
KONAMI
SNS-ABTE-USA
the adventures of
BATMAN & ROBIN
INSTRUCTION BOOKLET
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Welcome to The Adventures of Batman and Robin for the Super NES®. Get ready to be whisked away to Gotham City, where the fight between good and evil rages on for yet another day.

But first, read through this instruction manual so that you achieve maximum play value from your game.

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NEWS FLASH!

Inmates of Arkham Asylum have escaped! Many criminals—including The Joker, Poison Ivy, The Penguin, Catwoman, Two-Face, Scarecrow and The Riddler—have vowed vengeance upon Gotham City. No one is safe.

Reacting swiftly to the crisis, Police Commissioner Gordon has sent out the Bat-Signal in order to enlist the help of Gotham City's mysterious crime-fighter: BATMAN.



Together with his partner Robin, Batman sets out on a quest to catch these villains and return them to safe keeping—far away from innocent citizens. Will the Dark Knight out-punch, out-jump and out-smart his treacherous opponents one more time? Or will Gotham City be doomed to suffer whatever cruel tricks these outlaws can devise?

Batman must recapture each criminal quickly to prevent all of them from joining forces. And even though they don't trust each other—they'll put their differences behind them to attack their common enemy en masse—Batman!

Reports have also come in that Man-Bat and Clayface have been seen in town. Could these two be behind the escape? Will they join forces with the others? What will be the fate of Gotham City if all this comes to pass?

Batman must stop them all before it is too late!



PLAYING THE GAME

You are Batman, destroying enemies in the name of good to save Gotham City.

• This is a single-player game of eight stages, with each stage divided into several areas. Clear each stage by defeating the boss that appears at the end of the stage.

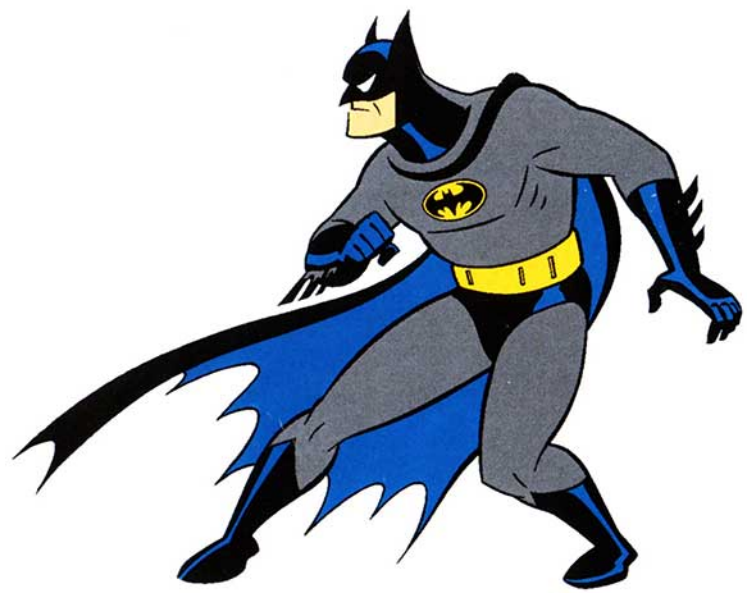
• In Stage 5, you operate the Batmobile for high-speed auto action. Stage 5 operations differ from normal stage operations, so note them well before beginning play.

• Attacks and traps can damage Batman. Each time Batman is damaged, he loses some life. When Batman's life gauge is empty, you lose a player. You can also lose a player if you fall off the screen where there is no ground on which to land. Finally, when you lose all of your players, the game is over. You will have 3 or 5 players, depending on the level of difficulty you select.

• Select CONTINUE when the game ends to restart play from the beginning of that stage. You can continue 3 times. Select PASSWORD END if you don't wish to continue. The password for that level will be displayed. Input it the next time you play and you can start play from the beginning of that stage. The password will also be displayed after you've cleared a stage, unless you select the HARD game level for which there is no password.

• Take life items during play to restore life. Take weapon items to increase the number of times you may use each weapon. You may select various weapons—some are more appropriate to a particular stage than others. If you forget a weapon or item, press the START button to pause the game. You can then choose to return to the BATCAVE to get the proper equipment. After you're reequipped, however, you'll have to return to the beginning of the stage.

• Set the level of play difficulty and controller buttons in the OPTION mode on the Title screen. You're free to make the settings of your choice.



SETTING UP THE GAME

• Correctly insert the game pak into the Super Nintendo Entertainment System™ and turn the power ON. The Konami screen appears followed by the Title screen. Press the Control pad to select the mode and press the START button to lock in your choice.

Title screen



GAME START: Select items and start from the beginning of the game.

PASSWORD: Input the previously noted password to play from the password stage.

OPTION: Change game settings.

