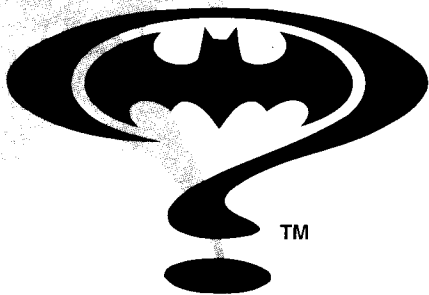


MODEL 78-572



TM

DOUBLE DOSE OF DOOM

ELECTRONIC LCD GAME



78572IWTIE-1

TWO-FACE AND THE RIDDLER — THEY'RE A DOUBLE DOSE OF DOOM!

Former district attorney and friend, *Harvey Dent*, has been savagely altered into the criminal called *Two-Face* after being sprayed by a vial of acid thrown by a *Gotham City* crime boss. The acid not only ate away the left side of his face, but also caused severe brain damage to the left side of his brain, turning him into a psychotic killer bent on killing *Batman*.

Edward Nygma, a worker in the electronics branch of *Wayne Enterprises*, has an incurable fixation on *Bruce Wayne*. When *Bruce Wayne* rejects his "brainwave manipulator device", Nygma goes crazy and alters his device so that it becomes a "brain drain", fueling the brains of all it touches into his own demented head! *Edward Nygma* creates a new persona for himself — called *The Riddler*, but behind the green costume and the vicious cane, he is still the same lost soul he ever was—except he has the power of the "brain drain".

The "brain drain" also gives *The Riddler* the ability to read and map the brains of whomever it touches. When *The Riddler* and *Two-Face* combine forces, they are also able to discover *Batman's* secret identity as *Bruce Wayne*!

With the help of his new partner, *Robin*, *Batman* must overcome this DOUBLE DOSE OF DOOM!

RID YOURSELF OF THE RIDDLER!

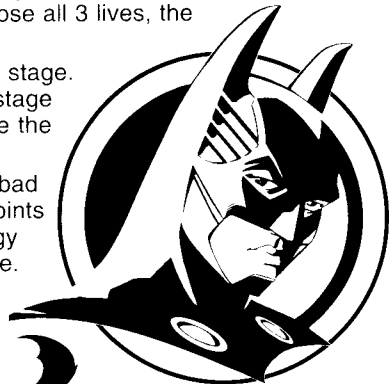
There are 5 stage levels. You always play as *Batman*. Use your fighting skills and most importantly, your UTILITY BELT, to defeat *Two-Face*, *The Riddler*, and their thugs!

You begin the game with 3 lives and a full energy bar. You lose energy whenever you are hit. If you lose all your energy, you lose a life. If you lose all 3 lives, the GAME IS OVER.

There is a visual timer for each stage. You must also complete each stage before the timer expires, or else the GAME IS ALSO OVER.

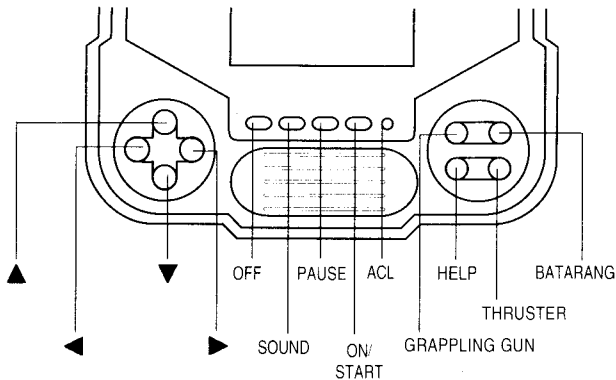
You score points for defeating bad guys. You also score bonus points for every unit left on your energy bar as you complete each stage.

You WIN the game if you can defeat *The Riddler* in stage 5.



BATMAN™

USE YOUR FIGHTING SKILLS — AND YOUR UTILITY BELT!



