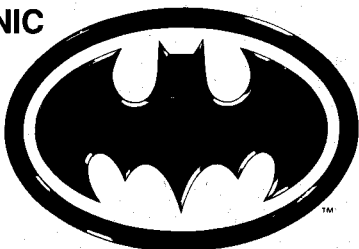
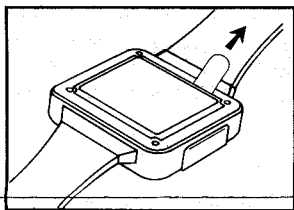


**ELECTRONIC**

**BATMAN™**  
**RETURNS**

**LCD WRIST GAME**

Welcome to Gotham City. Turn your wrist game face down and look for the plastic tab.



Pull out the plastic tab to energize your wrist game! It's not necessary to turn any screw!

## 1. THE BATMAN II STORY

All has been fairly calm in Gotham City since Batman ended the Joker's™ reign of terror. But now there have been repeated sightings of a strange Penguin™ creature. Then a bizarre group of motorcycle-riding villains, who call themselves the Red Triangle Circus Gang™, tears onto the scene, causing havoc and civic disruption!

Police commissioner Gordon orders the famed bat signal to be illuminated against the night sky, and as the Red Triangle Circus Gang continues their destruction, the Batmobile™ races to the rescue!

The Gang is merely the plaything of the Penguin! His hideout is in the old abandoned zoo, in the deserted and now forgotten Arctic World Pavillion. The Penguin uses his arsenal of umbrella weaponry to fire off bullets!

Batman has a new weapon of his own, a computerized Super-Batarang™.

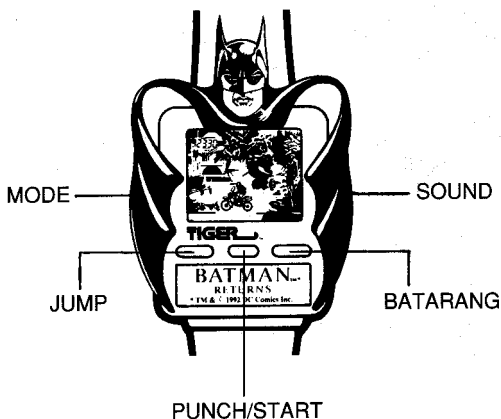
Inside his lair, the Penguin is also protected by his most elite fighters—the Penguin Commando™ Army! They fire missiles!

## 2. THE OBJECT OF THE GAME

You always play as Batman. Your objective is to defeat the two evil gangs of the Penguin—the Red Triangle Circus Gang and the Penguin Commando Army! You must also defeat the Catwoman™ and the Penguin himself! You WIN the game if you can defeat the Penguin in the final stage!

### 3. CONTROL GUIDE

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- |             |                                                                                                                    |
|-------------|--------------------------------------------------------------------------------------------------------------------|
| MODE        | — To choose between the two modes (DEMO MODE and GAME MODE).                                                       |
| SOUND       | — To control sound: on or off.                                                                                     |
| JUMP        | — To jump up to better position (for attacking or protecting yourself).<br>— To jump up to pick up Super-Batarang. |
| PUNCH/START | — To start the game.<br>— To start each stage.<br>— To punch.                                                      |
| BATARANG    | — To fire the Super Batarang.                                                                                      |

### 4. FEATURES

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- 3 stages of Bat-excitement
- Super-Batarang
- Tall Thin Clown, Catwoman, and Penguin stageguards
- built-in melody
- sound on/off control
- high score retained
- automatic time-out timer to return to DEMO mode

### 5. GAME SUMMARY

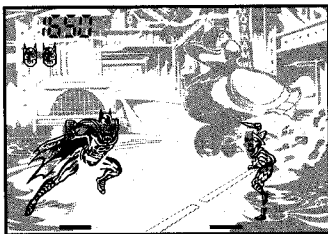
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You always play as Batman in 3 stages of non-stop adventure. You must defeat both of Penguin's armies, the Red Triangle Circus Gang and the Penguin Commando Army, as well as Catwoman and the Penguin himself! You WIN the game by defeating the Penguin on the third and final stage.

