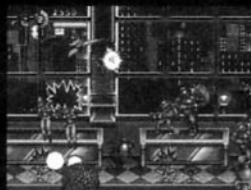
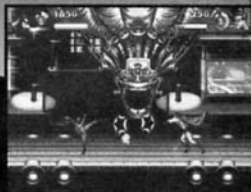


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SEGA®



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1569

# the adventures of BATMAN & ROBIN™

From the award winning animated TV series comes the most action-packed **Batman** adventure yet! **The Dark Knight** returns with **Robin** to battle the forces of evil. But wait...the iceman cometh!!! **Mr. Freeze** is about to unleash his super-powered ice cannon and has teamed up with the most notorious criminals to help him turn **Gotham City** into a diabolical winter wonderland!

*Revolutionary animation and special effects including incredible scaling and rotation using Sega's new 3-D sprite driver!*

*Nerve-shattering action leaves you begging for more as the **Dynamic Duo** battle **The Joker**, **Mad Hatter**, **Two-Face** and **Mr. Freeze**.*

*Go it alone, or bring along a **2nd player** and turn up the heat in this non-stop Batman adventure!!!*

## GENESIS™ INSTRUCTION MANUAL



# COMIX ZONE



## Artist's Profile



**Name:** *Sketch Turner*

**Occupation:** WRITER / ARTIST ON COMIX ZONE,  
FREELANCE ROCK MUSICIAN

**Current residence:** A WAREHOUSE STUDIO /  
LOFT KIND OF PLACE IN THE BOWERY (THAT'S IN  
NEW YORK CITY!)

**My best friend:** ROADKILL, MY PET RAT, WHO I  
SAVED FROM CERTAIN DOOM IN A GARBAGE  
TRUCK-- I LOVE THIS LITTLE CREEP!

**When I'm not working, I like to:** PLAY EAR-  
DEAFENING GUITAR, MICROWAVE PIZZA, READ  
TRASHY SCI-FI NOVELS, PLAY SONIC SPINBALL AND  
TRAIN ROADKILL-- I NEED A VACATION!

**I'm most proud of:** THE ISSUE OF COMIXZONE  
I'M WORKING ON NOW, WHERE THE NEW WORLD  
EMPIRE FINALLY FACES MORTUS!

**My main influence in creating Comix Zone:**  
I KIND OF HAD THESE NIGHTMARES, SOME REALLY  
FRIGHTENING STUFF, AND I THOUGHT, "HEY, THIS  
WOULD MAKE A GREAT COMIC BOOK!"

**Best/worst part of doing Comix Zone:**  
HEARING FROM ALL THE FANS WHO DIG THE BOOK  
IS DEFINITELY THE BEST PART. THE WORST PART, I  
GUESS IS THAT SOMETIMES I GET THIS SCARY  
FEELING THAT THERE'S MORE TO COMIXZONE  
THAN IT SEEMS-- AS IF IT ALL WAS REALLY HAPPENING,  
LIKE IN ANOTHER DIMENSION OR SOMETHING.  
IT REALLY FREAKS ME OUT...





LATER, AT THE  
PALACE HEADQUARTERS  
OF THE NEW  
WORLD EMPIRE...

YER CRAZY! ALL  
I'M ASKIN FOR IS  
ONE MAN. AN'  
YOU REFUSE TO  
ACT?!

YOUR EMPEROR IS  
NOT CRAZY, GENERAL  
CYAN. HE MERELY SEEKS  
TO PRESERVE THE HARD-  
WON PEACE THAT SHINES  
LIKE THE SUN OVER  
OUR LANDS!

TOO BAD  
TOBOL'S NOT  
AROUND TO BASK  
IN YER "HARD"  
WON PEACE.

NEED YOUR  
EMPEROR REMIND  
YOU AGAIN,  
GENERAL CYAN.  
OF OUR UNFOR-  
TUNATE PAST?..

"THE GREAT METEOR DISASTER  
OF 1998 NEARLY DESTROYED ALL  
CIVILIZATION AS WE KNOW IT.  
THE SURVIVORS OF OUR WORLD  
ENGAGED IN PETTY SQUABBLES  
AND BATTLES FOR LAND.  
FORTUNATELY, THE FATES  
CONSPIRED TO PRODUCE ONE  
SHINING BEACON OF HOPE  
FOR THEM ALL. ONE MAN TO  
UNIFY AND UNITE THE MASSES  
UNDER A FLAG OF PEACE,  
LOVE AND UNDERSTANDING..."

