

# the adventures of BATMAN & ROBIN

## MEGA DRIVE



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### EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

#### PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

### STARTING UP

1. Set up your Sega Mega Drive System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.
2. Make sure the power is off. Then insert the Sega cartridge into the console.
3. Turn the power on, in a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power on again.

**Important:** Always make sure that the Console is turned off when inserting or removing your Mega Drive Cartridge.

**Note:** This game is for one or two players.

- ① Sega Cartridge
- ② Control Pad 1
- ③ Control Pad 2



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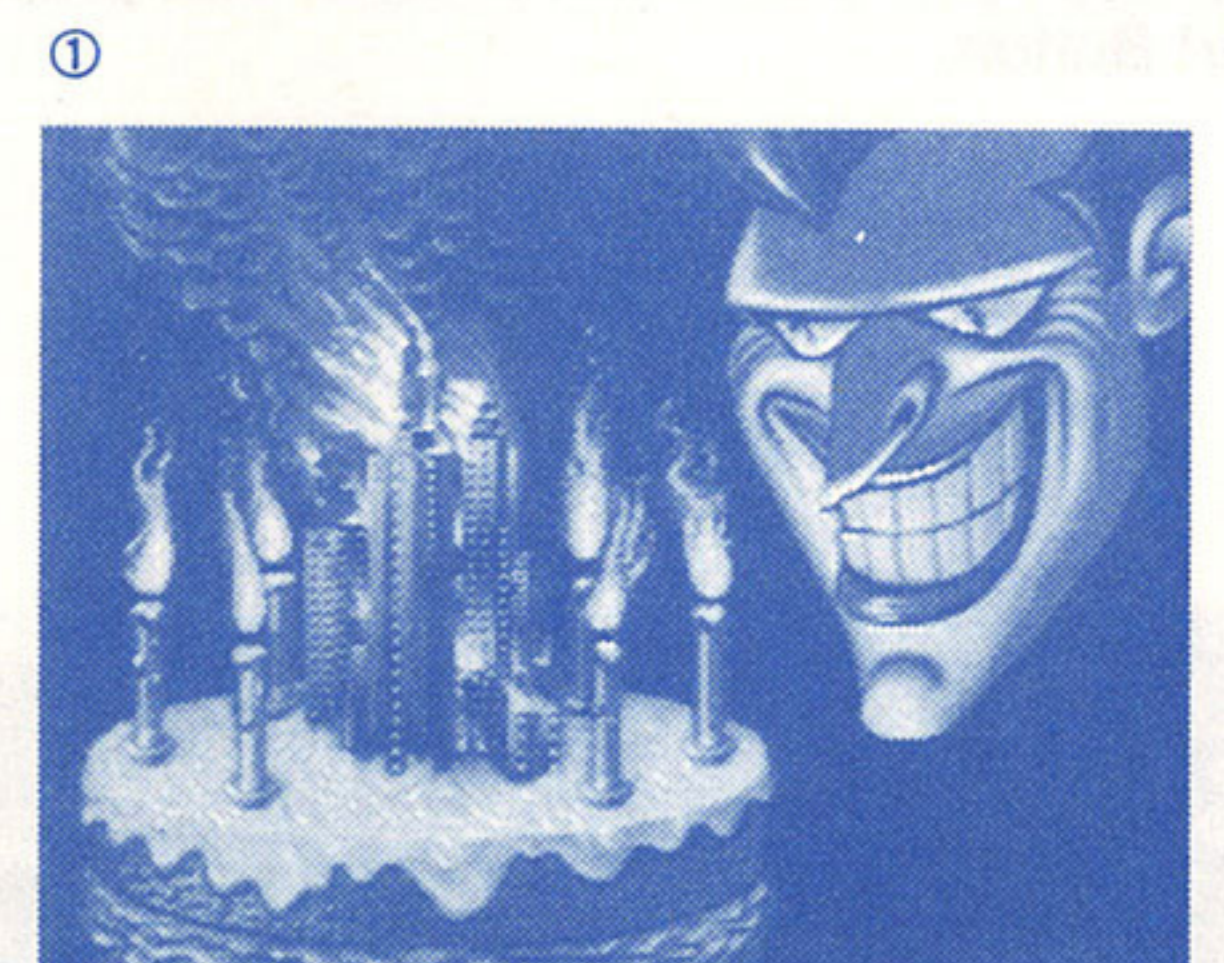
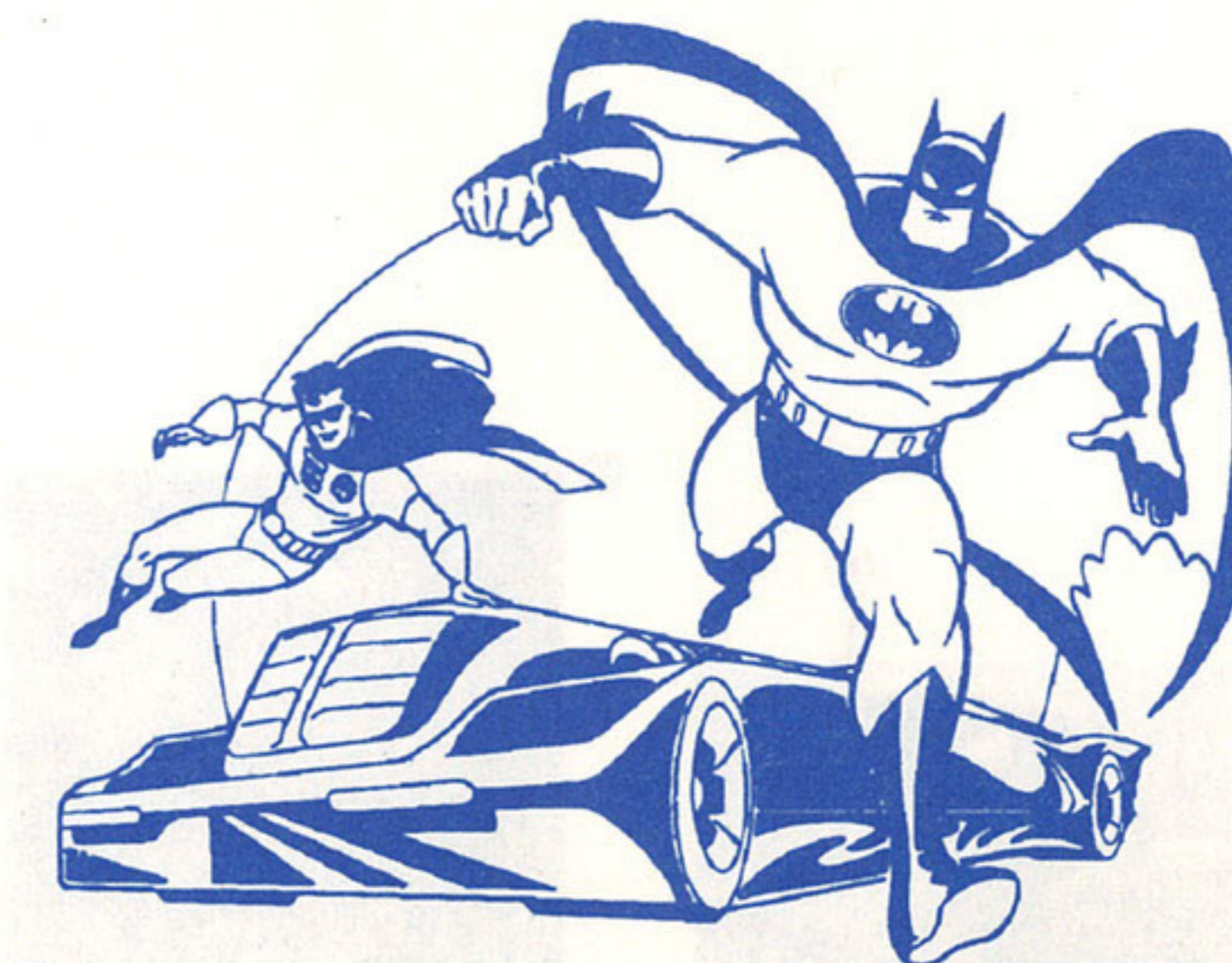
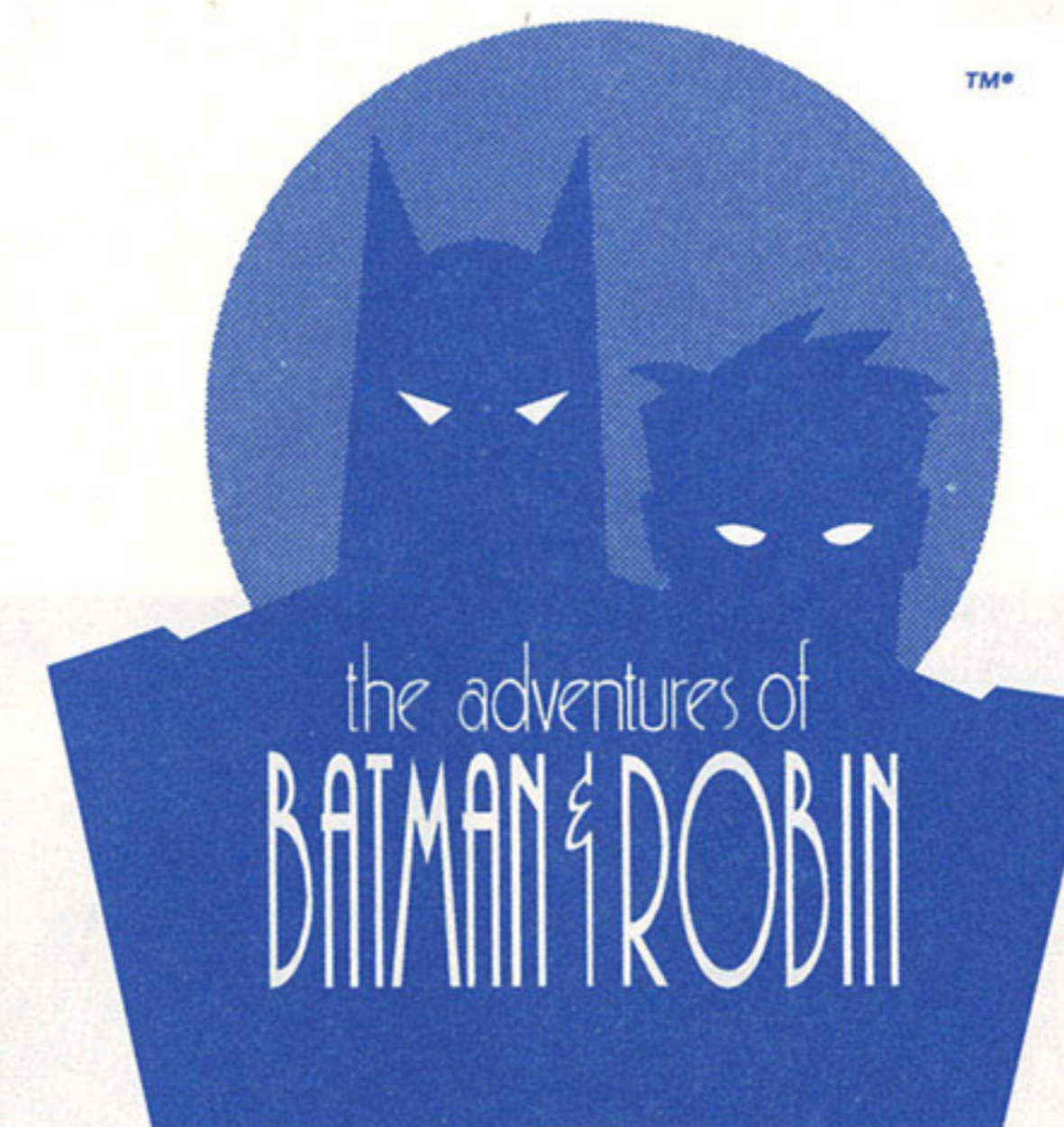
### THE FREEZE IS ON!

