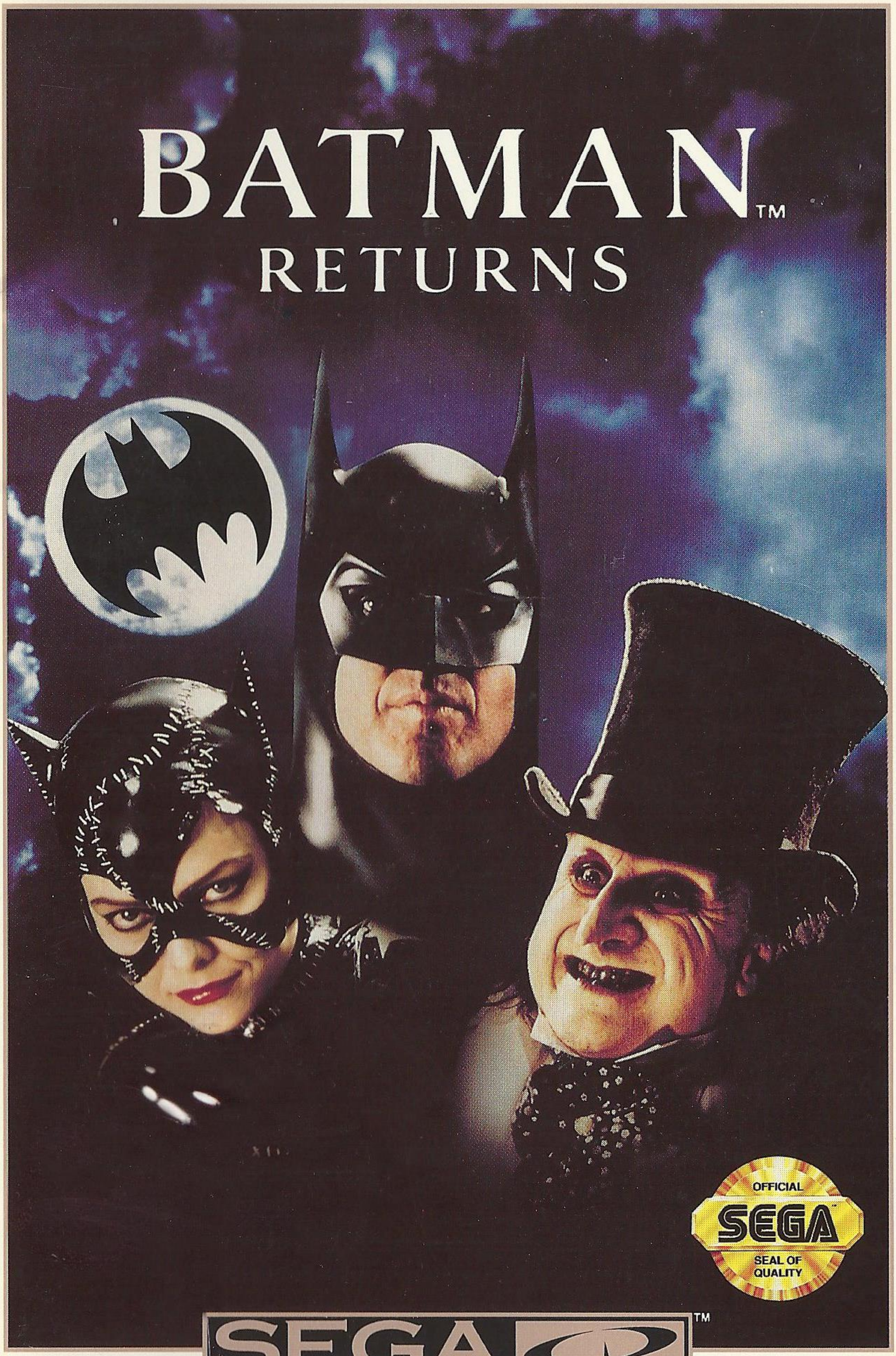
INSTRUCTION MANUAL



SEGA CD™

WELCOME TO THE NEXT LEVEL™

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Combining Special Effects

Using six or more special effects simultaneously may cause the music to skip intermittently and may also result in an undesirable video image.

Epilepsy Warning

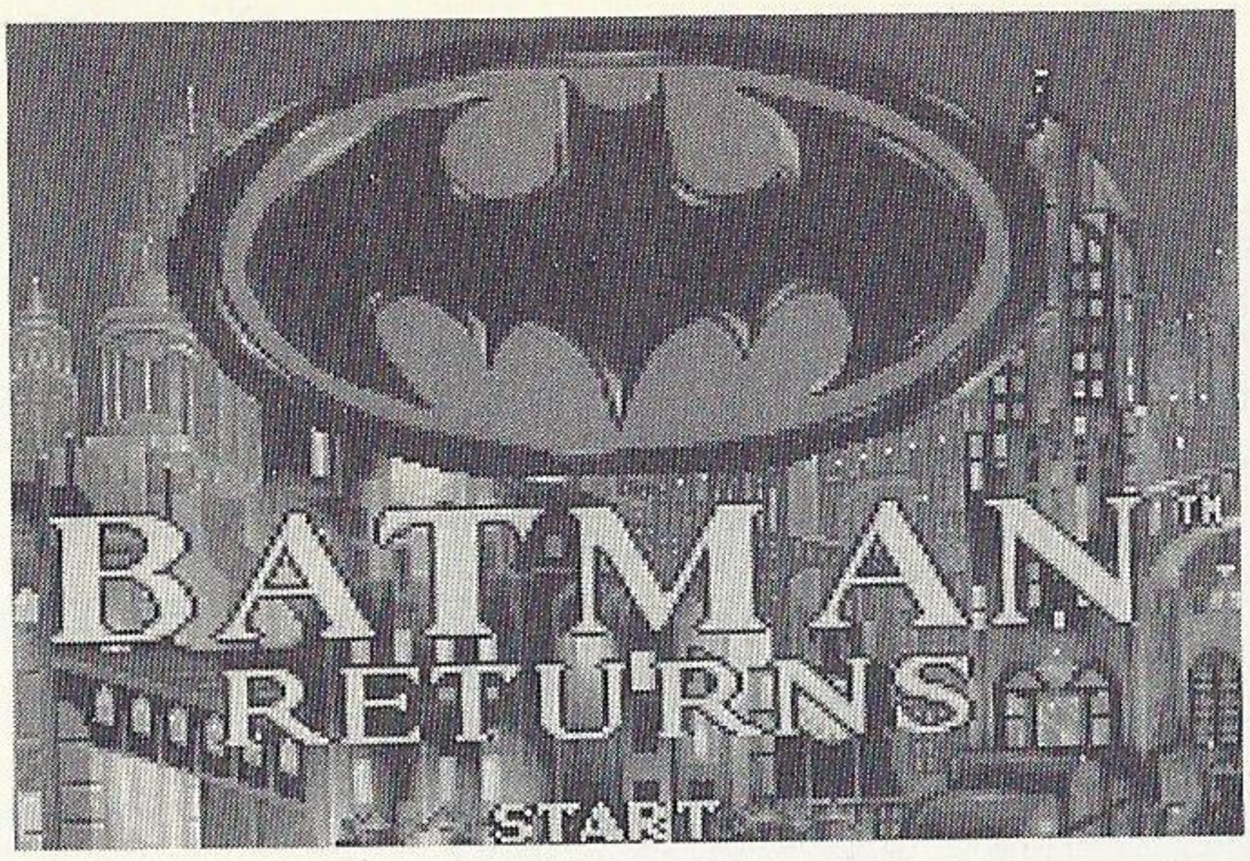
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.**

Owners of Projection Televisions

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.



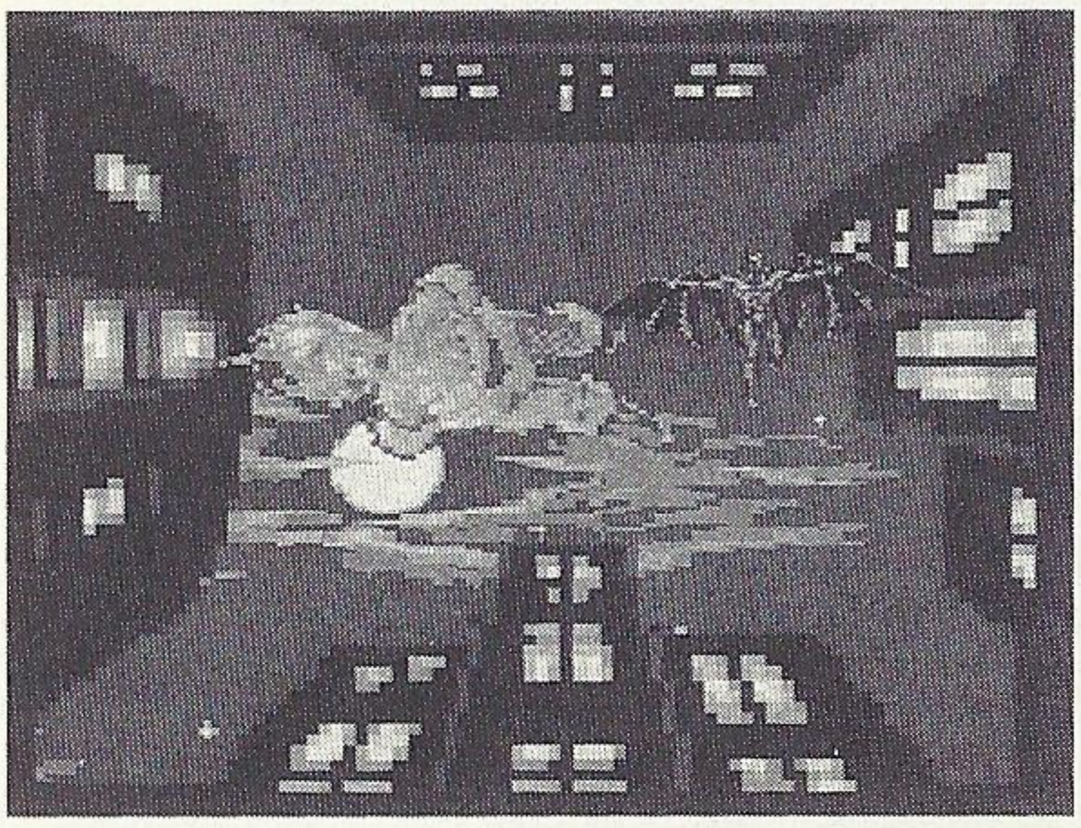
CONTENTS

Bat Against Bird! 2
Setting Up 3
Handling Your Compact Disc 3
Take Control! 4
Batman's Special Moves 6
Choosing Your Options 8
Take Back **Gotham City**! 11
Those Fantastic Racing Toys 12
A Hot Time in the Cold Town 14
Using Batman's Utility Belt 16
Using Batman's Special Tools 18
Batman's Lives 20
Starting a Life 21
Continuing a Game 21
Ending the Game 21
Scenes of the Crime 22
Scoring 27
Batman's Survival Tips 29

Gameplay Hotline

For gameplay help, call 1-415-591-PLAY.

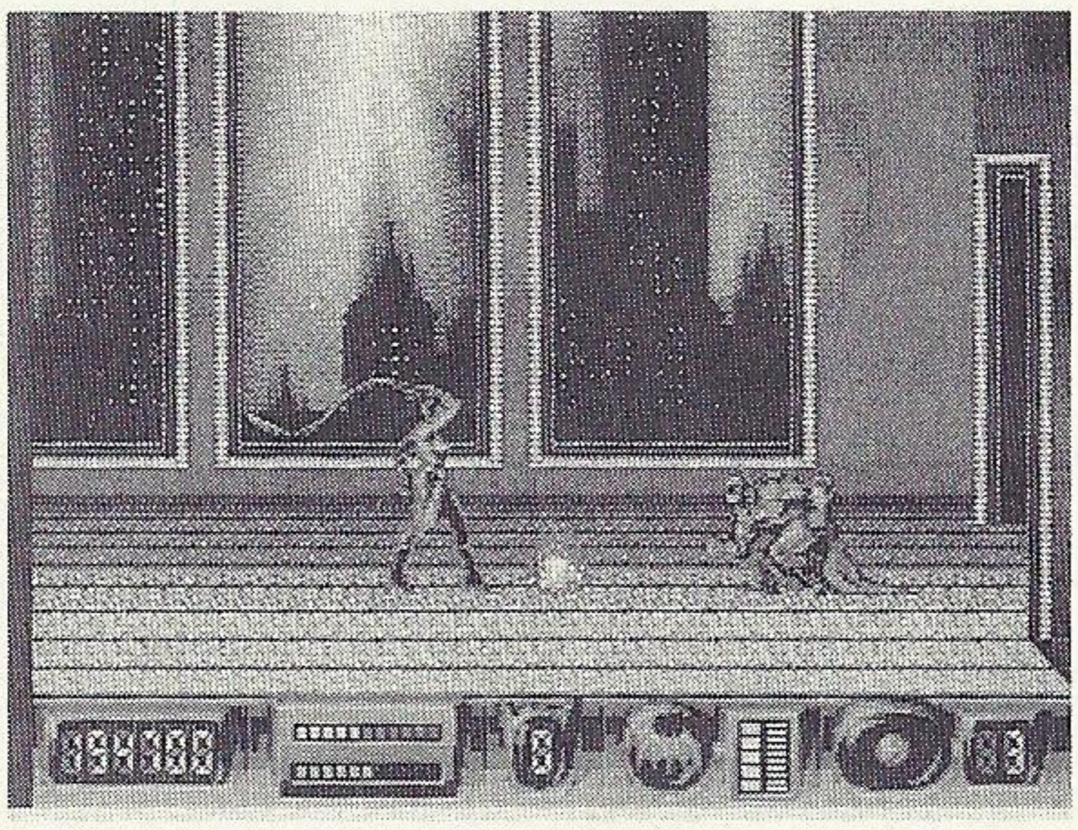
BAT AGAINST BIRD!



Cold . . . hard . . . vicious! Who else but a cold-hearted, vicious villain would unleash a shrieking swarm of bats on the **Ice Princess**? Who but a power-mad monster would push her plunging down 30 stories to a terrible end? And use her tragedy as a fiendish plot to frame **The Caped Crusader**! Who else but that flipper-fingered perpetrator of murderous deeds, **The Penguin**!

In a dark, brooding city of tricks and treachery, Batman takes on The Penguin and his brawling band of cohorts, **The Red Triangle Circus Gang**. On the slick ledges of skyscrapers, in the narrow galleries of an eerie cathedral, through the icy sewers under the city's heart, the masked master of justice clashes with fanged gargoyles, fire-eaters, skulled cyclists and tazer-toting clowns!

Batman has all his wonderful toys! A grappling hook for scaling dizzying heights. Batman's cape for swooping through air! Lethal **Batarangs**, smoke bombs, deadly swarms of bats, a grappling gun! In the **Batmobile** and **Batskiboat,** the man behind the mask races through enemy-infested streets and poisoned sewers to battle Gotham City's crime wave!



But the deadliest enemies prowl the highest rooftops and tightest corners. Suddenly, **Catwoman** leaps into the fight. The fickle feline mistress of whips tangles with Batman, slipping in and out of battle mysteriously, like an inky black cat, never to be trusted!

The pace is fierce. The action is furious. And there's only one way out: Take Back Gotham City!

SETTING UP

1. Connect your Sega CD and Sega Genesis™ systems and plug in control pad 1. Turn on your TV or monitor, and then turn on your Genesis.
2. Place the *Batman Returns* CD into the disc tray, label side up. Close the tray.
3. If the Sega CD logo is on screen, press **Start** to begin. If the Control Panel is on screen, move the cursor to the CD-ROM button, and then press **Button A**, **B** or **C**.

