

WARRANTY

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\$12.00 payment for the repair service.

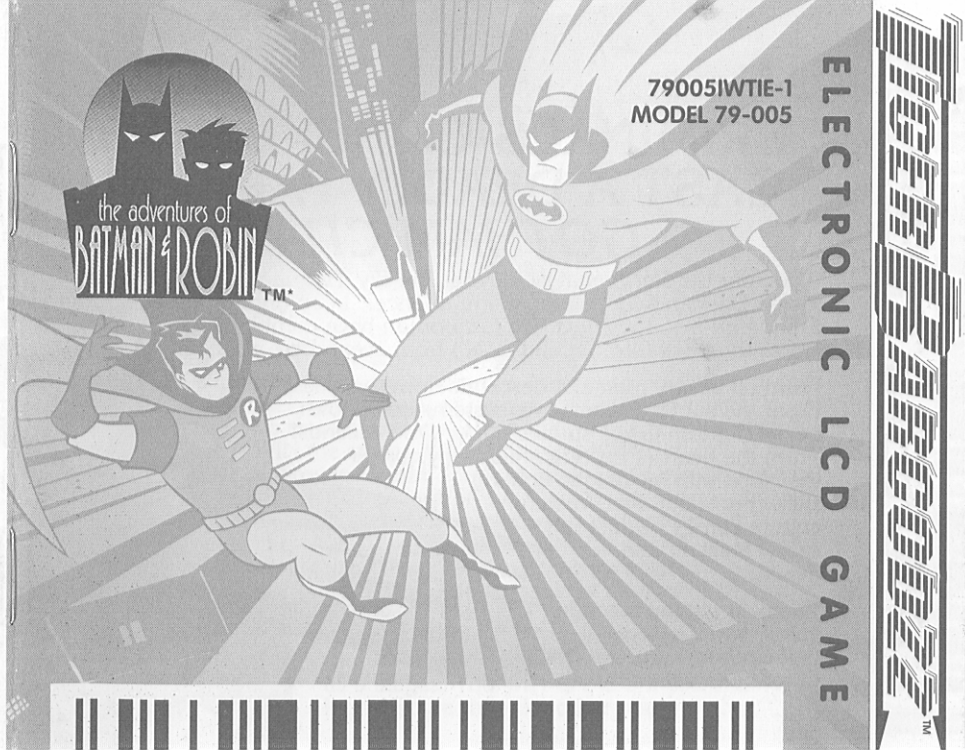
SPECIAL SUBSCRIPTION OFFER

Receive the THE BATMAN ADVENTURES comic every month and save money! To order by Mastercard or VISA, just call 1-800-887-6789 weekdays 9 a.m. - 5 p.m. EST (Sorry, U.S. orders only).

TIGER ELECTRONICS
INC.®

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CRIMINALS CONSPIRE TO CAST A DEADLY PALL ON GOTHAM CITY!

Whenever the *Bat-Signal* illuminates the sky, *Batman* and *Robin* are there! But can they be everywhere at once? In an unholy alliance, *Killer Croc*, *Man-Bat*, the *Ninja* and *Catwoman* have combined forces to attack *Batman* and *Robin* from everywhere at once!

From up above, *Man-Bat* descends from the skies! From the subterranean sewer systems deep down below *Gotham City's* surface, *Killer Croc* ascends! From the heart of Eastern philosophy comes the *Ninja* with his unique fighting skills. From our own Western culture comes *Catwoman* — sassy, brilliant, and deadly!

Throw in special barcode cards, and it's clear that *Gotham City* will never be the same!



3 GAMES IN 1:

DEFEAT THE COMPUTER IN GAMES 1 AND 2 — DEFEAT ANOTHER PLAYER IN GAME 3!

There are three game modes that you can choose:

GAME 1 : A one player game without barcode cards.

GAME 2 : A one player game with barcode cards.

GAME 3 : A two player game with barcode cards.

In all three games, you will fight as both *Batman* and *Robin*! There are 9 stages in each game (if you live that long). In stages 1-4, you play as *ROBIN*. In stages 5-9, you play as *BATMAN*.