- ON/START** — to turn on the unit.
— to start the game.
— to exit pause.
— to start each stage.
- PAUSE** — to pause the game.
- SOUND** — to control sound: on or off.
- OFF** — to turn off the unit.

THRUSTER BATARANG™

- to propel yourself across the screen.
- to throw your batarang for stronger attacks.
- to intercept low flying bats to restore energy.

GRAPPLING GUN HELP

- to release cables and climb up.
- to make your cape fire retardant (when *Two-Face* throws acid).
- to call for *ROBIN*'S help (when *Two-Face* is not throwing acid).

“▲”

- to jump up away from danger.
- to climb up cables after firing grappling gun.

“▼”

- to jump down faster.
- to climb down cables from grappling gun.

“◀” KICK

- to kick (when you are at lower position.)
- to jump kick (when you jump up).
- special jump kick (when *Two-Face* appears and you are jumping up).

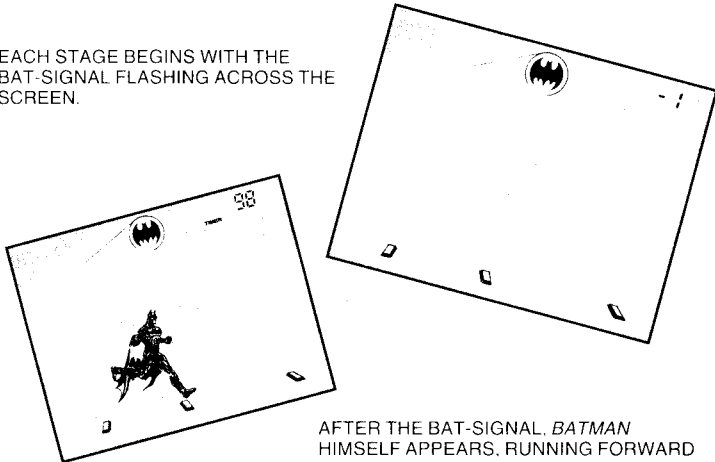
“▶” PUNCH

- to punch enemies.
- to intercept low flying bats to restore energy.
- to jump punch (when you jump up).
- to wing forward to attack *Two-Face* after you release cable and climb up.

Press the ON/START button to turn on the unit. You will hear an "On" beep and the maximum score is displayed.

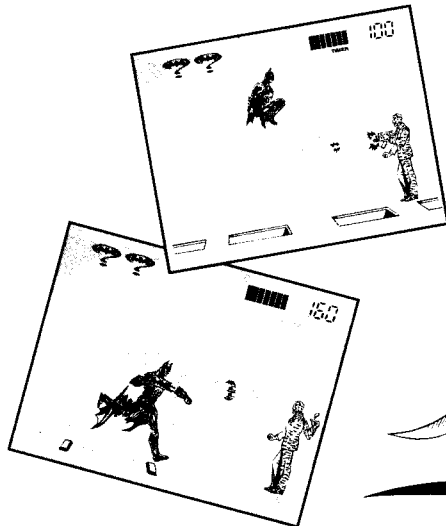
Press the ON/START button to begin play. Each stage begins with the *BAT-SIGNAL* flashing across the screen, followed by *Batman* himself, running forward automatically.

EACH STAGE BEGINS WITH THE BAT-SIGNAL FLASHING ACROSS THE SCREEN.



AFTER THE BAT-SIGNAL, *BATMAN* HIMSELF APPEARS, RUNNING FORWARD AUTOMATICALLY.

You always play as *Batman*. You can run, punch, kick, jump, and climb up and down. You also use your *UTILITY BELT*.