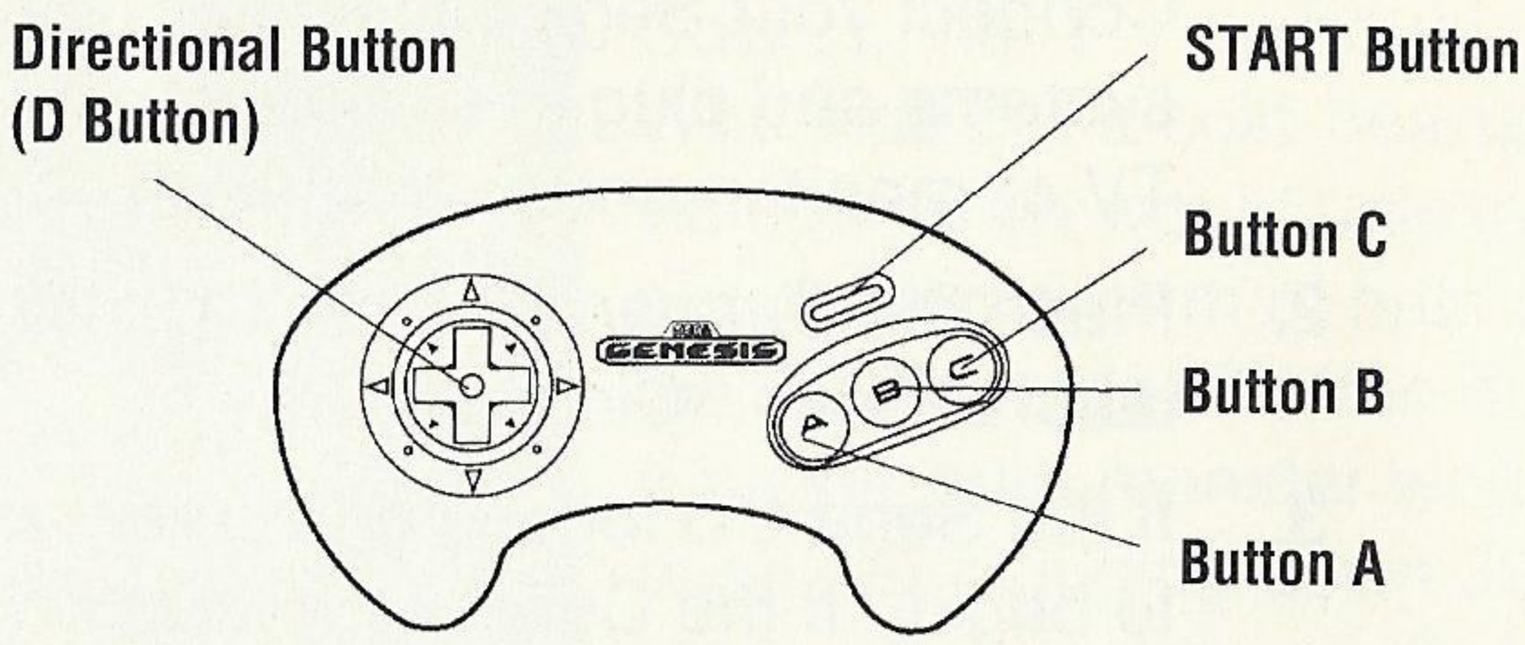
   Note: If *Batman Returns* is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
4. The Sega screen appears, followed by the Title screen. In a moment, you'll see the terrified Ice Princess plunge to her fate!
5. When the Title screen reappears, press **Start** to begin Batman's ballistic battle against that odious bird of prey, The Penguin!

   Note: Before starting battle, use Batman's Options panel to set up your game. *See pages 8-10.*

HANDLING YOUR COMPACT DISC

- The Sega CD compact disc is intended for use exclusively on the Sega CD system.
- Always use the button controls to open and close the disc tray. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the compact disc. Do not touch, smudge or scratch its surface.
- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case for safekeeping.

TAKE CONTROL!



Starting Up

START

- Starts the game from the Title screen, or goes to the Options panel, depending on your selection.
- Returns to the Title screen from the Options panel.

D-PAD

- Chooses "Start" or "Options" on the Title screen.
- Chooses an option on the Options panel.

BUTTON A, B OR C

- Changes the setting of a chosen option on the Options panel.

Driving Game Action

START

- Pauses the game; resumes a paused game.
- Skips the introductory screens.

D-PAD

- UP moves the Batmobile or Batskiboat forward.
- DOWN slows down your vehicle.
- LEFT or RIGHT drives your vehicle in those directions.

BUTTON A – FIRE

- Shoots unlimited machine gun rounds. Hold down the button for a burst of rapid fire.

BUTTON B – TURBO

- Accelerates. Hold down the button to continue accelerating; release it to slow down.

BUTTON C – MISSILE

- Fires heat-seeking missiles.

Platform Game Action

START

- Pauses a game to let you select weapons from the Batman's Utility Belt. Resumes a paused game.
- Skips the subtitle screens.

D-PAD

- Moves Batman in the direction you press.
- UP helps Batman shimmy up a grappling rope. Press and hold UP to see more of the area above him.
- DOWN makes Batman crouch. Press and hold DOWN to see more of the area below him.
- Selects weapons from the Utility Belt.

BUTTON A – WEAPON ATTACK

- Throws or fires a weapon from the Utility Belt.
- Glides with Batman's cape during a fall.

BUTTON B – HAND ATTACK

- Punches in the direction Batman is facing.
- Kicks when you hold the **D-Pad** left, right or down.

BUTTON C – JUMP/GRAPPLE

- Jumps. Press and hold the **D-Pad** DOWN and press **Jump** to descend to lower areas.
- Releases Batman's grappling rope when you hold the **D-Pad** UP.

Note: Use the Options panel to switch the functions of **Buttons A**, **B** and **C** for both Driving and Platform games.

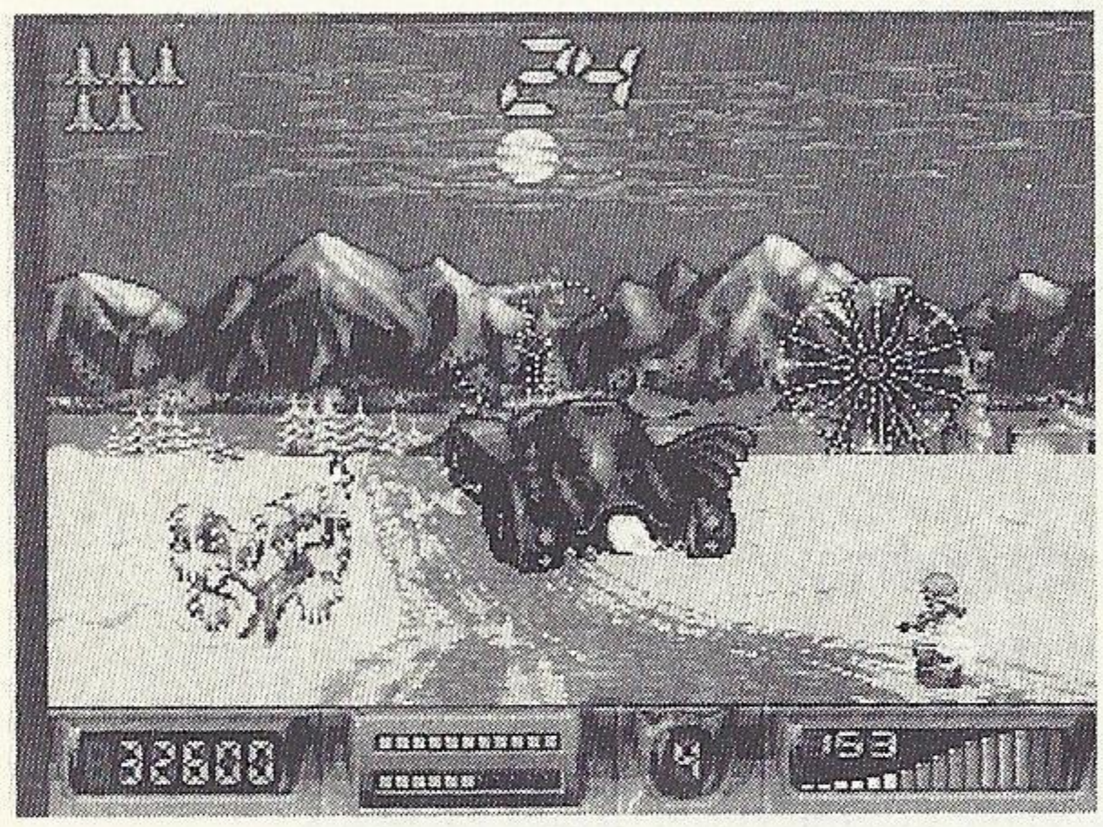
See pages 8-10.

BATMAN'S SPECIAL MOVES

"The direct approach . . . I admire that in a man with a mask." — The Penguin

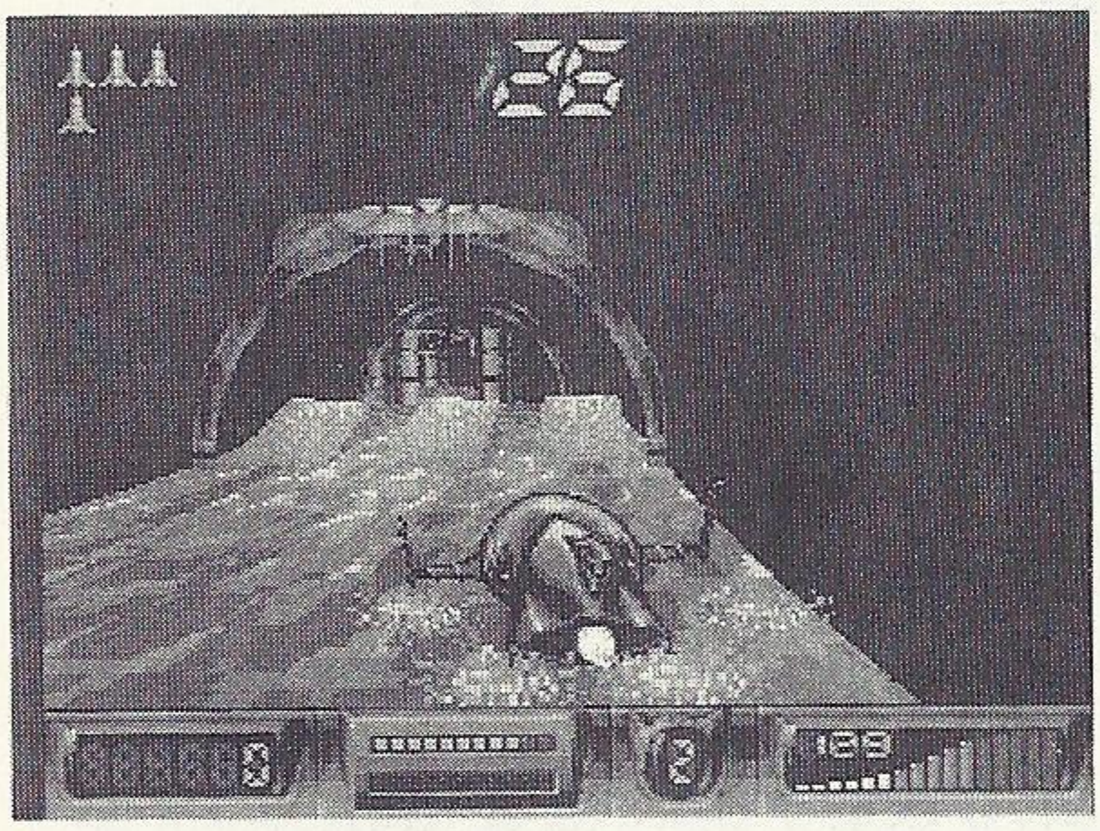
Driving Attacks

BATMOBILE JUMPS



- Hold down the **Turbo** button to accelerate while speeding up inclines. You'll be airborne when you hit the top!
- Watch the road ahead to land safely.

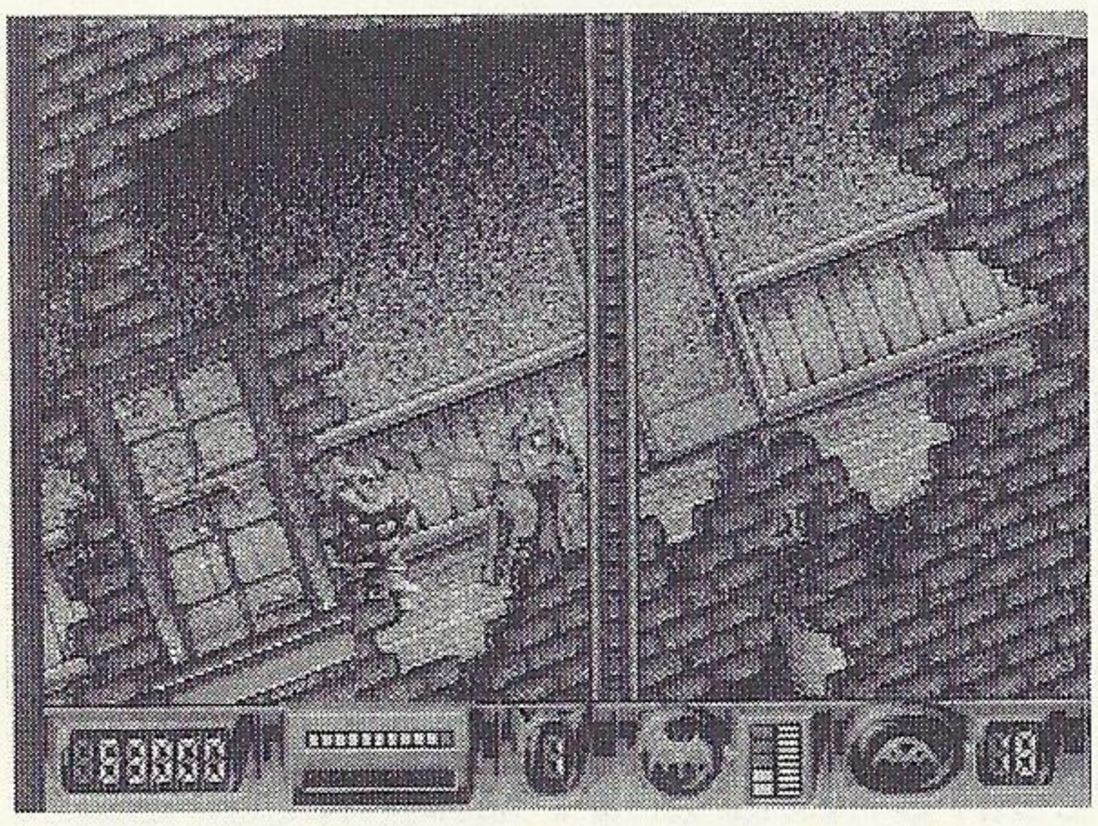
BATSKIBOAT JUMPS



- Hold down the **Turbo** button to accelerate off ramps.
- When you're airborne, swerve left or right to streak safely past the sewer posts.
- Press the **D-Pad** DOWN to slow down.