In all three games, each time you hit either *Catwoman* or the *Ninja*, their energy level decreases. When their energy is down to zero, you are in position to defeat them and WIN the stage. *Killer Croc* and *Man-Bat* do not have energy levels and they will continue to appear for as long as *Catwoman* or the *Ninja* retain energy!

Your own energy level decreases when you are hit by enemies. If you lose all your energy, the **GAME IS OVER**.

In games 1 and 2, you compete against the computer-driven criminals of *Gotham City*. In game 3, you compete against a second player to see who can attain the highest score!

You **WIN GAMES 1 AND 2** if you can complete all 9 stages. You **WIN GAME 3** if you attain a higher score than the other player.



WITH BARCODE CARDS, THE GAME CHANGES EVERY TIME YOU PLAY!

There are barcode cards provided for game play in games 2 and 3. The barcode cards give you additional background on characters related to the game as well as providing secret techniques that can change the game **EVERY TIME YOU PLAY!**

These secret techniques can intensify your strength and abilities. However, some of the cards contain techniques that may weaken you. Some cards can intensify the strength of your opponents and others can weaken them. Other cards can force an immediate outcome like an automatic win for either side.

Using your barcode cards is easy:
Place all the barcode cards in a pile with the barcode side facing down.

Follow the small arrow indicator flashing on screen before each stage begins. When arrows "flash", it's time to insert either one or two barcode cards. For full information, see the **HOW TO PLAY** section.

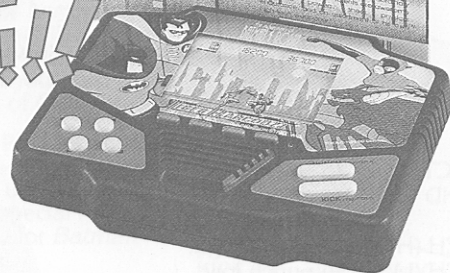


To insert a barcode card, run the card through the scanner at the top of your unit, with the barcode side facing down and the picture side facing up.

When a card has been correctly read by your unit, you will hear two "beeps". If you hear no sound or a special sound, then the card has not been read or has been read incorrectly and you must run the card through the scanner again.

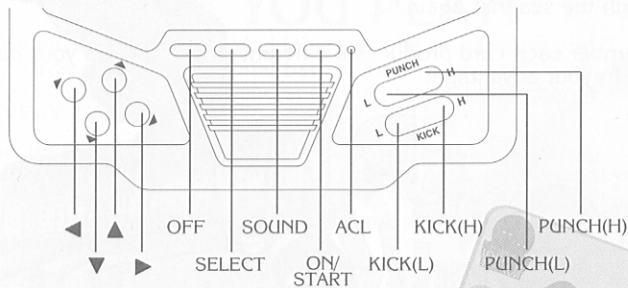
Remember each card produces a different effect! So use your barcode cards to your advantage!

**POWER
UP!!!**





YOU WILL BE ATTACKED FROM ALL SIDES!



- ON/START — to turn on the unit.
 — to start the game.
 — to start each stage.
- SELECT — to select game mode (1...2...3).
- SOUND — to control sound: on or off.
- OFF — to turn off the unit.
- PUNCH (H) — to punch high.
- PUNCH (L) — to punch low.

KICK (H)
 KICK (L)

▲

▼

►

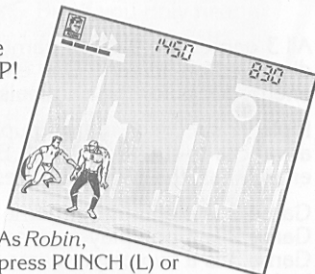
◄

- to kick high.
- to kick low.
- to jump up.
- to move down immediately after jumping up.
- to move right (forward for fighter on the left hand side; backward for fighter on the right hand side).
- to block opponent attacking from the left hand side.
- to move left (backward for fighter on the left hand side; forward for fighter of the right hand side).
- to block opponent attacking from the right hand side.

