
PlayStation
NTSC | U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00393
#21134
BATMAN & ROBIN
Acclaim

TABLE OF CONTENTS

INTRODUCTION 3

STARTING UP

- Main Menu 4
- Options 4
- Saving/Loading games 4
- General Display 5

CONTROLS

- General 6
- Movement/Defense 6
- Fighting 7
- Look/Aim 7
- Driving 7
- Hero controls
  - Batman™ 8
  - Robin™ 8
  - Batgirl™ 8

PLAYING A GAME

- The Batcave 8
  - Hero select 12
- The Batcomputer 13
  - Clues 13
- Time for action 14
  - Crime scenes 15

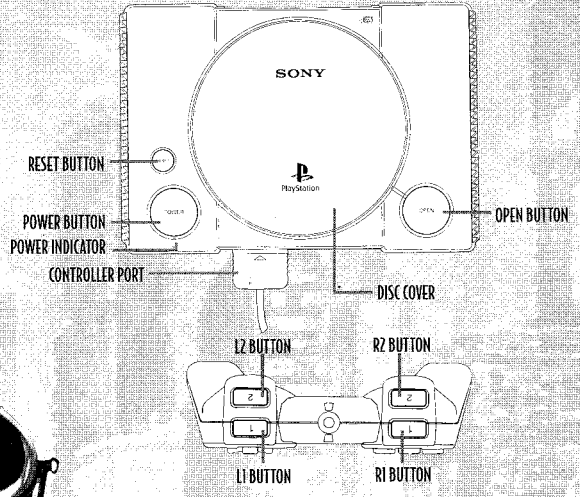
GADGETS AND PICKUPS..17

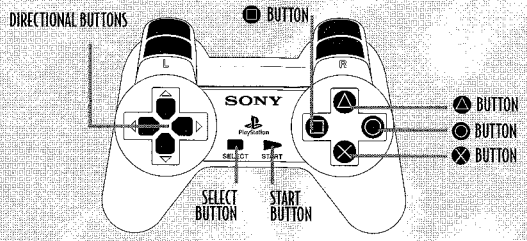
CHARACTERS 22



1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc. Insert the **BATMAN™ AND ROBIN™** disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation® game console.
Follow on-screen instructions to start a game.

NOTE: BATMAN™ AND ROBIN™ IS FOR ONE PLAYER.
YOU MUST HAVE A MEMORY CARD (SOLD SEPARATELY) TO SAVE GAMES.





INTRODUCTION

When Gotham City is threatened, Batman™ and Robin™, along with Batgirl™, swoop into action! The Arctic antics of Mr. Freeze have our heroes punching and puzzling their way across the city to stop Freeze™'s scheme to cover the world in a blanket of ice!

The Botanical Gardens of Gotham City are no paradise when Poison Ivy comes creeping around. Her twisted plan to breed killer plant life will keep Batman™ and Robin™ guessing as they battle their way out of some prickly predicaments!

You have three nights to unlock the puzzle that threatens Gotham City. Find and piece together the clues to solve where and who will commit the next criminal act. With a heavy arsenal of gadgets and weapons, you can pilot vehicles, shoot and combat attackers, as well as choose from any of the three heroes! Only you can save Gotham City from a icy ending....but time won't be on your side!

ABOUT THIS MANUAL

This booklet gives you basic controls and will start you off in the right direction, but the nature of the game is discovery. Patience and thoughtfulness are required to piece together the puzzles and save Gotham City!

STARTING UP

MAIN MENU

After the initial game logos and introduction sequence you will see the Main Menu which has three choices:

START GAME: Begin a new game.

LOAD GAME: Load a previously saved game from a Memory card.

OPTIONS: Set up these game options:



MUSIC VOLUME: Press ⊗ to select, ⊖ and ⊕ to adjust the slider and then ⊗ again to confirm your setting.

SFX VOLUME: Press ⊗ to select, ⊖ and ⊕ to adjust the slider and then ⊗ again to confirm your setting.

BRIGHTNESS: Press ⊗ to select, ⊖ and ⊕ to adjust the slider and then ⊗ again to confirm your setting.