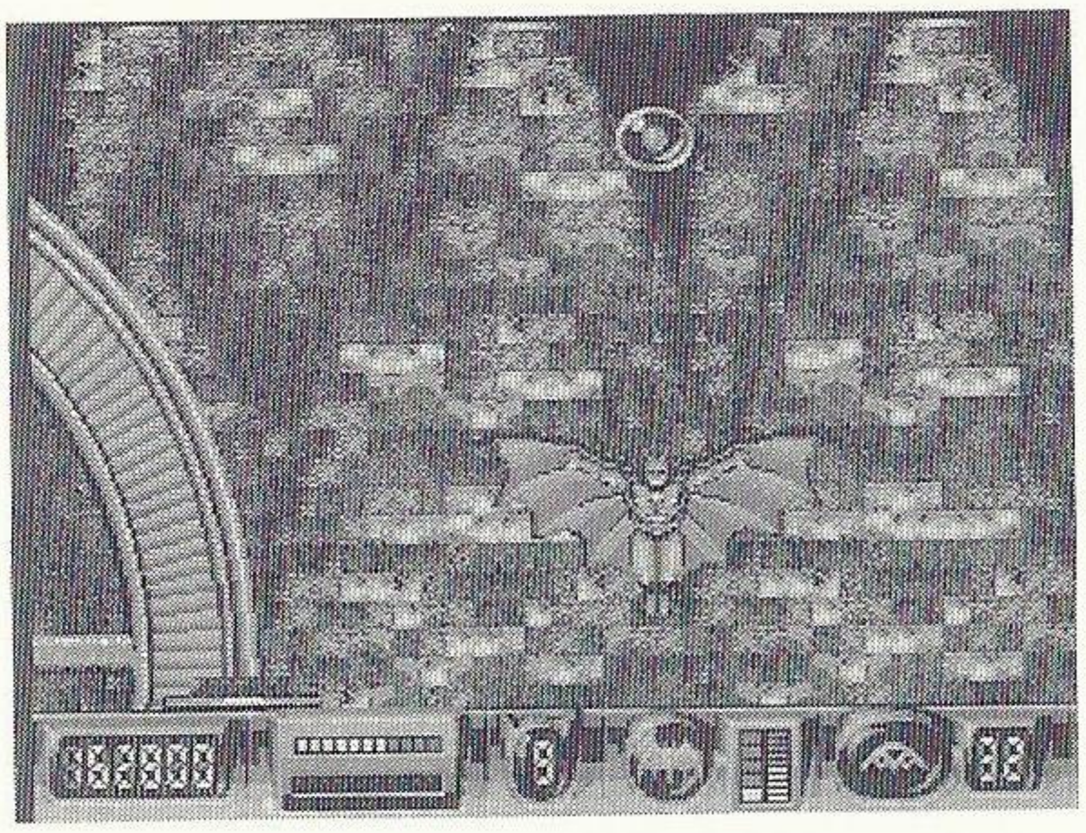
Fighting Attacks

HAND-TO-HAND COMBAT



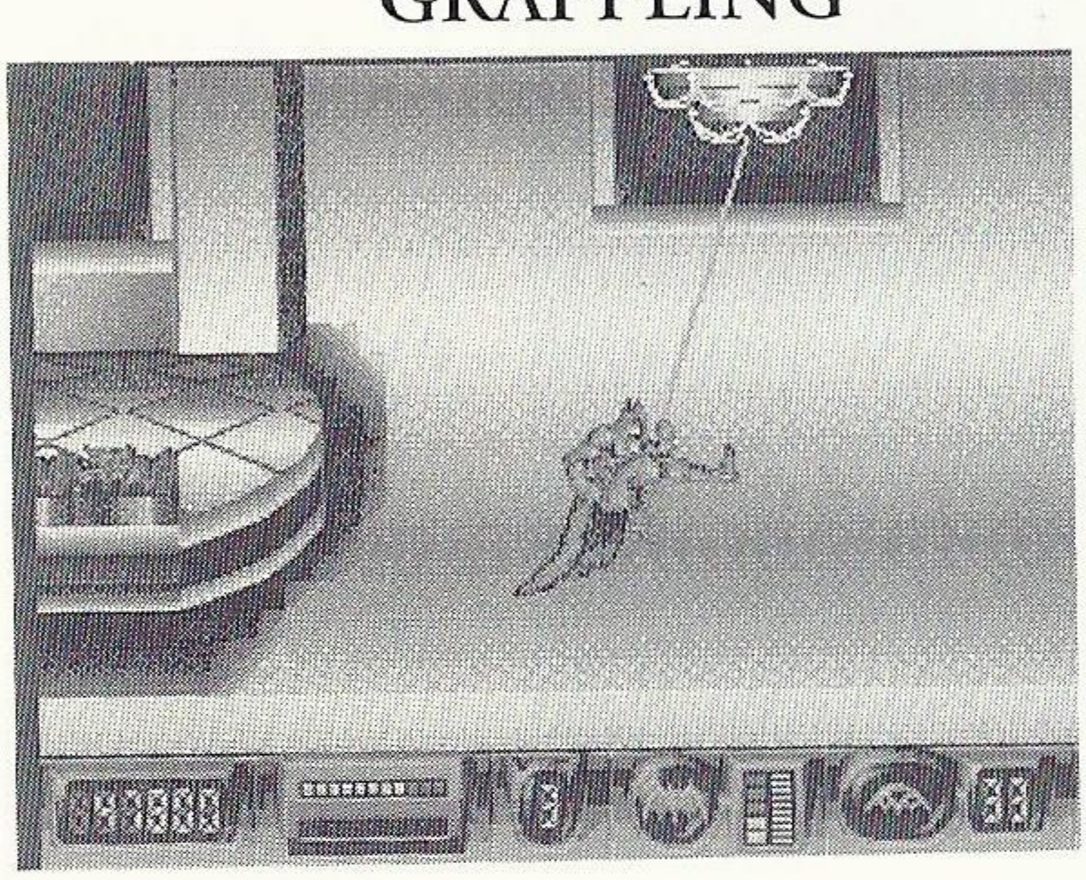
- To punch, press the **Hand Attack** button.
- To kick high, hold the **D-Pad** LEFT or RIGHT and press **Hand Attack**.
- To kick low, hold the **D-Pad** DOWN and press **Hand Attack**.

GLIDING



1. Press the **Jump** button.
2. In mid-jump, press and hold the **Weapon Attack** button to glide through the air on Batman's outspread cape. Tap the button repeatedly to flap the cape like wings.
3. Press the **D-Pad** LEFT or RIGHT to direct your glide to a safe landing.

GRAPPLING

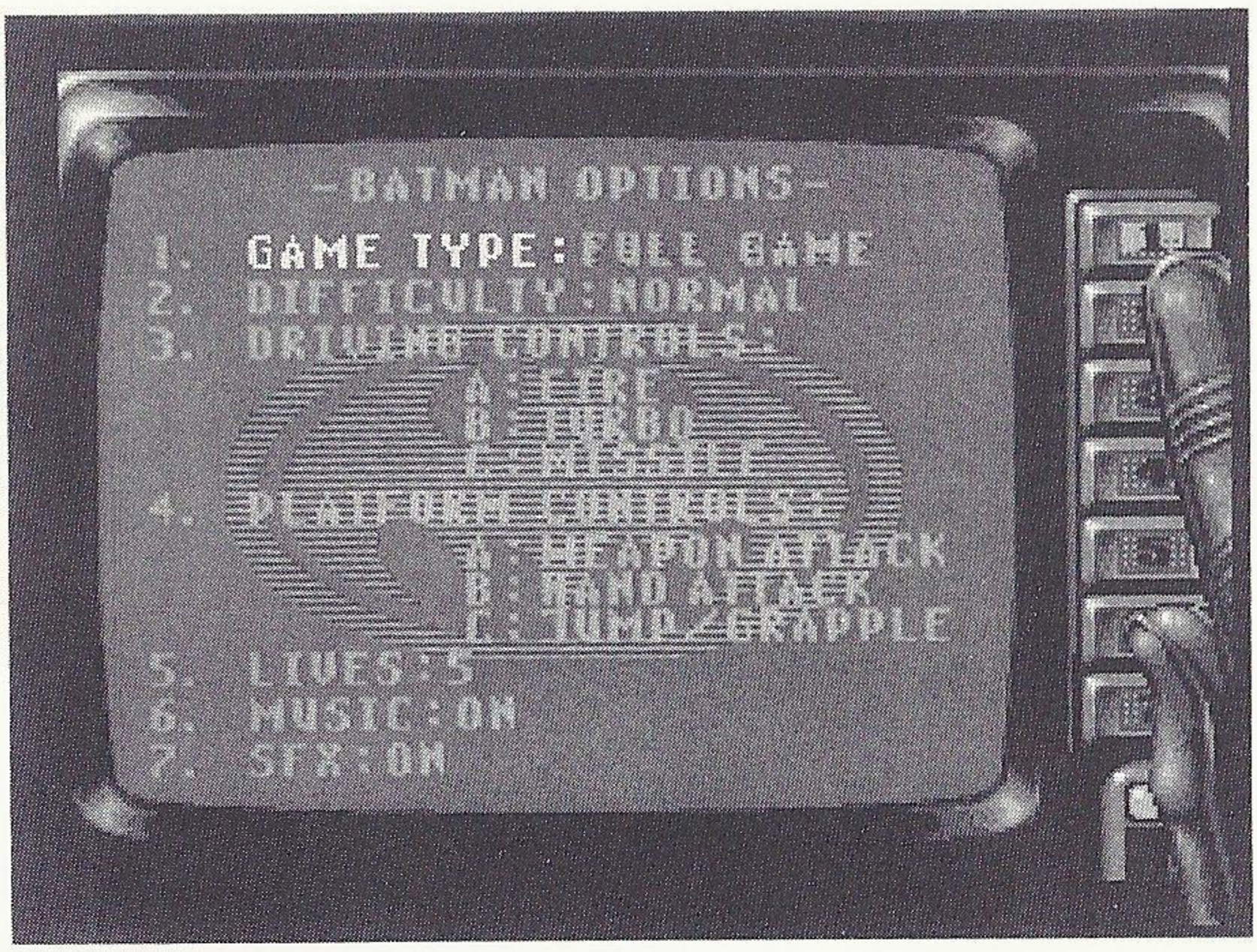


1. Hold the **D-Pad** UP and press the **Jump/Grapple** button to release Batman's grappling rope.
2. When the grappling hook catches on a ledge or beam, tap the **Jump/ Grapple** button to rapidly pull yourself up. To lengthen or shorten the rope,hold down the button and press the **D-Pad** UP or DOWN.
3. To swing from place to place, first hook the rope to a ledge or beam, then press the **D-Pad** LEFT and RIGHT while hanging from the rope.
4. Release the buttons to retrieve the grappling rope.

CHOOSING YOUR OPTIONS

"Sickos never scare me. At least they're committed."
— Catwoman

On the Title screen, press the **D-Pad** DOWN to select "Options." Then press **Start** to go to the Options panel in the Batmobile.



Batman's Glove

On this panel:

- Press the **D-Pad** UP or DOWN to move Batman's glove to the number of the option you want.
- Press **Button A** , **B** or **C** to change that option's setting.
- Press **Start** at any time to return to the Title screen. Then press **Start** again to begin battle.

1. GAME TYPE

Batman Returns is 3 brawling games in 1, each with a different ending! Choose which one you'll play:

- **Full Game:** Combines the Driving and Platform Games into one huge action/combat blockbuster. Rescue Gotham City!
- **Driving Game:** Blast through Gotham City's streets, countryside and sewers in the Batmobile and Batskiboat. Battle crime on the run!
- **Platform Game:** Use your fists, boots and Utility Belt weapons to demolish The Red Triangle Circus Gang, Catwoman and that master of malevolence, The Penguin!

2. DIFFICULTY

Select your skill level:

- Choose "Training" to practice your moves and attacks. You'll play through only the first few Acts, with unlimited Continues.
- Choose "Normal" when you're feeling tough, you know your moves fairly well, and you think you can finish the game with only 3 Continues. The Red Triangle Circus Gang is ready to dish it out!

3. DRIVING CONTROLS

Choose the most comfortable button controls for your Driving game from 6 different combinations. If you don't change the setting, the buttons will be:

Button A ..... Fire

Button B ..... Turbo

Button C ..... Missile

4. PLATFORM CONTROLS

Select the best button controls for your Platform game from 6 different combinations. If you don't change the setting, the buttons will be:

Button A ..... Weapon Attack

Button B ..... Hand Attack

Button C ..... Jump/Grapple

5. LIVES

Choose the number of lives you will have to defeat The Penguin and his heinous henchmen. Your choices are 3, 5 and 7.

6. MUSIC ON/OFF

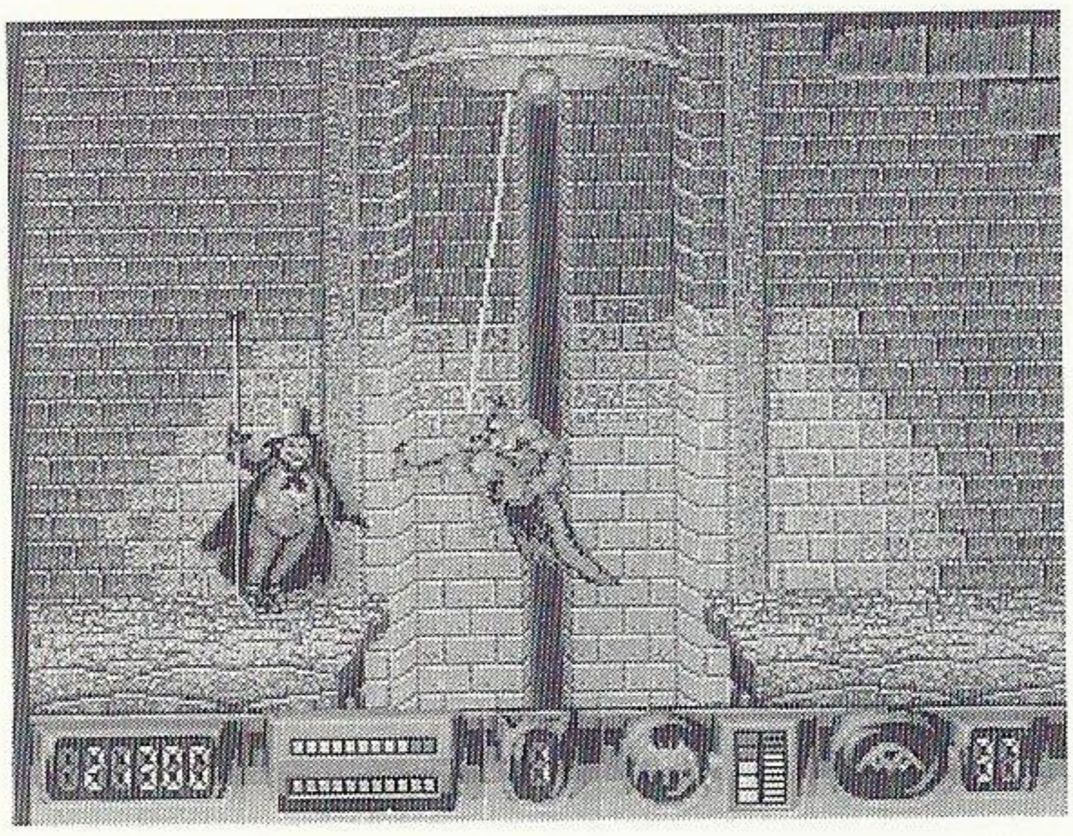
Turn the game's massive original musical score on or off.

7. SFX ON/OFF

Turn the game's incredibly realistic, digitized sound effects on or off.

TAKE BACK GOTHAM CITY!

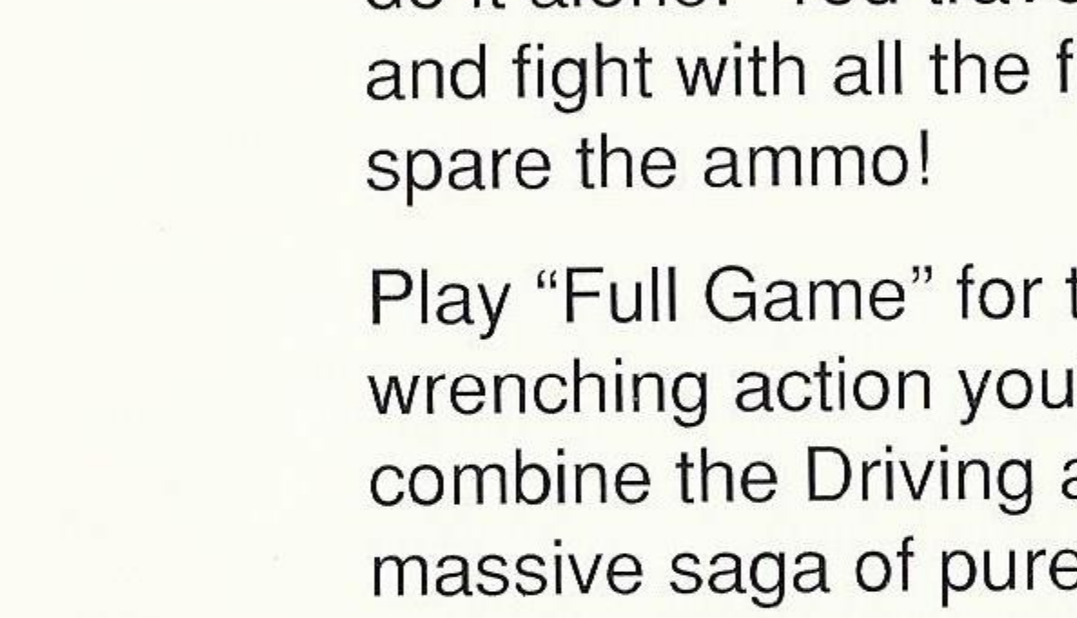
"I believe the word you're looking for is AAAAUGGGHHH*!"* — The Penguin



How do you clean up a city that thrives on crime? That relishes the dark, revels in the sinister and savors the pain and suffering of honest citizens?

