



the adventures of  
**BATMAN & ROBIN**

**ALSO AVAILABLE ON SEGA  
CD™ AND GAME GEAR™!**

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**SEGA**

**GENESIS™**  
**INSTRUCTION MANUAL**



the adventures of  
**BATMAN & ROBIN**



KIDS TO ADULTS



## 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.

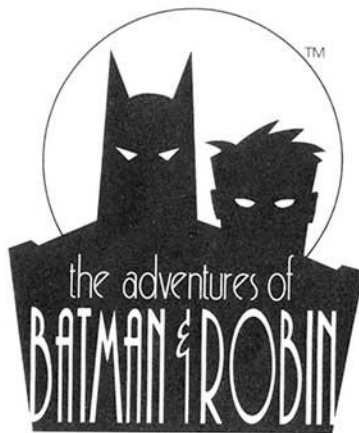
#### HANDLING YOUR SEGA CARTRIDGE

- ☐ 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.

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

For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342

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



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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!



## 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.



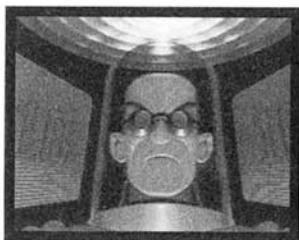
### Stage 3: Tea Time



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

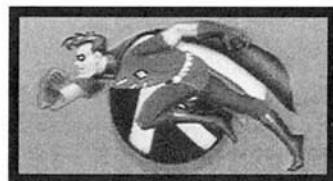
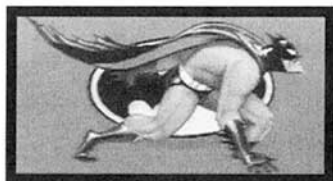


1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.  
**Important —**  
Always turn the power switch OFF before inserting or removing the game cartridge.
3. Plug a controller into control port 1. For Two Player games, plug a second 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.

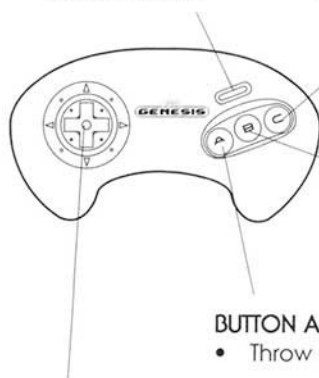


# GAME CONTROLS



## 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.

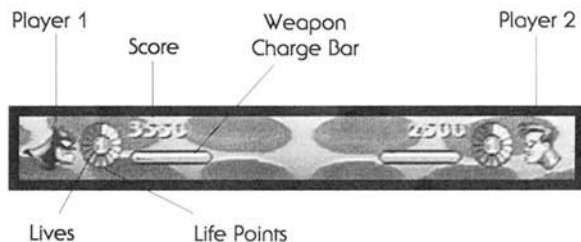


### HAND-OVER-HAND SWING

- 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

## *Producer*

Bert Schroeder

## *Product Manager*

Jaime Wojcik

## *Developer*

Tortoise Clockworks, Inc.

## *Game Designers*

John O'Brien

James Maxwell

Stephen Thomson

## *Programmer*

John O'Brien

## *Lead Artist*

Stephen Thomson

## *Artwork by*

Stephen Thomson

Chris George

## *Additional Artwork by*

Robert Hemphill

Noel Hines

## *Clockwork Producer*

James Maxwell

## *Level Layout & Triggering by*

James Maxwell

Allen Fernandez

## *Bartman & Robin Line Art*

## *Animation by*

Tokyo Movie Shinsha

## *Music & SFX Creator*

Scavenger

## *Music & SFX Composer*

Jesper Kyd

## *Sound Programmer*

Jens Albretsen

## *Lead Tester*

Chris Albertson

## *Assistant Leads*

Mark Subotnick

Don Carmichael

Noah Mackenzie

## *Testers*

Rachael Bristol

David Dodge

Chris Lucich

Phil Co

Dana Green

Aaron Loichinger

Randy Norfleet

Lloyd Kinoshita

Aaron Bandur

Steve Bourdet

Maria Tuzzo

Sam Saliba

Joel Breton

## *Special Thanks to*

Holly Stein

Catherine Sollecito

France Tantiado

Clint Dyer

Nemer Velasquez

Sara Holihan

Trish Dunne

Christine Berroglio

Wayne Leonard

Scott Compton

## *Manual by*

Carol Ann & Neil Hanshaw

# LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge 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 cartridge or component part, 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 warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge 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 cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

## Repairs after Expiration of Warranty

If your Sega Genesis Cartridge 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 cartridge 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 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.