A chilling development! Mr. Freeze, whose favorite hobby is icing his foes, 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 vilest 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!

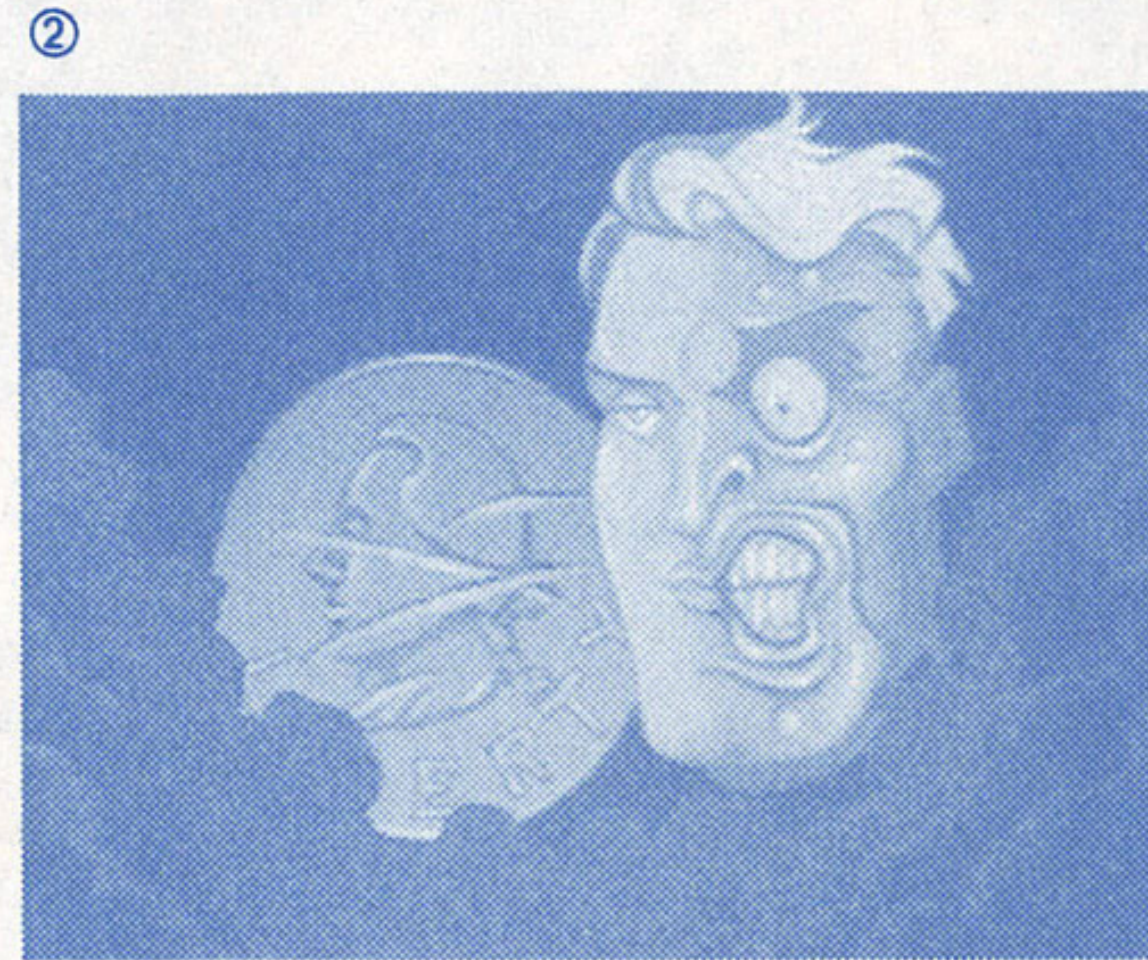
### ① Stage 1: Happy Birthday to Me

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.