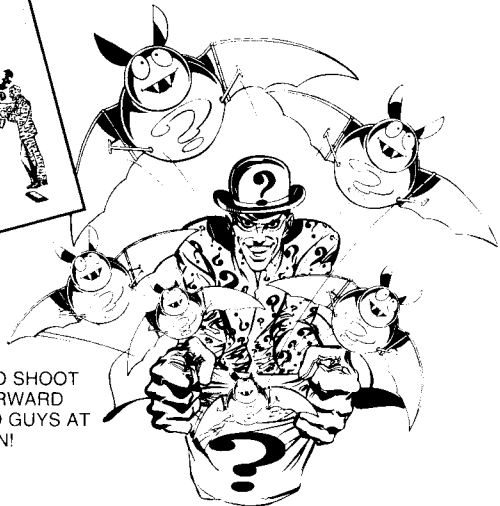
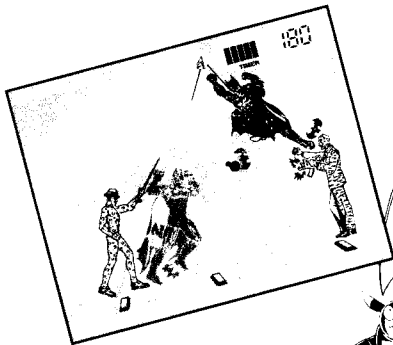


PRESS "▲" TO JUMP UP AND AWAY FROM DANGERS ON THE GROUND.

PRESS THE THRUSTER BUTTON TO PROPEL YOURSELF FASTER ACROSS THE SCREEN AWAY FROM DANGER!



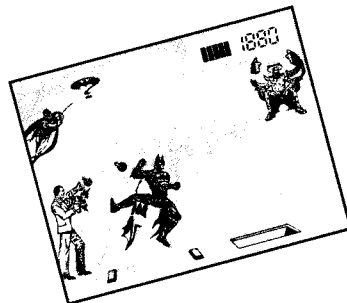
Your utility belt provides THRUSTERS to rapidly move forward and escape, your *BATARANG* to throw your batarang for stronger attacks, and your GRAPPLING GUN to release cables for climbing.



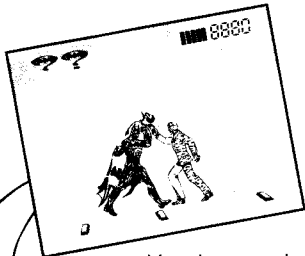
PRESS THE GRAPPLING GUN TO SHOOT OUT CABLES! THEN SWING FORWARD ON THE CABLES TO REACH BAD GUYS AT THE FAR RIGHT OF THE SCREEN!

Your utility belt also has a HELP feature which makes your cape fire retardant for protection against the bottles of acid *Two-Face* throws. You can also press the HELP button to send a message for *Robin* to appear when *Two-Face* is not throwing acid.

PRESSING THE HELP BUTTON SENDS A MESSAGE FOR ROBIN TO COME AND HELP YOU!

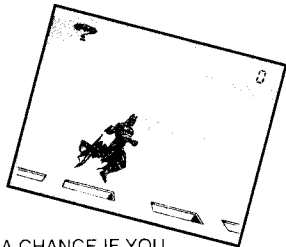


SOME THUGS WILL TRY TO PUNCH YOU OUT. OTHERS HAVE GUNS — AND THEY'RE EXPERT MARKSMEN.



WHEN *TWO-FACE* THROWS BOTTLES OF ACID AT YOU, PRESS THE HELP BUTTON TO MAKE YOUR CAPE FIRE RETARDANT!

You lose a chance whenever you use up your energy bar, and you lose energy whenever you are attacked. If you ever lose all your chances, the game is over, so maintaining a good energy supply is vital.



YOU ALSO LOSE A CHANCE IF YOU FALL DOWN INTO A TRAP!

Your energy bar (BUT NOT YOUR NUMBER OF CHANCES) is restored to full at the beginning of each stage. Also, when you see bats flying, press the PUNCH or *BATARANG* button to intercept low flying bats to restore your energy to full.

PRESS THE PUNCH OR *BATARANG* BUTTON TO INTERCEPT LOW FLYING BATS TO RESTORE YOUR ENERGY.



Your challenge is enormous. You will fight against *Two-Face*, *The Riddler*, and all their thugs as well. If you can defeat *The Riddler* in stage 5, you WIN the game.