KRAAKA-THOOM

"HEH!"

WHAT'S  
SO FUNNY  
ABOUT  
THAT?!

IT'S FUNNY 'CAUSE I  
HAVE HEARD ALL  
THIS BEFORE! BUT  
THE JOKE'LL BE ON  
US UNLESS WE PUT  
THE KIBOSH ON  
THIS MORTUS  
CREEP AND HIS  
RENEGADE  
SYNDICATE!





"AND I SUPPOSE THIS 'LONE OPERATIVE' OF YOURS IS THE SOLUTION TO THE THREAT OF THE SUPPOSED MORTUUS AND HIS 'RENEGADES.' 'RENEGADES' THAT ONLY YOU AND YOUR UNFORTUNATE ASSISTANT HAVE SEEN?"



"MY EMPEROR! REPORTS OF A RENEGADE ATTACK ON TIBET CITY!"

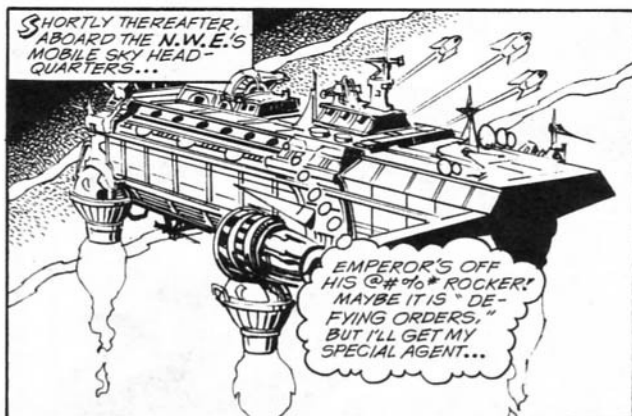
"MY EMPEROR! RECONNAISSANCE SHOWS SOME SORT OF 'DOOMS-DAY DEVICE' LOCATED OFF THE ZEALAND ATOLLS! AND WE HAVE PHOTOS!"

"PHOTOS OF HORRIBLE MUTANTS!"



"YOU CAN SIT ON YER THRONE AN' JAW ALL DAY LONG, YER HIGHNESS -- BUT THERE'S A STORM COMIN' AN' SOMEBODY'S GOTTA CLOSE THE SHUTTERS!"

"PATIENCE AND FAITH WILL SEE US THROUGH, GENERAL! ... DON'T DEFY YOUR EMPEROR!"



SHORTLY THEREAFTER, ABOARD THE N.W.E.'S MOBILE SKY HEAD-QUARTERS...

"EMPEROR'S OFF HIS @#%\* ROCKER! MAYBE IT IS 'DE-FYING ORDERS,' BUT I'LL GET MY SPECIAL AGENT..."



"GENERAL! MORE IN-TELLIGENCE ON THOSE..."

"... MUTANTS SPOTTED OFF THE COAST OF..."

"... ZEALAND REPORTS MORE ACTIVITY IN..."

"... CAUSE I DON'T NEED BLASTED SE-CURITY REPORTS TO TELL ME THERE'S A CONSPIRACY HERE, OR THAT IT'S LED BY..."



## CONTENTS

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## STARTING UP



1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.
3. Plug a control pad into Control Port 1.
4. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
5. Turn the power switch ON.
6. When the Title screen appears, press **Start** on the control pad to witness Sketch plunging into the pages of his own comic!

### IMPORTANT —

Always turn the power switch OFF before inserting or removing the game cartridge.

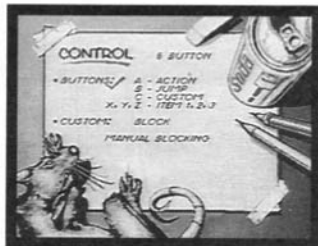
## OPTIONS

1. At the Title screen, use the **D-Pad** to highlight Options and then press **Start**.
2. Highlight a category on the Options screen and press **Start**.
3. Use the **D-Pad** to highlight different options and move through their settings.



### CONTROL

- Configure the **Action, Jump and Select/Custom buttons**.
- Assign a Custom Move (BLOCK or any of the SPECIAL MOVES) when using a Sega 6-Button Arcade Pad™.



### NOTE —

BLOCK is the default Custom Move. If you assign a different Custom Move, Sketch will block automatically during fights.