You do it at night. You stalk the streets and scour the rooftops. During your battle against crime, you prowl abandoned stores and macabre cathedrals. You infiltrate the enemy's lair, right down to the racing runaway trains and the icy, ominous sewers. And you do it alone. You travel in the Batmobile or Batskiboat and fight with all the firepower you have and you don't spare the ammo!

Play "Full Game" for the most complete nerve-wrenching action you've ever lived through! You'll combine the Driving and Platform games into one massive saga of pure Batman mayhem.



In the Batmobile, you'll scream through hairpin turns at face-razoring speeds, blasting away at homicidal foes. When — and if — you reach your destination, you'll travel by foot, cape and grappling rope to hunt down the heinous Red Triangle Circus Gang and their preposterously grisly ring-master, The Penguin! After each Platform Act, you'll take up another Driving Act, sometimes in the Batmobile, sometimes in the Batskiboat.

Or choose your fight, "Driving Only" or "Platform Only," to face The Penguin's thugs on their turf — but on your terms. *Batman Returns* has 3 intense play modes. You gotta play it to believe it!

THOSE FANTASTIC RACING TOYS
(Full Game or Driving Only)

"A die for a die." — Catwoman



Get ready for a race to the death! When you see "Go!" press the **Turbo** button to blast off in the Batmobile and start a crusade against crime!

Use the **D-Pad** to steer LEFT and RIGHT; UP drives forward; DOWN puts on the brakes. Use your other button controls to fire your weapons and kick in the speed. If you haven't changed your button controls, they will be:

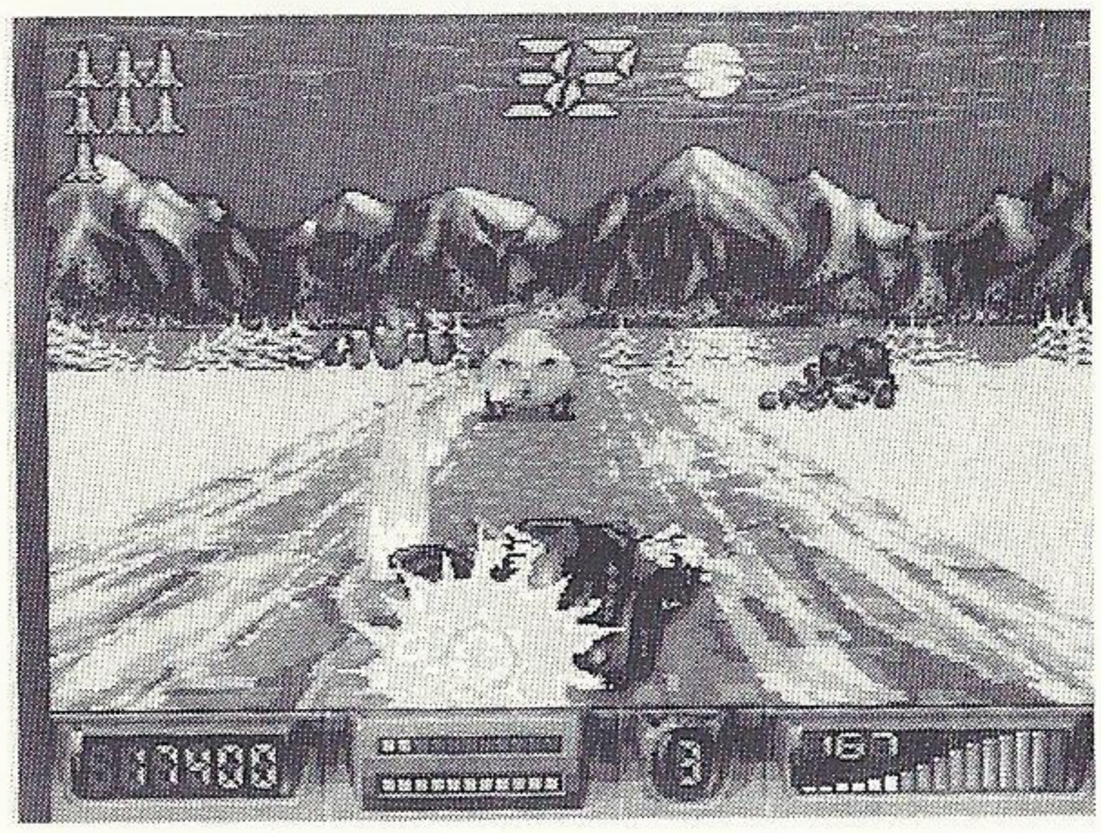
Button A **Fire:** Shoot unlimited machine gun rounds. Hold down for a burst of rapid fire.

Button B **Turbo:** Hold down to continue accelerating; release to slow down.

Button C **Missile:** Launch heat-seeking missiles that home in on the nearest target.

Start Pause the action; resume play.

Note: *See page 6 for more driving attacks.*



Unload your ammo on the speeding goons ahead, while swerving to avoid gasoline bombs and other surprises. Your machine gun rounds are unlimited, but you should conserve the missiles for the really ugly customers. Bash into the trash cans with the flashing signals to pick up more missiles. Stay on the road and away from obstacles! The only way to clear the stage is by annihilating all enemies or clearing all barriers within the time limit.



Missiles: How many missiles you have left.

Time: How many seconds remain to complete the stage. Stages start with different time limits depending on their length and difficulty.

Score: Your total points so far in the game.

Health: Your remaining stamina. If this bar disappears, you lose one life and must begin the stage over. Some or all of your health is restored when you clear a stage.

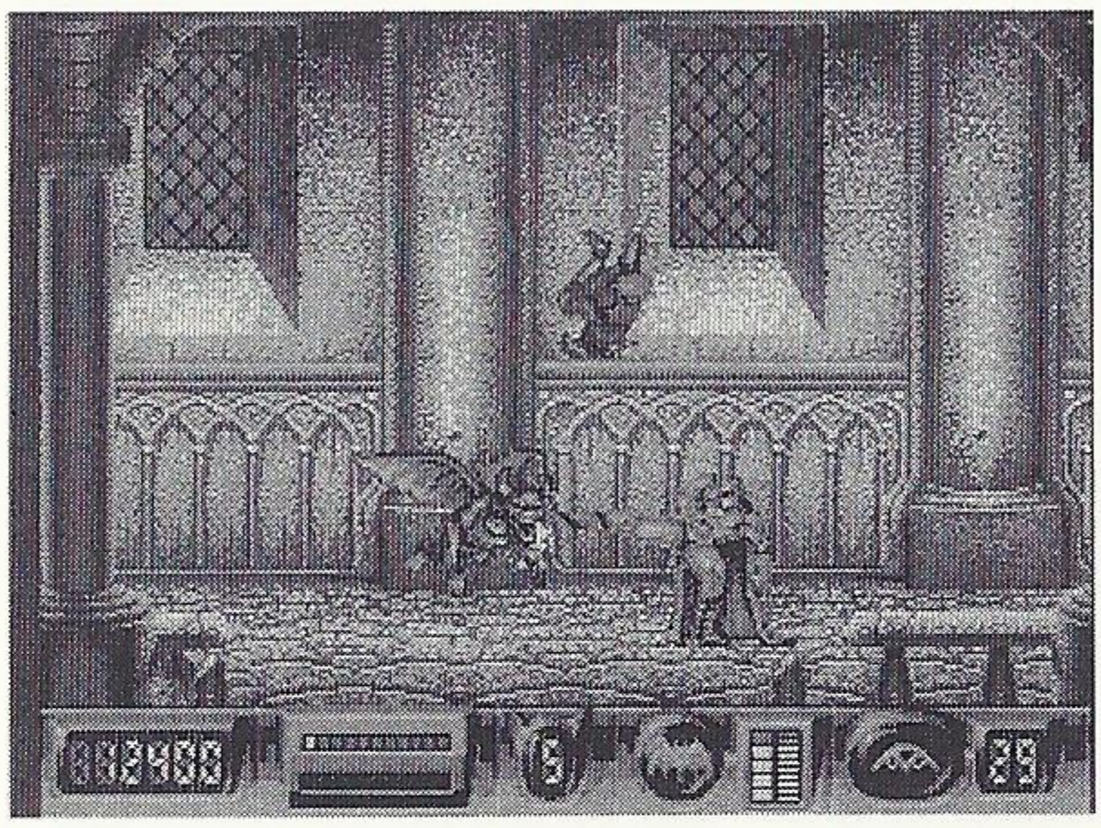
Enemies: How many criminal drivers you still have to destroy.

Lives: Your remaining lives. If you lose all your lives, the act ends. You can restart the act as long as you have Continues left *(see page 21)*.

Speed: How fast you're traveling.

A HOT TIME IN THE COLD TOWN
(Full Game or Platform Only)

"Actually, this is all just a bad dream."
— The Penguin

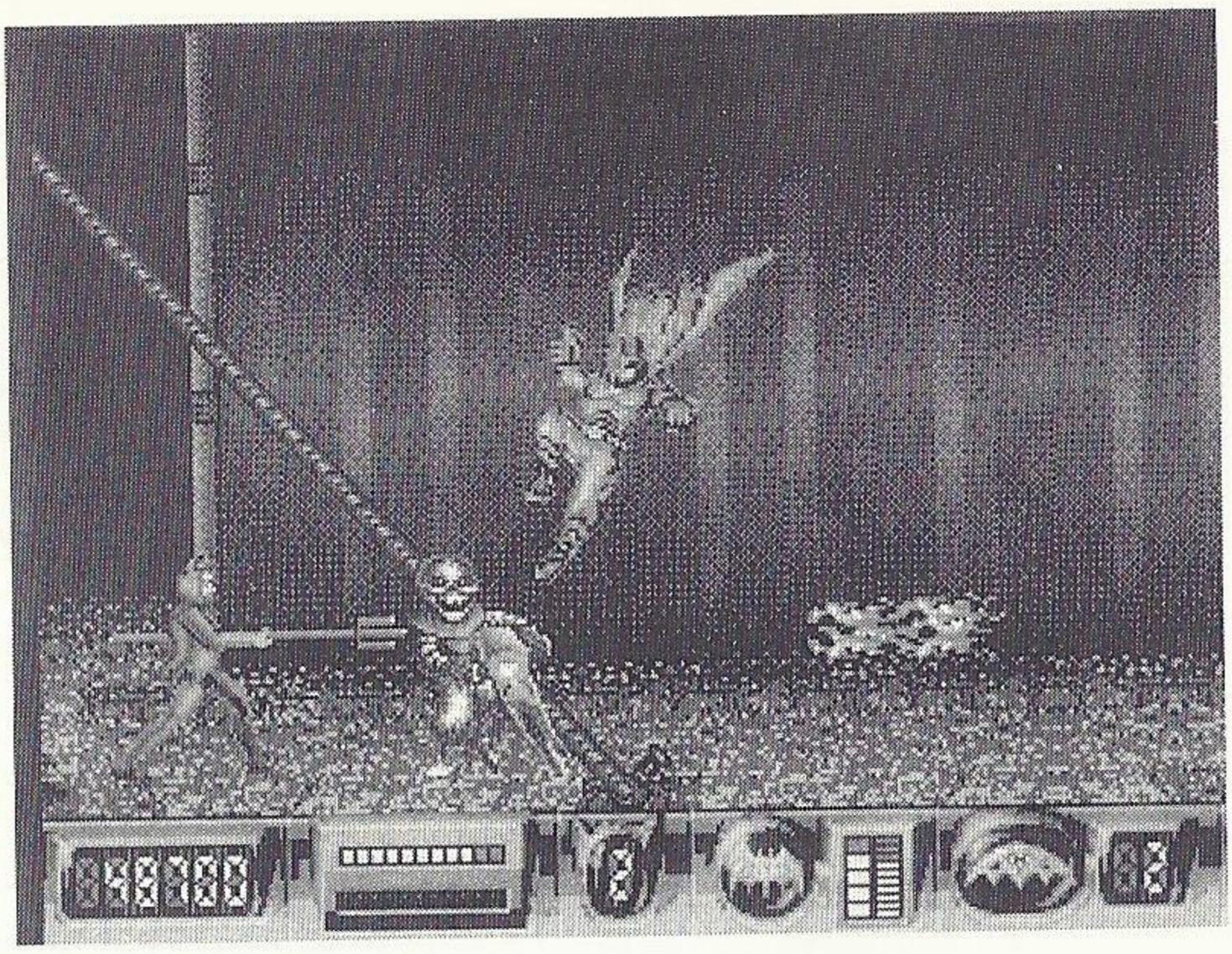


This city war takes on a weird twist — you start out at the top! In fact, you're clinging to some of the tallest skyscrapers and scaffoldings in Gotham City. And The Penguin and his powerhouse of costumed criminals are rallied against you. Choose your weapons carefully, and time your moves perfectly. Make the bad guys take the fall!

Use the **D-Pad** to move LEFT and RIGHT. Look UP and DOWN before you leap, to check out what's above and below. Use your other button controls for combat. If you haven't changed them on the Options panel, they will be:

Button A	**Weapon Attack:** Launch a weapon from your Utility Belt; glide with Batman's cape during a jump.
Button B	**Hand Attack:** Punch in the direction you're facing; kick when you hold the **D-Pad** LEFT, RIGHT or DOWN.
Button C	**Jump/Grapple:** Jump; release your grappling rope when you hold the **D-Pad** UP.
Start	Pause the action to select weapons from the Utility Belt; resume a paused scene.

Note: *See pages 6-7 for more special moves and attacks.*



Score: Your total points so far in the game.

Your Health: Your remaining stamina. The bar flashes when it gets low. If it disappears, you lose one life. You'll be restored to battle at that spot as long as you have lives left. You can regain some or all health with a Heart power-up *(see page 20)*.

Boss's Health: A bar appears here when you confront one of your most mortal adversaries, such as Catwoman. These enemies are definitely bad for your health. As they weaken, though, this bar disappears. Reduce this bar to nothing (use your Utility Belt weapons) and you win!

Lives: Your remaining lives. If you lose all your lives, the act ends. You can restart the act from the beginning as long as you have Continues left *(see page 21)*.

Flight Power: Your ability to glide with your cape (by pressing **Weapon Attack** during a fall).

Weapon in Use: The weapon currently selected from your Utility Belt.

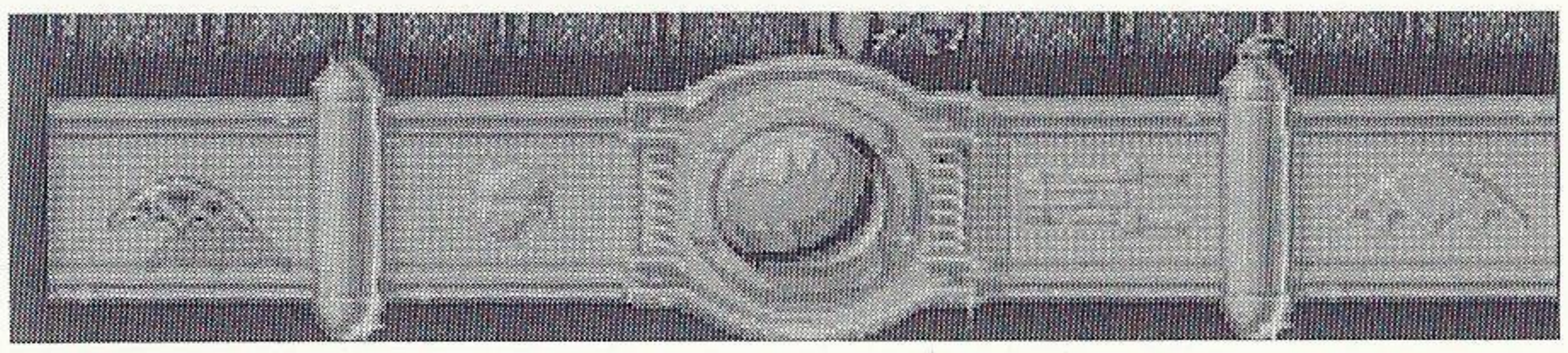
Weapons Left: How many shots of your current weapon you have left. (The number flashes when you're low.) You can regain weapons by collecting power-ups *(see pages 16-17)*.