GAME START

The EQUIPMENT screen appears after the start demo. (Press the START button to skip the Demo screen.)

Hint: You might want to read these Demos the first time you play to pick up some important tips and information.

Select the items to be used in that stage. The usual items are the "**Batarang**" and "Grappling Gun." You may also select other items. Use the Control pad to select the item and press the A button. Press the START button to start the game. You can press the X button during game play to cycle through the weapons/items on your utility belt.



Equipment screen

PASSWORD

Use the Control pad to select the input position and the following buttons to input signals.

A button: ■

Y button: ▲

B button: DEL

X button: ●

Press the START button to start the game when you finish entering your password. If you input the password incorrectly you will not be able to start the game. When the password is correct, press the start button to begin play.

(Note: You cannot cancel the password screen.)



OPTION

Use the up/down Control pad to select items and the left/right Control pad to change settings.

CHANGEABLE ITEMS

• GAME LEVEL: Change the level of play difficulty between EASY, NORMAL and HARD.

• CONTROL: Change Controller button settings. Select the controller button you wish to change by simply pressing the desired button.

• MUSIC: Listen to the background music (BGM). Press the A button to start the music. Press the B button to stop the music.

• SOUND MODE: Set either stereo or monaural.

Press the START button to return to the Title screen.

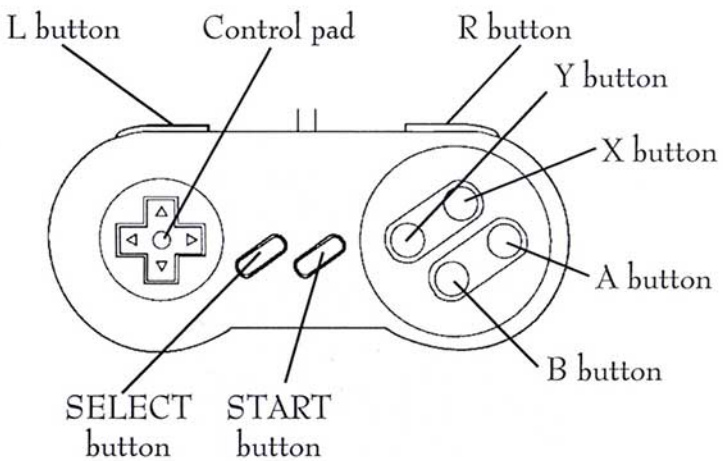


GAME OVER

The GAME OVER screen appears when the game ends. Use the Control pad to select one of the following and press the START button.

CONTINUE: Restarts the game from the beginning of that stage.

PASSWORD END: The password is displayed. Input it the next time you play to start play from the beginning of that stage.



OPERATIONS

(All button operations are set to initial settings.)

• START button: Pauses the game and allows you to return to the **Batcave**. Use the Control pad to select YES or NO. Press the Start button again when you've made your choice.

• SELECT button: Pause button.

• Control pad:

  • *Left/right* (←→): Moves player left and right.

  • *Up*(↑): **Batman** looks up so he can see more of the area above him.

  • *Down*(↓): Squat.

• Y button: Attack.

  • Throw: Grab enemy by making contact and press Y button immediately. Press Control pad ← or → to change direction of throw.

  • In Stage 2, the Y button is used only for a **Batarang** attack

• L, R buttons: Defense.

• X button: Select weapon/item.

• A button: Use weapon/item.

• B button: Jump. Press & hold for high jump. Press Control pad ← or → to move slightly during jump.

• Press and hold the A button to speed up the text during the onscreen messages.

SPECIAL MOVES:

Jump kick: B to jump then Y to kick

Low kick: Control pad ↓ + Y to kick

In stages 3, 4 & 7, press the Control pad ↑ or ↓ to face away from or toward the screen. This allows **Batman** to turn down hallways or enter doors.

Defensive roll: Control pad ↓ + B button. Use to approach enemies while incurring little damage.

Rebound scaling: When making contact with a wall during a jump, press the B button while pressing the Control pad toward the wall. This allows Batman to "push" off the wall and ascend.

Hanging: You can hang onto the edge of floors or rooftops.

- Climb after hanging: Control pad ↑ or B button
- Release after hanging: Control pad ↓

USING THE *GRAPPLING GUN*

SHOOTING

Upward diagonal: Press the A button to shoot in the direction **Batman** is facing

Straight up: Control pad ↑ and A button



WHILE THE GRAPPLING GUN IS ATTACHED

Use the grappling gun to help you get to areas unreachable by jumping.

- Climb up the rope: A button (Press A or B to jump off the rope.)
- Release wire: Control pad ↓ or press the B button
- Swing body like pendulum: Control pad ←→
- Long jump: While the rope is hooked on a diagonal, press A to "reel in" the wire and execute a longer jump

OPERATING THE *BATMOBILE*

B button: Acceleration

A button: Brake

Y button: Shoot. This can be used even if enemies are behind you.

