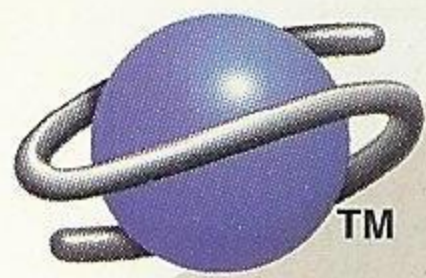


SEGA™

Acclaim®
entertainment, inc.



SEGA SATURN™



THE ARCADE GAME™



T-8140H

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

The streets of **Gotham City** are seldom quiet for long. Now a twin menace presents itself: **Two-Face** and **The Riddler** have joined forces, and it looks like only **Batman** and **Robin** have a chance of stopping the terrible crime wave these two titans of turbulence have in mind. Join in and battle villains like **Sugar**, **Spice** and the other not-very-nice villains that menace Gotham!

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pads.

Note: Batman™ Forever: The Arcade Game is for one or two players.

2. Place the Batman™ Forever: The Arcade Game disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)



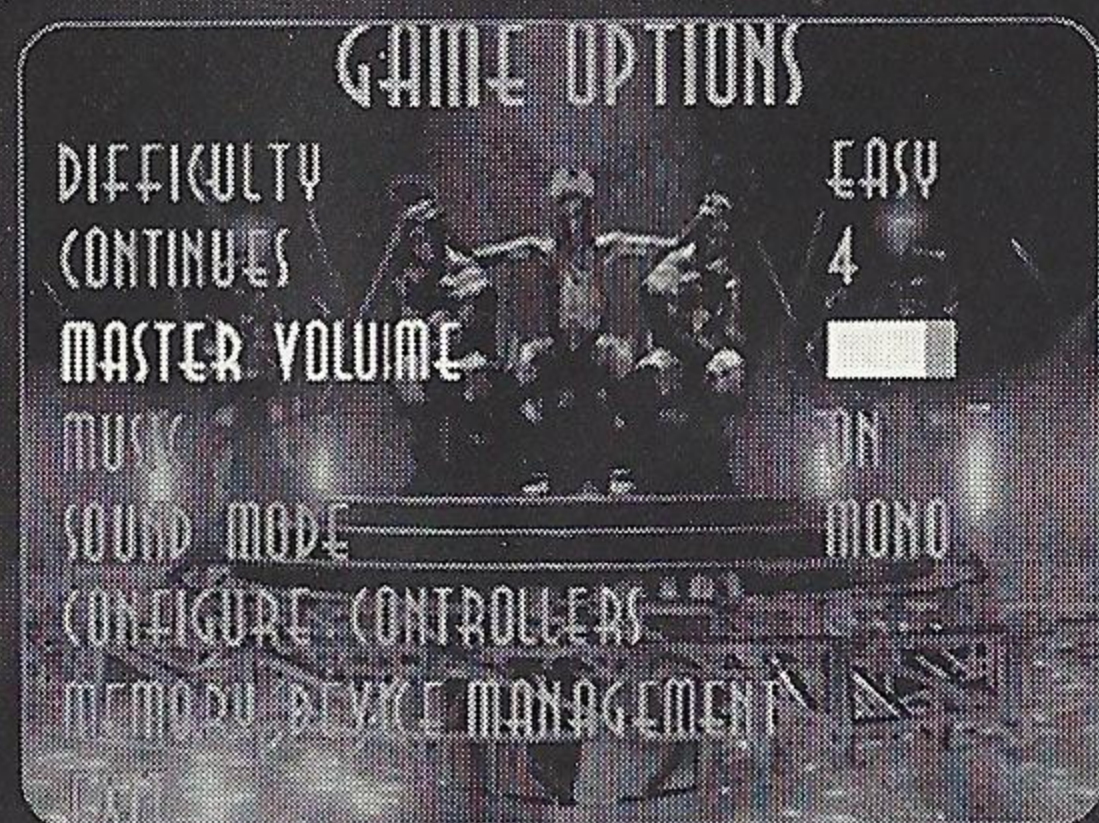
Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

When the title screen/main menu appears, you will see two choices, Start Game and Options. Highlight your choice and press the A BUTTON.