USING BATMAN'S UTILITY BELT

"You don't really think you'll win, do you? "
— The Penguin

What sets Batman apart is that he's always had the *best toys*. He carries an arsenal of deadly toys (make that *weapons*) under his belt.

Press **Start** to bring up your Utility Belt. Here's what you have when the game begins:



Press the **D-Pad** RIGHT or LEFT to highlight the weapons. When you've chosen the weapon you want, press **Start** again to resume the action.

You start the action with at least one of each weapon. You can collect more weapons by collecting power-ups as you move through Gotham City and its surroundings.

The game screen shows how many shots remain of the weapon you're currently using *(see page 15)*. When you use up a weapon, you'll automatically start using the weapon that's farthest to the left on the Utility Belt. (This is usually the regular Batarangs, unless they're all used up.) Weapons that are used up cannot be selected from the Utility Belt.

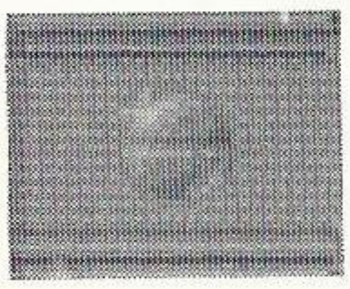
The Utility Belt can hold up to 99 of each weapon, so pick up all the power-ups you can find. You can never, *ever* have too many weapons!

Utility Belt Weapons



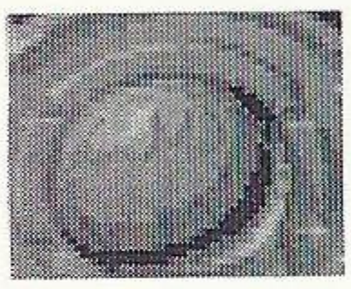
REGULAR BATARANGS

Snap these with your wrist, fast and hard. It's amazing what damage these little blades can do. Regular Batarang power-ups give you 10 and even 20 more weapons at once.



SMOKE BOMBS

These explosives can really put the heat on someone — if you toss them before your attacker gets too close. Rush up and pound enemies to dust while the smoke is still burning their eyes.



DEADLY SWARMS OF BATS

No special aim needed here. Just release these vicious creatures and let them fly in the face of danger!



GRAPPLING GUN

You can really pull a fast one with this specialized firearm. One zap and those clowns will call it quits!



SUPER-SEEKING BATARANG

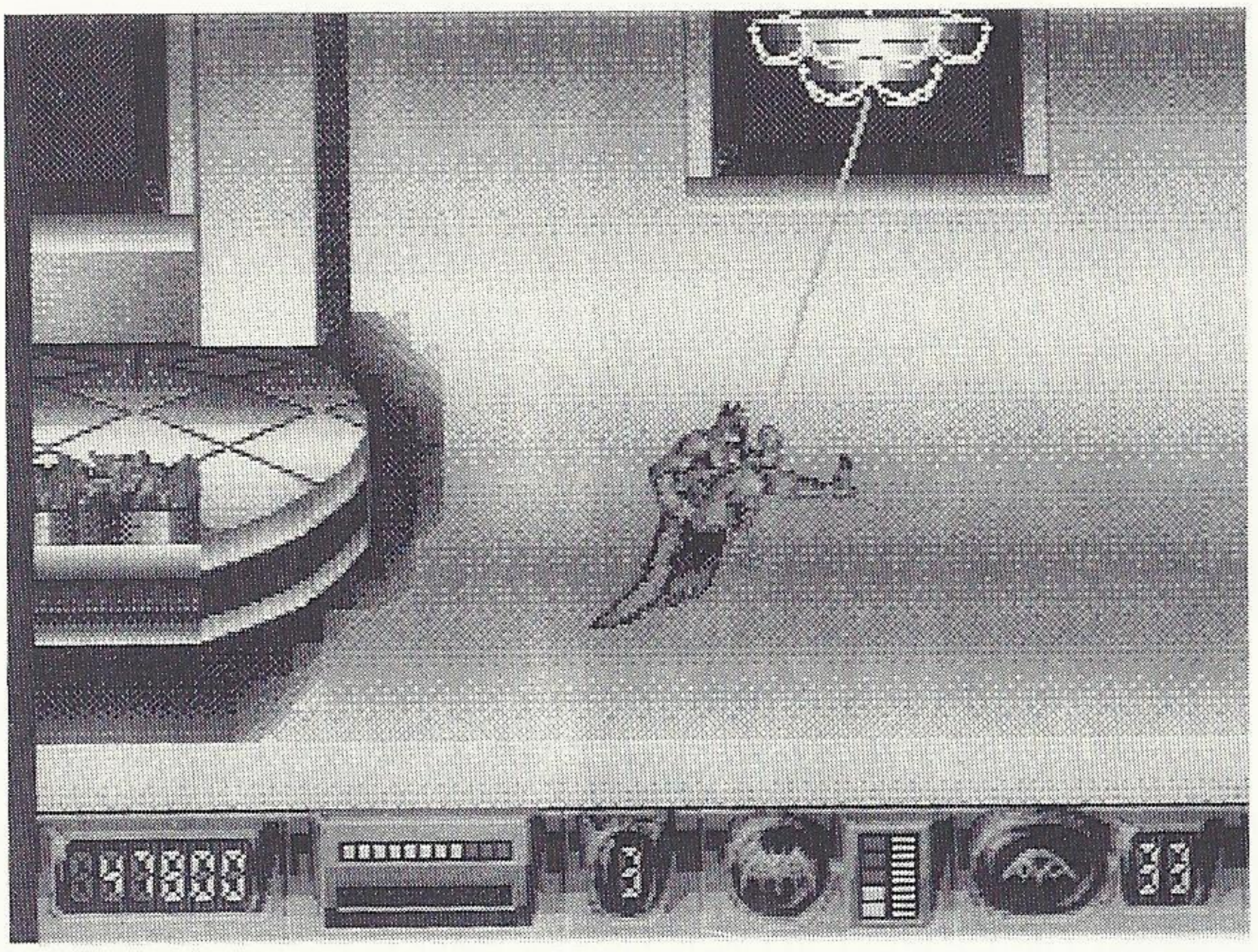
This high-powered weapon seeks out hoods and hooligans anywhere in the area, no matter which direction you throw it. And once it tracks them down, it takes them out! Demolish multiple goons with one throw when they're attacking close together!

USING BATMAN'S SPECIAL TOOLS

"Who's the man behind the bat?"
— Catwoman

Grappling Hook

Use the grappling hook to reach places too high to jump to, or where no foothold is available. Press the **D-Pad** UP and press **Jump** to fling the hook towards a ledge or opening. If there's something to snag onto, the hook will "catch." Then tap the **Jump** button to climb up the rope. Hold down the button and press the D-Pad UP or DOWN to lengthen or shorten the rope.

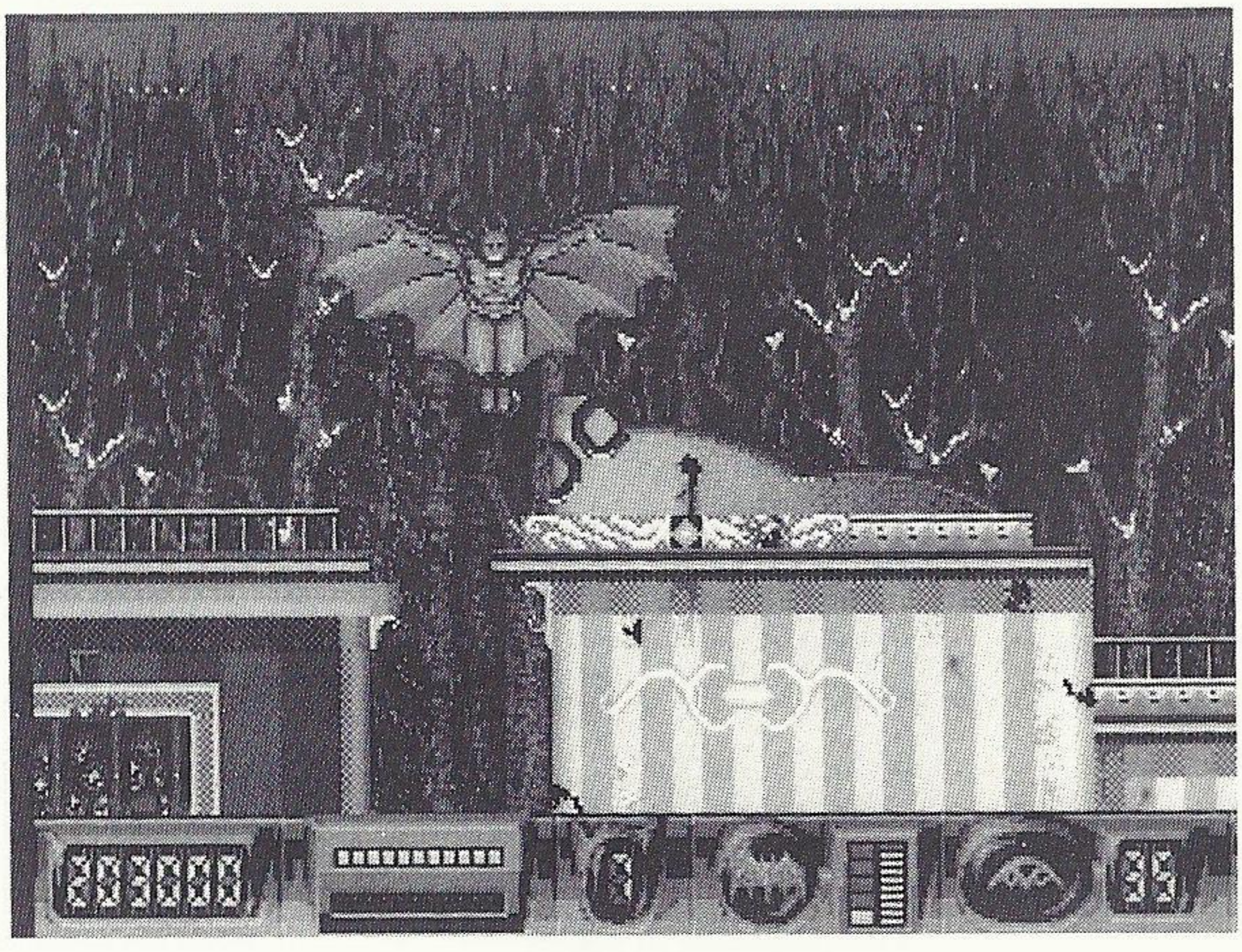


You can also use the grappling hook and rope to swing from place to place over treacherous dangers below. First hook the rope, then press the **D-Pad** RIGHT and LEFT to swing back and forth, or to swoop on the rope from one place to another.

Batman's Cape

You can spread Batman's cape and glide through midair. This is especially useful for collecting power-ups in hard-to-reach places, and dodging damage in dangerous areas, like over spiked floors.

To glide, press and hold the **Weapon Attack** button during a fall. (If you like, you can tap the button repeatedly to flap the cape like bat wings, although this won't affect your glide.)



Flight Power

You start your combat with a certain amount of flight power. Each time you glide, you use a portion of it. Collect Cape power-ups to to restore some of your flight power.

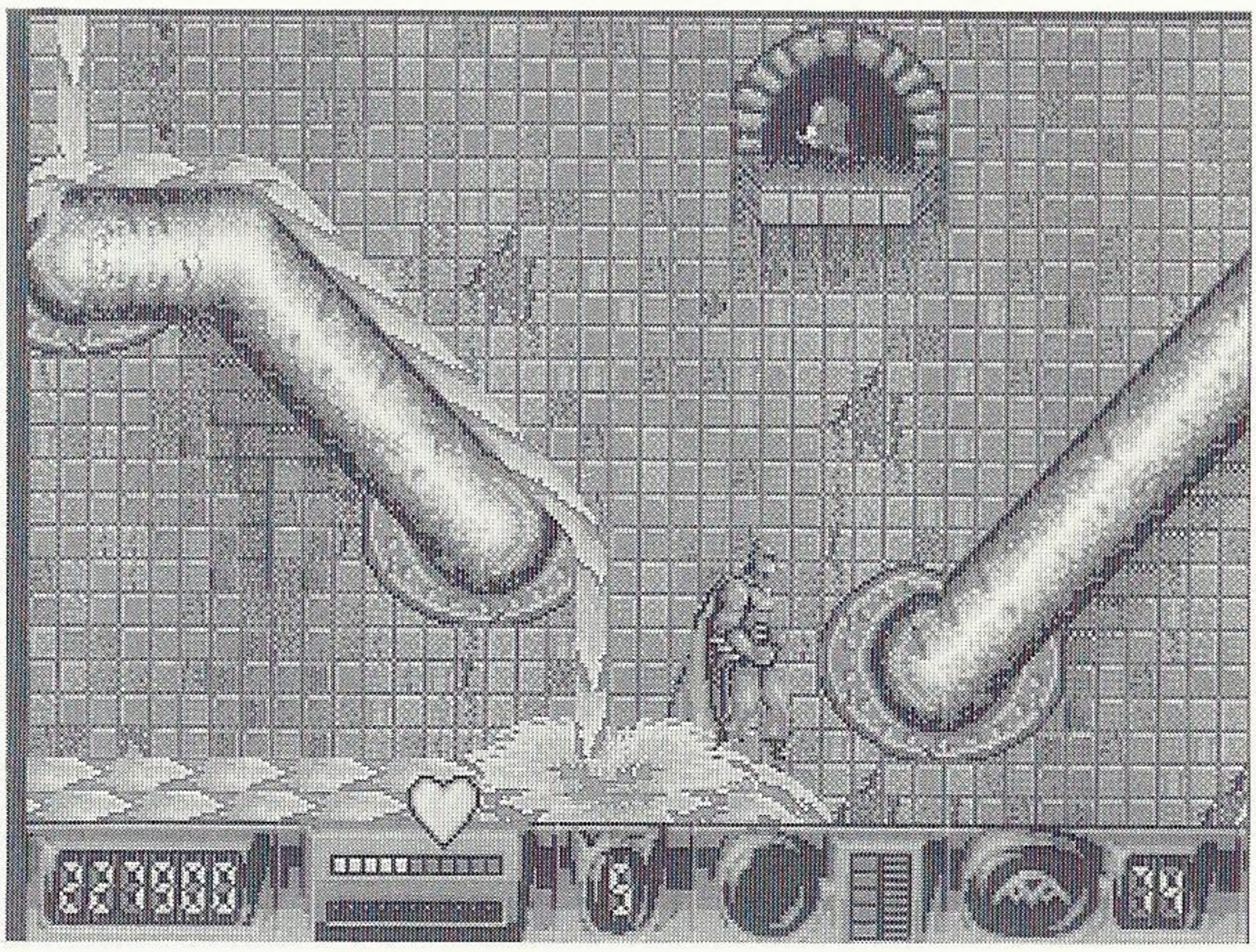
Batman's Boots

The soles of your boots are invincible to fire, bullets, bombs, electricity and other deadly dangers. Learn the trick of kicking to shield yourself from damage.

BATMAN'S LIVES

"I have but one pet cause today: Ban the Bat!"
— Catwoman

You may not have 9 lives like Catwoman, but you can start your battles with up to 7 lives (chosen on the Options panel). You can extend your Health bar and increase your number of remaining lives during combat by picking up Regular Hearts, Pulsing Hearts and Batman Masks.



Your Health **Lives**

Regular Hearts restore 4 units of health.

Pulsing Hearts top off your Health bar at full strength.

Batman Masks give you an extra life.

Each time you start a new level, your health is restored to full capacity, although your weapons count remains the same.