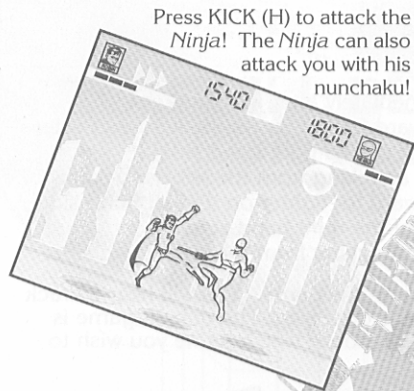
Press the ON/START button to turn on the game. You will hear a crack of thunder and the maximum score is displayed. The default game is GAME 1. Use the SELECT button to choose which game you wish to play.

Then press the ON/START button again to begin play as the *Bat-Signal* illuminates the sky! You will hear a voice calling out, "HELP! HELP!". You know what you must do — you must rush to the aid of *Gotham City*!

In all 3 games, use your PUNCH and KICK and DIRECTIONAL buttons to attack and to defend yourself! Also use these buttons to activate your special moves, including the *BATARANG* for *Batman* and the *SLING* for *Robin*!



As *Robin*, press PUNCH (L) or KICK (L) to attack *Killer Croc*.



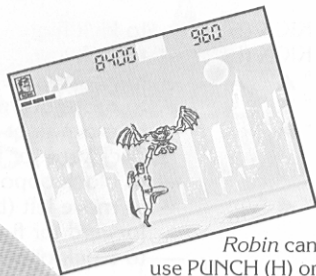
All 3 games are 9 stage games. In all 3 games, two energy bars are displayed on screen. One energy bar is for the player. The second energy bar is for the criminals.

If player succeeds in using up the criminal's energy bar, the player advances to the next stage. But if a player ever uses up his/her own energy bar, the player receives a GAME OVER.

Game 1 is a one player game without barcode cards.

Game 2 is a one player game with barcode cards.

Game 3 is a two player game with barcode cards. The player who scores highest wins game 3.



Robin can use PUNCH (H) or SWING KICK to attack Man-Bat!

In game 3, the two players alternate play:

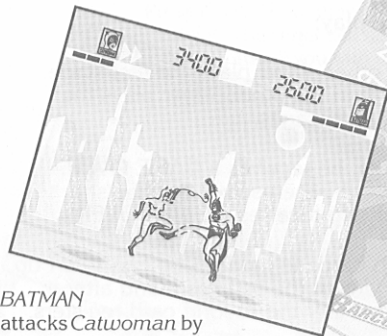
You play the first stage and then the other player plays the first stage. Then you play the second stage and then the other player plays the second stage, and so on throughout all 9 stages.

However, if a player loses all his energy, he receives a GAME OVER. Then the other player continues to play by themselves until he/she completes all 9 stages or until he/she also receives a GAME OVER!

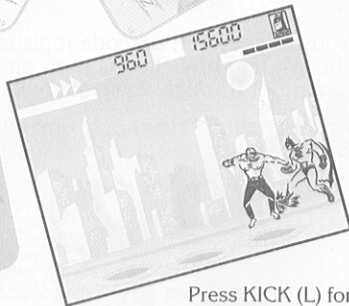
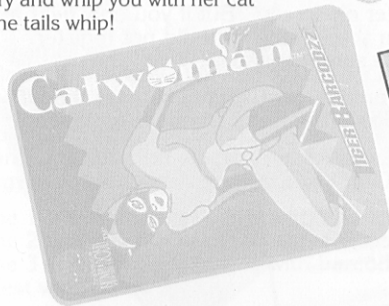
In games 2 and 3 (games played with barcode cards), you can insert up to 2 cards before each stage begins. Insert the first card, and after it registers, then insert the second card. After the second card registers, the stage begins automatically.

You will see each barcode register on screen. But if you only hear a "beep", and no action is seen on screen, the card did not register. "Swipe" it through again to make sure it registers!

If you prefer to insert only one barcode card, then just press the ON/START button to start the stage after the first barcode is registered!

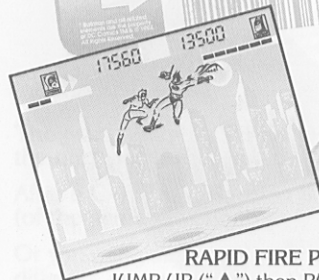


BATMAN
attacks Catwoman by pressing KICK (L). Catwoman will try and whip you with her cat o' nine tails whip!

