

SEGA

GENESIS
16-BIT CARTRIDGE



G·16

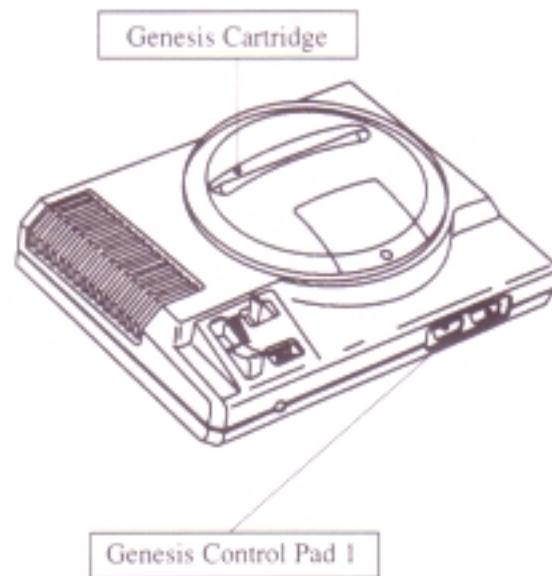
BATMAN™ RETURNS

INSTRUCTION MANUAL

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Starting Up

1. Set up your Genesis System.
2. Plug Control Pads in port 1.
3. Make sure the power switch is OFF. Place the *Batman Returns* cartridge into the cartridge slot and press it down firmly.
4. Turn the power switch ON. You'll see the SEGA screen, followed by the opening sequence.
5. View the opening sequence. Then press Start.



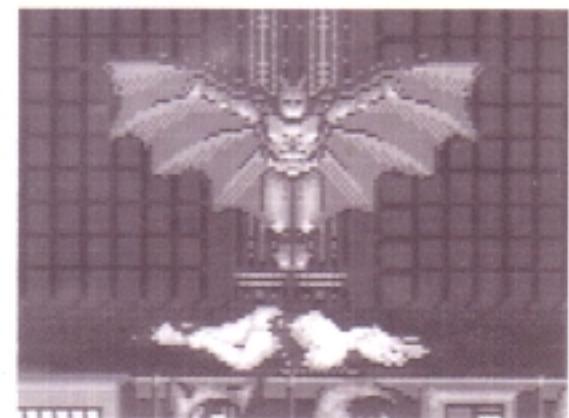
- If you don't see the SEGA screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is *firmly* in the console, and turn the power switch ON again.
- Always turn the power switch OFF when you're inserting or removing the cartridge.

For game play help, call 1-415-591-PLAY.

The Caped Crusader™ to the Rescue!

It's not what it looks like. Not at all.

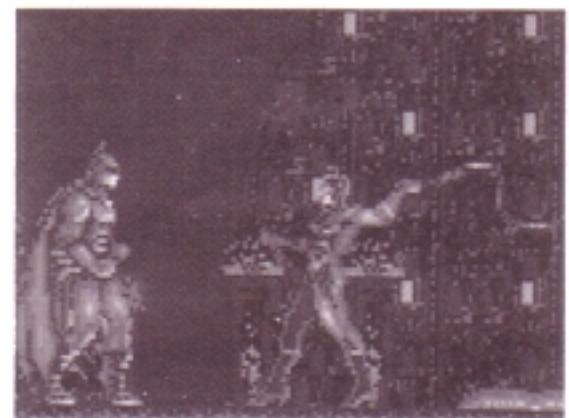
It wasn't **Batman** who released that vicious swarm of bats on the unsuspecting Ice Princess. (Though that's what a dastardly villain wants you to believe.) It was a fiendish ploy to incriminate **The Caped Crusader**.



As a champion of goodness and justice in a city of trickery and treachery, Batman takes on the preposterous **Penguin** and his band of **Red Triangle Circus** performers. Plus you'll encounter flying gargoyles, acrobatic henchmen, various breeds of pyromaniacs and way more.

And last, but most certainly not least, you'll tangle with the mistress of felines herself, the curious, spurious, mysterious **Catwoman**.

She's not exactly a friend of yours. Although she doesn't favor the **Penguin** either. So don't count on anything but trouble from her...



BATMAN RETURNS

...and you won't be disappointed. Keep in mind that **Catwoman** has nine lives. And you can be sure she'll use every last one.