START GAME: To begin gameplay

OPTIONS: To set options, highlight the desired option, then press LEFT or RIGHT to toggle settings.

DIFFICULTY: Choose among Easy, Medium and Hard skill levels.



CONTINUES: Set the number of Continues from 3 to 7.

MASTER VOLUME: Set music and sound effects volume by adjusting the slider.

MUSIC: Turn the music on and off by flipping this switch.

SOUND MODE: Play with STEREO or MONO sound.

CONFIGURE CONTROLLERS



This allows the player(s) to define their own controller setup.

Press the A BUTTON to get to the Configure Controllers screen.

Press START to redefine controls for P1 or P2.

Highlight the action you

wish to reconfigure and press the button you wish to perform that action. To return to the Options menu, highlight EXIT and press the A BUTTON.

Memory Device Management This allows you to load and save highscores with both internal (System) and external (Memory Cartridge) backup memory.

Exit return to the main menu.

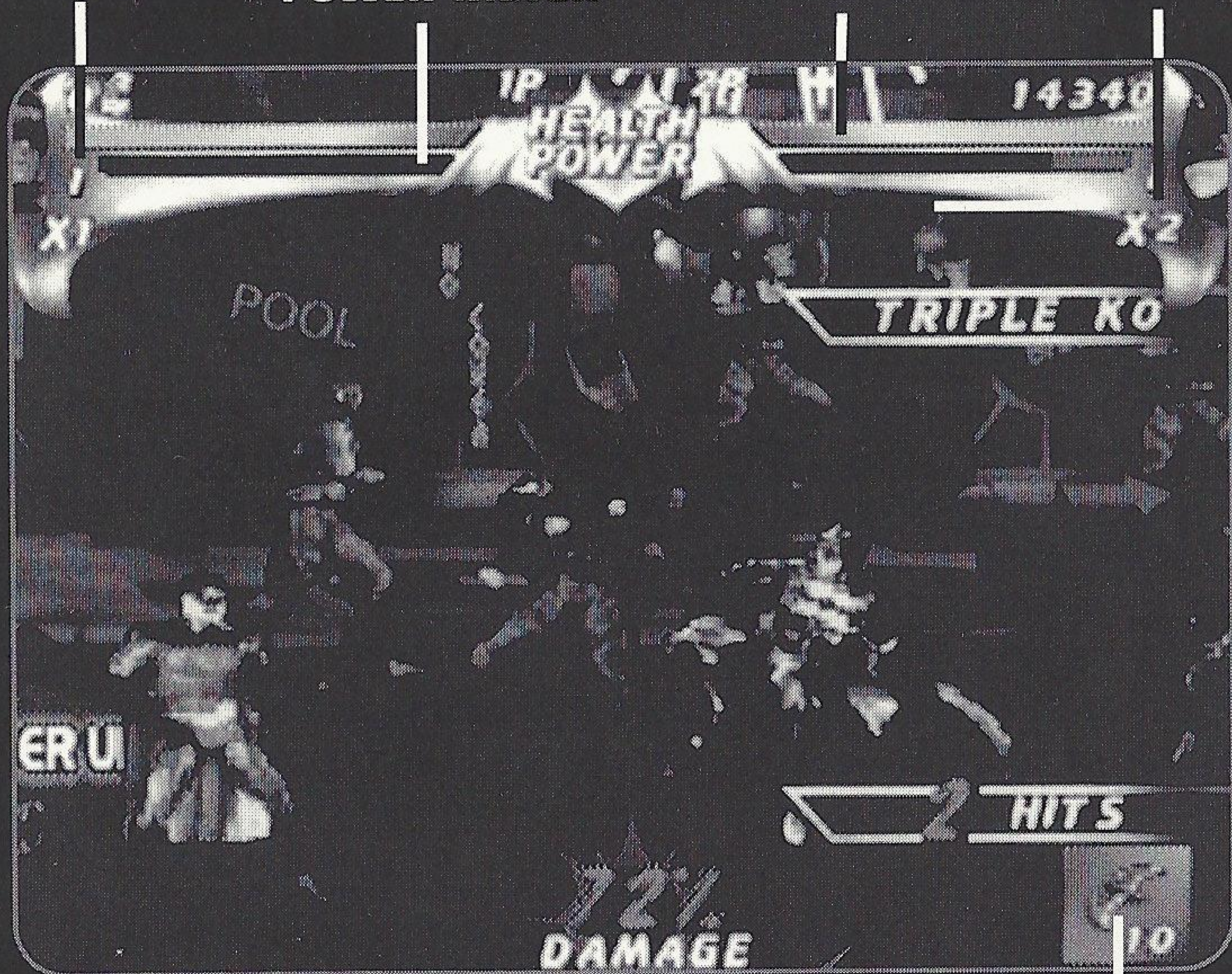
Game Features

3. POWER LEVEL

2. COMBO/POWER METER

1. HEALTH

4. LIVES



GADGET COUNTER

- 1. Health** Your health appears in a meter at the top left (P1) or top right (P2) of your screen. Taking damage from the goons of Gotham depletes the meter. When the meter is empty, you lose a life.
- 2. Combo/Power Meter** Pull off spectacular combination attacks when the combo meter is full! Collect Power-Ups to increase the meter.
- 3. Power Level** This number indicates what the current power level of your gadgets is. The higher the number, the more damage gadgets and attacks do.
- 4. Lives** The number of lives your character has remaining.

Power-Ups

Power-Up icons appear at various times throughout the game. Some cause harm, some are beneficial, and some have random properties--you don't know what they'll trigger!

PRESSURE PADS



Bat-Signal Pad: This deploys Batman Gadgets into the game area. See Gadgets for information on using the various gadgets.



Two-Face Yin-Yang: This has good or evil effects depending on which side of the coin the player touches. Effects include health restoration and temporary invincibility, among other surprises.



