



## 1. SOMEWHERE IN THE R-ZONE LURKS MR. FREEZE AND POISON IVY

Within the R-Zone a madman seeks icy refuge. It is MR. FREEZE. MR. FREEZE (the former Dr. Victor Fries gone stark raving bananas) is in search of the world's most precious diamonds. These diamonds are the key to his extraordinary research in cryogenic sleep - which he will use to sustain his own life and to bring back his wife who is "on ice", in cryogenic suspended sleep waiting to wake from the deep freeze! MR. FREEZE will stop at nothing to steal these diamonds - and if he can't have his way, then he's content to turn all of GOTHAM CITY into his own personal iceberg!

Meanwhile brilliant botanist, PAMELA ISLEY, knows something about being left out in the cold herself! She has been transformed by an experimental serum into a beautiful but deadly plant advocate who calls herself, appropriately enough, POISON IVY. She wants nothing more than to destroy the animal species, who she blames for all the problems facing the plant world. Helping her is her brutish assistant, BANE, who has the savage fury and the bestial strength to bring GOTHAM CITY to its collective knees!

Clearly, this is BATMAN and ROBIN'S greatest challenge. Besieged by ice attacks from MR. FREEZE and his thugs and from the clinging, creeping fury of BANE and POISON IVY, it could be too much for them to handle. But they are not alone. BATGIRL explodes on the scene on her motorcycle to even up the odds!

Good does not necessarily triumph over Evil - all it takes is for good men and women to do nothing or not enough! Can BATMAN, ROBIN and BATGIRL do enough? Or will GOTHAM CITY be plunged into the deep freeze forever?

## 2. YOUR ICY CHALLENGE

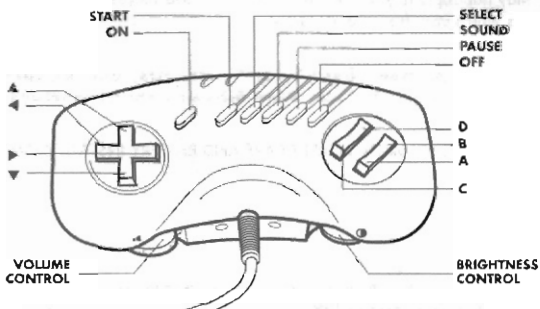
There are 5 stages of play. In stages 1, 3, and 5, you play as BATMAN or ROBIN walking and skating through the streets of GOTHAM CITY. In stages 2 and 4, you play as BATGIRL on your motorcycle cruising and careening down the city streets.

You begin each stage level with a full life bar and 3 extra lives. Your energy bar decreases when you are hit. When your energy bar is drained to zero, you lose a life. Lose all your lives on any stage and it's GAME OVER. You must also reach the end of each stage within 99 seconds in order to advance to the next stage. If you can't finish a stage within the given time limit, then it's also GAME OVER.

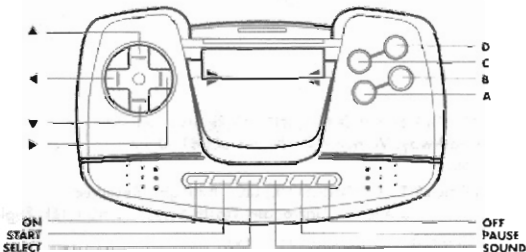
"In the fifth and final stage (if you live that long), you will face MR. FREEZE in a frigid climax that will determine the fate of GOTHAM CITY. If you can defeat MR. FREEZE in this final stage, you WIN the game. If you can't defeat him, your life and the hopes of GOTHAM CITY are left on ice!"