STARTING A LIFE

You start out with 3, 5 or 7 lives, depending on your setting on the Options panel. Each time your health runs out, you lose a life. You will return to battle as long as you have lives left.

In the Driving game, you start the stage over. In the Platform game, you reappear on or near the spot where your health ran out. When you lose all your lives, you have the option to continue or quit the game, or the game may end.

CONTINUING A GAME

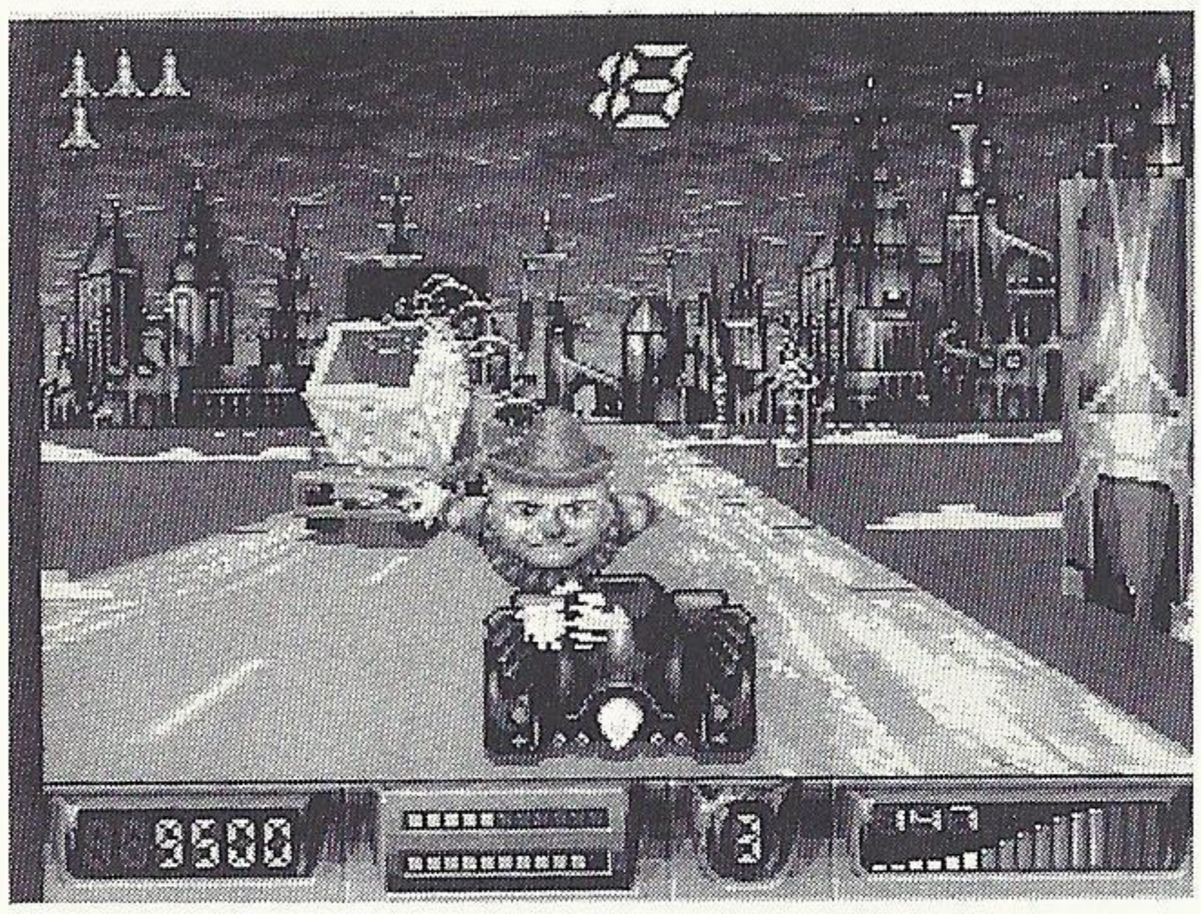
If you choose to go on, press **Start** on the Continue screen before the timer reaches zero. You will resume the game at the beginning of the *act* (not the stage or level) you last played. Your health and number of lives will be restored to their full amounts, and you'll be outfitted with a new set of weapons in your Utility Belt.

ENDING THE GAME

Dousing The Penguin in his own sewer slime is one sure way of ending the game. Another is losing all your lives and all your Continues. When that happens, you'll return to the Title screen, where you can go on to set different options (if you want) and begin a new, and hopefully more successful, onslaught against The Penguin and his menacing minions!

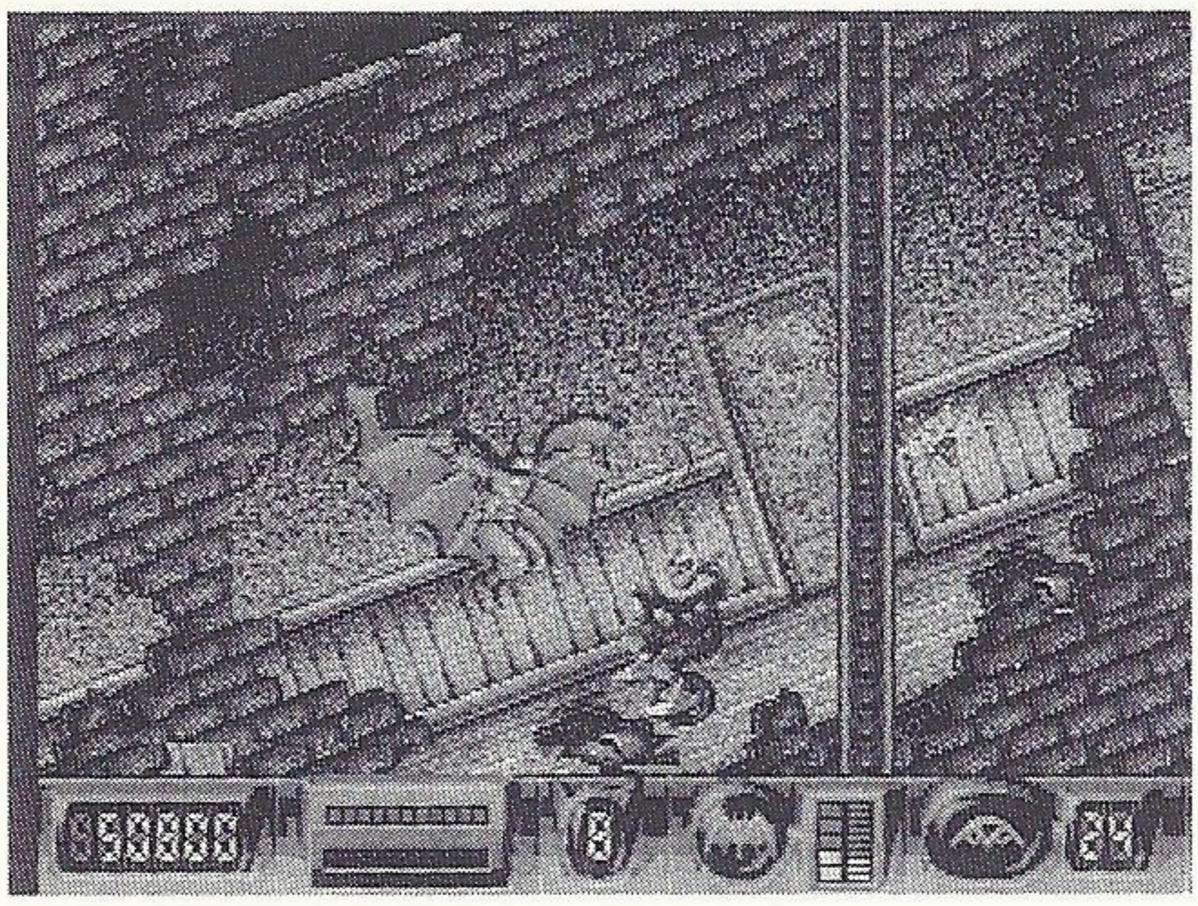
SCENES OF THE CRIME

Act 1: Streets of Gotham (Driving Game)



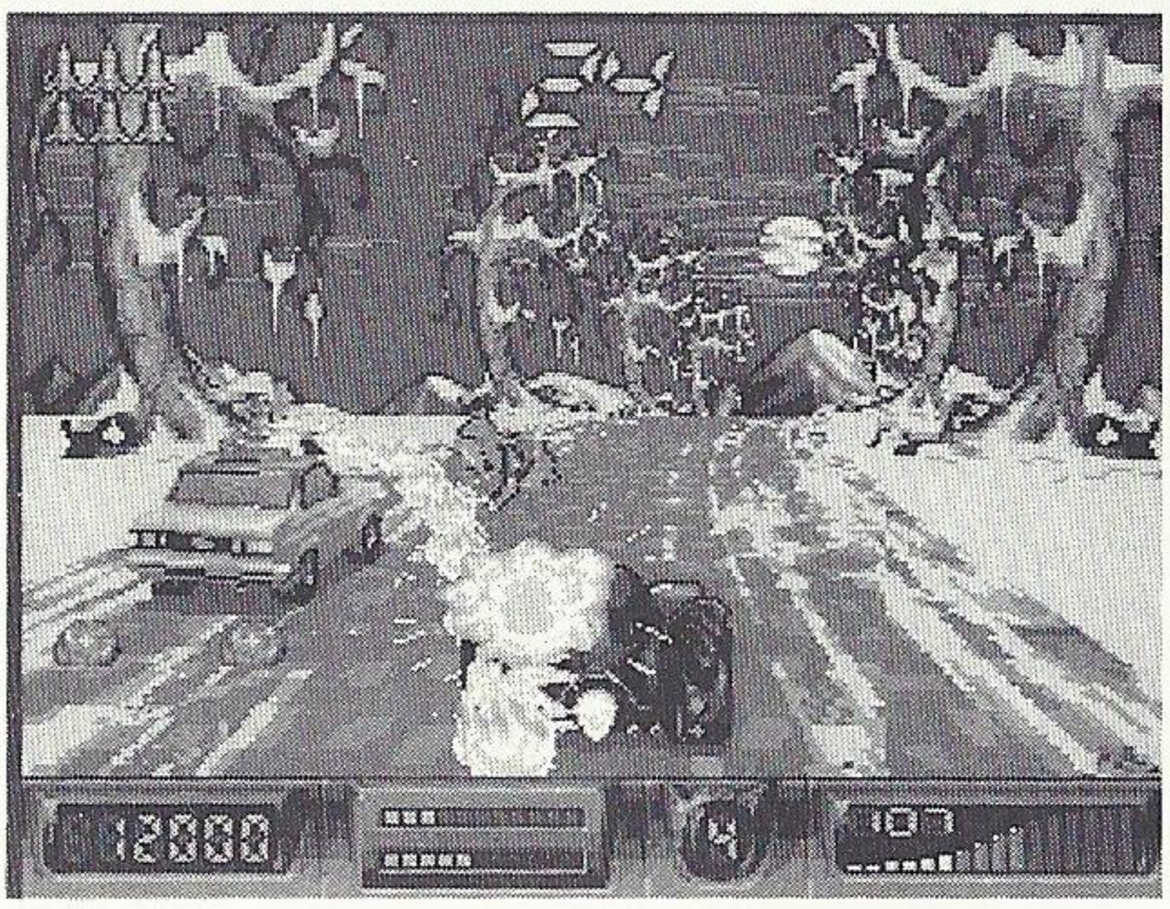
Peel out in the road-gripping Batmobile, chasing down a squad of gasoline-bombing bikers and getaway cars lobbing explosives. Bash into the special trash cans with the flashing signals to increase your missile supply. Save your missiles for the fire truck that tries to hose you down with a stream of flames!

Act 1: Gotham City (Platform Game)



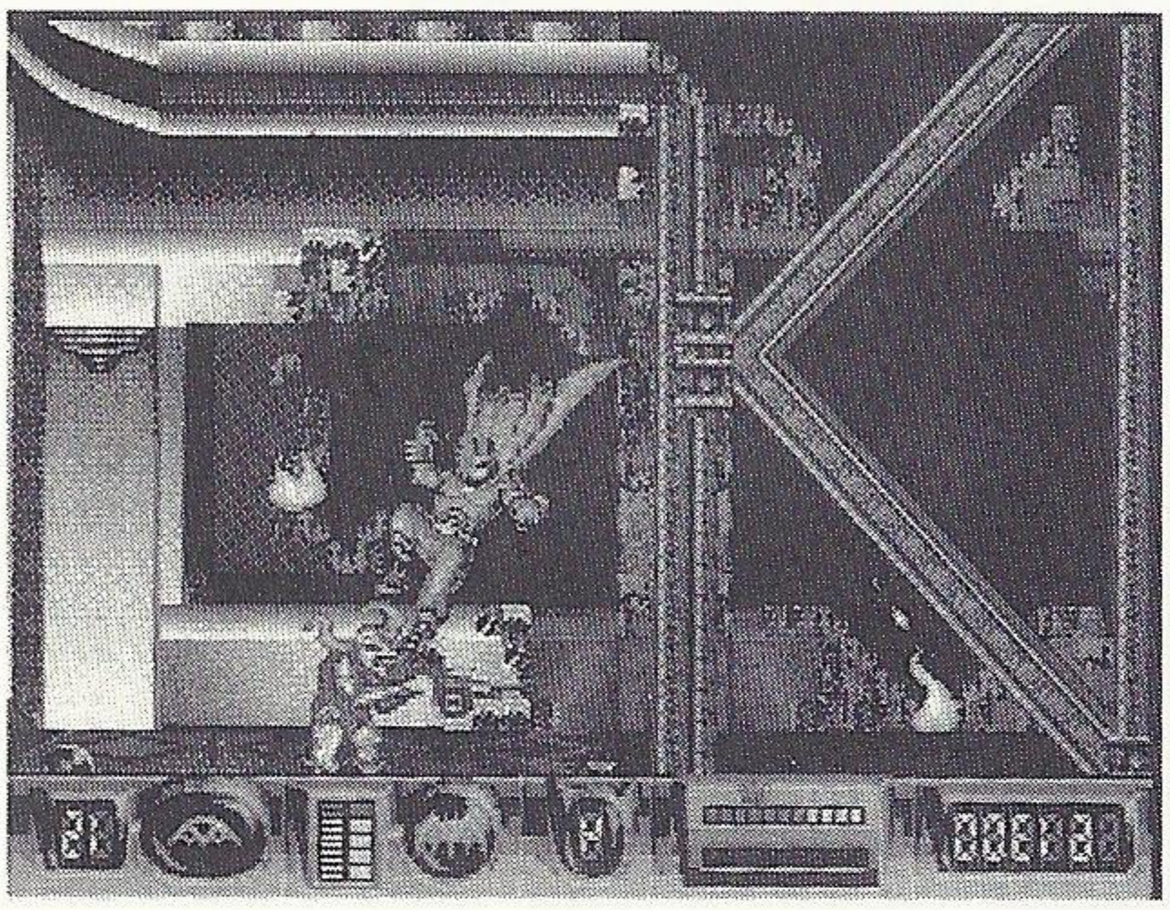
Scale the skyscrapers as you ascend to the heights. Dodge the gargoyles' fireballs and the spinning kicks of thug acrobats. Slap and kick them into oblivion! You can't destroy the exploding penguins, so your best bet is to move fast and duck the shrapnel. Catwoman cracks her whip on the rooftops. She's almost too fast for your fists, so pepper her with Utility Belt weapons. Take a secret passage through the abandoned warehouse on 22nd Street — but don't get sucked in! Prowl and pummel your way through the ruined cathedral, climb with your grappling rope, and swing for your life in the final duke-out with The Penguin!

