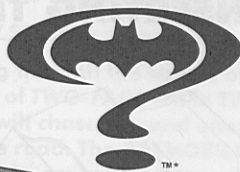


R-ZONE™

BATMAN™
FOREVERTIGER ELECTRONICS
INC.

LCD Video Game

1. GAME STORY

TWO VILLIANS — ONE CITY IN BIG TROUBLE!

The streets of Gotham City are once again under siege as two new villains join forces!

The criminal mastermind *TWO-FACE*, was once law-abiding District Attorney *Harvey Dent*, until a freak accident in the courtroom doused half of his face with deadly acid. Both his brain and face were damaged by the acid and now he passes out justice on the citizens of *Gotham City* with a flip of his coin.

The other menace is former *Wayne Enterprises* employee and genius inventor, *Edward Nygma*. He once idolized *Bruce Wayne*, but felt ignored by his boss. When his "brainwave manipulator" device goes haywire, Edward develops a plan to enslave the citizens of *Gotham City* with his device. He is now known as *THE RIDDLER*, and his intelligence is matched only by his unquenchable thirst for power.

These two villains would be more than enough of a challenge alone, but they've joined forces to destroy *BATMAN* and with *THE RIDDLER'S* I.Q. and *TWO-FACE'S* weapons, they may get their wish!

As *BATMAN*, you have help. There is your new partner, the former circus acrobat *Dick Grayson*, also known as *ROBIN*. You've also got your own skills to depend on—and the amazing *BATMOBILE*, *BATWING* and *BATBOAT*! Can *BATMAN* stop this latest threat to the people of *Gotham City*?

2. OBJECT OF THE GAME

THE FATE OF GOTHAM CITY IS IN YOUR HANDS.

The game is made up of 5 levels (stages). You will play as *BATMAN* in every level, but two of the levels will involve driving the *BATMOBILE* and *BATWING/BATBOAT*.

You begin each stage with a full energy meter and no extra lives. The energy meter will decrease after you are hit a number of times. You must reach the end of each stage to move on to the next one. Bat-Signal symbols may appear occasionally, and you can run into these to partially replenish your life bar in stage 1.

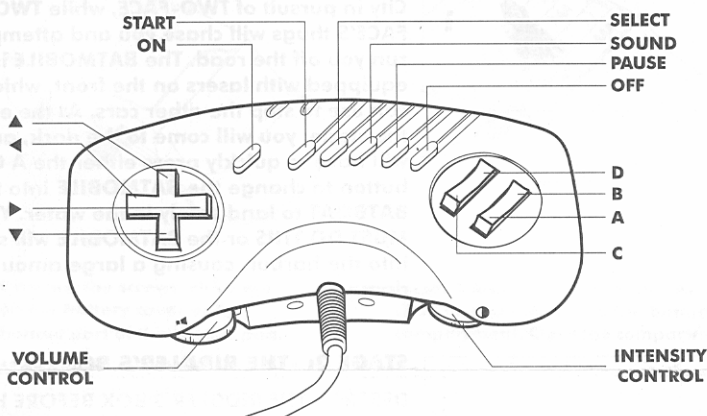
There is a visual timekeeper to add to the urgency of your mission. You must complete each stage in the given amount of time, or the villains will achieve their goals, and you will have failed.

The **GAME IS OVER** if you fail to finish a level in the amount of time given or if you lose all of your energy meter.

You **WIN** the game by finishing all 5 stages and by defeating *TWO-FACE* and *THE RIDDLER* in the final stage.

3. HOW TO PLAY

CAN YOU SURVIVE?