## 3. COME TO THE AID OF GOTHAM CITY IN ITS NEEDIEST HOUR!

### R-ZONE HEAD GEAR CONTROL PAD



### R-ZONE XTREME POCKET GAME CONTROL PAD



ON  
START

SOUND  
PAUSE  
OFF

SELECT

"▶"

"◀"

"▲"

"▼"

"A"

"B"

"C"

"D"

- to turn on the unit.
- to start the game.
- to start each stage.
- to exit PAUSE.
- to control the sound: on or off.
- to pause the game.
- to turn off the unit. (The unit also shuts off automatically after minutes of no play.)
- to toggle between BATMAN and ROBIN before game starts. (BATMAN is your default fighter if you fail to make a selection.)
- to move forward.
- to steer right as BATGIRL.
- to steer left as BATGIRL.
- to jump up.
- to duck down to avoid enemy attacks.
- to brake as BATGIRL.
- to kick enemies.
- to punch enemies.
- to accelerate (as BATGIRL).
- to throw BATARANGS as BATMAN or ROBIN.
- to combine with "A" or "B" to perform rapid-fire kicks or punches.
- to control volume.
- to control brightness (contrast).

VOLUME CONTROL (For R-ZONE Head Gear Only)  
BRIGHTNESS CONTROL (For R-ZONE Head Gear Only)

Press the ON button to turn on the game. You'll hear an "On" beep and the maximum score is displayed.

Use the SELECT button to choose your fighter of BATMAN or ROBIN. (However, no matter which you choose, you will always fight as BATGIRL in stages 2 and 4).

There is no switching between BATMAN and ROBIN once play begins.

After you have selected your fighter, press the START button to begin from stage 1. If you fail to use the SELECT button, you will automatically begin play as BATMAN.



THE CAPED CRUSADER



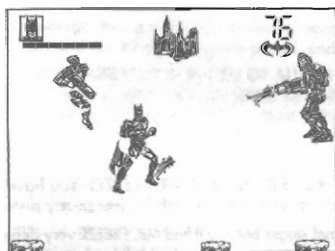
LIKE A BIRD IN FLIGHT, ROBIN DARTS TO SAFETY.

Each stage presents its own challenges. In stages 1, 3, and 5, as BATMAN or ROBIN (whichever player you selected). You can kick, punch, or do special rapid-fire special moves! You also have the unlimited power of the batarang! In stages 2 and 4, you will automatically play as BATGIRL speeding uptown on the Black Shadow motorcycle!

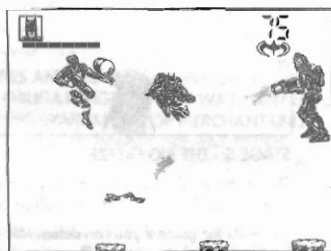
You have 99 seconds to complete each stage level!

#### STAGE 1: THE GOTHAM CITY MUSEUM

BATMAN and ROBIN must try to foil MR. FREEZE'S diamond heist. Enemies include MR. FREEZE'S THUGS who shoot at you and try to club you with their hockey sticks. MR. FREEZE himself will pop in and freeze the ground with his freeze ray. If he freezes the ground and you step on the frozen ground, it counts as a hit against you and your energy will decrease.



THE ROAD RISES UP TO YOU — IN ALL ITS SHIVERING, ICE-CRYSTALLED FURY.



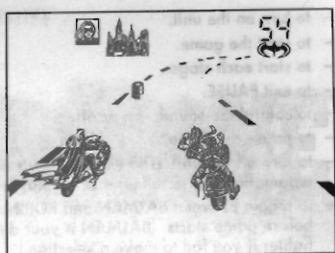
MR. FREEZE FREEZES THE GROUND WITH HIS FREEZE RAY. WHEN THE GROUND TURNS TO ICE, IT SLOWS YOU DOWN.



WHEN YOU PLAY AS BATMAN OR ROBIN, YOU CAN THROW TH BATARANG TO STING YOUR OPPONENTS AS OFTEN AS YOU'D LIKE.

#### STAGE 2: BATGIRL, THE BLACK SHADOW RIDER

BATGIRL hits the streets using ROBIN'S prized Black Shadow motorcycle. As BATGIRL, you have to guide your bike through the twisting streets of GOTHAM CITY and avoid crushing obstacles in your path or driving off the track! You also have to dodge cars and bikes that will swerve in your way. You have limitless energy as BATGIRL, but your speed can drop to zero.