←→ Direction button: Steering

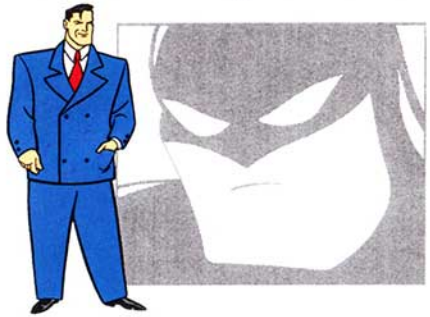
Left & Right buttons: Power slide (while turning)

• Don't shoot civilian cars. Try to avoid them.

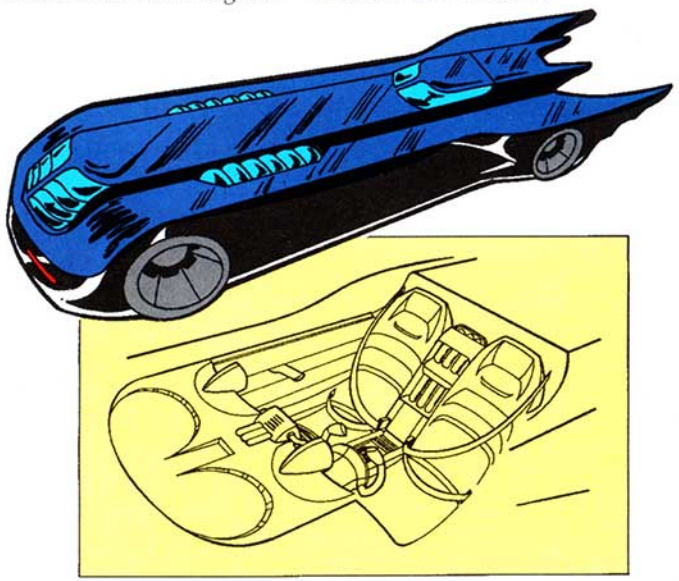


PLAYERS & ITEMS

Reclusive millionaire **Bruce Wayne** transforms himself into **Batman** to fight crime in **Gotham City.**



Batmobile: Batman's main mode of transportation through Gotham City. The player drives the Batmobile in Stage 5: "Trouble in Transit"



ITEMS

Items that are always available:



BATARANG: Hitting distant enemies with this temporarily stuns them. Some enemies are not affected by this at all, so be careful.



GRAPPLING GUN: Use this to access places not normally accessible.

Items that you can select at each stage:

• These attack items are limited in the number of uses. The number after the item name shows the maximum number of items **Batman** can carry.



STAR (9): Injures enemies.



SPRAY GUN (9): Enemies temporarily fall down. Most effective with enemies in close.



PLASTIC-EXPLOSIVE (5): Injures enemies and shatters breakable walls.



SMOKE BOMB (5): Enemies temporarily fall down. Most effective with enemies at a distance.

Items that are effective only in special situations:



GAS MASK: Reduces effect of toxic gas in half.



FLASH LIGHT: Lights up dark rooms. Press A to change the angle of flashlight beam.



X-RAY GOGGLES: Finds hidden traps and hidden walls.



MASTER KEY: Opens doors to rooms. Only available in Stage 3, "Fowl Play".

Items that can be obtained during the game

Life recovery: Restores life.

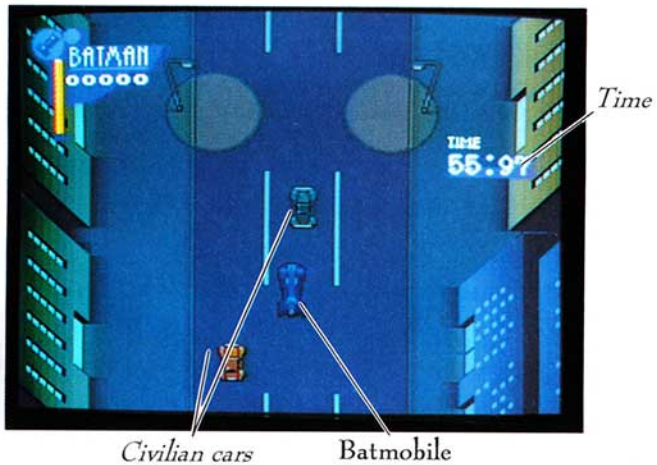
Recovery of number of weapon uses: Recovers number of uses of weapon items.

* There are some items that cannot be used depending on the stage.