## ② 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.

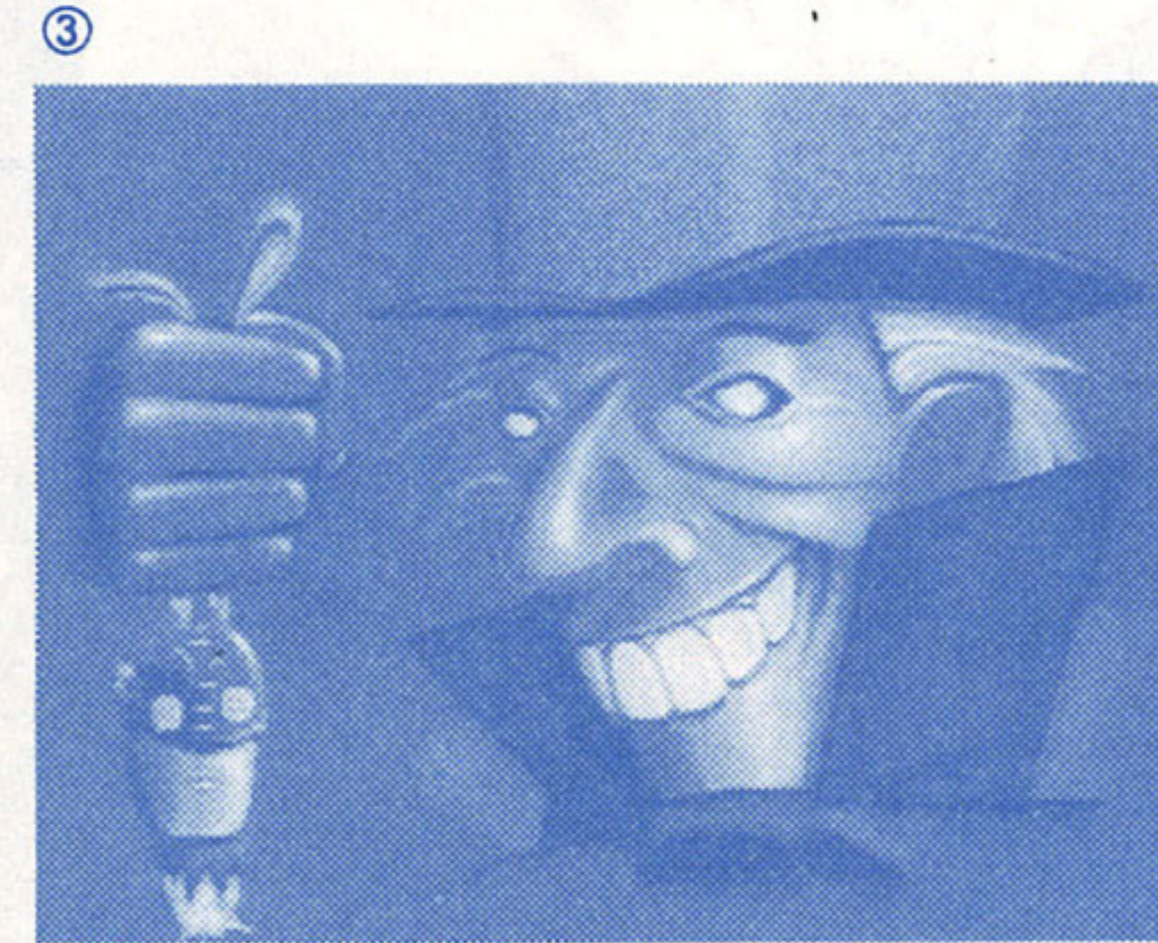


## ③ Stage 3: Tea Time

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?

## ④ 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!



## SELECTING YOUR CHARACTER

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

### ONE PLAYER

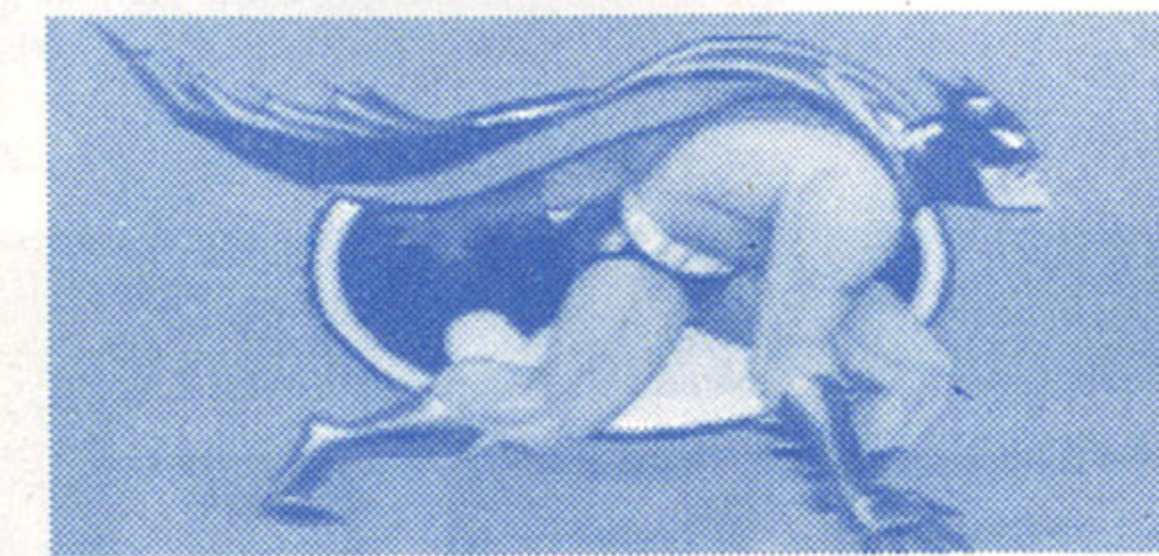
1. Press any button (except Start) to bring Batman or Robin on screen.
2. Press Start to begin the game as that character.

