plugging in a second controller and pressing its **Start** button.

GAME CONTROLS



START
- Start the game.
- Skip intro screens.
- Pause/resume.



BUTTON C
- Throw weapon.

BUTTON B
- Jump.
- Perform power moves (see pages 8-9).

BUTTON A
- Throw weapon.

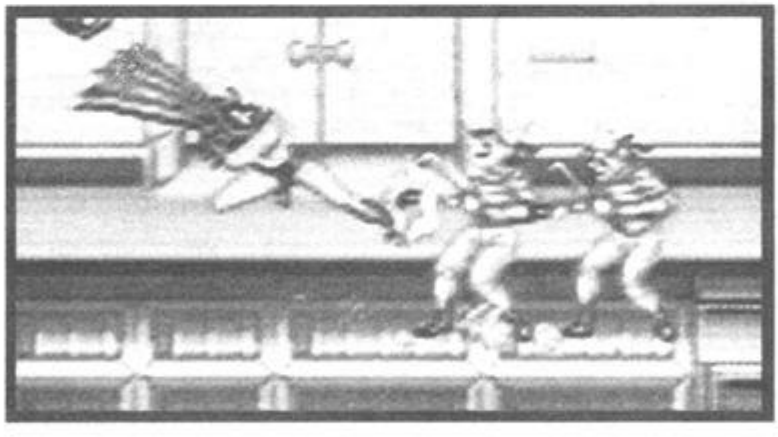
D-PAD
- Move Batman or Robin **right/left**.
- Aim weapons, punches and kicks.
- Look **up**.
- Crouch **down**.

POWER MOVES



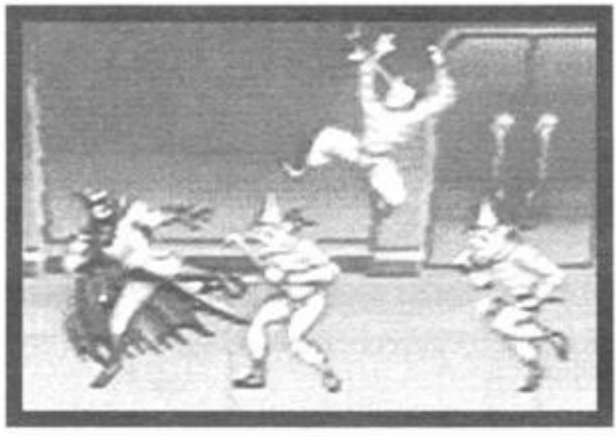
HIGH JUMP KICK

- Jump (**Button B**), then press **Button B** again any time while airborne.



JUMPING ANGLE KICK.

- Jump (**Button B**), then press **D-Pad down + Button B** any time while airborne.



HAND-TO-HAND COMBAT

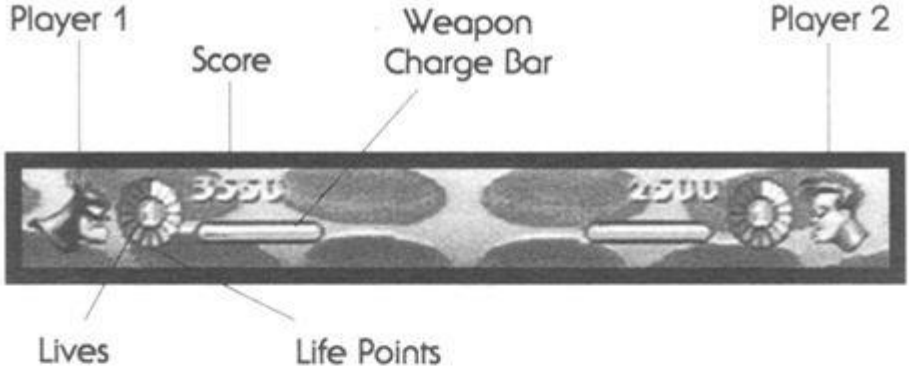
- Press **Button A** or **C** when close to an assailant for powerful body punches, side kicks and head butts.



HAND-OVER-HAND SWING

- Press **D-Pad up** + **Button B** to grab onto an overhead ledge, railing or pipe.
- Use the **D-Pad** to swing **right/left**.
- Throw weapons, punch and kick by pressing **Button A** or **C** while hanging from one hand.
- Jump again (**Button B**) to reach a higher platform.

SCREEN METERS



These meters appear above the combat zone. Player 1's meters on the left. Player 2's meters appear on the right when the second character is activated.

Note —
You can activate a second character at any time by plugging in a second controller and pressing its **Start** button.

LIVES
This number counts down as your hero loses lives. Use up the last life and you're in for one long, C-O-L-D summer.

LIFE POINTS
Lose all of these and you lose one life.

SCORE
Your points for bashing thugs, gunsels and hitmen.

WEAPON CHARGE BAR
When this bar is full, you are able to fire a super version of your regular weapon. The meter empties as you fire, and then gradually refills itself when you're not firing. When the bar is not completely full, you fire only regular weapons.

POWER-UPS

As tough as they are, **Batman** and **Robin** can get even more powerful by collecting these items.



RED DISK
Batarang power-up.



BLUE DISK
Shuriken power-up.



GREEN DISK
Bolo power-up.

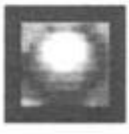
Note —
All weapons start at level 1 firepower. Pick up more disks of the same color as your current weapon to increase your firepower, up to 6 times. Picking up a disk of a different color changes your weapon.



DESTRUCTION
Smart bomb that destroys all enemies on screen with one explosive blast.



LIFE-UP
Extra life.



SUPER CHARGER
Fully charges the Weapon Charge Bar for a brief time, allowing unlimited rapid firing of your super weapon.

CREDITS

Producer
Bert Schroeder

Product Manager
Jaime Wojick

Developer
Tortoise Clockwork, Inc.

Game Designers
John O'Brien
James Maxwell
Stephen Thomson

Programmer
John O'Brien

Lead Artist
Stephen Thomson

Artwork by
Stephen Thomson
Chris George

Additional Artwork by
Robert Hemphill
Noel Hines

Clockwork Producer
James Maxwell

Level Layout & Triggering by
James Maxwell
Allen Fernandez

Batman & Robin Line Art Animation by
Tokyo Movie Shinsha

Music & SFX Creator
Scavenger

Music & SFX Composer
Jesper Kyd

Sound Programmer
Jens Albretsen

Lead Tester
Chrisi Albertson

Assistant Leads
Mark Subotnick
Don Carmichael
Noah Mackenzie

Testers
Rachael Bristol
David Dodge
Chris Lucich
Phil Co
Dana Green
Aaron Loichinger
Randy Norfleet
Lloyd Kinoshita
Aaron Bandur
Steve Bourdet
Maria Tuzzo
Sam Saliba
Joel Breton

Special Thanks to
Holly Stein
Catherine Sollecito
France Tantiado
Clint Dyer
Nemer Velasquez
Sara Holihan
Trish Dunne
Christine Bertoglio
Wayne Leonard
Scott Compton

Manual by
Carol Ann & Neil Hanshaw



Limited Warranty

Majesco Sales Inc. warrants to the original purchaser that this Sega Genesis Cartridge will be free from defects in materials and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subject to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address. Majesco Sales Inc. does not warrant that the Sega Genesis Cartridge will meet the purchaser's specific requirements.

ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE SEGA GENESIS CARTRIDGE ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL MAJESCO SALES INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GENESIS CARTRIDGE.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: Majesco Sales, Inc., 244 Fernwood Ave., Edison, NJ 08837, or call 800-826-0015.



the adventures of BATMAN & ROBIN

Sega, Genesis, and Sega CD are trademarks of SEGA, Batman® & all related characters and elements are the property of DC Comics™ & © 1995 SEGA. All rights reserved. Distributed by: Majesco Sales, Inc., 244 Fernwood Avenue, Edison NJ 08837 800-826-0015.
PRINTED IN USA