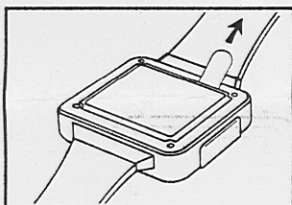


# ELECTRONIC

# BATMAN™

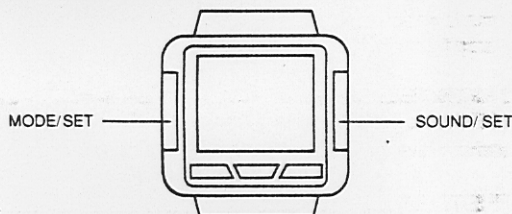
## LCD VIDEO GAME WATCH WITH ALARM

Your Batman™ watch comes complete with installed battery. It's ready to perform three functions: a clock, an alarm, and your Batman game. Do not try to replace the battery yourself. (Have your parents see special note to them at end of rules.)



Plastic film pull out to energize the watch, not necessary to turn any screw!

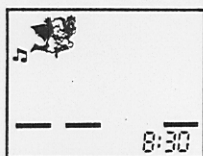
There are five buttons to your watch: two red buttons -- MODE/SET on left and SOUND/SET on right; plus three yellow buttons on the base of the watch.



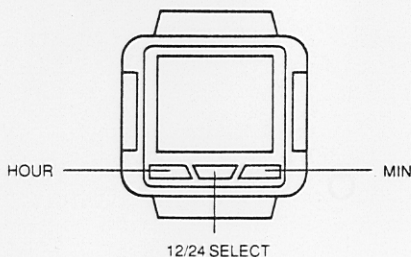
1. By pressing the MODE/SET button on left, you choose your function: clock -- game -- alarm -- back to clock.
2. When you have chosen either the clock or alarm mode, you then press BOTH side buttons (MODE/SET and SOUND/SET) at the same time to set either the proper clock time or proper alarm time as described below.

### THE CLOCK

1. Press MODE/SET until you reach the clock position. Numbers will appear in lower right hand corner of screen.



2. Then press MODE/SET and SOUND/SET together (two side buttons) and the time will flash.
3. Now use the yellow buttons on bottom of watch to set correct time. The yellow button on left sets the correct hour, the yellow button on right sets the correct minute. (PICTURE SHOWING LEFT AS HOUR BUTTON, RIGHT AS MINUTE BUTTON)

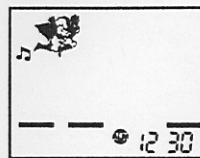


time. 24 hour time is military time. (PICTURE SHOWING MIDDLE BUTTON AS 12/24 INDICATOR)

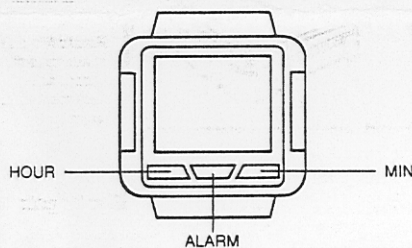
5. When correct time is reached, press the MODE/SET button again. Time will stop flashing.

### THE ALARM

1. Press MODE/SET until you reach the alarm position. Numbers will appear in lower right hand corner of screen.



2. Then press MODE/SET and SOUND/SET together (two side buttons) and the alarm will flash.
3. Now press the middle yellow button and ALM will appear in lower left hand corner of screen.
4. Now use the two yellow buttons on either side (far left button is HOUR and far right button is MINUTE) to set the proper hour and minute for alarm. (PICTURE SHOWING LEFT HOUR BUTTON, MIDDLE ALARM BUTTON, RIGHT MINUTE BUTTON)



5. When correct time is reached, press the MODE/SET button again. Alarm will now stop flashing.

NOW THAT YOU KNOW THE CORRECT TIME, IT'S BATMAN TIME!!! Press the MODE/SET button to select the game mode. Once in the game mode, all five buttons have different functions -- Bat functions!

### THE BATMAN™ STORY

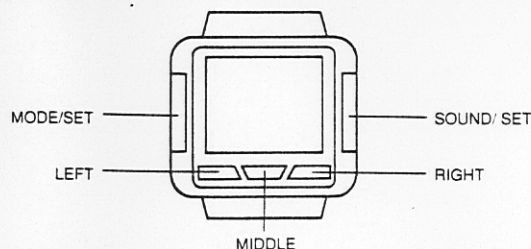
It's a fair fight -- you and Batman, the famed Caped Crusader, against The Joker, and his army of clever, cunning, clown culprits. The Joker is out to conquer Gotham City™ by spreading a deadly Smylex formula across the town. You must destroy him -- before he destroys everything -- Batman, women you will meet in stages 1- 4 and all of Gotham City!