Now while we're on the subject of *using* things, you'll have quite an assortment of gadgets under your **Batman** belt.

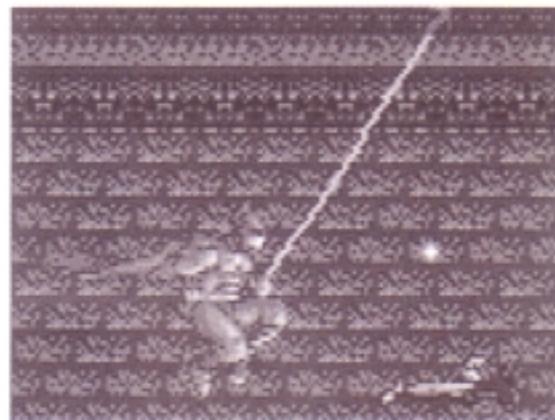
You'll have your infamous grappling hook that lets you scale towering heights in the time it would take you to bat an eye.

You'll also have your razor-sharp, fling-it-with-your-wrist **Batarang** that'll stun just about any enemy you meet. Or use your Super-seeking **Batarang** to snuff out everyone on the screen.

Blast thugs, clowns, acrobats, flame-throwers and parachuting penguins out of town with your Grappling Gun. Stun unsuspecting criminals with your smoldering Smoke Bomb. Or unleash a swarm of bats on the Penguin's crusty cronies.

You start with a limited supply of weapons. But there's more hidden in and around **Gotham City**. So go ahead. Check behind that dark corner. Knock out that wall. You'll never know what's hidden there.

You are the last hope to the people of **Gotham City**. And they're counting on you. Desperately. Because if **Batman** can't clean up **Gotham City**, nobody can.



Taking Control



START:

- Starts the game, or goes to the Options screen and then starts the game.
- Pauses a game to let you select weapons from the Utility Belt.
- Resumes paused game.

D-BUTTON:

- On Title screen selects "Start" or "Options."
- On the Options screen, chooses an option and changes its setting (please see page 8).
- Moves **Batman** left and right. DOWN makes him crouch. UP helps him climb ramps or scale walls.

BUTTONS A, B OR C:

- Makes **Batman** use a special weapon, attack or jump and use grappling hook or bat wings.

Controlling Batarangs, Batwings Bad Guys and More

What an array of weapons you've got under you belt! Here's how to use 'em...

SELECTING WEAPONS

Press **Start** to get under your Utility Belt.

Then press the **D-Button** RIGHT or LEFT to make your selection. Press **Start** again to resume play with new weapon.



Note: You can only get weapons that you have.
You may run out of some weapons.

USING WEAPONS

Face **Batman** in the direction you want to attack and press the SPECIAL WEAPONS BUTTON (**Button A** if you don't make any options changes).

GRAPPLING

Hold the **D-Button** UP and press the JUMP BUTTON to release the grappling line. Then "tap" the JUMP BUTTON again to land on the next ledge. Or else "hold down" the JUMP BUTTON to shimmy up the line. Then press the D-Button RIGHT or LEFT to swing.

SWINGING WITH YOUR GRAPPLE

To swing from place to place, hold the **D-Button** RIGHT or LEFT while pressing the JUMP BUTTON twice. (See grappling, previous page.)

FLAPPING YOUR WINGS

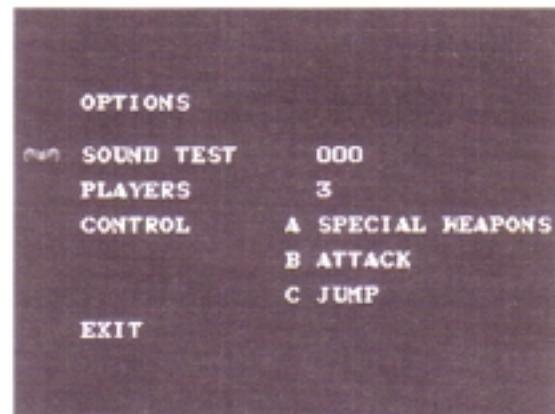
You can flap Batman's cape like wings by holding down the SPECIAL WEAPONS BUTTON while in mid air or by pressing the JUMP BUTTON and SPECIAL WEAPONS BUTTON simultaneously.