- ON** — to turn on the unit.
- START** — to start the game.
— to start each stage.
— to exit pause.
- SOUND** — to control sound on/off.
- PAUSE** — to pause the game during play.
- OFF** — to turn off the unit. (Game shuts off automatically after 3 minutes of no action).
- "▲"** — to jump up (**SPINNING JUMP**).
— to move forward in the **BATMOBILE** and **BATWING/BATBOAT**.
- "▼"** — to move downward fast without spinning after jumping up.
- "▶"** — press **"▲"** then **"▶"** for **GLIDING JUMP**.
— to move forward (in stages 1, 3, 5).
— to dodge right (in stages 2, 4).
- "◀"** — press **"◀"** + **"D"** to punch enemies behind you (in stages 1,3,5).
— to dodge left (in stages 2, 4).
- "A" or "B"** — to turn the **BATMOBILE** into the **BATBOAT** in stage 2.
— to fire the lasers on the **BATMOBILE** and **BATBOAT** (in stages 2, 4).
- "C"** — to kick.
- "D"** — to punch.
- VOLUME CONTROL** — to control volume: higher or lower
- INTENSITY CONTROL** — to bring game figures into focus.

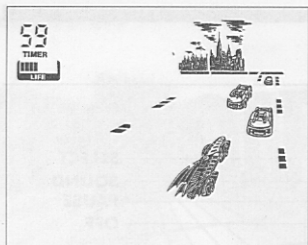
- PLEASE NOTE:**
- **PRESSING EITHER THE "A" OR "B" BUTTONS WILL ACTIVATE THE FUNCTIONS DESCRIBED ABOVE IN "A" OR "B". YOU DON'T HAVE TO PRESS BOTH "A" AND "B", JUST ONE BUTTON OR THE OTHER.**
 - **THE "SELECT" BUTTON HAS NO FUNCTION IN BATMAN R-ZONE GAME.**



STAGE 1: THE CHASE BEGINS. THE GOTHAM CITY SKYLINE

Gotham City at night. You chase **TWO-FACE** across the skyline of Gotham City, running and jumping across rooftops. You must avoid **TWO-FACE'S** thugs who are shooting at you and also stay out of the way of the giant swinging wrecking balls that will knock you to the ground.

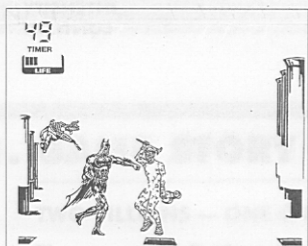
You can use your **"SPINNING JUMP"** and **"GLIDING JUMP"** to avoid these obstacles and reach the end of the stage. At the end of the stage, you will see **TWO-FACE**, but he'll run away before you can confront him.



STAGE 2: THE BATTLE CONTINUES ... WITH BATMOBILE AND BATBOAT!

GOTHAM CITY STREETS

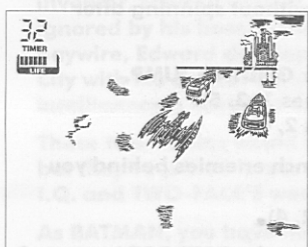
You are racing through the streets of Gotham City in pursuit of **TWO-FACE**, while **TWO-FACE'S** thugs will chase you and attempt to run you off the road. The **BATMOBILE** is equipped with lasers on the front, which you can use to stop the other cars. At the end of the stage, you will come to the dock, and you will have to quickly press either the **A** OR **B** button to change the **BATMOBILE** into the **BATBOAT** to land safely in the water. You **MUST DO THIS** or the **BATMOBILE** will sink into the harbor, causing a large amount of damage.



STAGE 3: THE RIDDLER'S BOX

DESTROY THE RIDDLER'S BOX BEFORE HE CAN USE IT!

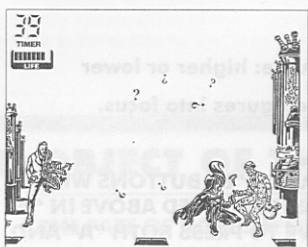
THE RIDDLER wants to demonstrate a new machine he affectionately calls "the Box" on unsuspecting citizens. If **The Box** works, **TWO-FACE** is planning to rob the citizens of Gotham City without them even knowing it! You must jump up and dodge **THE RIDDLER'S** thugs and destroy (by punching and kicking) **THE RIDDLER'S** device before time expires and **THE RIDDLER** can use it. If the timer runs out, **THE RIDDLER** will use the **Box** and you will lose the game. If you are able to destroy the **Box**, **THE RIDDLER** and **TWO-FACE** will run away, and you move on to the next stage.