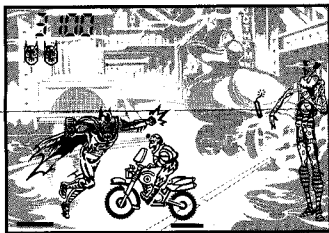
Each stage has a deadly stageguard waiting for you at the end of the stage. You must defeat the stage guard in order to win the stage.

You begin each stage with 3 chances. You lose a chance each time you're hit twice by an enemy! The GAME IS OVER if you lose all your chances.

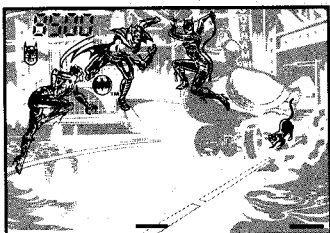
Punch and Super-Batarang your way to victory! You'll score points for each successful attack!



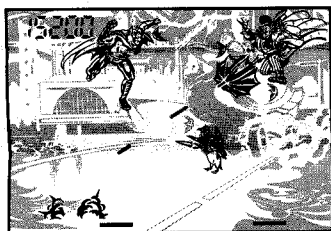
You're moving forward automatically to face your enemies! Watch out for that thug from the Red Triangle Circus Gang! He's got a knife!



Punch those guys out! Sometimes you have to JUMP up to avoid getting hit by bullets, dynamite or missiles! There's the stage 1 stage boss—the Tall Thin Clown! He's throwing dynamite at you!



There's Catwoman, the stage 2 stage boss! She'll attack you in two ways—she'll try to scratch you with her razor-sharp talons and she'll use her cat-o-nine tails whip on you! She'll shift around for a better position! JUMP out of the way to avoid her attacks! When the bat signal appears on screen, that means your Super-Batarang is available! JUMP up to pick it! Use your Super-Batarang to stun her! Also watch out for cat attacks!



The Penguin is the stage 3 stage boss! He'll attack you by firing bullets from his umbrella! When his umbrella is open, it serves to shield him against your Super-Batarang! You're also under attack from the Penguin Commando Army! They're firing missiles at you!

JUMP UP to avoid getting hit.

Also JUMP UP to pick up your Super-Batarang!

## 6. HOW TO PLAY

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Press the MODE button to select the GAME MODE. The maximum score is displayed.

Press the START button to start the game from stage 1.

You'll hear a "Game Start" tune and the display shows stage number "-1".

You always play as Batman! You move forward automatically.

Press JUMP to jump up!

Press PUNCH to punch out your enemies!

Press BATARANG to throw your Super-Batarang!

### **When to Jump:**

You JUMP to avoid attacks by your enemies and to pick up your Super-Batarang! Sometimes you will jump up to get into better position to throw your batarang at enemies appearing in the upper part of the screen!

### **The Super-Batarang:**

Your Super-Batarang isn't available until you see the "bat signal" on screen.

Press the JUMP button to jump up and pick the Super-Batarang after seeing the "bat signal"!

After picking it up, press the BATARANG button to throw the Super-Batarang!

You can throw the Super-Batarang from either the upper position or lower position on screen.

It's possible to keep control of the Super-Batarang after you throw it:

-- If you throw it from the upper position on screen (after jumping up), receive it back from the lower (ground) position on screen.

-- If you throw it from the lower (ground) position on screen, receive it back by jumping up to the upper position.

As you can see, the Super-Batarang works like a boomerang! When you throw it from the upper position, it comes back to you on the lower position. When you throw it from the lower position, it comes back to you on the upper position!

If you fail to keep control of the Super-Batarang, wait for the "bat signal" to reappear and then press the JUMP button to pick it up again!