### JUKEBOX

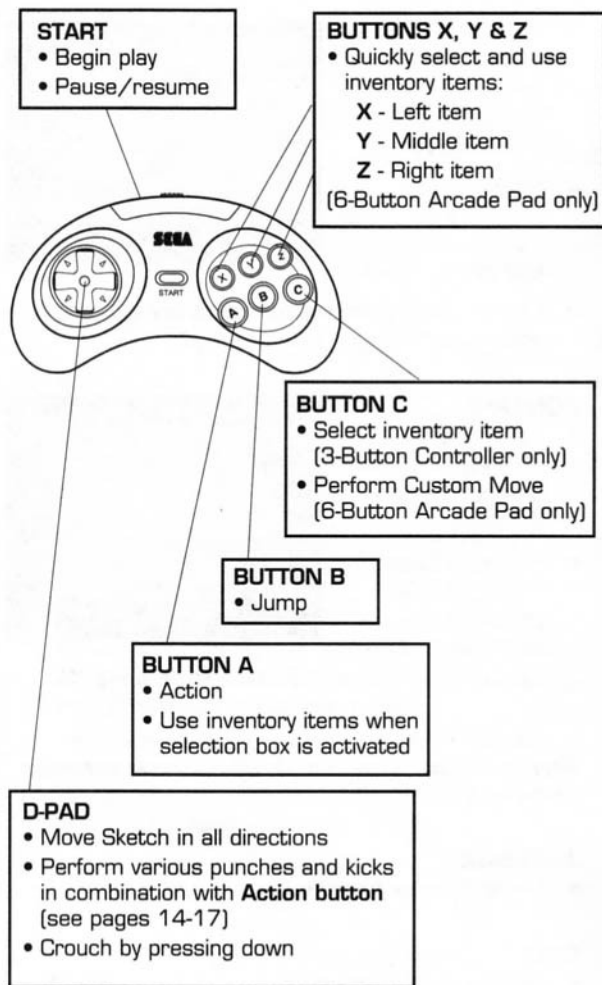
- Listen to your favorite Comix Zone tunes.

### EXIT

- Return to the Title screen.

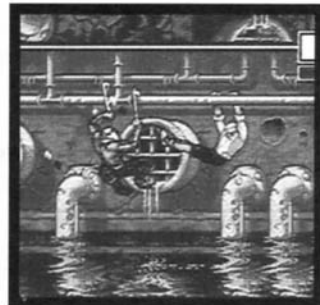


## PLAY CONTROLS



## BASIC MOVES

- Pick up objects by moving Sketch over them and pressing the **D-Pad** down.
- Push objects by standing next to them and pressing the **D-Pad** left or right.
- Jump and hang by pressing the **Jump button** under a pipe, ledge or other hand-hold.
- Move while hanging by pressing the **D-Pad** left or right.
- Kick while hanging by pressing the **Action button** + **D-Pad**.
- Pull levers by getting within arm's reach and pressing the **Action button**.
- When using a 3-button controller, press the **Custom button** to highlight inventory items, and press the **Action button** to use them.



### NOTE —

Sketch's moves are the same with either a 6-Button Arcade Pad or 3-button controller.





# FIGHTING MOVES

Here are the real Mutant-mashing attacks that you (and Sketch!) must master to escape the Comix Zone. Remember . . .

- **Action button** attacks change with the position of the **D-Pad**.
- Press the **D-Pad** either **before** or **at the same time** as the **Action button** to perform many of the moves.
- Tap the **Action button** rapidly for one of the three **Serial Attacks**. Enemies may attempt to block, but as soon as you get in three valid hits, you'll finish them off with a special move!
- You can fool most enemies with **Combination Moves**. Enemies cannot block rapidly alternating attacks! So, hit 'em once, then quickly pound 'em again with a different move.
- Experiment to find deadly special moves.

## NOTES —

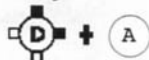
- All button combinations show attacks to the RIGHT. Reverse the **D-Pad** direction for attacks to the LEFT.
- Button combinations use the default **Button A** as the **Action button**. You can reconfigure the button controls on the Options screen. (See page 11.)
- Serial and Combination Attacks only work during battles with humanoid enemies.

## Serial Double Punch



Good ol' fashioned straight punches are the best shots of any street fighter, in the comics or out. Fire off a sequence of these, manage three valid hits and Sketch finishes up with a scissor kick!

## Serial High Kick Tornado



A jaw-shattering single kick turns into a tornado of spin kicks with multiple button taps. Slam the enemy three times for a whirlwind finish!

## Serial Low Kick



This low attack finishes with a furious wheel kick with rapid button taps.

## Uppercut



Send 'em from the floor to the moon with this shot!