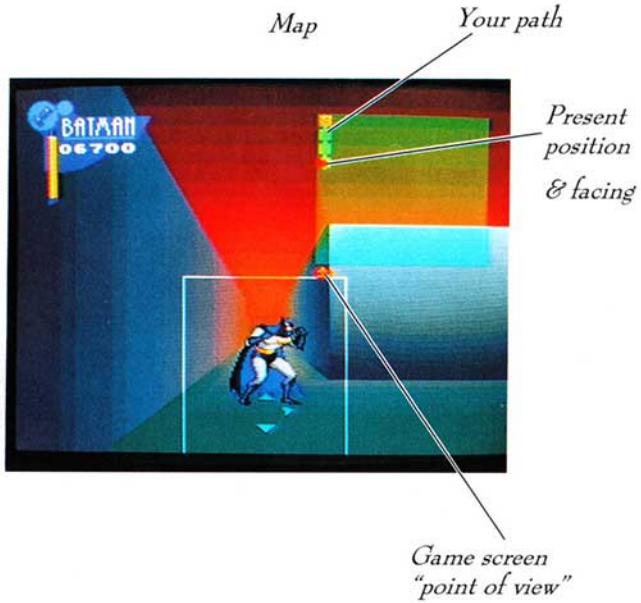
SCREENS



BATMOBILE STAGE (STAGE 5: "TROUBLE IN TRANSIT")



MAZE SCREEN (STAGE 7: "RIDDLE ME THIS")



ENEMY CHARACTERS & STAGES

STAGE 1: AMUSED TO DEATH

The Joker terrorizes Gotham City by planting explosives in an amusement park. Batman must defuse the foul felon's bombs before someone gets hurt!



STAGE 2: NO GREEN PEACE

Poison Ivy creates carnivorous plants to attack the fair citizens of Gotham City. Batman has to fight his way through her ferocious forest before her evil plants take root.



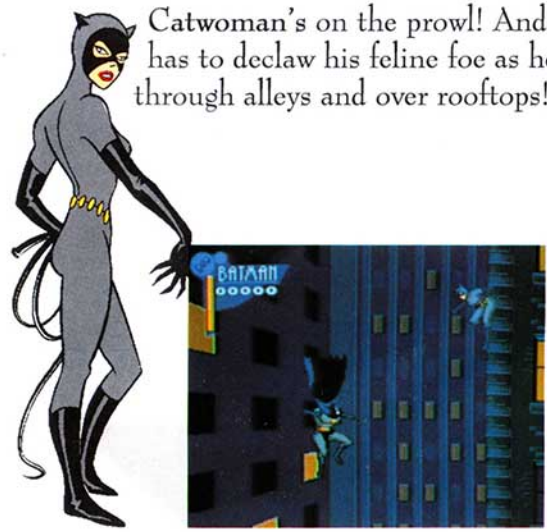
STAGE 3: FOWL PLAY

That feathered fiend, The Penguin, broke into the Gotham City Art Museum. Can Batman and Robin paint him into a corner before he hangs our heroes out to dry?



STAGE 4: TALE OF THE CAT

Catwoman's on the prowl! And Batman has to declaw his feline foe as he chases her through alleys and over rooftops!



STAGE 5: TROUBLE IN TRANSIT

A horrible accident transformed Harvey Dent, District Attorney for Gotham City, into the criminal mastermind—Two Face! And he blames Batman for the mishap! The Caped Crusader races through the streets to put a red-light on the black and white terror's shenanigans!



STAGE 6: PERCHANCE TO SCREAM

An ex-university professor, the Scarecrow intends to control Gotham City with fear. Batman has to stop the straw-creeps's nightmare before the cock crows dawn!



STAGE 7: RIDDLE ME THIS...

Batman matches wits with The Riddler in the Maze of the Minotaur. To save his friends, Commissioner Gordon and his daughter, Barbara, Batman battles the criminal of conundrums in a deadly end game of virtual reality.



STAGE 8: THE GAUNTLET

All the criminals in Gotham City, including The Joker, conspire to defeat Batman. Stop the violence in Gotham City!

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KONAMI GAME HINT AND TIP LINE:
1-900-896-HINT (4468)

- ☎ 85¢ per minute charge
- ☎ $1.15 per minute support from a game counselor
- ☎ Touch tone phone required
- ☎ Minors must have parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your ***The Adventures of Batman™ & Robin™*** game pak, try our Warranty Services number: (708) 215-5111.

Game counselors are available Mon.—Fri. 8:30 a.m. to 5:00 p.m. CST.

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ONLINE SUPPORT

Konami Consumer Support is available online from:

CompuServe: To reach our Customer Support board in the Video Game Publishers Forum, type **Go VIDPUB** at any "!" prompt and access the Konami library. In addition to reading and sending messages, you can receive press releases, hints, codes and other files.

If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #374 for your FREE introductory membership and $15 usage fee credit.