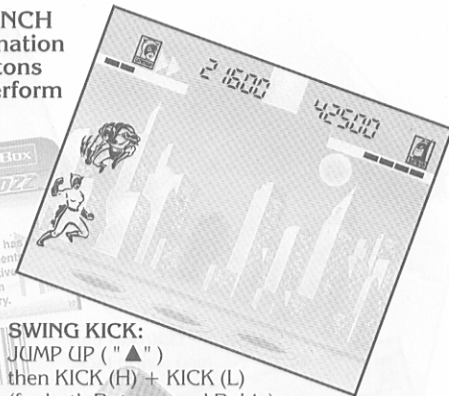


Press KICK (L) for Batman to attack Killer Croc!

Players use variations of PUNCH and KICK buttons in combination with the DIRECTIONAL buttons for *Batman* and *Robin* to perform special moves:



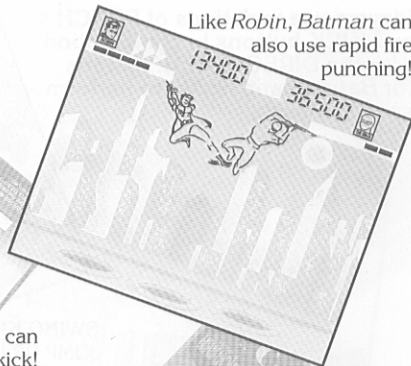
RAPID FIRE PUNCHING:
JUMP UP ("▲") then PUNCH (H) + PUNCH (L) (for both *Batman* and *Robin*)



SWING KICK:
JUMP UP ("▲") then KICK (H) + KICK (L) (for both *Batman* and *Robin*)

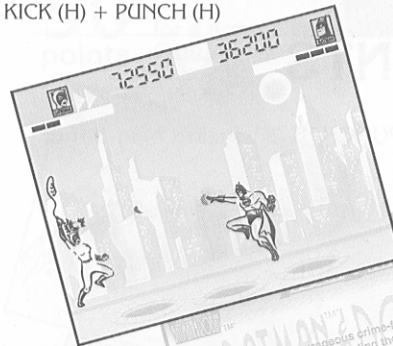


Like Robin, Batman can also swing kick!



Like Robin, Batman can also use rapid fire punching!

FOR BATMAN TO USE BATARANG:
KICK (H) + PUNCH (H)



FOR ROBIN TO USE SLING:
KICK (L) + PUNCH (L)



The game pauses after each stage. Press the ON/START button to start the next stage when you are ready.

After a GAME OVER, press the ON/START button to start a new game (of the same selection).

Or you can you press the SELECT button after a GAME OVER to select a different game mode and then press the ON/START button to begin the game from this new game mode!



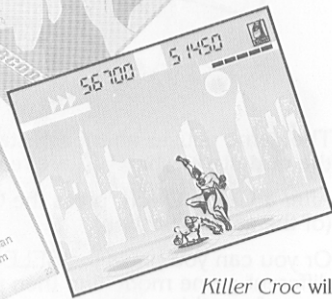
POINTS

30
points

for a normal attack (PUNCH/KICK) against *Man-Bat* or *Killer Croc*.



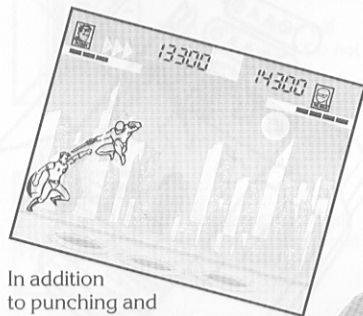
From the sky, *Man-Bat* will try and claw you!



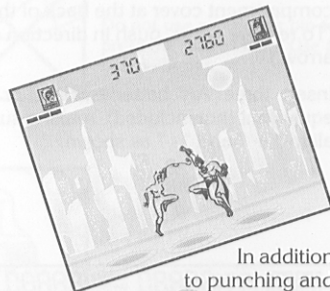
Killer Croc will attack you from the sewer.

50
points

for a normal attack (PUNCH/KICK) against the *Ninja* or *Catwoman*.



