

SEGA®

GENESIS®
INSTRUCTION MANUAL

the adventures of
BATMAN™ & ROBIN™



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

ESRB RATING

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

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.sega.com>

email: webmaster@sega.com

CompuServe: GO SEGA

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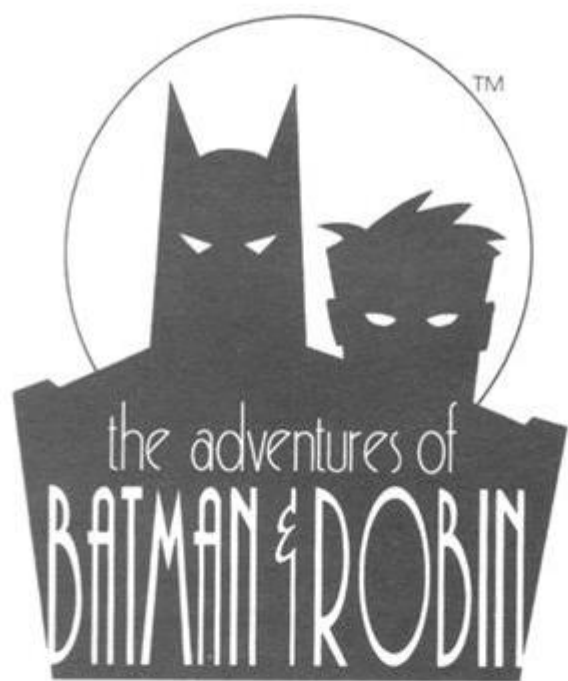


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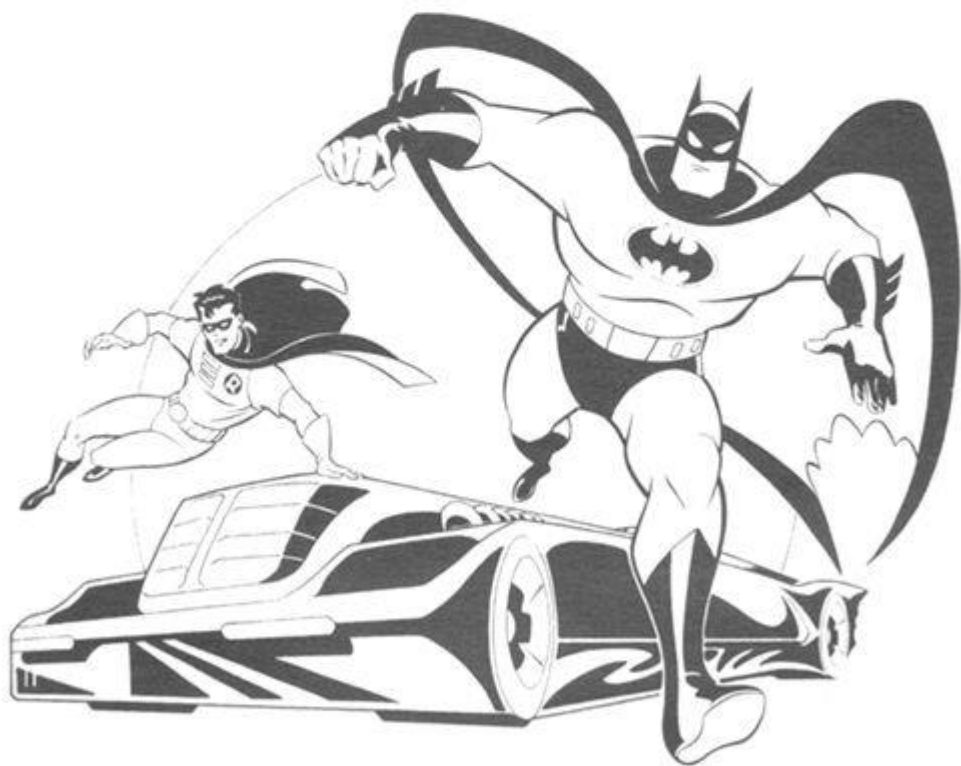
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THE FREEZE IS ON!

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

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



Stage 1: Happy Birthday to Me



The Gotham City Convention Center, site of the Gem Expo, is gripped in a power blackout. Widespread looting has been reported, and all morning **The Joker**

has been calling the power company, singing "Happy Birthday to Me." It's time for **Batman** and **Robin** to deliver the punch line.

Stage 2: Two-Sided Story



The Gotham City Blimp Tower has been commandeered for the refueling of the top-secret XR22 Battle Blimp. This airship is outfitted with a powerful experimental

weapon, called the Sonic Disrupter. **Two-Face** and his gang of thugs are laying siege to the tower, aided by miniature remote-controlled helicopters that are armed to the teeth. **Batman** and **Robin** must double-time it to the site and save the blimp at all cost.



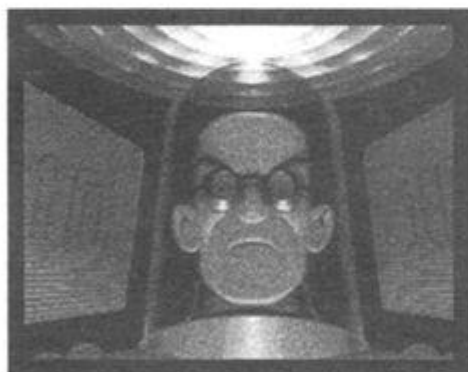
Stage 3: Tea Time



Commissioner Gordon has been kidnapped by **The Mad Hatter**, who is holding him hostage at Wonderland Studios. The tea-totalling kidnapper has demanded

\$1 million in ransom, to be delivered by Batman. Who knows what lurks on the other side of the looking glass?