### TWO PLAYERS

1. Choose a game character with Control Pad 1.
2. When the game begins, press Start on Control Pad 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 Control Pad and pressing its Start button.



## GAME CONTROLS

### ① D-BUTTON

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

### ② START

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

### ③ BUTTON A

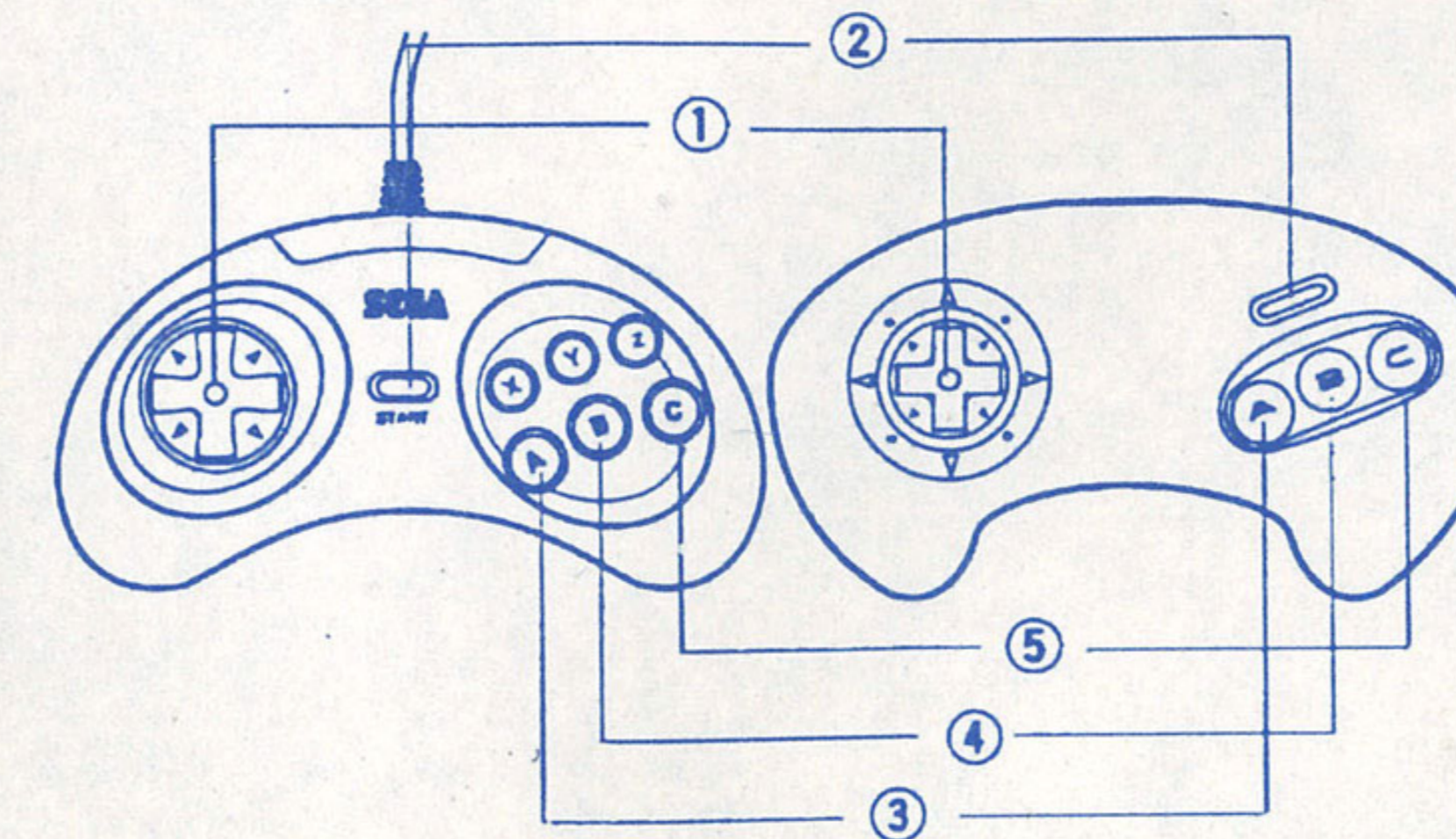
- Throw weapon.