CONTROLS: Press ⊗ to select, ⊖ and ⊕ to adjust the slider and then ⊗ again to confirm your setting.

CREDITS: Press ⊗ button to see the game credits.

DONE: Return to the Main Menu.

SAVING/LOADING GAMES

You must have a Memory Card to save your progress in a game and to load a previously saved game.

TO SAVE A GAME: To save games, you must access the BatComputer. Highlight SAVE and press the ⊗ BUTTON. You can then select which slot you wish to save to. If all slots are full, you will be asked to select a slot to overwrite (erase) and to confirm that you wish to do so. Select NO if you wish to cancel the command. Press the ⊗ BUTTON to save your game.

TO LOAD A GAME: At the Main Menu, highlight Load Game and press the START or ⊗ BUTTON. You will come to the load screen. Highlight the game you wish to load and press the START or ⊗ BUTTON. The game will load, and you may then resume play from your saved position.

PAUSE MENU

To pause the game at any time, press the START BUTTON. You will see the following options:

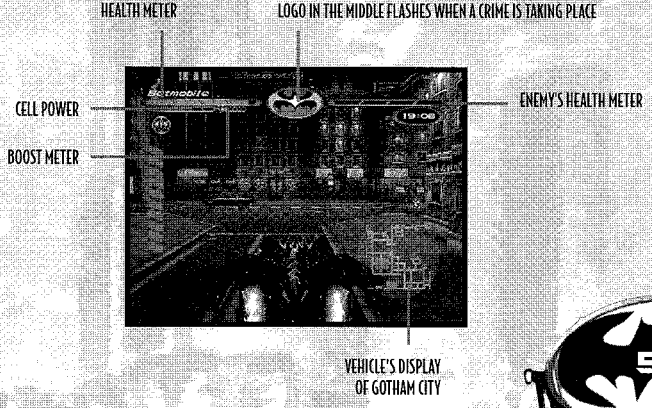
SFX VOLUME: Press ⊖ or ⊕ to adjust.

MUSIC VOLUME: Press ⊖ or ⊕ to adjust.

QUIT GAME: Quit to main menu. You will be asked "Are you sure?". Press ⊖ or ⊕ to toggle YES or NO. Press the ⊗ BUTTON to confirm.

RESUME GAME: Return to game where you paused.

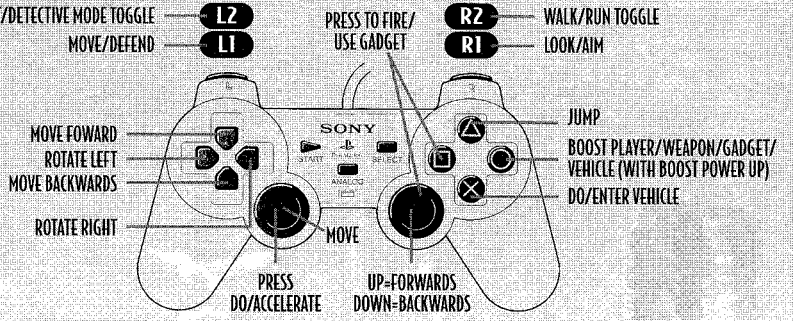
GENERAL DISPLAY



CONTROLS

GENERAL

(The Playstation Analog Controller is recommended.)

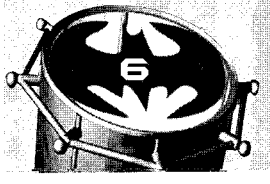


NOTE: EACH TRIGGER CONTROL (L1, L2, R1 AND R2) TOGGLES OR MODIFIES AN ACTION MODE. THIS MEANS THAT ACTION BUTTONS (■, ●, ▲, ✕) DO DIFFERENT THINGS DEPENDING ON WHICH ACTION MODE IS SET. YOU MAY WISH TO GET THE BENEFIT OF A PARTICULAR MODE WITHOUT TOGGLING TO IT. TO DO SO, HOLD DOWN THE TOGGLE CONTROL (L2 OR R2), PERFORM THE DESIRED ACTION. WHEN YOU RELEASE THE TOGGLE CONTROL, YOU WILL REVERT TO YOUR ORIGINAL MODE.

MOVEMENT/DEFENSE

Hold L1 (Move/defend) and

- ← Sidestep left
- → Sidestep right
- ↓ About face
- ▲ Block high
- ● Dive roll right
- ✕ Block low
- ■ Dive roll left



FIGHTING

Toggle L2 (Fight) and

- ▲ Right punch
- ■ Left punch
- ✕ Left kick
- ● Right kick

DRIVING

- ← Turn left
- → Turn right
- ● Boost (Tap 3X)
- ↑/✕ Accelerate
- ↓ Brake
- ■ Fire gun
- R1+■ Drop bomb
- R1 Rear view
- ▲ Exit vehicle (when stationary)
- L1 Hand brake (use this in conjunction with ←, → and ↓)

NOTE: WHEN YOU ARE IN YOUR VEHICLE YOU CAN CALL UP THE GOTHAM CITY MAP AT ANY TIME BY PRESSING SELECT AND GOING TO YOUR GADGET SELECT SCREEN.

Hold R1 (Look/aim) and

- ↑ Look up
- ↓ Look down
- ← Look left
- → Look right
- ■ Launch weapon

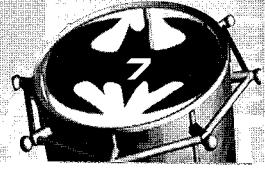
SWIMMING

- ← Turn left
- → Turn right
- ↑ Swim forwards
- ↓ Swim backwards
- ▲ Swim up
- ■ Swim down
- ✕ Dive beneath surface

CRAWLING

ALL THE STANDARD CONTROLS APPLY.

NOTE: TO ENTER A CRAWL SPACE, STAND NEXT TO THE ENTRANCE AND PRESS THE ✕ BUTTON TO ENTER.



CHARACTER SPECIFIC FIGHTING MOVES:

BATMAN™

△+○	Special kick
□+✕	Left spin kick
□,□,□,△	Punch combo

ROBIN™

✕+○	Special kick
✕+□	Special attack
□,△,△	Punch combo

BATGIRL™

✕+○	Backwards somersault
△+□	Jumping right punch
○,✕,△	Punch combo

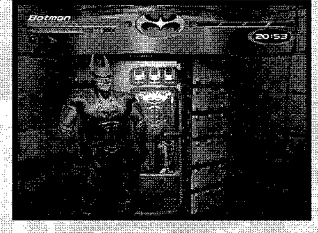
PLAYING A GAME

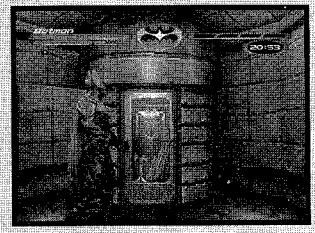
THE BATCAVE™

After selecting Start Game, you enter the Batcave and begin the adventure as Batman™. There are 7 important sections to the Batcave which are listed below.

BATMAN'S™ COSTUME VAULT

Enter here, walk up to the door inside and press ✕ to change to Batman™.



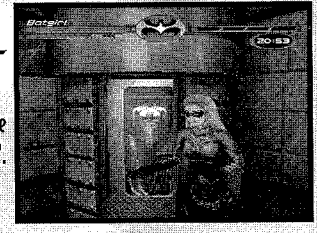


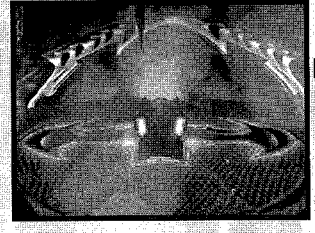
ROBIN'S™ COSTUME VAULT

Enter here, walk up to the door inside and press ✕ to change to Robin™.

BATGIRL'S™ COSTUME VAULT

Enter here, walk up to the door inside and press ✕ to change to Batgirl™.

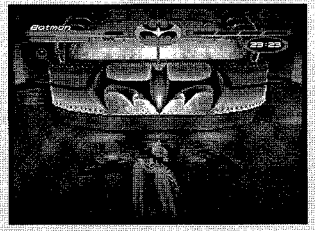




BATLIFT

Walk up to this to exit the Batcave and drive around Gotham City in/on your hero's respective vehicle.

THE BATCOMPUTER



To enter the Batcomputer, stand behind the console and press the ⊗ button. You will see 4 new options:

CLUES

Allows you to view the clues you have collected so far. You may analyze, combine, enhance or zoom in on them to help you to deduce where the next crime is going to be committed. After receiving a clue pickup you can only view the clue properly on the Batcomputer or terminal (see page 13).

GOTHAM CITY MAP

Displays the entire map of Gotham City and allows you to select a crime scene location to go to.

SAVE GAME

Save your current progress.

EXIT

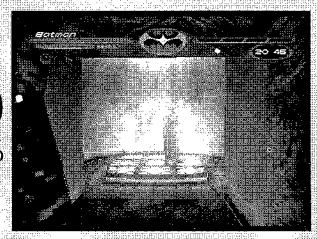
Return to game.

Throughout Gotham City, there are rooms containing computer consoles (set up by Wayne Enterprises) which allow the hero to have direct access to the Batcomputer without having to return to the Batcave.

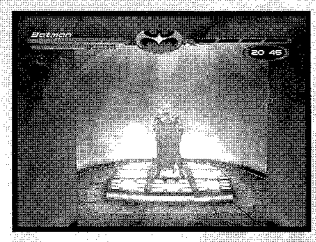
- **REMEMBER THAT THE BATCOMPUTER CAN USE ITS POWERFUL CPU TO ENHANCE IMAGES THAT MAY HAVE BEEN DESTROYED, RUBBED OUT, OR BLURRED.**

HEALTH REPLENISHER

(TO THE LEFT REAR OF THE BATCOMPUTER)



Restores your health 100%



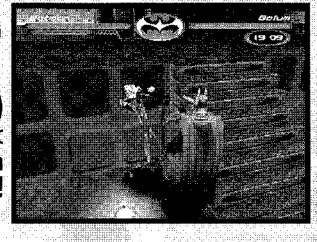
CELL REPLENISHER

(TO THE RIGHT REAR OF THE BATCOMPUTER)

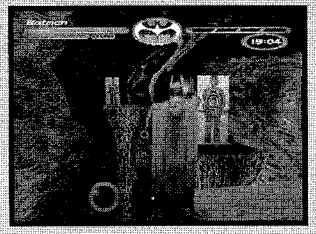
Recharges your cells to 100%

HOLOGRAPHIC FIGHTING PRACTICE AREA

(FAR LEFT OF BATCAVE)



Here you can practice your fight moves against a holographic hoodlum before dealing with the real thing. You may even learn a couple of combos!



TARGET PRACTICE AREA
(Far Right of Batcave)

Here you'll find the Batcave's missile testing range, essential for target practice. For each target you hit, you'll get an extra missile.

WAYNE MANOR HOLOGRAPHIC TRAINING ROOM

This is situated up the stairs to the very right of the Batcomputer. Climb the stairs, press the ⊗ button to enter the millionaire's mansion and hone your crime fighting skills. The training area explains how to perform moves and increases your skills as a crimefighter. Follow the helpful text to progress through. Remember that in this training level, you cannot be hurt in any way. When you have finished training, go back to the main doors, press the ⊗ button and return to the Batcave.

PICK YOUR HERO

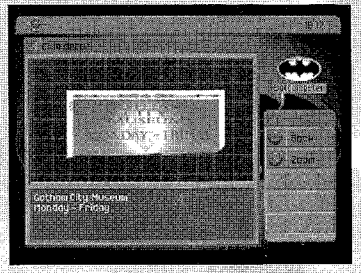
By default, you begin as Batman". To change heroes at any time, simply enter his or her costume vault in the Batcave and press the ⊗ button. The hero you pick can change your progress throughout each part of the game. Each of the heroes has differing amounts of these attributes: Strength, Speed and Agility. These may be viewed in the game by pressing SELECT while playing the game. (This status screen will also show how many coins, batteries and other items you may have picked up.)

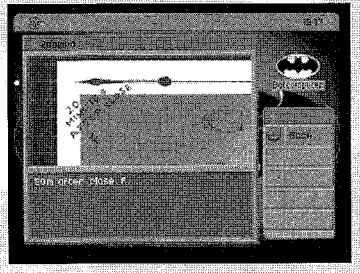
Each hero has a vehicle that handles differently. Power cells are required to maintain power to the gadgets and vehicle weapons that the hero has at his or her disposal. Note: You can earn pickups to permanently improve hero attributes by defeating street gangs in Gotham City.

Heroes start off at basic levels but will improve as they progress through the game and as respective pickups are found. You'll need to "power up" your hero as there are some mean bad guys later in the game.

BEGINNING AS A CRIME FIGHTER

This section will take you through using the Batcomputer on your first clues and to the crime scene they point to. After that, you must rely on your own detective skills to keep Gotham City safe. The clock is ticking....





On entering the Batcave for the first time, go to the Batcomputer. Select "Clues" from the Batcomputer menu. You'll see two clues. The first is described as a "half poster".

Press ⊗ to zoom into it. Some more textual information is provided: "Gotham City Museum, Monday-Friday". The text represents a brief listing of the contents of the poster. To see this in more detail you can press ⊗ once again to zoom in some more. Use the Directional Button to move the image around in order to view any more information that may (or may not) be relevant. There will also be some more informative text at the bottom of the screen: "20 minutes after close. F".

Analyzing Clues

At this or the previous zoom level, you may be able to analyze the information on the image. To do so, press the ◉ button. The Batcomputer will tell you that "This is Mr. Freeze's handwriting." To return to the clue list, keep pressing △.

So, from this clue we can deduce that Mr. Freeze™ is planning something 20 minutes after the close of the Museum. (Obviously, the lower part of the clue is missing, and would provide more information on what Mr. Freeze™ is up to.)

Return to the clue list. Use the Directional Button to move the second clue to the highlight box. You will see that this too is described as a "half poster". Zooming to the first level provides the text "9:00-". Zoom to the next level and you'll see that this is the matching (bottom) half of the previous clue. The text now reads "Sudan diamond on display". Pressing the analyze button ● reveals that "Mr. Freeze™ has stolen several large diamonds over the past few nights." Finally, scroll around the zoomed picture until you see where the closing time has been smeared off. With the smear in the center of the window, press ✕ to enhance the data. You'll find out what time the museum closes.

Combining Clues

To piece the two clues together you should press ▲ to get back to the clue list. Use ◄► to put the first clue back into the highlight box. Now press ■ to combine the clues. A set of four boxes appear below the clues. Press ● to choose the first clue. The icon appears in the first of the boxes below. (To remove the clue press ● again. To remove other items, move them into the highlight box in the clue list and press ●).

Press RIGHT to move the second clue into the highlight box and press ● to choose this item. It appears in the second box. Now press ■ to perform the combine. If you are successful, a new clue is generated and placed into the highlight area of the clue list and called "poster".

Press ▲ to remove the combine boxes. You may zoom, analyze and enhance this combined clue (the two parts of the poster joined together).

It is now obvious that Mr. Freeze™ is planning to steal the Sudan Diamond from the Gotham Museum 20 minutes after closing time. All clues can be examined in this way. Not all of them will combine, analyze or enhance! It's up to you to use your detective abilities to work these out.

TIME FOR ACTION!

Using Clues

Now, it is time to leave the Batcave and drive to the Museum. Press ▲ to take you back to the main Batcomputer menu and select Gotham Map. Scroll around until you find the Museum (get the circles into the target and the location name appears). Press ✕ to record the location. If you scroll around the map and want to get back to the location you last recorded, press ■ (lock). Pressing ● will jump you to your location within the map.

The recorded location is displayed on the vehicle's map tracking system so you know where you are driving to. So, exit the Batcomputer, walk up to the Batlift. You will enter Gotham City.

Getting to a crime scene

To find out where to go, look at the map on the main screen.

- A FLASHING *WHITE* ARROW marks your CURRENT POSITION.
- A FLASHING *PINK* RING marks the LOCATION YOU'VE CHOSEN ON THE MAP SCREEN.
- A FLASHING *WHITE* RING shows WHERE A CRIME IS TAKING PLACE.

If the crime is not within the area displayed on the map, a red arrow at the edge of the map indicates the direction you must aim for. The faster you get to the crime scene, the more time you have to foil the plans of the villains. Keep an eye on your clock. If you have time, explore and do some crime fighting before you arrive.

On your way

Nighttime in Gotham City is dangerous: prime time is crime time! Many districts you drive through are rife with roaming gangs, and you are likely to see crimes in progress. Saving scared Gothamites from muggers and visiting Police crime scenes will result in you receiving clues or other rewards that will be invaluable in the continuing struggle against the battle with the supervillains. As time goes on, the level of crime will increase.



Watch out: there are enemy vehicles out there that will try to slow you down or stop you altogether from reaching your target. Some may even challenge you to a race!

At the crime scene

When you arrive at your destination, simply walk up to the front and press the ⊗ button to enter. Use your heroic skills to beat your way through the bad guys and look out for the many traps, tricks and hidden rooms. If you arrive and the alarm is triggered, you'll be able to enter the Museum and try to stop Freeze from stealing the diamond. The initial camera will show you where the diamond is. Mr. Freeze™ will be trying to disable the protective shell around the diamond and so will keep sending his henchmen after you in a bid to either stop you or slow you down. It will take Mr. Freeze™ about 10 minutes to disable the protection. Get going! If you manage to dispatch all of his cronies you'll be able to get to the diamond before Mr. Freeze™. Otherwise Mr. Freeze™ will grab the diamond and run. Throughout the Museum, there are lots of hidden rooms and puzzles that will provide you with all sorts of useful things.

When you've finished, walk back to the main doors, press ⊗ and you'll be back in Gotham City.

After the crime

Drive back through Gotham City to the Batcave to replenish your energy and your power cells and to look at any clues you may have found along the way. Look out for Wayne Enterprise buildings which provide fast and direct access back to the Batcave. This is a good time to explore the City.

World Timer

A real time clock runs throughout the game, counting down time during the three 12 hour sections of the game. The timer is a crucial element, as you will succeed or fail by using your time wisely and making timely appearances at crime scenes. If you arrive too early (when there is no crime) you will not be able to fully explore the crime scene. If you arrive too late you will not prevent the crime, and so may miss out on some vital information and fail to slow the villain's progress.

Note: Pausing the game stops ALL game elements, including the world timer. You may also advance the world clock by pressing SELECT in game and going to the status screen.

GADGETS AND PICKUPS

There are many useful (and aggressive!) gadgets to choose from, and careful deployment will make your enemies wish they hadn't crossed your path. Players begin with several gadgets, while others will become available as power and/or boost is increased.

Defaults

- **SELECT: Switch/select gadgets or view status.**
- **●: Fire/use currently selected gadget.**
- **◉: Tap 3X to Boost Attribute/Gadget (w/ Boost Pickup).**

Gadgets can be used in conjunction with the boost pickup and boost button to create super powered up gadgets.

ALL PLAYER CHARACTERS



Explosive Bat Bomb
Timed explosive device

Magnesium Flare Bat Bomb
Timed explosive device with bright light that stuns enemies





Tear Gas Bat Bomb
Timed explosive device with gaseous output that disorients enemies

Aerial Attack Missile
Heat seeker





Polar Assault Missile
Cold seeker

Rapid Deploy Vine Slicing Missile
Vegetation seeker

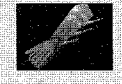




Opti-Scope Launch Missile
Motion seeker

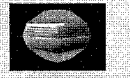
Turbo Lift Jet Boot
Boots allow hero to ascend vertically





Arm Shield
Protection when in defensive position

Sickle Shield Add-On
Super powered defensive shield





Bat Laser
Cutting tool

Chopping Blade tool
For cutting through vines





Oxygen Mask
Allows breathing underwater or in gas

Ice Blades
Non-slip boot spikes keep you steady on ice or slime





Camera
Mini camera for photographing billboards

Map
Use this handy Gotham City map to see what's what





BATMAN

Batarang
Standard throwing object





Bat-Tazer
Fires electrical charge

Knuckle Duster
Increases Batman's hit rate



ROBIN

Throwing Bird
Robin's™ Batarang in the shape of his logo





Staff Launcher
Gun mounted Robin logo - high damage

Extended punch glove
Adds 24 inches to the punch range



BATGIRL



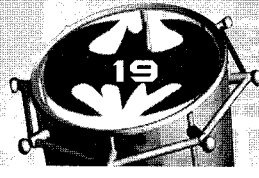
Batnet Gun
Fires a bolas/net

Battle Blade Blaster
Hand held crossbow device





Electrozap
Hand held tazer, like Cat Woman's



OTHER PICKUPS



PLUS AGILITY
Temporary Increase

PLUS STRENGTH
Temporary Increase

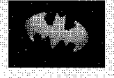




PLUS SPEED
Temporary Increase

UP AGILITY
Permanent Increase





UP SPEED
Permanent Increase

UP STRENGTH
Permanent Increase

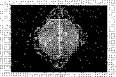




TURBO BOOST
Vehicle speed up and invulnerability

SUPER SURGE
Temporary hit points and attributes that reduce slowly to 100%





SUPER HEALTH
Temporary hit points that reduce slowly to 100%

SURGE
Temporarily boosts all attributes by 50%





BOOSTS
Special Cell that boosts effects of weapons and gadgets and puts your health back up to 100%.

CELLS
Power Cell for gadgets

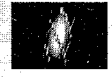




CLUE
Clue pickup

MINOR HEALTH
Increases your health to a small degree





HEALTH
Restores Health

CHARACTERS



BATMAN™

By day, Bruce Wayne oversees the vast holdings of his high-tech corporation Wayne Enterprises. By night, the daring detective dons his Batman persona and uses his brilliant intellect, high-tech gadgets and martial arts skills to fight crime in Gotham City.



ROBIN™

Dick Grayson is as athletic and focused as he is fearless. He'll need all his combat, driving and detective skills if he hopes to survive the three challenging nights that await him.



BATGIRL™

Young Barbara Wilson arrives in Gotham City just as Alfred goes into decline. Will she be able to find a cure before it's too late? There's more to this school girl than brains and beauty. An accomplished motorcyclist, gymnast and martial artist, Batgirl™ has more than enough skill to help bring order to Gotham City.



MR. FREEZE™

How bitter it is to lose a love! Mr. Freeze's™ beloved wife rests in a cryogenic chamber as he struggles to find a cure for her ailment. When his twisted heart launches a plan to bring about a new ice age, it's clear diamonds are a man's worst nightmare!

POISON IVY™



Pamela Isley's troubles began with a laboratory accident. Now, the brilliant botanist is bent on returning the earth to its natural state. No shrinking violet, Poison Ivy™ has the power of Nature at her command. Her Lovedust proves intoxicating to Batman™ and Robin™. Will they be able to resist Poison Ivy's™ feminine charm?

HINTS & TIPS

- Use your missiles wisely! Polar Assault Missiles are great against Mr. Freeze™ and his henchmen, but they're not so hot against Poison Ivy's™ plant monsters!
- You may come across useful Karate Manuals in Gotham City's many bookstores.
- Gotham City's press may be a useful source of information - keep your eyes open for newspaper dispensers.
- Keep your eyes peeled for the many secret areas, both at the scene of a crime & around Gotham City.
- The experience of beating Gotham City's gangs will help you to raise your character's abilities. This will greatly ease your progress through the game. The experience of beating egg whites will help you to raise a fluffy soufflé, but is useless in this game.