Stage 4: Snow in July?



While **Batman** and **Robin** were attending to the rescue of Commissioner Gordon, someone broke into the University lab. Now AU13, the special alloy used to store

super coolants, is missing. Super coolants? Sounds like the chilling work of . . . **Mr. Freeze!**



STARTING UP

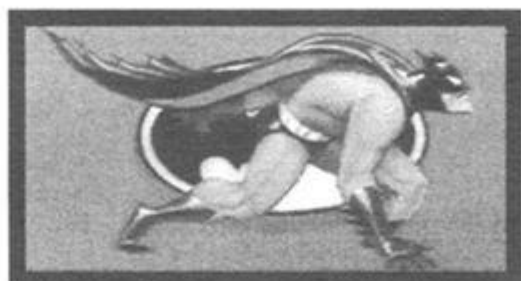


1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.
Important —
Always turn the power switch OFF before inserting or removing the game cartridge.
3. Plug a controller into control port 1. For Two Player games, plug a second controller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



SELECTING YOUR CHARACTER

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



ONE PLAYER

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

TWO PLAYERS

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

Note —

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



GAME CONTROLS



START

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



BUTTON C

- Throw weapon.

BUTTON B

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

BUTTON A

- Throw weapon.

D-PAD

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

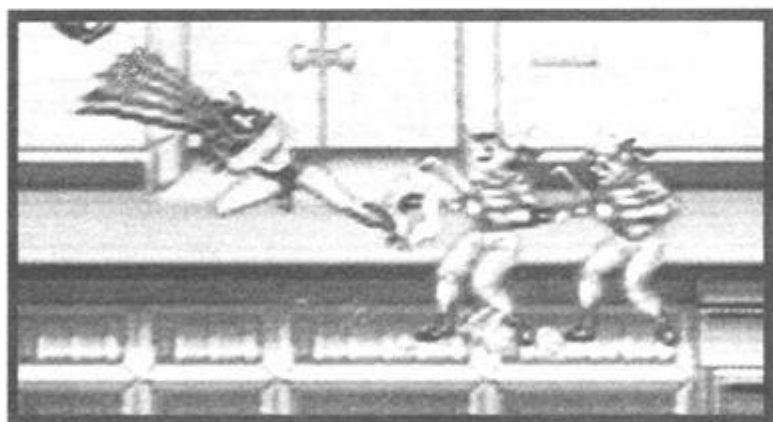


POWER MOVES



HIGH JUMP KICK

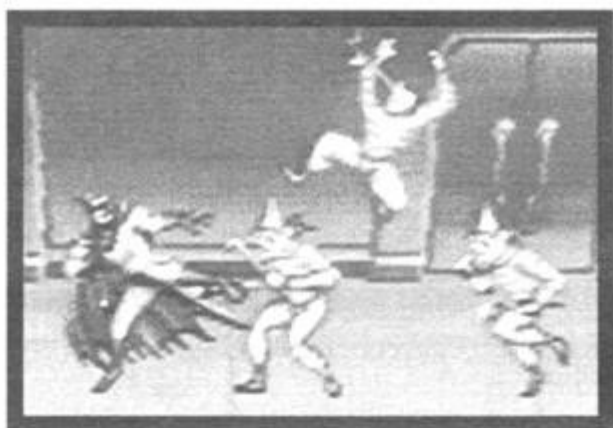
- Jump (Button B), then press Button B again any time while airborne.



JUMPING ANGLE KICK.

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





HAND-TO-HAND COMBAT

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

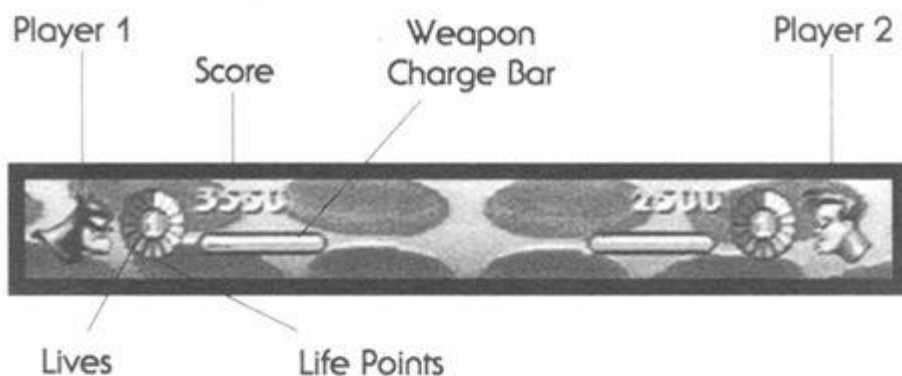


HAND-OVER-HAND SWING

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



SCREEN METERS



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

Note —

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

LIVES

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

LIFE POINTS

Lose all of these and you lose one life.

SCORE

Your points for bashing thugs, gunsels and hitmen.

WEAPON CHARGE BAR

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



POWER-UPS

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



RED DISK

Batarang power-up.



BLUE DISK

Shuriken power-up.



GREEN DISK

Bolo power-up.

Note —

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



DESTRUCTION

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



LIFE-UP

Extra life.



SUPER CHARGER

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



CREDITS

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the adventures of
BATMAN & ROBIN

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