### ④ BUTTON B

- Jump.
- Perform power moves (see pages 22-24).

### ⑤ BUTTON C

- Throw weapon.



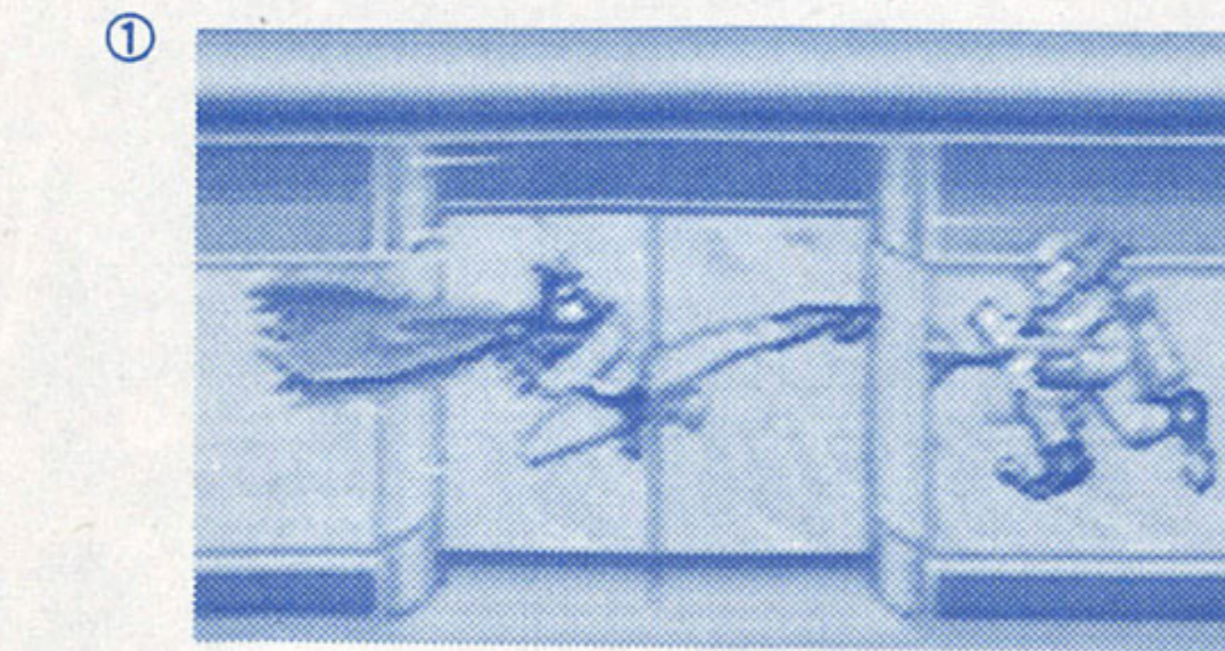
## POWER MOVES

### ① HIGH JUMP KICK

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

### ② JUMPING ANGLE KICK

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



### ③ HAND-TO-HAND COMBAT

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

### ④ HAND-OVER-HAND SWING

- Press D-Button up + Button B to grab onto an overhead ledge, railing or pipe.
- Use the D-Button 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

### ① Player 1

### ② Score

### ③ Weapon Charge Bar

### ④ Player 2

### ⑤ Lives

### ⑥ Life Points

These meters appear above the combat zone. Player 1's meters are 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.

### ① RED DISK

Batarang power-up.

### ② BLUE DISK

Shuriken power-up.