The Riddler: This is a mystery pickup, which will randomly have one of the following effects: invisibility, invulnerability, instant Hologram mode or instant VR mode (see Bonus Power-Ups for details)

BONUS POWER-UPS

Depending on your performance, you may be awarded certain bonus power-ups, which will appear in your power-up inventory at the end of each level. Before resuming gameplay, you will have a chance to choose which icon you wish to take into the next level. They have different powers and effects, so choose wisely! To use your bonus once gameplay resumes, press the PUNCH BUTTON.



Crime Buster: The player who defeats the most enemies earns a Crime Buster bonus. When triggered, this grants the player sustained high power levels--you can't sink below it! This means you can pull off just about any combo without having to collect a Power-Up.



Hero Bonus: The player with the most gadget hits on an enemy wins this bonus, which when triggered will give you a random extra gadget.



The Riddler Bonus: Activate the most Riddler "?" secrets and you'll find the Riddler icon added to your gadgets menu. Trigger it to get either invisibility or invulnerability.



Two-Face Yin-Yang: Activate the most Two-Face Yin-Yang secrets and you'll build your power straight up to maximum (Power 3) when you trigger it.



Bat-Signal: The player who activates the most Bat-Signals gets this bonus, which will add a special Bat-Signal icon to the gadgets menu. When triggered, it activates a Power 3 Vertical Grapple.



Overall Round Score: The player with the top score will get double points for 60 seconds once this is triggered.



Highest Combo: The player with the highest number of combination attacks wins this bonus, which will launch Hologram Mode when triggered by the player (use the PUNCH button) at the next level.

Hologram mode creates transparent clones of the player to confuse the enemy, creating a power barrier which the enemy must break through.

The number of clones depends on the player's power level.