Act 2: Winter Wonderland (Driving Game)



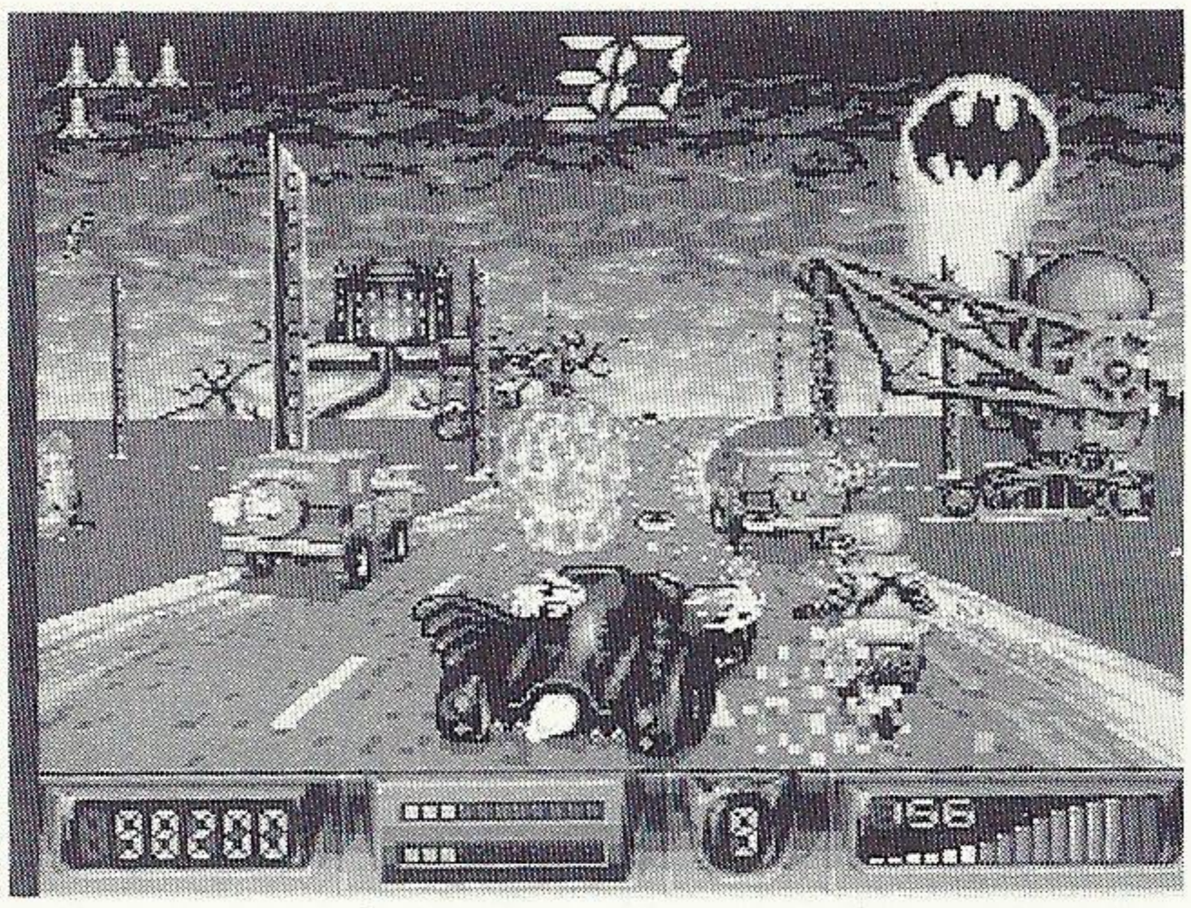
Ice slicks and snow-shrouded trees are as deadly as they are beautiful. A Ferris wheel turns merrily in the distance as you battle more mad leering bikers and speeding thugs. Use rapid fire to weaken your opponents. Ram and sideswipe to shove them off the road in bursts of flame!

Act 2: Schreck's Wonderland (Platform Game)



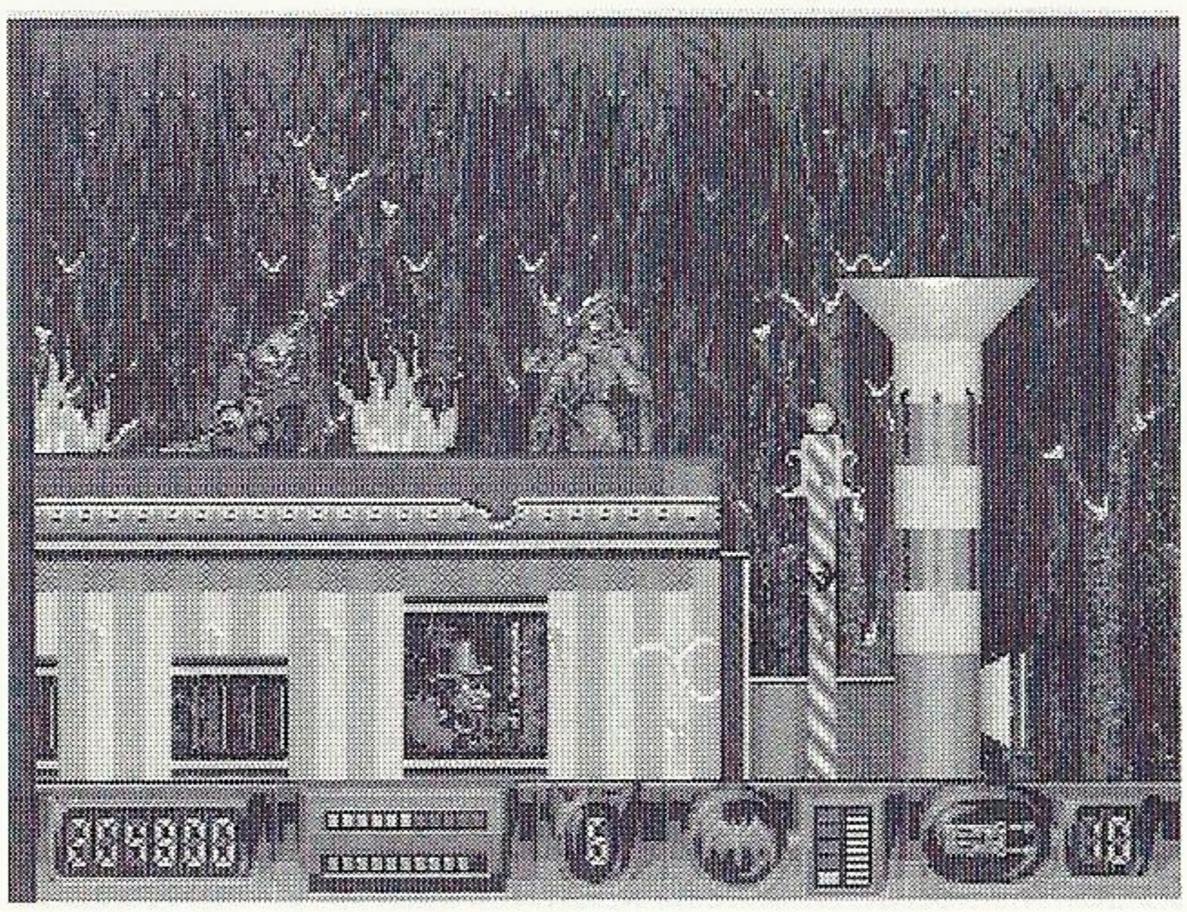
It's an up and down battle! Use your weapons to take out the strong man on the roof — don't try to fight him hand-to-hand. Then fight your way through what's left of Schreck's infamous Department Store. The Red Triangle Circus Gang is here in force, lurking behind every wall, escalator and chandelier. Search for hidden power-ups and watch out for that broken elevator.

Act 3: City Limits (Driving Game)



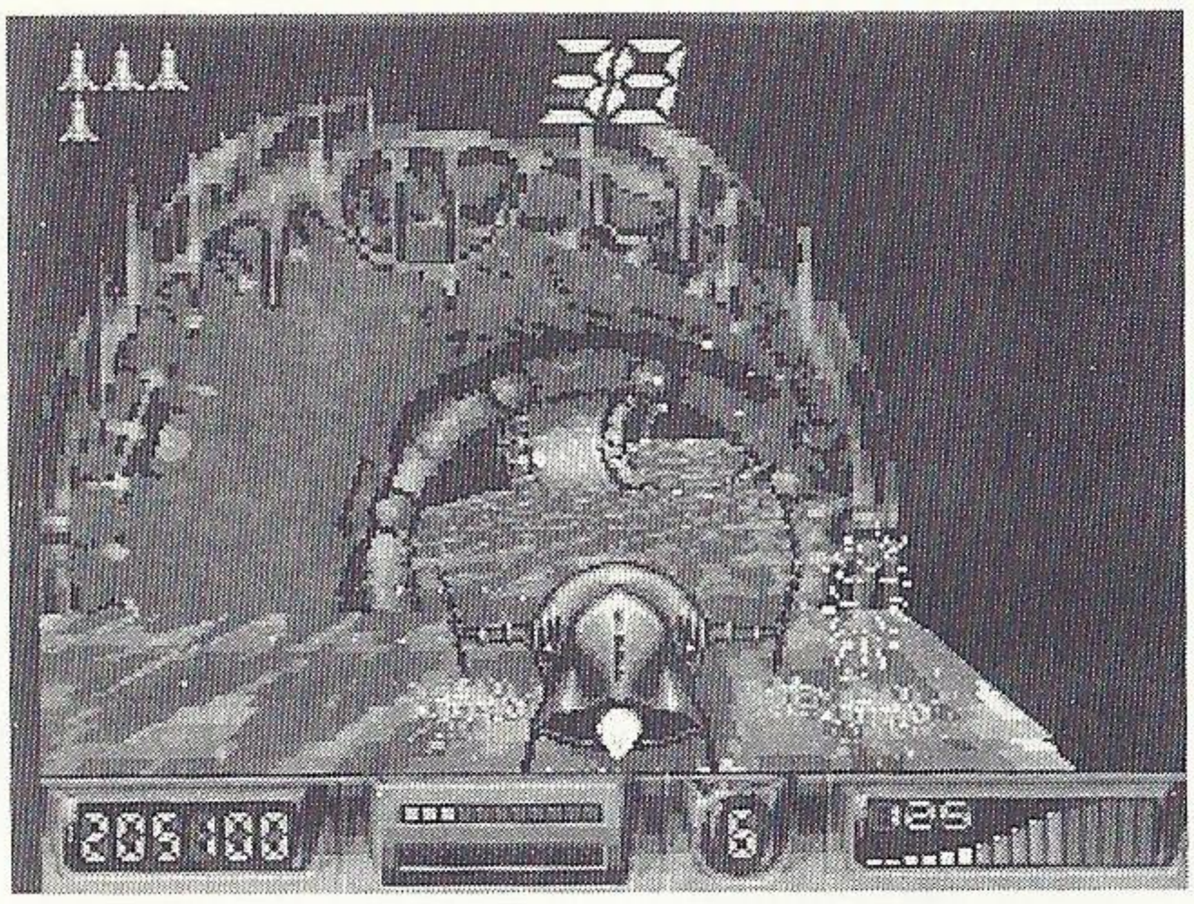
Zig-zag along the ominous avenues of the outlying city sectors, under the glare of Batman's searchlight. You'll need a load of missiles to batter the battalions of battling brutes that terrorize the streets. Swerve to dodge the bolts of cold rolled steel deliberately dropped by the speeding trucker!

Act 3: The Red Triangle Circus (Platform Game)



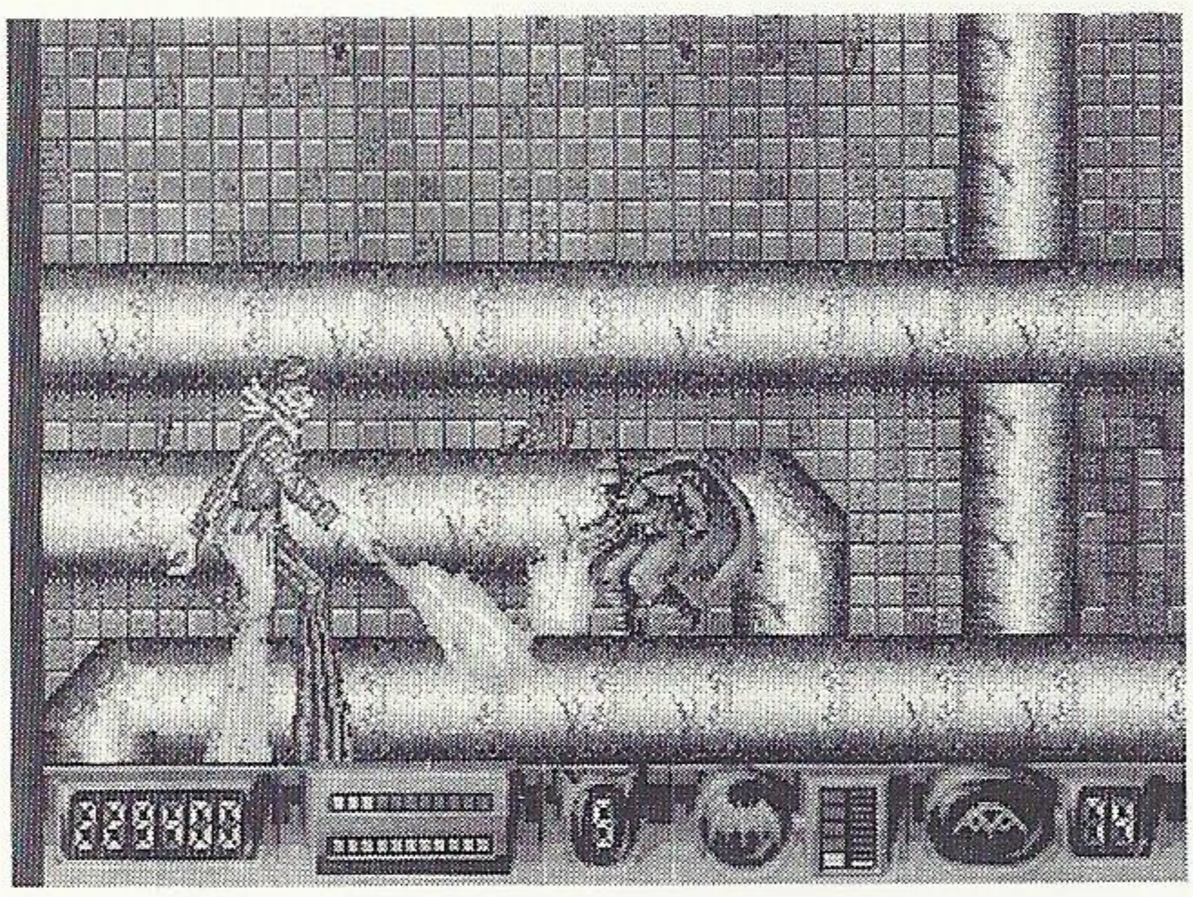
If you can't join the circus, beat it! Start at the animal cages and pummel your way through to the Ferris wheels. Stay off the ground — there's no way out if you drop into the bottomless pit. Don't look for luck in the House of Mirrors, where cruel clowns leap from behind the glass. Catch the last train out of town. Don't rush across the cars or you'll end up under the wheels!

