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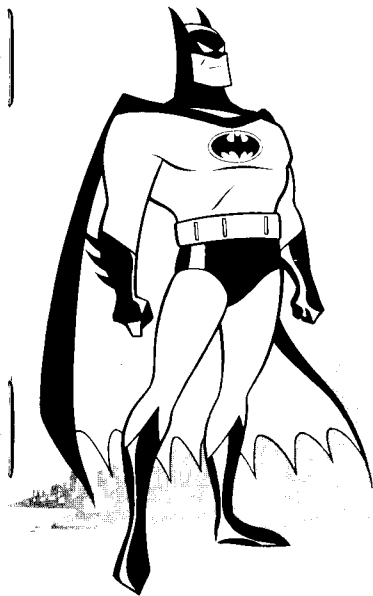
ELECTRONIC

MODEL 72-505

LCD GAME



BATMANTM
The Animated Series



PRINTED IN HONG KONG

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980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

This is the story of one man, orphaned when his parents died through a criminal act, who swore an oath to devote his entire life and fortune to wiping out both the crime and violence that results from criminal acts.

As a wealthy young man, Bruce Wayne™ spent years abroad, learning the secrets of criminology, martial arts, and physical and mental self-improvement through meditation and application. His training complete, he returned to Gotham City™ where he uses his brilliant detective's mind, high technology and the fearsome bat costume to protect the downtrodden, fight for justice, and wage war on the underworld.

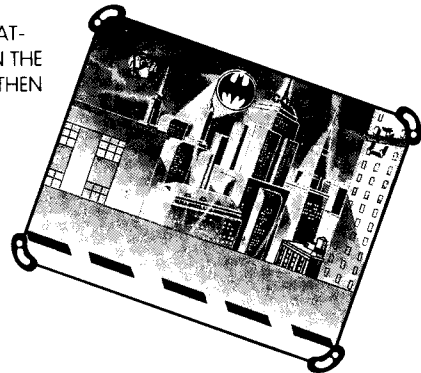
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PRESS THE ON/START BUTTON TO TURN ON THE GAME.
You'll hear an "On" beep and the maximum score is displayed.

PRESS THE ON/START BUTTON AGAIN TO START THE GAME!
You'll hear a simple "Game Start" tune and you begin in stage 1 with zero score.

AT THE BEGINNING OF EACH STAGE, THE BAT-SIGNAL™ WILL AUTOMATICALLY APPEAR IN THE SKY TO SHOW THAT BATMAN IS NEEDED! THEN BATMAN COMES OUT!



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You play as Batman™! Your objective is to avoid the traps of The Joker™, Poison Ivy™, The Riddler™, and Mr. Freeze™! Use your Batarang™ to fight back! Score as many points as you can along the way!

In each stage, you move forward automatically. Use your control buttons to help you:

PRESS THE JUMP BUTTON

— To jump up.

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PRESS THE THROW/ATTACK BUTTON

— To throw the Batarang when you're standing on the ground.

After you jump up, pressing the THROW/ATTACK BUTTON creates several functions:

- To receive puzzle pieces thrown by The Riddler.
- To attack The Joker with your bare hand if he appears at your back.
- To throw the Batarang if the above attempts do not work!

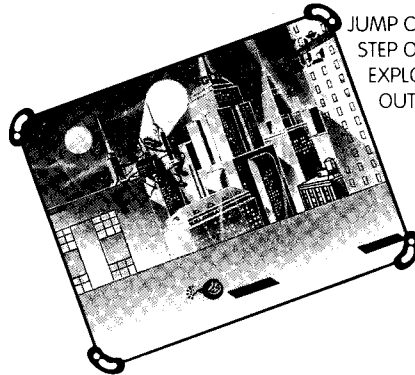
PRESS THE FAST BUTTON

— To run faster.

There are 4 stages of play. You always play the game all the way through all 4 stages! Each stage gets more difficult because you have more challenges! Your enemies will also attack you at greater speeds in the later stages!

STAGE 1:

In stage 1, you're fighting against The Joker and The Riddler!

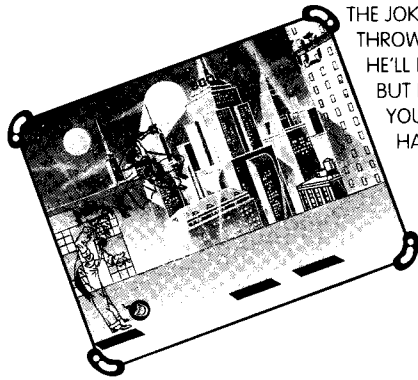


JUMP CLEAR OF THE JOKER'S BOMBS. WHEN YOU STEP ON A LAUGHING BOMB, THE BOMB WILL EXPLODE AND THE JOKER WILL COME OUT AND LAUGH AT YOU!