Your mission is very difficult. Only someone with the skills and courage of Batman could survive it! You must defeat the two gangs of the Penguin—the Red Triangle Circus Gang and the Penguin Commando Army, as well as the Catwoman and the Penguin himself! You WIN the game if you can defeat the Penguin in the final stage!

There are 3 stages. Each stage presents you with different challenges:

ENEMIES:	STAGE 1	STAGE 2	STAGE 3
THE RED TRIANGLE CIRCUS GANG:			
THUG WITH KNIFE	5	10	15
THUG ON MOTORCYCLE	5	10	15
TALL THIN CLOWN	1	10	15
CAT	-	10	15
CATWOMAN	-	1	15
PENGUIN COMMANDO	-	-	15
PENGUIN	1	-	1

You begin each stage with 3 chances. You lose a chance each time you're hit twice by an enemy! The GAME IS OVER if you lose all your chances!

There is a stage boss for each stage. To win the stage, you must defeat the stage boss!

**Stagebosses:**

STAGE 1 TALL THIN CLOWN

STAGE 2 CATWOMAN

STAGE 3 PENGUIN

Punch and Super-Batarang your way to victory. You score points each time you defeat an enemy!

**Scoring:**

THUG WITH KNIFE	50	POINTS
THUG ON MOTORCYCLE	50	POINTS
TALL THIN CLOWN	100	POINTS
	500	POINTS (STAGE BOSS)
CAT	50	POINTS
CATWOMAN	100	POINTS
	500	POINTS (STAGE BOSS)
PENGUIN COMMANDO	100	POINTS
PENGUIN	500	POINTS (STAGE 1)
	1000	POINTS (STAGE BOSS)

NOTE: You receive more points for defeating the Tall Thin Clown, Catwoman, and the Penguin when they're stage bosses!

Number of hits required to defeat your enemies:

It takes you 1 PUNCH or 1 BATARANG to defeat an enemy.

However, for a stage 1 or stage 2 stage boss, it takes you 5 HITS (PUNCH OR BATARANG COMBINATION).

The Penguin is a case all his own! It takes 2 hits to defeat him in stage 1 and 10 hits to defeat him in stage 3 (when he's the final stage boss).

The game pauses after each stage. Press the START button to start the next stage.

Press the SOUND button at any time to fight in silence.

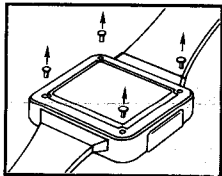
Press it again to regain all the sounds of your ultimate challenge!

After a GAME OVER, press the START button to begin a new game from stage 1!

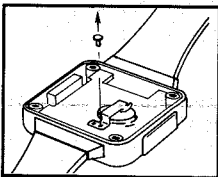
The game will enter the DEMO MODE if you don't press any buttons for 3 minutes.

Remember, to WIN the game, you must defeat the Penguin in the third and final stage! Good luck—all the hopes of Gotham City are in your hands!

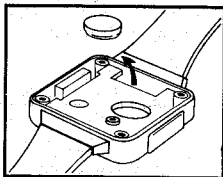
## BATTERY REPLACEMENT PROCEDURE



1. Use a small screwdriver to unfasten the four screws on the reverse side of the watch. Carefully lift off the back cover.



2. Now unscrew the screw holding the battery in place. Lift off the battery contact (plastic bracket) that holds the battery in place.



3. Lift out the dead battery and insert a new one.

4. Replace the screws in the plastic bracket to lock the new battery into place. Rescrew the back cover. Congratulations, you've done it.
5. Recommended battery: Silver Oxide SR54

Do not use rechargeable batteries.

**CAUTION:** Batteries should be replaced by adults.

## **DEFECT OR DAMAGE**

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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 and place of purchase and price paid. We will do our best to help.

## **90-DAY LIMITED WARRANTY**

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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\$5.00. 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\$5.00 payment for the repair service.