### THE OBJECT OF THE GAME

There are 5 stages of play. You use various weapons to defeat The Joker's henchman on each stage. At the end of each stage, you must defeat the Stageguard, none other than The Joker himself, to advance to the next stage.

You have three "lives". If you lose all three of your lives, the game is over. You can also pick up a BONUS life along the way. If you can advance to stage 5, defeat The Joker there, then you win the game, save Gotham City, and gain the respect of law abiding citizens everywhere.

### BATMAN CONTROL GUIDE



- Mode/Set:** Press until you reach "Game" mode
- Sound/Set:** Controls sound: on or off
- Middle Yellow Button:** --to start game during pause  
--to attack  
--to save the girl
- Left Yellow Button:** --to jump up followed by landing on back position (if standing in front position)  
--to toggle weapon (if standing in back position)

**Right Yellow Button:** --to jump up followed by landing on front position (if standing in back position)  
 --move forward (if standing in front position)  
 --TO COLLECT BONUS LIFE:  
 Press to make girl appear after defeating The Joker in stages 1 - 4. Then press again to have Batman jump up when the girl appears.

## FEATURES

- sound on/off
- best score retained
- ability to switch to clock and alarm modes

## GAME SUMMARY

There are a total of 5 stages of play. The Joker is the stageguard at the end of each stage. He attacks you by throwing a BOMB or KNIFE. You must defeat him at the end of each stage in order to advance to the next stage.

ONE HIT defeats a HENCHMAN of The Joker's.

FIVE HITS defeat The JOKER himself at the end of each stage.

You attack with SPEAR GUN and NINJA WHEEL.

You start with 3 LIVES. You lose a life whenever you're hit by an enemy.

However, you can gain one BONUS life when you save the girl (after defeating The Joker) at the end of each stage. You can keep a

maximum of 3 lives. Game is over when you lose all 3 lives.

## HOW TO PLAY

Press the MODE button to select game mode. Maximum score is displayed. Then press MIDDLE yellow button. A little "Bat" tune is heard. Stage of play is then displayed for about 2 seconds. You always begin with stage 1.

**MOVES:** When standing in back position, press RIGHT yellow button to JUMP FORWARD. When standing in front position, press LEFT yellow button to JUMP BACK.

When standing in front position, press RIGHT yellow button to MOVE FORWARD.

**ATTACKING:** Press MIDDLE yellow button to attack your enemies.

From the back position, you attack with SPEAR GUN and NINJA WHEEL. From the front position, you always attack with NINJA WHEEL. Press MIDDLE yellow button during jumping to throw the NINJA WHEEL.

**SCORING:** You collect different point values for killing The Joker's henchmen (clowns with bats, knives, and pistols) depending on what stage of the game you're playing. It takes 1 HIT to destroy a henchman (one of the bad guys). It takes 5 HITS to destroy The Joker.

STAGE	WITH BAT	HENCHMEN WITH KNIFE	WITH PISTOL	THE JOKER
1	10	-	-	1
2	10	10	-	1
3	15	-	15	1
4	15	15	15	1
5	20	20	20	1

The Joker is always the stageguard. You have to defeat him at the end of each stage to advance to the next stage. The Joker always attacks you with BOMB or KNIFE.

After defeating The Joker at the end of each stage (except the last stage), you have a chance to earn a BONUS LIFE. Once The Joker is defeated, press the RIGHT yellow button, and both a GIRL and a flashing SWORD TRAP will appear. If you rescue the girl, you will GAIN a BONUS LIFE. If Batman is hit by the SWORD TRAP in an attempted rescue, you will LOSE A LIFE.

Press the RIGHT yellow button again when you want Batman to JUMP UP and then press the MIDDLE yellow button to save the girl. You must press the button when the TRAP is OFF. If the TRAP has flashed to ON, Batman is trapped and you lose a life as well as the girl. If you press the button at the right time - when the TRAP is off (between flashes) you save the girl, and earn your BONUS LIFE!

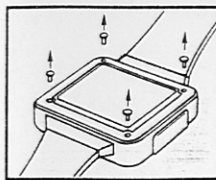
Game pauses after each stage. Press MIDDLE yellow button to start the game at the next stage.

After GAME OVER, press MIDDLE yellow button to start another game, beginning at stage 1.

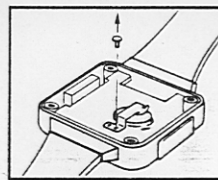
Press MODE/SET button to move watch back to alarm mode and press MODE again to move back to CLOCK mode.

**DON'T CHANGE THE WATCH'S BATTERY YOURSELF. LET YOUR PARENTS DO IT!**

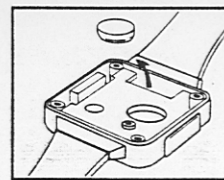
## REPLACE BATTERY PROCEDURE



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

## 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.

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, styrofoam 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.

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