PUNCHING AND KICKING

- For reliable, old-fashioned martial arts defense press the ATTACK BUTTON.
- To punch, press the ATTACK BUTTON.
- To kick high, hold the **D-Button** RIGHT or LEFT and press the ATTACK BUTTON.
- To kick low, hold the **D-Button** DOWN and press the ATTACK BUTTON.

Selecting Options

On the Title screen, press the D-Button DOWN to select "Options". Then press Start to go to the Options screen. Press the D-Button UP or DOWN to place the bat by your option selection, and press it LEFT or RIGHT to change the setting.



SOUND TEST:

To check the sound, press Buttons A, B or C.

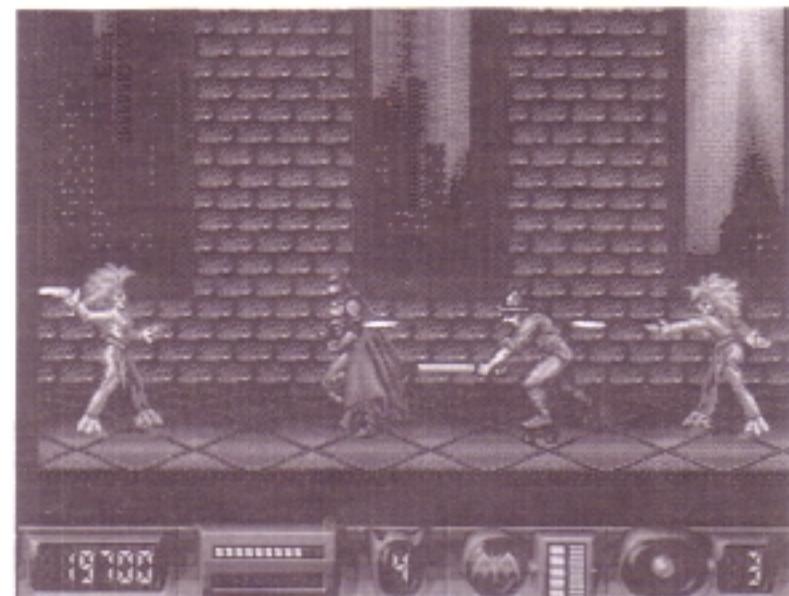
PLAYERS:

This is the number of lives you have. You can select 3, 5 or 7 lives by pressing the D-Button RIGHT or LEFT.

CONTROL:

Here's where you can change which buttons you'd like for SPECIAL WEAPONS, ATTACKING and JUMPING. You have three combinations of choices. To change them, press the D-Button RIGHT or LEFT.

Getting Gotham City Back



score	life energy	lives left	utility belt	flight power	weapon in use	weapons left
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How do you clean up a city that likes the dark, the dank, the muck? That thrives on the crime in the streets?

You do it at night. In the streets. In abandoned stores. In underground sewers. And you do it alone.

You may find help. But probably not.

And it's **The Penguin** and his powerhouse of costumed criminals against you.

You'll have to fight hard. And smart. You'll have to keep your energy up. And be on the look-out for more energy.

You'll have to choose your weapons carefully. And time each move perfectly. Or else.

Batman's Gadgets

What sets **Batman** apart from the other super heroes is that he's always had the *best toys*.

The **Batmobile**... **Batarangs**... The **Batskiboot**...

Maybe it's because he was once a rich kid. Maybe it's because he's **Bruce Wayne**. But whatever the reason, there are now more great toys (or, if you prefer, *weapons*) than ever.

Here's what you've got and how they work:

UTILITY BELT POWER-UPS

You start the game with at least one of each weapon under your belt. As you move through Gotham City, you can collect more of each weapon along the way.

Your Utility Belt can carry up to 99 of each weapon. So pick up all the power-ups you can find. You'll have plenty of room to store them. And, as you know, you can never, *ever* have too many power-ups!!

Here's what you get when you start the game:



10 regular batarangs	3 smoke bombs	1 bat swarm	1 grappling gun	1 super-seeking batarang
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BATARANGS

Fling 'em fast and hard. It's amazing the damage this innocent-looking little blade can do. Be sure to grab up every **Batarang** power-up because each one gives you 10 or even 20 **Batarangs** at once.



SMOKE BOMBS

These explosives can really put the heat on someone – *if* you toss them right. Rush up and pound your enemy while the smoke is still in his or her eyes.



SWARM OF BATS

No fancy marksmanship needed here. Just release these little critters and watch what happens when they fly in the face of danger.