In addition to punching and kicking, the *Ninja* will try and club you with his nunchaku.



In addition to punching and kicking, *Catwoman* will try and whip you with her cat o' nine tails whip!

100
points

for successful special move attacks.

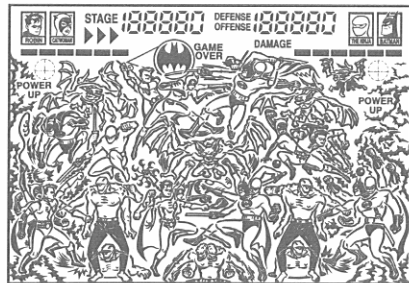
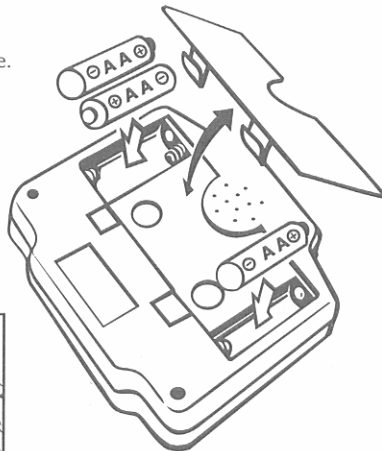
1000
points

for winning a 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 three "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

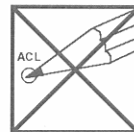


After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.

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.

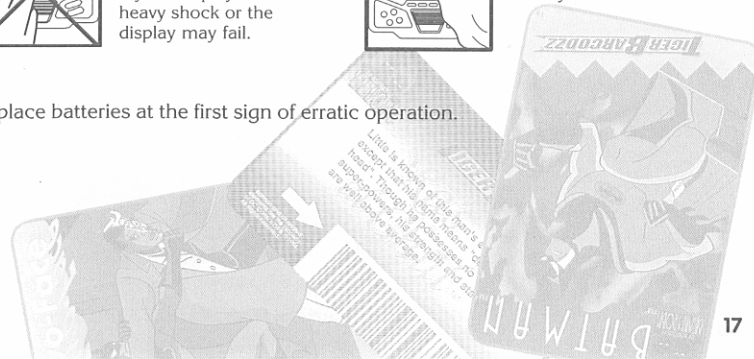


Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Clean only with a piece of soft dry cloth.

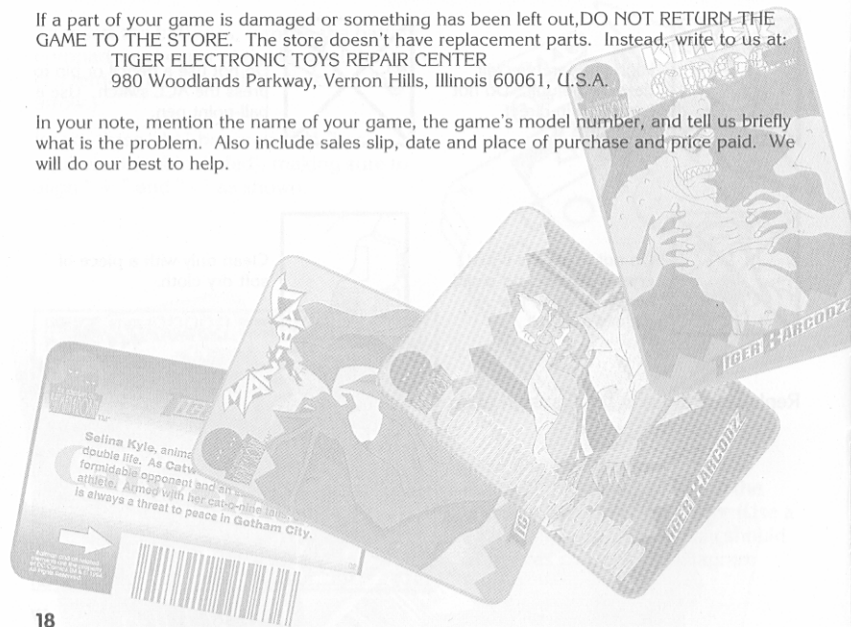
Replace batteries at the first sign of erratic operation.



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 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\$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