STAY OUT OF THE WAY OF THE LASER FROM *THE RIDDLER*'S BRAIN DRAIN! ATTACK *THE RIDDLER* ONLY WHEN THE LASER ISN'T IN OPERATION!

Points CAN YOU SAVE GOTHAM CITY BEFORE ITS DOWN THE DRAIN?

You score points for each villain you defeat. *Two-Face* will appear in each stage, but gets harder and harder to defeat as you advance. *Two-Face* can fire his TOMMY GUN or can throw BOTTLES OF ACID at you (the kind of acid that disfigured him!). *The Riddler* appears in the final two stages. *The Riddler* is wearing his "brain drain" on his head. The "brain drain" drains the brains of others with a laser. You must attack *The Riddler* when the machine is not transferring (via laser) the brain information. Stay out of the way of the laser — or else YOUR BRAIN will be the next brain drained!!!

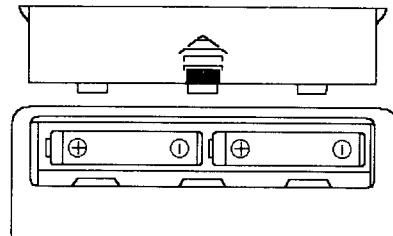
The Riddler is harder to beat in stage 5 than in stage 4. But when you defeat him in stage 5, you WIN the game.

THUGS HIT BY <i>ROBIN</i>	20	POINTS
THUGS WITHOUT GUNS	20	POINTS
THUGS WITH GUNS	40	POINTS
<i>TWO-FACE</i>	100	POINTS (IN STAGE 1)
	200	POINTS (IN STAGE 2)
	300	POINTS (IN STAGE 3)
	400	POINTS (IN STAGE 4)
	500	POINTS (IN STAGE 5)
<i>THE RIDDLER</i>	500	POINTS (IN STAGE 4)
	1000	POINTS (IN STAGE 5).

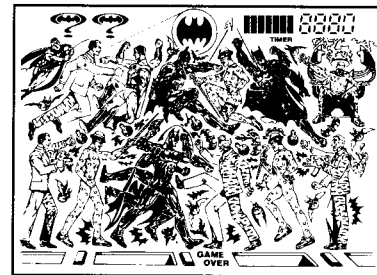
YOU ALSO SCORE 20 BONUS POINTS FOR EVERY UNIT LEFT ON YOUR ENERGY BAR AS YOU COMPLETE EACH STAGE.

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.



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 at the right.

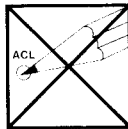


CAUTION DEFECT OR DAMAGE

CAUTION



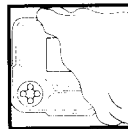
High temperature will destroy the unit. Do not leave unit in direct sunlight.



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



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



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 the problem is. Also include sales slip, date, 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.

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

WARRANTY

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

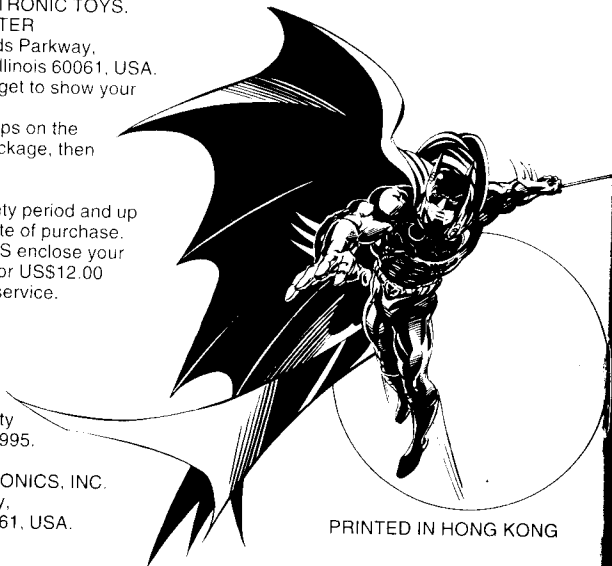
return address.

- 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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