GRAPPLING GUN

Call it a harpoon. Call it a dart gun. Call it whatever you like. Because when you hit one of those clowns with this, *they* call it quits.



SUPER-SEEKING BATARANG



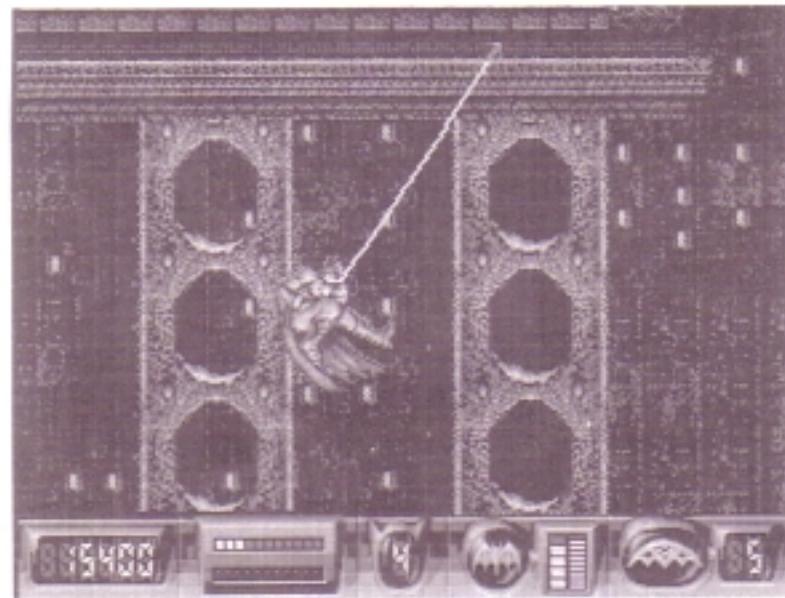
This shining gem can track down enemies anywhere on the screen – no matter which direction you throw it.

And once it tracks them down, it takes them out.

GRAPPLING HOOK

To reach places too high to jump to – or where no foothold is available – use Batman's grappling hook. Fling the hook towards a ledge or opening to let it "catch." Then let the line pull you up.

You can also use the grappling hook to swing from place to place to avoid danger below.

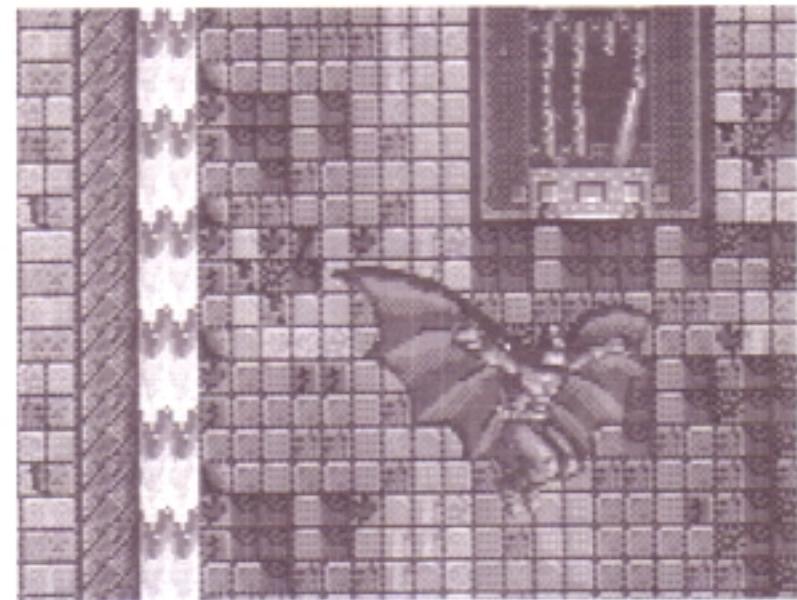


To use your grappling hook, hold the D-Button UP and press the JUMP BUTTON to release the line. If the line "catches", tap the JUMP BUTTON again to jump onto the next surface. Or hold the JUMP BUTTON down to slowly move up the line.

To swing from your grappling hook, hold the D-Button UP and press the JUMP BUTTON to hook the grapple. If it hooks, press the D-button RIGHT and/or LEFT to swing back and forth or to swing from place to place.

WINGS

You can spread your wings and glide in midair by flapping your cape. Your wings are particularly useful when trying to collect power-ups that are in out-of-the-way places. And they help you avoid damage in dangerous places -- like spiked surfaces.



flight power
indicator

You start the game with a certain amount of flight power. Each time you glide, you use a little up. You can get more flight power by collecting Batman's cape power-ups.

To flap your wings, hold down the SPECIAL WEAPONS BUTTON when jumping or falling through the air.

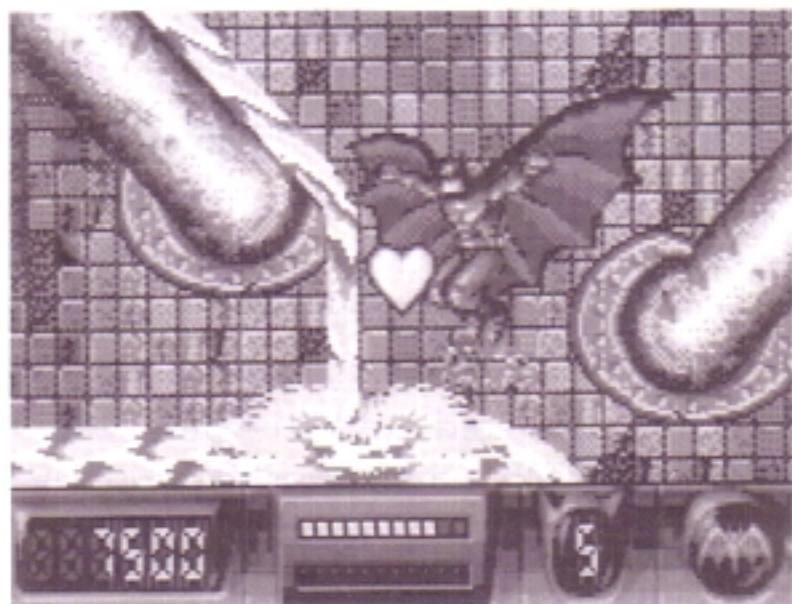
BATMAN'S BOOTS

The soles of your boots are invincible to fire, electricity, bullets, bombs and other deadly elements. The trick is to kick to shield yourself.

Batman's Lives

You may not have as many lives as **Catwoman**. But you can start with up to 7 lives. And you can extend your up life meter and number of lives along the way by picking up hearts, pulsing hearts and Batman masks.

-  Regular hearts give you 4 units of life energy.
-  Pulsing hearts restore your life energy meter to full.
-  Batman masks give you an additional life.



life
energy lives
left

Each time you start a new level, your life energy is restored to its full capacity.

START A LIFE

You start the game with 3, 5 or 7 lives depending on your options setting. (See PLAYERS, page 8.) Each time your life energy runs out, you lose a life. When you lose all your lives you have the option to start over or to continue.

CONTINUE

If you chose to CONTINUE you will start at the beginning of the act (not the level) in which you were last playing. When you start this act over, your life energy and number of lives will be restored to their original amounts. You will also start with a new set of weapons under your belt.

GAME OVER

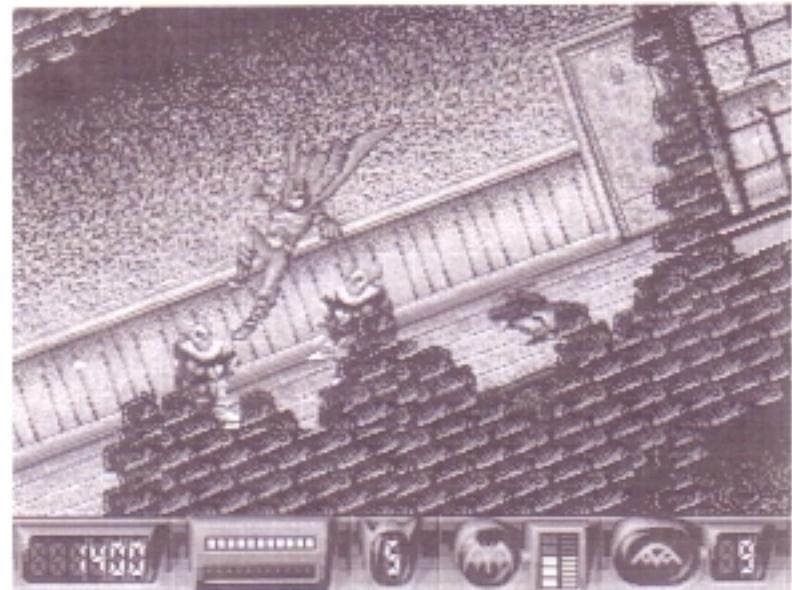
At the end of the game you battle **The Penguin** on his own home turf. He's sure that *he* has the advantage. Prove that he's wrong.