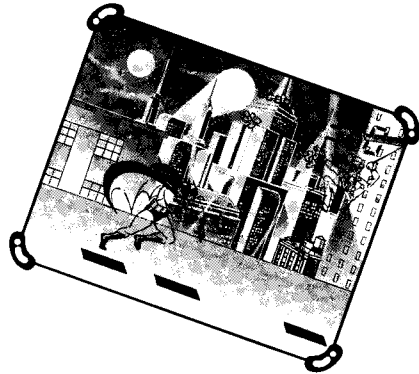
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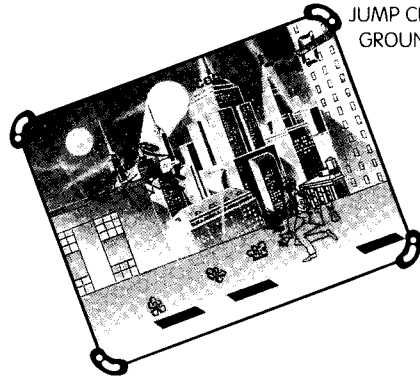


THE JOKER IS VERY SNEAKY. IN ADDITION TO THROWING BOMBS IN YOUR PATH, SOMETIMES HE'LL EVEN THROW BOMBS BEHIND YOU! BUT REMEMBER, WHEN THE JOKER IS BEHIND YOU, YOU CAN ATTACK HIM WITH YOUR HAND!

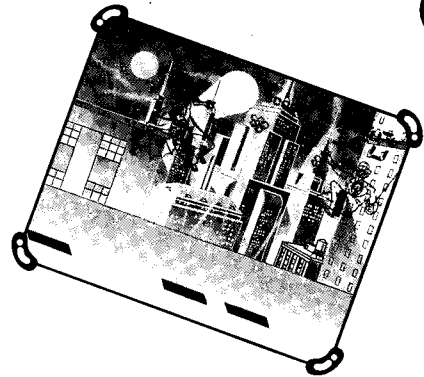
THE RIDDLER ATTACKS YOU WITH PUZZLE PIECES AND HIS SWORD. USE YOUR BAT-A-RANG TO FIGHT BACK!



JUMP CLEAR OF PUZZLE PIECES ON THE GROUND.



BUT AFTER JUMPING UP, YOU CAN RECEIVE THE PUZZLE PIECES ON THE UPPER SCREEN POSITION BY PRESSING THE THROW/ATTACK BUTTON!

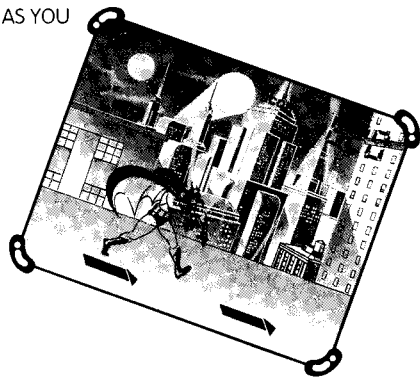


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A moving arrow will appear on the bottom of the screen when you successfully pick The Ridder's puzzle piece. You receive a bonus of 100 points for a successful pick!

YOU'LL SEE A SPECIAL "MOVING ARROW" AS YOU RECEIVE YOUR 100 BONUS POINTS!

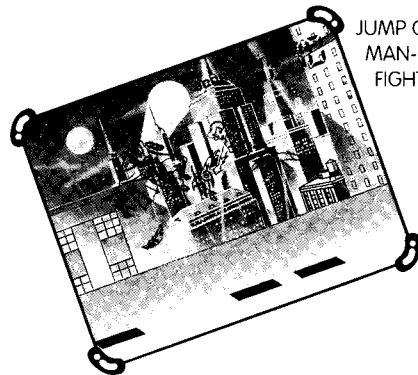
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STAGE 2:
In stage 2, you're up against The Joker, The Riddler— and Poison Ivy!

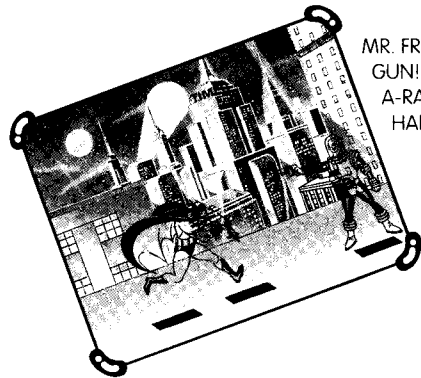
JUMP OUT OF THE WAY OF POISON IVY'S
MAN-EATING PLANT!
FIGHT BACK WITH YOUR BATARANG!

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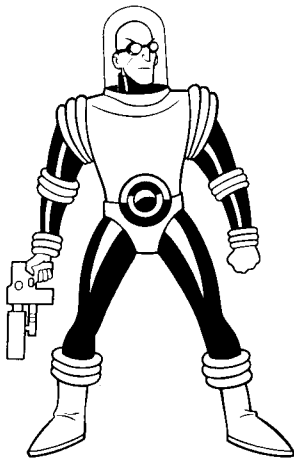


STAGE 3:

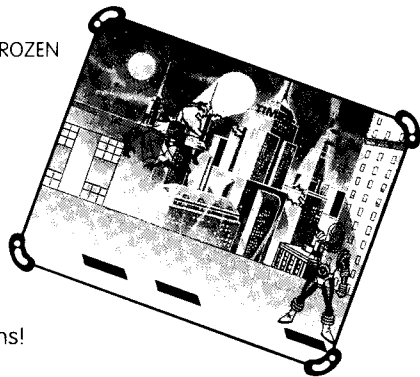
In stage 3, you're up against The Joker, The Riddler—and Mr. Freeze!



MR. FREEZE TRIES TO FREEZE YOU WITH HIS FREEZE GUN! JUMP OUT OF THE WAY OR USE YOUR BAT-A-RANG TO KNOCK THE FREEZE GUN OUT OF HIS HAND!



IF YOU'RE HIT BY THE FREEZE GUN, YOU'RE FROZEN FOR A SHORT PERIOD OF TIME!



STAGE 4:

In stage 4, you're up against all 4 villains!

SCORING:

You score by jumping clear of attacks and by successfully throwing your BAT-A-RANG. You score:

- 30 POINTS FOR JUMPING CLEAR OF THE JOKER'S BOMBS AND PUZZLE PIECES ON THE GROUND.
- 30 POINTS FOR JUMPING CLEAR OF THE RIDDLER'S ATTACKS, POISON IVY'S MAN-EATING PLANT AND MR. FREEZE'S GUN.
- 50 POINTS FOR HITTING THE JOKER.
- 80 POINTS FOR HITTING THE RIDDLER, POISON IVY, AND MR. FREEZE.
- 100 POINTS FOR RECEIVING PUZZLE PIECES ON THE UPPER SCREEN POSITION.

TIME:

A timer is displayed to give you a sense of how much time is left in each stage. Your current score is shown for about two seconds once you score. Keep in mind that you always play through all 4 stages of the games!

GAME SPEED:

As you advance to the higher stages, your enemies will attack you at greater speed!

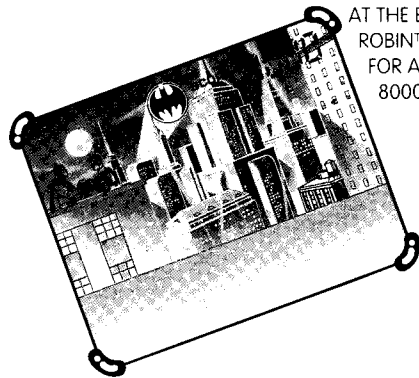
The game pauses after each stage and the next stage number is shown.

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PRESS THE ON/START BUTTON TO START THE NEXT STAGE WHEN YOU ARE READY.

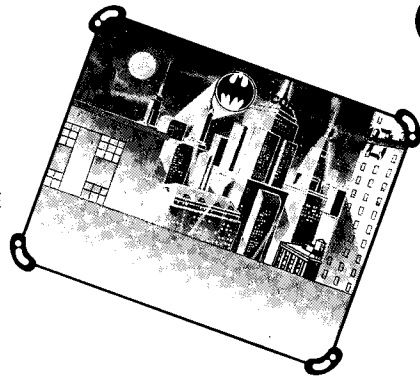
PRESS THE MAX SCORE BUTTON TO TAKE A LOOK AT THE MAXIMUM SCORE DURING THE PAUSE BETWEEN STAGES.

PRESS THE SOUND BUTTON IF YOU WISH TO PLAY IN SILENCE.
PRESS IT AGAIN TO REGAIN SOUND.



AT THE END OF STAGE 4, BATMAN'S SIDEKICK, ROBIN™ WILL COME OUT AND SHAKE YOUR HAND FOR A JOB WELL DONE IF YOU SCORE MORE THAN 8000 POINTS!

BUT IF YOU SCORE LESS THAN 8000 POINTS, THEN YOU APPEAR AT THE END OF THE GAME BY YOURSELF! YOU'RE A LONELY CAPED CRUSADER™, BUT PLAY AGAIN AND MAYBE THIS TIME YOU'LL SCORE 8000 POINTS!