### ③ 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.

### ① DESTRUCTION

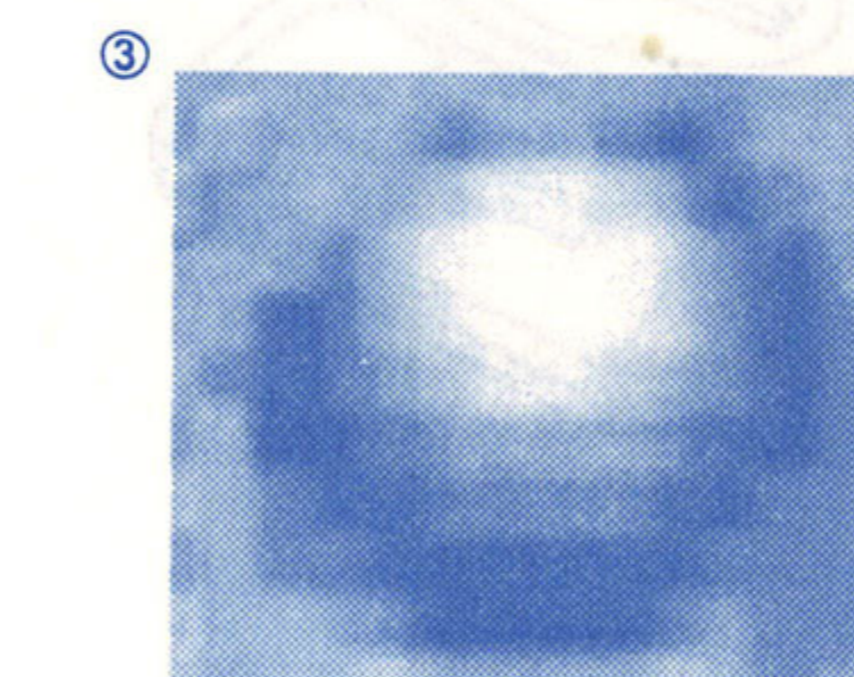
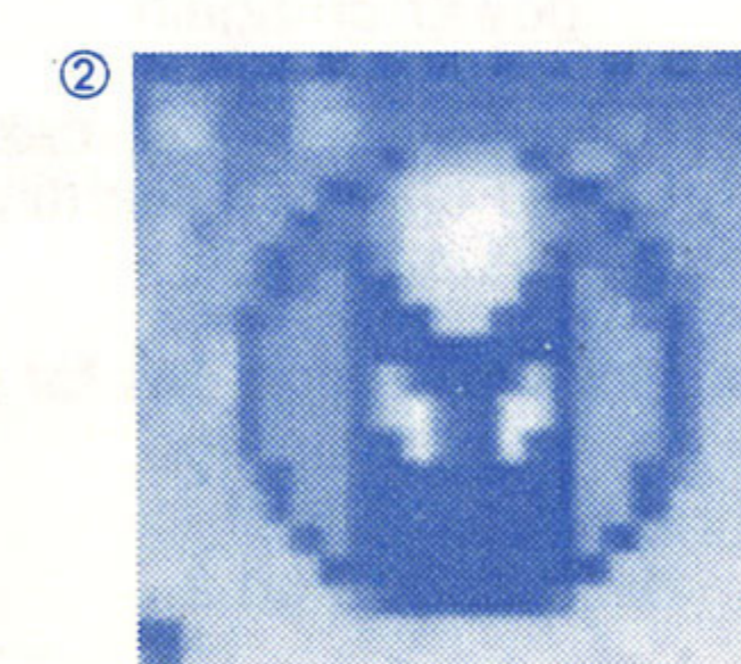
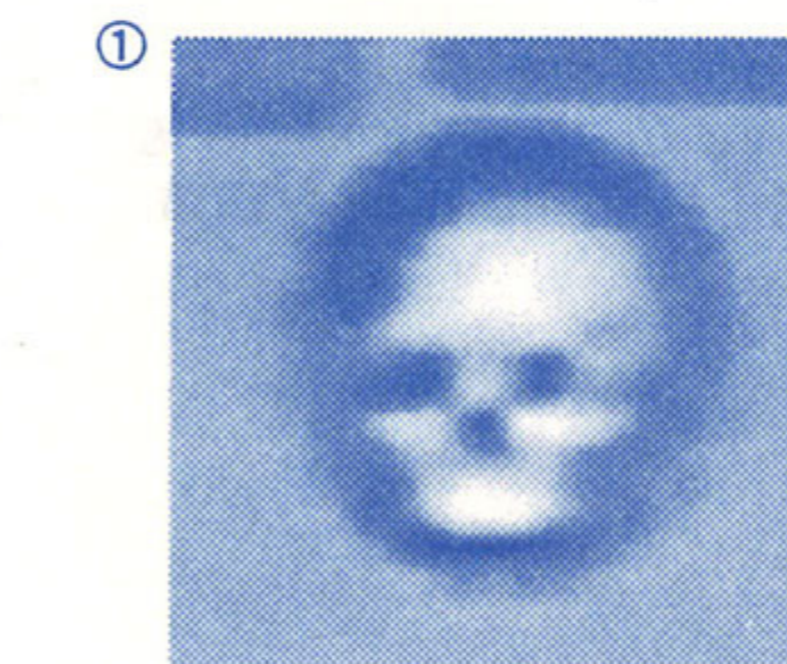
Smart bomb that destroys all enemies on screen with one explosive blast.

### ② LIFE-UP

Extra life.