On the Level

There are five unique acts to play through. And each act is made up of three to four levels. Plus there is an opening and ending sequence as well as a couple of hidden bonus levels.

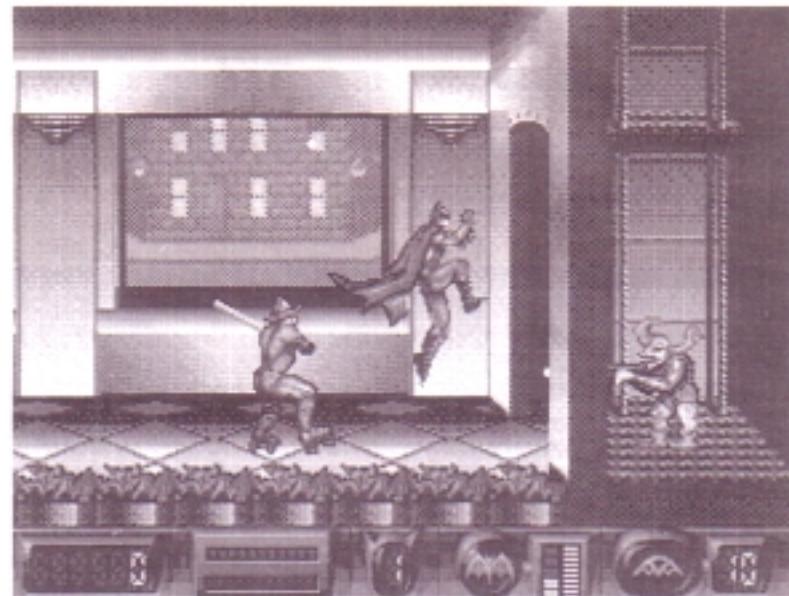
At the end of each level you must defeat the boss – who may surprise you. At the end of each act you'll contend with the portly Penguin himself.

Here's a hint of what you'll find in each act:



ACT I: GOTHAM CITY

Scale the skyscrapers on your ascent toward the rooftops. Once there, dodge the Gargoyle's fireballs and defeat thug acrobats. Then take the secret passage through the remains of an abandoned building on 22nd Street – but don't get sucked in!



ACT II: SHRECK'S WONDERLAND

Looks like Catwoman's been here. It must have been a "fire sale." Don't get "rolled over" by the merchandise. It could cost you your life!

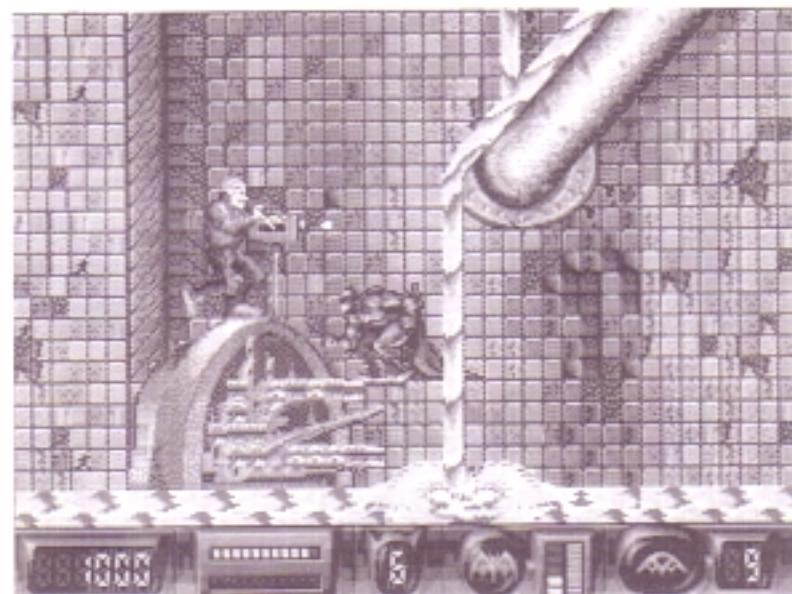


ACT III: THE RED TRIANGLE CIRCUS

If you can't join the circus, beat 'em. You'll start at the animal cages and progress to the house of mirrors. Then catch the last train out of town.

ACT IV: INTO THE SEWERS

Go with the flow here. (Unless you're headed for sawed-off water pipes.) And beware of The Penguin's Water Cannon.

**ACT V: THE PENGUIN'S LAIR**

Save some flight power for this place. Because you'll really need to glide. Defeat The Penguin now. And give Gotham City back to the people.

Scoring

Your score is added up at the end of each level. Here's how it's all figured:

PICK-UPS

Big Weapons	1,000
Big Heart	1,500
Big Wing	800
Small Weapons	500
Pulsating Heart	800
Small Heart	400
Extra Life	2,000

ENEMIES

Juggler	1,500
Organ Grinder	1,500
Thin Clown	2,000
Pitch Fork Guy	2,000
Sword Swallower	2,000
Widget Clown	1,500

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Rocket Clown	2,000
Thug Acrobat	500
Gargoyle	800
Head	500
Unicycle Clown	1,000
Stone Gargoyle	1,500
Motorthugs	1,000
Motorthugs with Guns	1,500
Flame Throwers	1,500
Bowlers	1,000
Roller Skate Sewer Thugs	1,000
Knife Girls	1,000
The Penguin's Knife Girls	2,000
Level Bosses	20,000

Hints and Tips

- If you can, put off picking up the health power-ups (hearts) until your life energy meter is below half. This way these power-ups are more valuable to you.
- Use the swarms of bats, grappling gun and Super **Batarangs** sparingly. Save them for the level bosses. Regular **Batarangs** and smoke bombs are enough for most enemies.
- Here's how to achieve wider swings once you've attached your grappling line to a surface:
 - 1.) Keep the JUMP BUTTON pressed down.
 - 2.) Wait for **Batman** to stop swinging.
 - 3.) Lengthen the grapple line by pressing down on the D-Pad.
 - 4.) Start swinging by pressing left and right repeatedly on the D-pad.
- Your glider wings will help you reach hard-to-get places.
- You never know where you'll find power-ups. Try punching out a wall and see what happens...

- Learn where the power-ups and level bosses are so you can take the most direct route. That way you won't have to battle each and every enemy.
- Be Patient. Don't rush an encounter or hurry through a level. You have all the time you want because you're not clocked.
- Use regular **Batarangs** instead of other weapons whenever you can because there's an ample supply of **Batarang** power-ups throughout **Gotham City**.
- To conserve your weapons, use your fists against lower-level enemies and even against level bosses whose health points are down to three or less.
- Power-ups are hidden in both obvious *and* unlikely places. Be sure to search for them whenever you have the chance.
- Don't go head-to-head against the level bosses. Be evasive.
- Use your grappling line or special cape to help you get those out-of-the-way power-ups.

Handling the 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.

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.

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 this number:

1-800-USA-SEGA

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 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 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

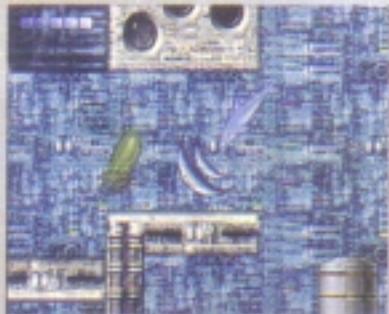
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NEW ADVENTURE GAME FROM SEGA

ECCO THE DOLPHIN™

You are Ecco, a powerful young dolphin. A mysterious storm has swept your family from the sea. The search to find them will take you through vast underwater realms of treachery, beauty and adventure. Use your sonar to discover hidden caverns and unlock the secrets of crystal glyphs.



Charge packs of bloodthirsty sharks. Dive deep...but don't linger too long, because you're a mammal and need air to breathe. In your quest, you'll discover that more than your family's safety is at stake. The fate of the whole world rests your wits and fins.

- Explore over 25 giant levels of solving puzzles and fighting denizens of the sea.
- 8 Megs of aquatic excitement with password save.
- Knife through the waters, flip above the waves, with motions created from real dolphins.



US Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302-1
Singapore No. 88-155; Japan No. 82-205605 (Pending)

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