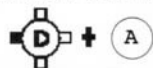
## Floor Sweep



Hit 'em as low as you can go!



## Back Kick/Turn Around



Tremendously satisfying when you're sandwiched between two enemies. Or, jump over an enemy and kick him **before** he turns around!

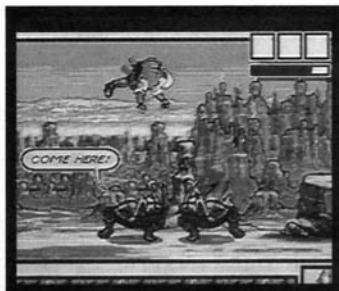
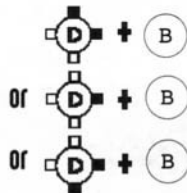
## Whirlwind Jump Kick



Get maximum air for a nasty whirlwind kick.

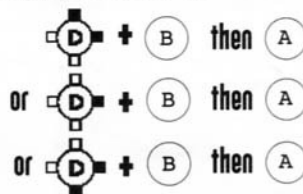


## Somersault Leap Forward



Great for attacks, retreats and getting high!

## Flying Dragon Kick



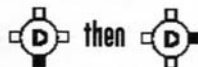
Never under-estimate this kung-fu classic!

## Grab-A-Mutant

Get in their face close . . .

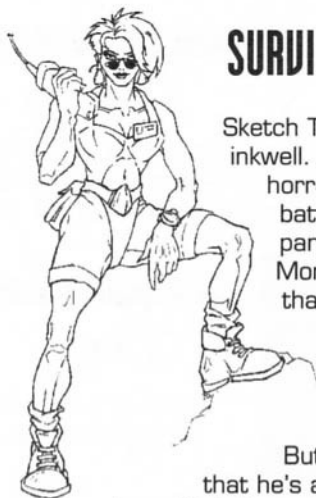


## Roll



An excellent way to dodge some attacks.





## SURVIVE COMIX ZONE!

Sketch Turner is in it up to his inkwell. Mortus is drawing horrendous creatures to battle Sketch in every panel of the strip. If Mortus destroys Sketch, that megalomaniac Mutant will become real . . . and Earth will be doomed to his rule!

But there is hope. Now that he's a comic book superhero, Sketch can kick some serious butt. Instantly, Sketch can fight like a one-man mercenary platoon!

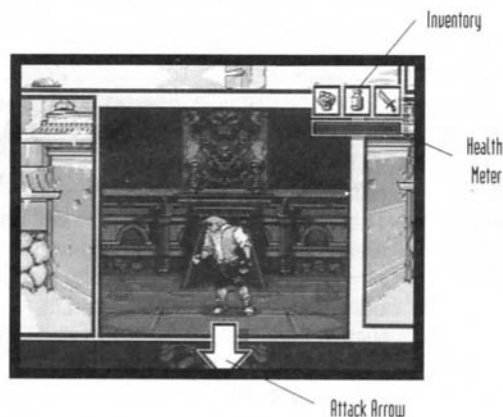
PLUS! Sketch's pet rat Roadkill has morphed into a killer attack rodent. Sketch can sic him on the Mortus Mutants and know there will always be shocking developments.

AND! Alissa Cyan is backing Sketch with constant situation reports and battle advice. Does Mortus have plans for her, too?

Comix Zone has three Episodes. Each Episode is two comic-book pages long, packed with many panels of action. Each panel contains a peril, puzzle or obstacle that Sketch must master.

Can Sketch make it to the end of the book? Can he defeat Mortus and come back to the real world? The future is in your hands . . .

## THE SCREEN



### HEALTH METER

This shows how much life Sketch has left. When the green bar runs out and a red alert appears, better have some Ice Tea ready.

### HEALTH TIP —

Sketch depletes some of his health when performing special moves or hitting solid objects. So think smart. Don't waste energy when you can use your brain (or explosives!) to do the dirty work.

### INVENTORY

Holds your power-up items. You can carry up to three inventory items at a time. (See page 20.)

### ATTACK ARROW

A flashing arrow prompts Sketch to the next panel as soon as he's conquered the one he's in. Sometimes Sketch will have a choice of two routes. Take your chances!



## INVENTORY ITEMS

Look for these life-saving items in every panel during Sketch's travels through the Comix Zone. Pick up as many as you can! To pick up an item, stand over it and press the **D-Pad** down.