### ③ SUPER CHARGER

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



## HANDLING THIS CARTRIDGE

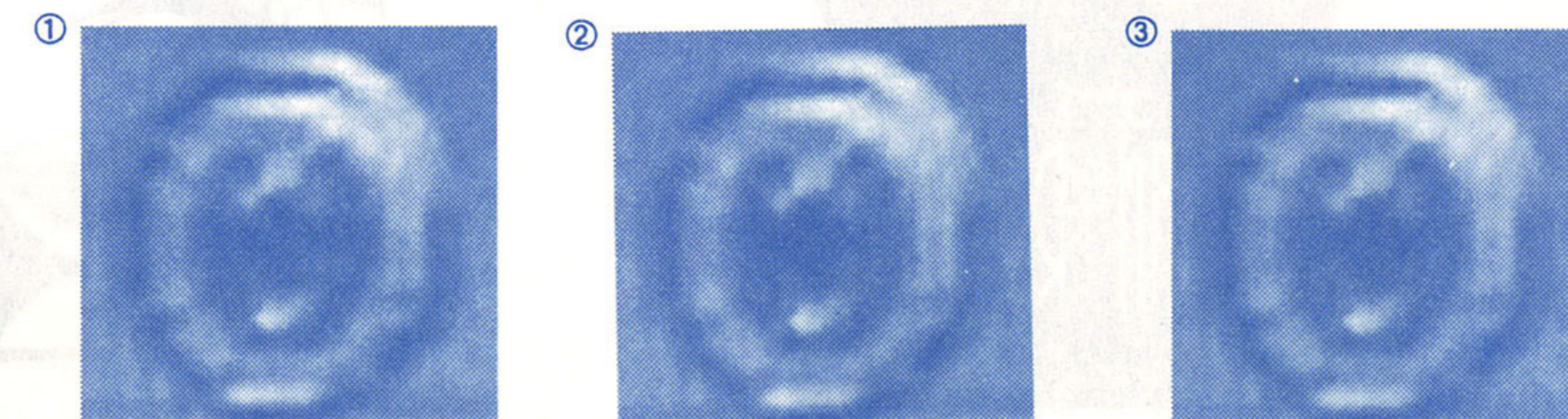
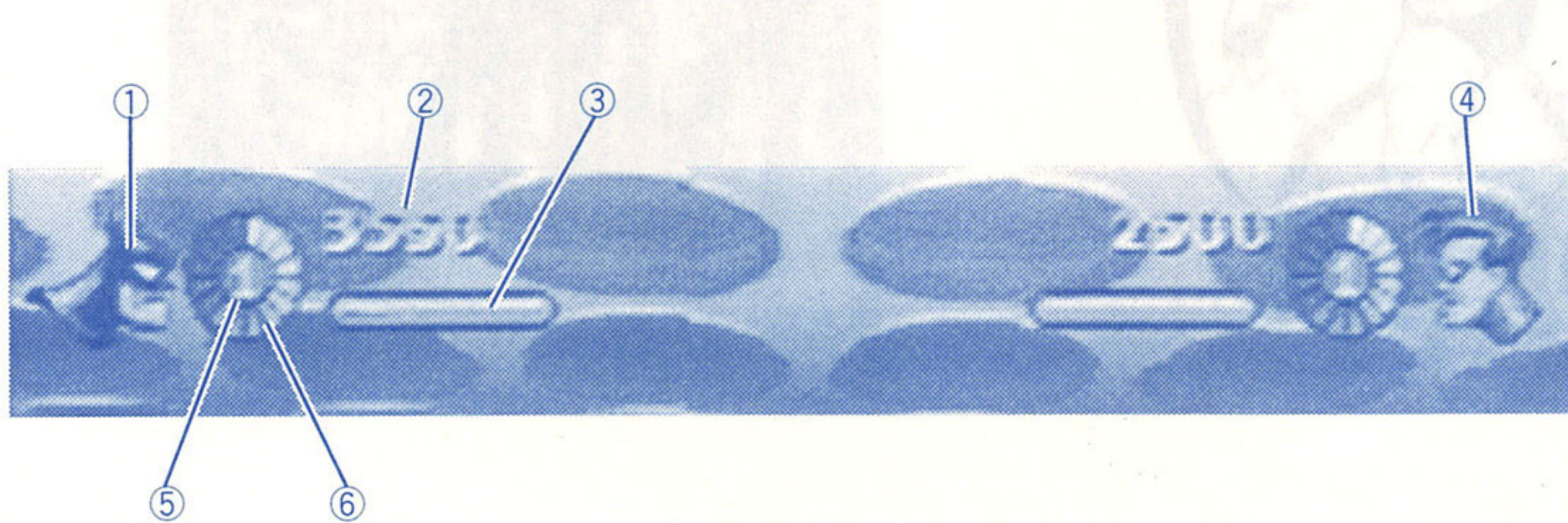
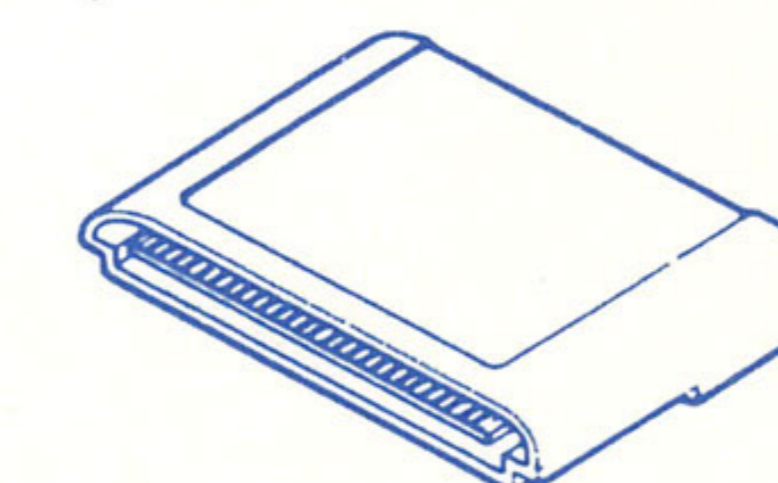
This cartridge is intended exclusively for the Sega Mega Drive System.

### For Proper Usage

- ① Do not immerse in water!
- ② Do not bend!
- ③ Do not subject to any violent impact!
- ④ Do not expose to direct sunlight!
- ⑤ Do not damage or disfigure!
- ⑥ Do not place near any high temperature source!
- ⑦ Do not expose to thinner, benzine, etc.!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- \* Be sure to take an occasional recess during extended play.

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



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If under 18 get parents to call.

### Warning

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