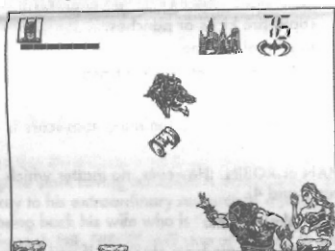
NOT JUST ANOTHER GIRL. NOT JUST ANOTHER BIKE.



ON THE BACK OF THE BLACK SHADOW, YOU GLIDE THROUGH THE STREETS OF GOTHAM CITY, BUT YOU LOSE VALUABLE TIME WHEN YOU'RE HIT BY ENEMIES OR OBSTACLES.

### STAGE 3: THE BANE OF YOUR EXISTENCE AND POISONED ENERGY

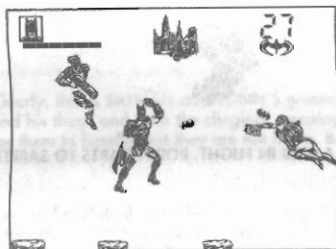
POISON IVY has cast a spell to lead BATMAN and ROBIN to the rooftops of GOTHAM CITY! You have to watch out for BANE, who attacks you with savage intensity. POISON IVY will try to blow "love dust" at you. If she succeeds, it's poison — because the "love dust" freezes you in position, where you are easy prey for BANE!



THE BANE OF EVIL.



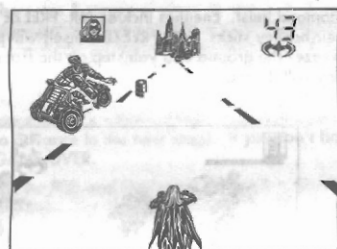
POISON IVY'S LOVE DUST WILL FREEZE YOU WHERE YOU STAND.



THE BATARANG FINDS ITS MARK!

### STAGE 4: BATGIRL ONCE MORE

You play as BATGIRL once more — accept this time, the challenges facing you are multiplied — and only with the best possible driving will you be able to steer your way clear of destruction!



BATGIRL RIDES AGAIN.

### STAGE 5: THE BIG FREEZE

This is the final stage, a showdown between BATMAN and ROBIN and MR. FREEZE! You have to face off against his thugs, as well as MR. FREEZE himself, who attacks with his freeze-ray pistol.

You WIN the game if you can defeat MR. FREEZE in this final stage! But you'll find MR. FREEZE very difficult to beat in the final stage — it will require several solid hits for you to knock him out and claim victory!

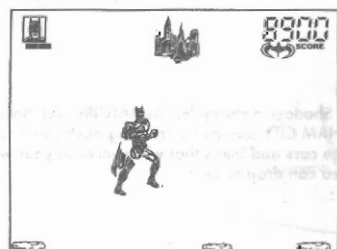
After a GAME OVER, press the ON/START button to select your player (BATMAN or ROBIN) for a new game! Then press ON/START one more time to begin your new game!



MR. FREEZE WANTS TO PUT THE ENTIRE CITY ON ICE.



TO WIN THE GAME, YOU'VE GOT TO DEFEAT MR. FREEZE!



YOU WIN! NICE GOING — AND YOU WERE JUST WARMING UP!

## 4. SCORING

EVEN THE SCORE WITH MR. FREEZE AND POISON IVY!

10 POINTS	You get 10 bonus points for every second remaining on the timer at the end of each stage.
10 POINTS	For defeating MR. FREEZE'S thugs.
20 POINTS	For hitting MR. FREEZE in stages 1 and 3.
30 POINTS	For defeating POISON IVY.
1000 POINTS	For winning the race (as BATGIRL).
1000 POINTS	For defeating BANE.
2000 POINTS	For defeating MR. FREEZE at the end of stage 5.

## 5. ADDITIONAL CARTRIDGES

Additional cartridges for your R-Zone Head Gear and R-Zone X.P.G. are sold separately in many of your favorite titles.



## 6. 90-DAY LIMITED WARRANTY

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

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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.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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SEE SEPARATE INSERT FOR GAME UNIT CARE AND BATTERY INSTALLATION.

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