Act 4: Sewers of Gotham (Driving Game)



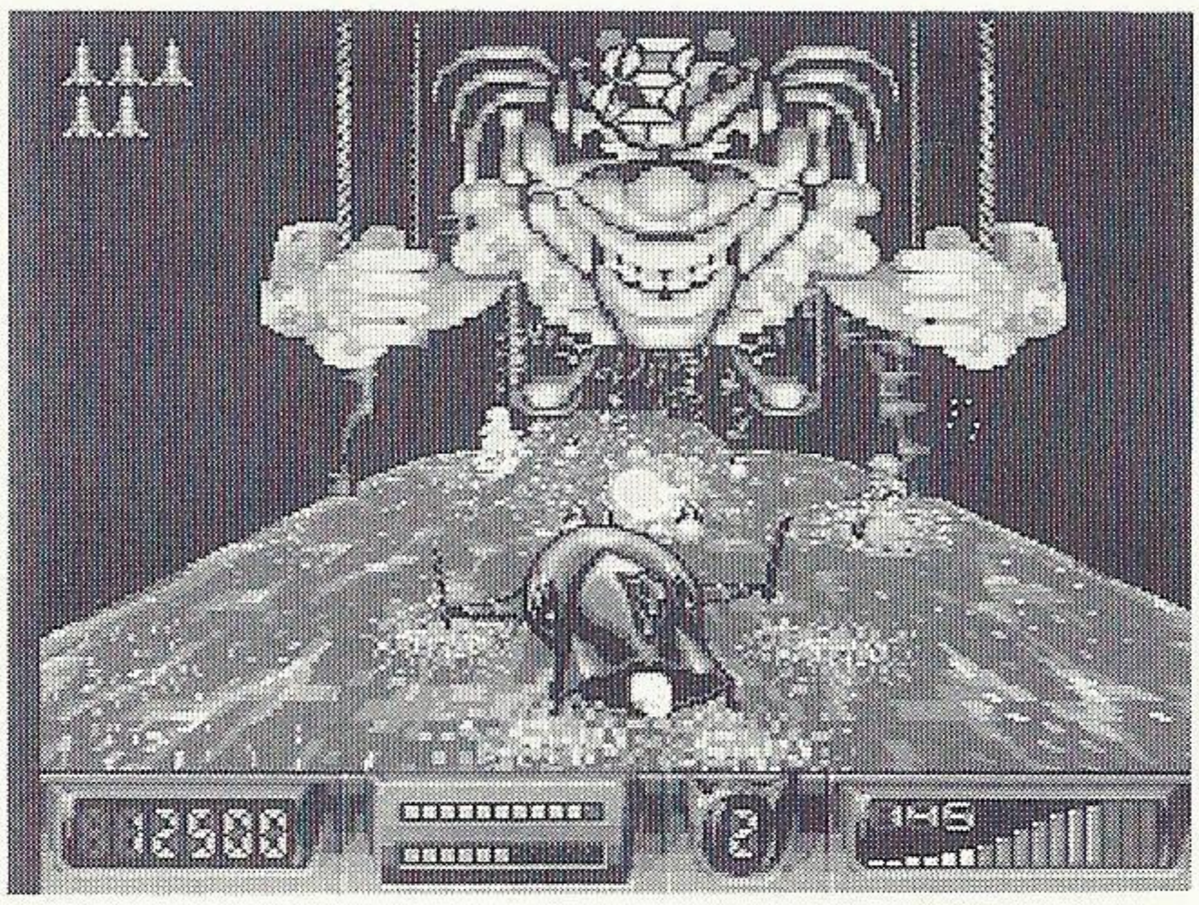
Take control of the Batskiboat and dive into the cold, putrid sewers of the city's underbelly. Blast open the sewer gates and hurtle into the deadly depths. Twist and turn through the sludge and slime, dodging sewer posts and leaping drainage pipes. Press the **D-Pad** LEFT or RIGHT for 360s as you fly off the ramps. Look ahead to see obstacles before you crash. And try not to get seasick!

Act 4: Into the Sewers (Platform Game)



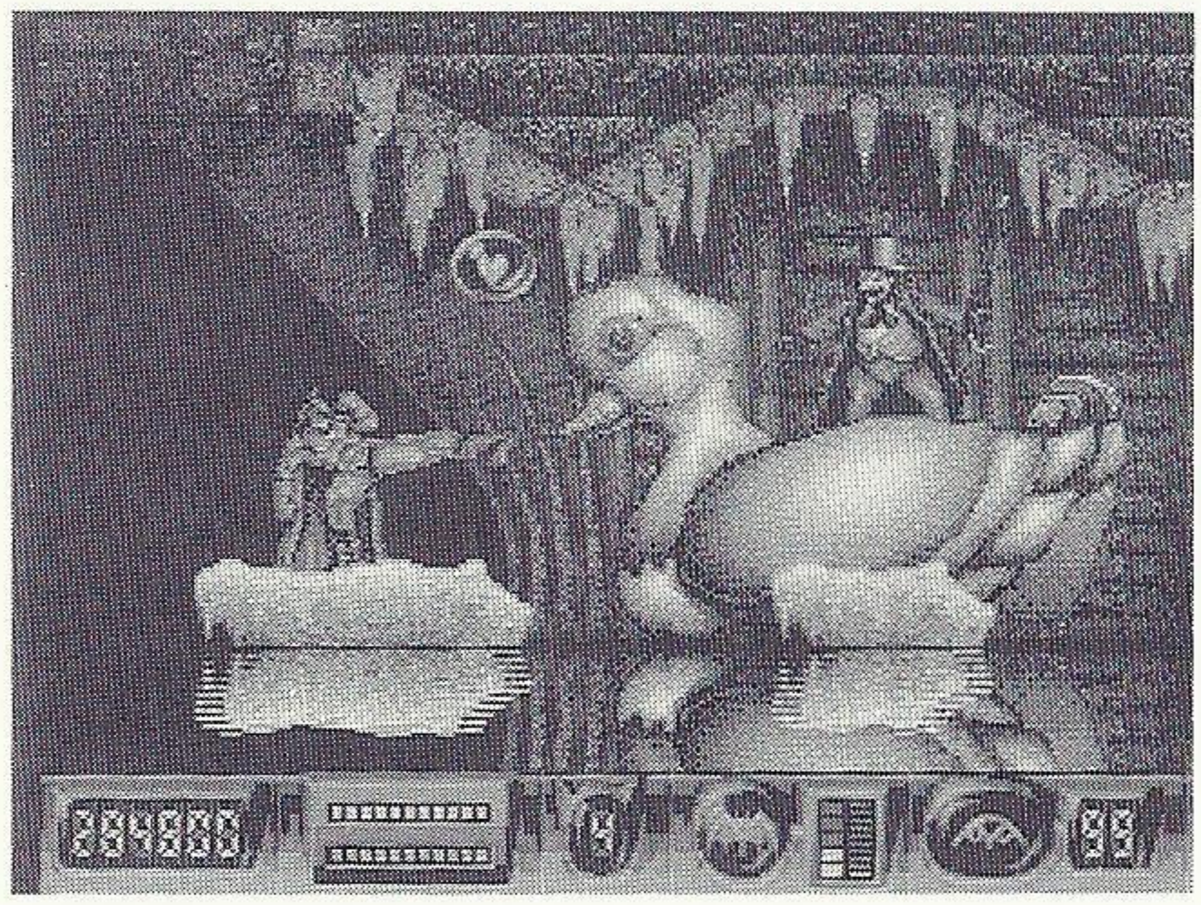
Go with the flow! Climb and slide through the labyrinth of pipes while battling the "sewer rats" that lurk in the murk. Be ready for attacks from all sides. Once you get to the second complex, swing across the sludge-laden pipes to fight your way out of this polluted "waste" land. Clear the maze and face The Penguin's Toxic Slime Cannon!

Act 5: The Penguin's Lair (Driving Game Only)



Enter The Penguin's water trap — a speedway of death! The only way past the kamikazi boaters is to annihilate them with ammo before they even get close. Play "bumper boats" with the rocking ice cakes. Your weapons won't do you much good against the heavy floes and the clown buoys marking the channel. You'll just have to keep your wits and steer clear while maintaining the fastest speed you can!

Act 5: The Penguin's Lair (Platform Game)



Save some flight power for this place, because you'll really need to glide. This is The Penguin's own sanctum, so be ready for his most diabolical devices and treacherous traps. Defeat The Penguin now and you'll take back Gotham City!

SCORING

Driving Game

The Driving game has 5 acts of 6 stages each. You clear a stage by defeating all enemies or passing all obstacles within the time limit. You must clear one stage in order to progress to the next.

When you clear a stage, you receive a point award based on your speed and time.

In a Full Game, you must clear each Driving Act in order to reach the following Platform Act.

Platform Game

The Platform game also has 5 acts. Each one is made up of 3 or 4 levels, with several hidden bonus levels scattered throughout the game.

At the end of each level you must defeat a powerful, cunning boss whose tricks may surprise you. At the finale of almost every act, you'll tangle gloves to flippers with The Penguin himself, whose devious devices get more diabolical as the battles continue.

Your score is added up at the end of each level.

POWER-UPS

Extra Life	2000 points
Big Heart	1500 points
Pulsating Heart	800 points
Small Heart	400 points

Big Weapons	1000 points
Big Cape	800 points
Small Weapons	500 points

RED TRIANGLE CIRCUS GANG

Thin Clown	2000 points
Flame Thrower	2000 points
Sword Swallower	2000 points
Rocket Clown	2000 points
The Penguin's Knife Girls	2000 points
Juggler	1500 points
Stone Gargoyle	1500 points
Organ Grinder	1500 points
Widget Clown	1500 points
Motorthugs with Guns	1500 points
Fire Breathers	1500 points
Unicycle Clown	1000 points
Motorthugs	1000 points
Bowlers	1000 points
Roller Skate Sewer Thugs	1000 points
Knife Girls	1000 points
Gargoyle	800 points
Thug Acrobat	500 points
Head	500 points

Level Bosses	20,000 points

BATMAN'S SURVIVAL TIPS

"Shut up. You're going to jail." — Batman

Driving Game

- Accelerate to top speed only on the straight-aways. Taking it slower around curves will save you from spinning off the road.
- When enemies flash red, look out! They're about to fire.
- Shove or cut off enemy vehicles to ram them into poles and buildings for a quick kill.
- Conserve missiles for the big bosses. If you run out of missiles too soon, learn to replenish them by hitting trash cans.
- Take the sewer ramps at top speed to fly over oncoming obstacles. Learn to roll during flight by pressing the **D-Pad** LEFT or RIGHT at the top of your jump.
- Learn the locations of obstacles to clear levels quickly.

Platform Game

- Power-ups are hidden in both *obvious* and *unlikely* places. Look for them everywhere. Try punching out walls and searching in out-of-the-way corners to find them.
- Hold the **D-Pad** DOWN to crouch, and continue pressing it to see what's below you. Press the **D-Pad** UP and continue holding it to check out areas above.
- Learn where the power-ups and level bosses are, so you can take the most direct route through the level. That way you won't have to battle every single enemy.

- When you can, delay picking up Hearts (health power-ups) until your Health bar is below half full. That way you get more health back when you do take the Hearts.
- Use up your regular Batarangs first, instead of other weapons. You can replace them easily with the ample supply of regular Batarang power-ups you'll find throughout Gotham City.
- Regular Batarangs and smoke bombs take care of most enemies. Save your swarms of bats, grappling gun and super-seeking Batarangs for the level bosses.
- To save weapons, use your fists and boots against low-level enemies and even against level bosses whose Health units are down to 3 or less.
- Swing from your grappling rope or glide with your cape to reach power-ups in out-of-the-way places or to swoop safely past dangers.
- Here's how to get wider swings:
  1. Hook the grappling rope.
  2. Hold down the **Jump** button and wait for Batman to stop swinging.
  3. Press the **D-Pad** DOWN to lengthen the rope.
  4. Press the **D-Pad** LEFT and RIGHT to start swinging.
- Be evasive. Don't go head-to-head against level bosses. Instead, use your weapons to weaken them.
- Don't rush into battle or hurry through a level. You have all the time in the world because you're not clocked.

CREDITS

"The missing link between man and bird."
— Gotham City Newsboy

For Sega of America

Game Producer: **Bert Schroeder**

Music Composed and Produced by: **Spencer Nilsen**

Guitars: **Greg Strong**

Drums & Percussion: **Brad Kaiser**

Lead Tester: **Vy Nong**

Testers: **Terry Banks, Greg Becksted, Joe Cain, Harry Chavez, K. Higashihara, Bill Person, Chris Sinclair, S. Stangenberg**

Marketing: **Greg Suarez**

Manual: **Carol Ann Hanshaw, Paula Polley**

For Malibu Interactive

Driving Game Design: **Jeff Godfrey, James Maxwell, John O'Brien**

Platform Game Design: **James Maxwell, Bert Schroeder**

Additional Platform Design: **Nancy Nakamoto, Bernie Wang**

Driving Backgrounds Lead Artist: **Stephen Thomson**

Driving Vehicles Lead Artist: **Jeff Godfrey**

Driving Game Additional Artists: **Tom Applegate, Jeremy Cantor, Russel Comte, Damon Dubois, Robert Hemphill, Ray Huerta, Jayne Shrigley**

Platform Game Lead Artists: **Tom Applegate, Todd Tomlinson**

Platform Game Additional Artists: **Robert Hemphill, Ray Huerta, Stephen Thomson**

Driving Game Programmer: **John O'Brien**

Platform Game Programmer: **Andrew Green**

Game Shell Programmer: **Chris Shrigley**

Sound Programmer: **Brian Howarth**

Testers: **Darin Johnson, Justin Monast**

Game Directors: **James Maxwell, John O'Brien**

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 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 compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

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

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination 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 or she 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 compact disc 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 90 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 and Canada 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.

$1,000 MUSIC CD SWEEPS ENTRY

Free SEGA VISIONS™ Subscription

Hot New Game Info

Exclusive Offers

Charter Membership

ALL YOURS

AND MORE WHEN YOU REGISTER YOUR SEGA CD™ PURCHASE.

DO IT TODAY!

USE THE CARD AT RIGHT TO REGISTER YOUR SEGA CD™ SOFTWARE AND

GET LOTS OF COOL STUFF.

- **WIN A $1,000 MUSIC CD COLLECTION.** Think of it — just by registering your Sega CD purchase you could win dozens of FREE CDs featuring today's hottest bands!
- **A FREE SUBSCRIPTION TO SEGA VISIONS™** the magazine published just for Sega™ gamers. It's packed with news and reviews from the world of Sega.
- ***HOT-WIRED™*! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.
- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

1. HOW TO ENTER: Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.

2. JUDGING: There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.

3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.

4. PRIZES: There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value $1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.

5. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.

6. WINNERS LIST: For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.

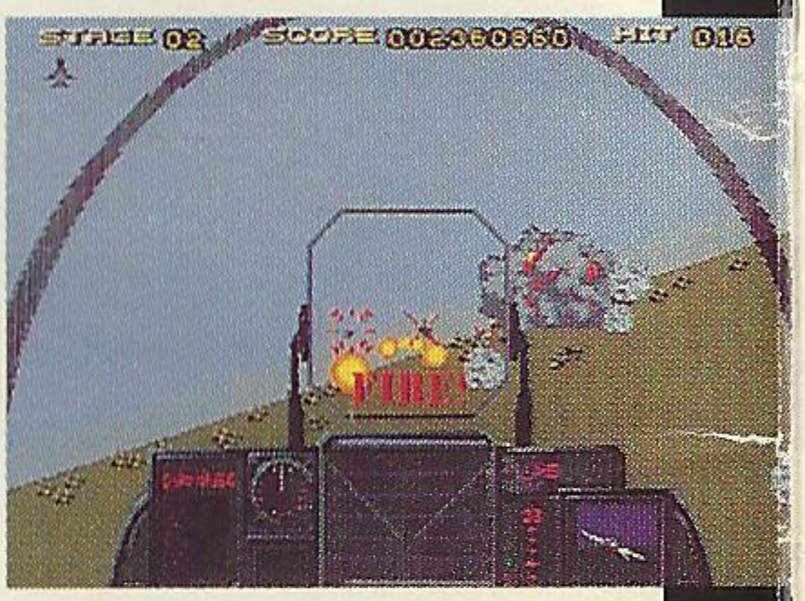
7. OFFICIAL SWEEPSTAKES RULES: Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

Sega, Genesis, Sega CD, Welcome to the Next Level, Sega Visions, and Hot-Wired are trademarks of SEGA. ©1992. SEGA, 3375 Arden Road, Hayward, CA 94545. All rights reserved.

AFTER BURNER III™

BLAST BOGIES FROM THE SKY!

You're in one of the Navy's fiercest fighters - the F-14 TOMCAT. Kick in the afterburner to outrun deadly fire tailin' your six. Roll 360° as you pummel desert tank patrols, radio towers, and enemy aircraft into oblivion. Multiple day and night missions over air, land, & sea.







★ **Fast Flying Views** - target enemy planes from **In-The-Cockpit** and **Behind-The-After Burner.** ★ **Advanced Weaponry** - fire heat-seeking **Aim-9 Sidewinders** or **Vulcan 20mm Cannons.** ★ **Explosive Sounds** - Original CD quality tunes and sound effects boom throughout the game.

AVAILABLE NOW

Sega, Sega CD, Welcome to the Next Level, and After Burner III are trademarks of SEGA. Batman and all related elements are property of DC Comics Inc.™ & © 1992. All rights reserved. This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of these games is a violation of applicable laws. © 1993 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved.