SUNSOFT®

BATMAN™



The Instruction Manual

SEGA GENESIS 16-BIT CARTRIDGE



SUNSOFT® Limited Warranty



This official seal is your assurance that Sega has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Sega Genesis System.

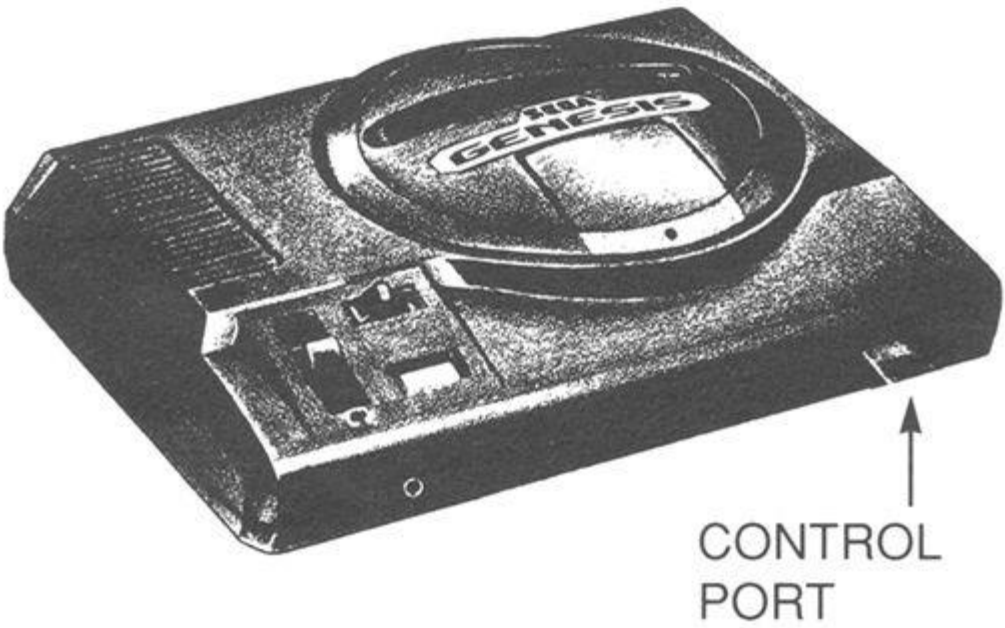
SUNSOFT warrants to the original purchaser only that the Genesis cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, then it will be replaced. Simply return the Genesis cartridge to SUNSOFT or its authorized dealer along with a dated proof of purchase. Replacement of the Genesis cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT shall not be liable for the incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. 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 exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law which cannot be pre-emted. This warranty gives you specific rights and you may also have other rights which vary from state to state.

STARTING UP



1. Make sure the power is OFF.

2. Insert the Batman Genesis cartridge in the Genesis System (shown above) by following the instructions in your GENESIS SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, recheck the insertion.

IMPORTANT

Always make sure that the System is turned OFF when inserting or removing your Genesis Cartridge.

4. Insert your Control Pad into the Control Port.

GAME STORY

GOTHAM CITY™ is preparing for their 200th Anniversary Festival. While the good citizens are busy planning the celebration, evil doers are at work plotting to undertake GOTHAM CITY and instill fear into all.

What menace could possibly be behind such an evil scheme? None other than THE JOKER™ himself! The citizens of GOTHAM CITY are at the mercy of this fiendish foe. Now the citizens call for help from the mysterious CAPED CRUSADER™ to save them from crime, violence, and total destruction.

BATMAN has learned that THE JOKER and his henchmen have captured the beautiful photographer VICKI VALE™ in order to lure him into a deadly trap.

BATMAN is armed with acrobatic strength, the BATMOBILE™, the BATWING™ and many other surprises. He must use all his super powers to defeat THE JOKER.

It's up to BATMAN and you to rescue VICKI VALE and save GOTHAM CITY before it's too late! Will evil prevail.....?

USING THE CONTROL PAD



Directional Button (D Button)

Press up or down to select game options
Press left or right to move character
Press down to kneel

Start Button

Press to start
Press to pause during play/Resume play

Button A

Press to throw BATARANG™ (Action Stage)
Press to shoot missiles (Shooting Stage)

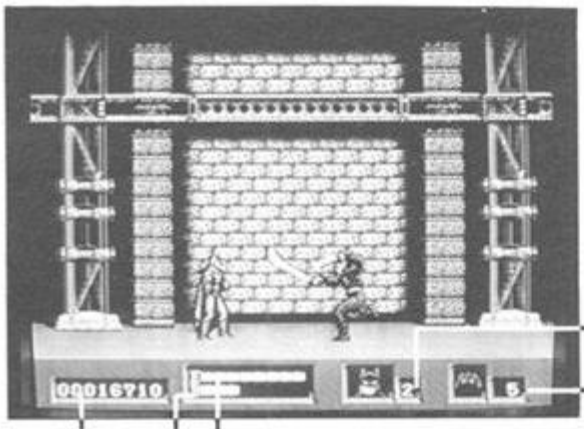
Button B

Press to punch (Action Stage)
Press to use machine guns (Shooting Stage)
Hold D Button down and press B Button to kneel and kick

Button C

Press to jump
Hold D Button left or right while pressing C Button twice to perform aerial somersault
Hold D Button up and press C Button to use the BATMAN Grappling Hook™.
Hold D Button down and press C Button to jump downward

ON SCREEN DISPLAY





GAME PLAY

When the title screen appears select "START" or "OPTION" by pressing the Start Button.



Start:
to start game play

Option:
to select number of players, difficulty, music, and sound effects.

HOW TO DEFEAT ENEMIES

There are various items throughout the game that BATMAN must collect in order to increase playing power.

 **HEART** -to increase life power to full

 **WEAPON** -5 BATARANGS or missiles

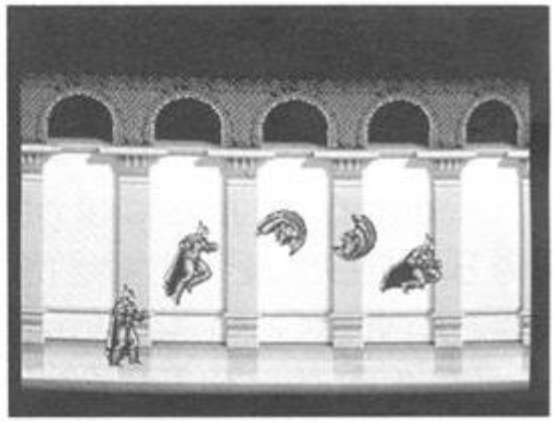
 **1 UP** -1 extra power life

-This game has both Action and Shooting Stages. Depending on the stage of play, BATMAN must use different defense mechanisms to defeat his enemies.

ACTION STAGES

-During the Action Stages BATMAN has the ability to punch, kick, jump, use BATARANGS or the BATMAN Grappling Hook to defeat his enemies and complete levels of game play.
-Press the A Button to throw BATARANGS in the direction BATMAN is facing.
-Press the B Button to punch enemies.
-Holding the B Button down will cause BATMAN to go into a defense mode. He can block attacking enemies from the front only. This will keep the power life from diminishing during attack.
-Hold D Button downward while pressing B Button to kick.

How to Jump:

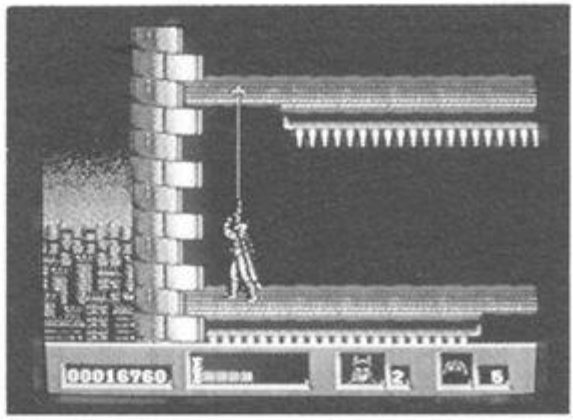


-Press C Button to jump.
-Hold D Button left or right and press C Button twice to perform an aerial somersault. This increases BATMAN'S jumping distance.
-Hold D Button upward and press C Button to jump down in selected areas.

How to use the BATMAN Grappling Hook

-The BATMAN Grappling Hook is used to raise BATMAN up to places he cannot reach by jumping.

-Hold the D Button upward and press C Button to use the BATMAN Grappling Hook. It will attach to ledges but only in selected areas. Pay close attention to background scenery.



-Continue to hold D Button upward and press C Button again to pull BATMAN up.

SHOOTING STAGES

-During the Shooting Stages the BATMOBILE or BATWING must use machine guns and missiles to defeat the enemies and complete levels of game play.

-The BATMOBILE is used for ground combat.

-The BATWING is used for aerial combat

- -A Button to fire missiles
- -B Button to fire machine guns
- -C Button is not used
- -D Button to maneuver vehicle

CLEAR THE LEVEL

In order to go on the the next stage, you must defeat the Boss or Bosses at the end of each level.

POWER LIFE

BATMAN has 3 lives. At the start of your turn, his power life meter will have only 4 increments. By collecting hearts you can bring the life meter to full or 8 increments. When BATMAN is injured by the enemy, increments are lost. When all life increments are lost BATMAN loses one of his lives.

However, you have the option to continue at the beginning of the level where you left off. You may continue up to 5 times.

Bosses also have a power life meter, each with 8 increments. When they are injured, they also lose a life increment. When all life increments are lost, BATMAN can continue on to the next level of game play.

LEVELS OF PLAY



1. Gotham City Streets
   BOSS: Kick Boxer

2. Axis Chemical Factory™
   BOSS: Jack Napier™

3. Flugelheim Museum™
   BOSS: Bob the Goon

4. Gotham City Streets
   BOSS: Nuclear Power Blaster
   (Batmobile Stage)

5. In the Sky Over Gotham City:
   BOSS: Turbo-Attack Copter
   (Batwing Stage)
   All Previous Bosses

6. Gotham Cathedral™
   BOSS: The JOKER

ENEMIES

Enemies	Stages
Thugs	1
Sliders	2
Laser Cannon	2
Bazooka	2&5
Hitmen	2,5,6
Axel	3
Jokermobile™	4-1
Joker Van™	4-1
Assault Vehicle	4-1
Assault Tank	4-1
Rocket Launcher	4-1
Grenade Launcher	4-1
Mimes	4-2
Fire-Mimes	4-2
Joker Copter™	5-1
DDID Balloon	5-1
Dyno	6



TIPS

Conserve missiles and BATARANGS for use on difficult enemies.

Gain extra 1-ups in stage 4-2.

Certain enemies can be defeated by jumping directly on top of them.

Good luck.

BATMAN, THE JOKER, VICKI VALE and all related characters, phrases, accessories, and indicia are trademarks of DC Comics Inc. ©1991

All Rights Reserved.

SCORE PAD

SCORE PAD

SCORE PAD

SCORE PAD



SUNSOFT®

11165 Knott Avenue
Cypress, California 90630
(714) 891-4500

This game is licensed by Sega Enterprises Ltd. for play on the SEGA GENESIS SYSTEM

©1991 Sun Corporation of America.
Sunsoft® is a registered trademark of Sun Corporation of America
SEGA™ and GENESIS™ are trademarks of Sega Enterprises Ltd.
BATMAN and related logos are trademarks of DC Comics Inc. 1991

Printed In Japan