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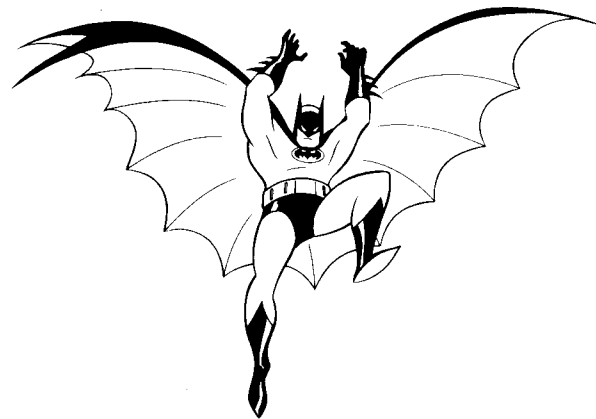
WHEN YOU COMPLETE STAGE 4 AND THE STORY IS COMPLETE,
PRESS THE ON/START BUTTON TO START A NEW GAME FROM STAGE 1.

PRESS THE OFF BUTTON TO TURN OFF THE GAME WHEN YOU'RE
FINISHED PLAYING. But don't worry if you forget. The game
automatically shuts itself off after about 3 minutes of non-play.

Nice work! It's good to know that when the Bat-Signal
illuminates the sky, you're always there to help!

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THE END



STAGE SUMMARY:

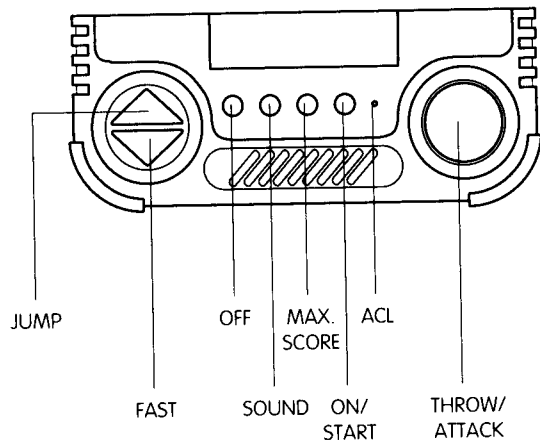
ENEMIES:	STAGE 1	STAGE 2	STAGE 3	STAGE 4
RIDDLER	YES	YES	YES	YES
POISON IVY	-	YES	-	YES
MR. FREEZE	-	-	YES	YES
LAUGHING JOKER	YES	YES	YES	YES
OBSTACLES:				
BOMB	YES	YES	YES	YES
PUZZLE PIECES	YES	YES	YES	YES
MAN EATING PLANT	-	YES	-	YES
MR. FREEZE'S GUN	-	-	YES	YES
WEAPON:				
BATARANG	YES	YES	YES	YES
SPEED OF ENEMY:	LO	MED	MED	HI
LENGTH OF STAGE:				
TIME (MIN: SEC)	1:00	1:20	1:40	2:00

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NOTE: WHEN YOU STEP ON ONE OF THE JOKER'S BOMBS, IT EXPLODES AND THE
JOKER COMES OUT AND LAUGHS AT YOU!

YOUR CONTROL GUIDE:

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ON/START — To turn on the unit.
— To start the game.
— To start each stage.

MAX SCORE — To take a look at the maximum score during the pause between stages.

SOUND — To control sound: on or off.

OFF — To turn off the unit.

JUMP — To jump up.

THROW/ATTACK — To throw the BATARANG when you're standing on the ground.

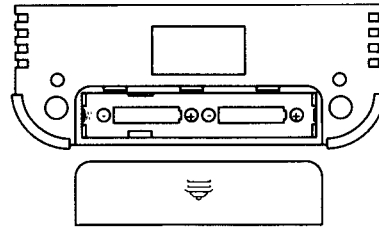
After you jump up, pressing the THROW/ATTACK button creates several functions:
— To receive puzzle pieces thrown by The Riddler.
— To attack The Joker with your hand if he appears at your back.
— To throw the BATARANG if the above attempts do not work!

FAST— To run faster (Batman runs automatically at a pre-determined speed set by the computer).

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SPECIAL FEATURES:

- Game plays all the way through
- Stage timer
- Highest score retained
- Built-in melody
- Sound on/off control
- Built-in automatic power-off timer (game shuts itself off after about 3 minutes of non-use).



INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

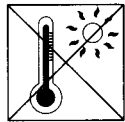
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



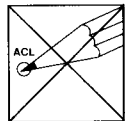
CAUTION



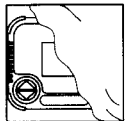
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

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Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does

not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.
Also, don't forget to show your return address.
- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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