### ROADKILL

This is Sketch's pet rat. His tail got electrified during the warp, so let him use his new-found ability to your advantage . . . ZZZAP 'em! Don't forget, Roadkill has a good sense of smell — he can often sniff out hidden goods!



### ICE TEA

A swallow of this refreshing drink will partially restore a depleted health meter. Save some for bad times!



### SUPERHERO

This fist turns Sketch into a page-ripping superhero!!! Use it when the going gets tough.



### KNIFE

A good old-fashioned long-range weapon. Great for turning switches and setting off explosives at a distance.



### GRENADE

Some hard-to-reach bozo giving you a hard time? Throw him one of these and watch the fireworks!



### BOMB

Danger — high explosives! A dynamite weapon that blasts whatever's nearby . . . including Sketch!



### SURPRISE

Pick up the "?" and you could get any of the other power-ups, or . . . KABOOM! So, don't touch these if your health is low!



# MUTANT HIT LIST

Behold your enemies! They sting, bite, shock and hit like a freight train. When you destroy them, Mortus draws more.



## Gravis the Bully

This android brute only appears to be dumb and slow. Watch out for his sentinel attacks . . .

## Strigil the Assassin

These shadow assassins have a deadly way with crowbars . . .



## Spawn Mutant

The Mutant's true form? Don't try to grab him or you'll find out!

## Mongoria

These super quick terrors may be the worst threat, short of Mortus himself. They hate each other . . . so play that to your advantage.



## Cocoon Crawler

Intended as a food source for newborn Mutants, these creatures will sting, no matter who you are!

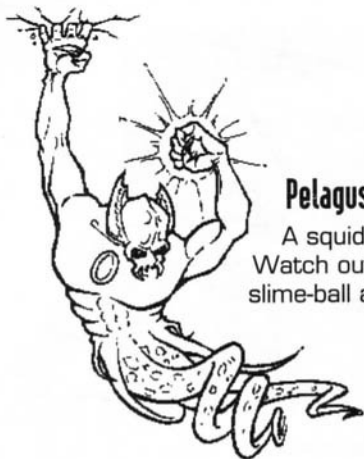


## Styx the Monk

Gives an entertaining gymnastics show while tearing you apart from atop his hydraulic staff. Your jumping skill will prove useful here!







## Pelagus

A squid? A man? The devil?  
Watch out for his bouncing  
slime-ball and spring attacks!



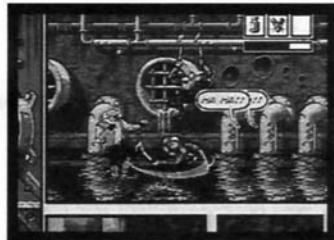
## Flying Creature

Not very tough — a few  
jump kicks or uppercuts will  
do. But beware —these  
creatures are part of a  
larger being . . .

# EPISODES

## Night of the Living Mutants

The sewers are  
alive with Mutants,  
traps and dead  
ends. They're  
guarding the place  
with their lives . . . Why?? Learn the ropes.



## Welcome to the Temple – Not!

Fight for your life,  
while a screaming  
crowd calls for your  
head. Is this a  
training ground for  
the syndicate?



## Curse of the Dead Ships

This wreckage  
graveyard holds a  
deadly secret.  
Does the story end  
here???



# CREDITS

## CONCEPT, DESIGN & ART DIRECTION

Peter Morawiec

## TECHNICAL DIRECTOR & PROGRAMMER

Adrian Stephens

## MUSIC & SOUND EFFECTS

Howard Drossin

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Craig Stitt

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Bob Streele, Ross Harris

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Robert Morgan,  
Dean Lester

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Deborah Costa - General Alissa Cyan  
Peter Morawiec - Gravis  
Fei Cheng - Styx the Monk  
Sue Ortlip - Mongoria

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## ASSOCIATE PRODUCER

Mike Wallis

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## MARKETING SPECIALIST

Clint Dyer



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Tony Lynch, Jeff Junio,  
Janine Cook, Rey Alferez

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Peter Morawiec

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Written by  
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& Michael Stewart  
at Marvel Comics  
Pencilled, inked  
& lettered by  
Tony DeZuniga

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Osamu Shibamiya

## SOE LIAISONS

Lia Ithel, Cara McMullan

## SOJ LIAISON

Masanobu Tsukamoto

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Roger Hector,  
Sue Ortlip, Sheri Hockaday, Deborah Costa,  
Paul Sears, Terry Tang, John Duggan,  
Stieg Hedlund, Tim Gedemer  
and "The House" for the best lamb in town



## 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

## 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.