STAGE 4: TRAVEL BY AIR AND BY SEA (BY BATWING & BOATBOAT!)

GOTHAM HARBOR

You are racing toward *Claw Island*, where **THE RIDDLER** and **TWO-FACE** are hiding out. Use the **BATBOAT** first! Later in the stage, you drive the **BATWING** vehicle. Look out for enemies on the ground shooting at you with missiles. If you can reach the island before time runs out, you will be ready for the final showdown with **THE RIDDLER** and **TWO-FACE**.



STAGE 5: FINAL RECKONING

CLAW ISLAND

The final stage. You need to **SPIN JUMP** and **GLIDE JUMP** and dodge **TWO-FACE'S** bullets and kick him until he is out, then reach **THE RIDDLER** and his "new Box". You must destroy this new **Box**, causing it to explode and **THE RIDDLER** to be knocked unconscious! If you destroy the new **Box** and defeat **THE RIDDLER**, you **WIN** the game!

4. SCORING

JUSTICE — AND MORE POINTS — ARE YOUR BEST REWARDS.

You are awarded points for avoiding obstacles and enemies, as well as for disabling them with the **BATMOBILE'S** lasers, and with your own punches and kicks.

10 POINTS for jumping across rooftops.

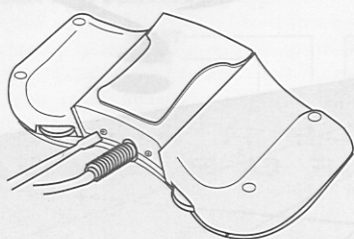
20 POINTS for avoiding attack from **TWO-FACE'S** thugs; or using the **BATMOBILE'S** laser to stop enemies; for dodging attacks from **THE RIDDLER'S** thugs.

30 POINTS for avoiding a bomb in stage 4; for avoiding attacks from **TWO-FACE** and **THE RIDDLER** in stages 3 and 5.

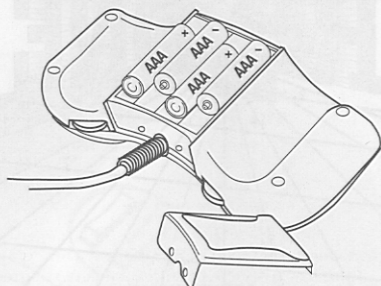
50 POINTS for destroying **THE RIDDLER'S** machine ("The Box") in stage 3.

100 POINTS for destroying **THE RIDDLER'S** "new Box" in stage 5.

5. INSERTING THE BATTERIES



Unscrew the screws which are on the battery cover in the bottom part of the control pad.



Insert 4 Alkaline "AAA" batteries, UM-4, LR03 or equivalent into the battery compartment. Close the compartment.

Make sure to align "+" and "-" as shown.

To ensure proper function, do not mix alkaline batteries with standard batteries or rechargeable batteries.

Do not mix old and new batteries.

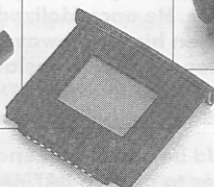
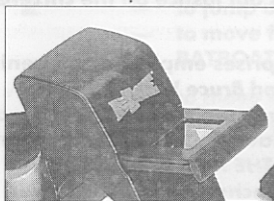
Do not use rechargeable batteries.

Replace with new batteries at the first sign of erratic operation.

Caution: Installation of batteries should be done by adult.

6. ADDITIONAL CARTRIDGES

Additional cartridges for your R-Zone game are sold separately in all of your favorite titles.



7. 90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free of defects in material or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of date of purchase.

Product returned to TEI without original receipt or after the 90-day warranty has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US\$15.00. Make check or money order payable to Tiger Electronics, Inc.

TEI 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.

All product returned **must be shipped prepaid and insured for loss or damage to:**

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway, Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box or use a good-quality carton with packing materials.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90-day warranty, and your printed name, address and telephone number.

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

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\$15.00 payment for the repair service.

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