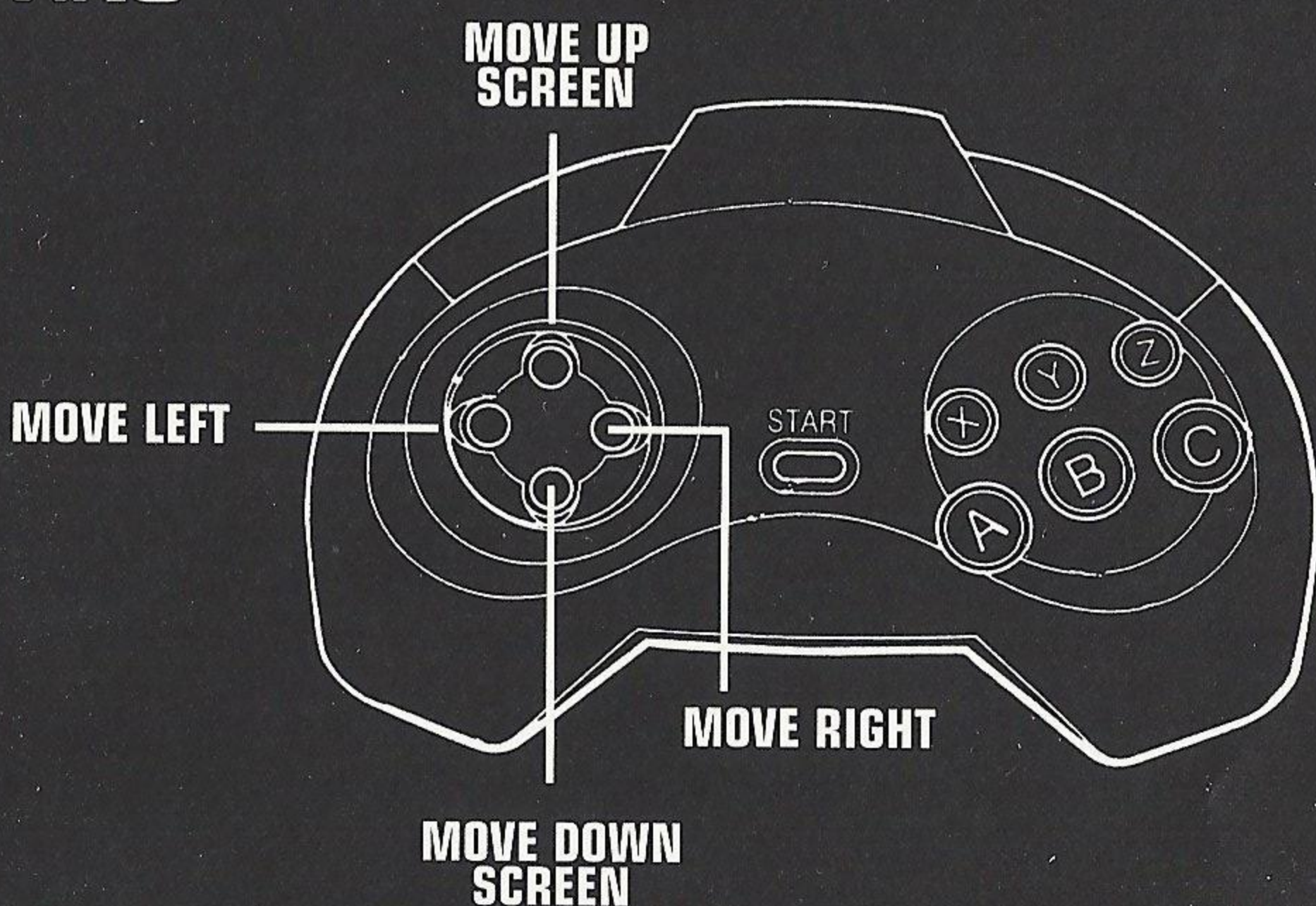


Super K.O. Bonus: The player who sends the most enemies "into orbit" gets this strategic bonus. When triggered, it activates VR mode, which turns enemies into green holograms which can be shattered. Use it on the toughest enemies! Bosses will be frozen, but can't be shattered.

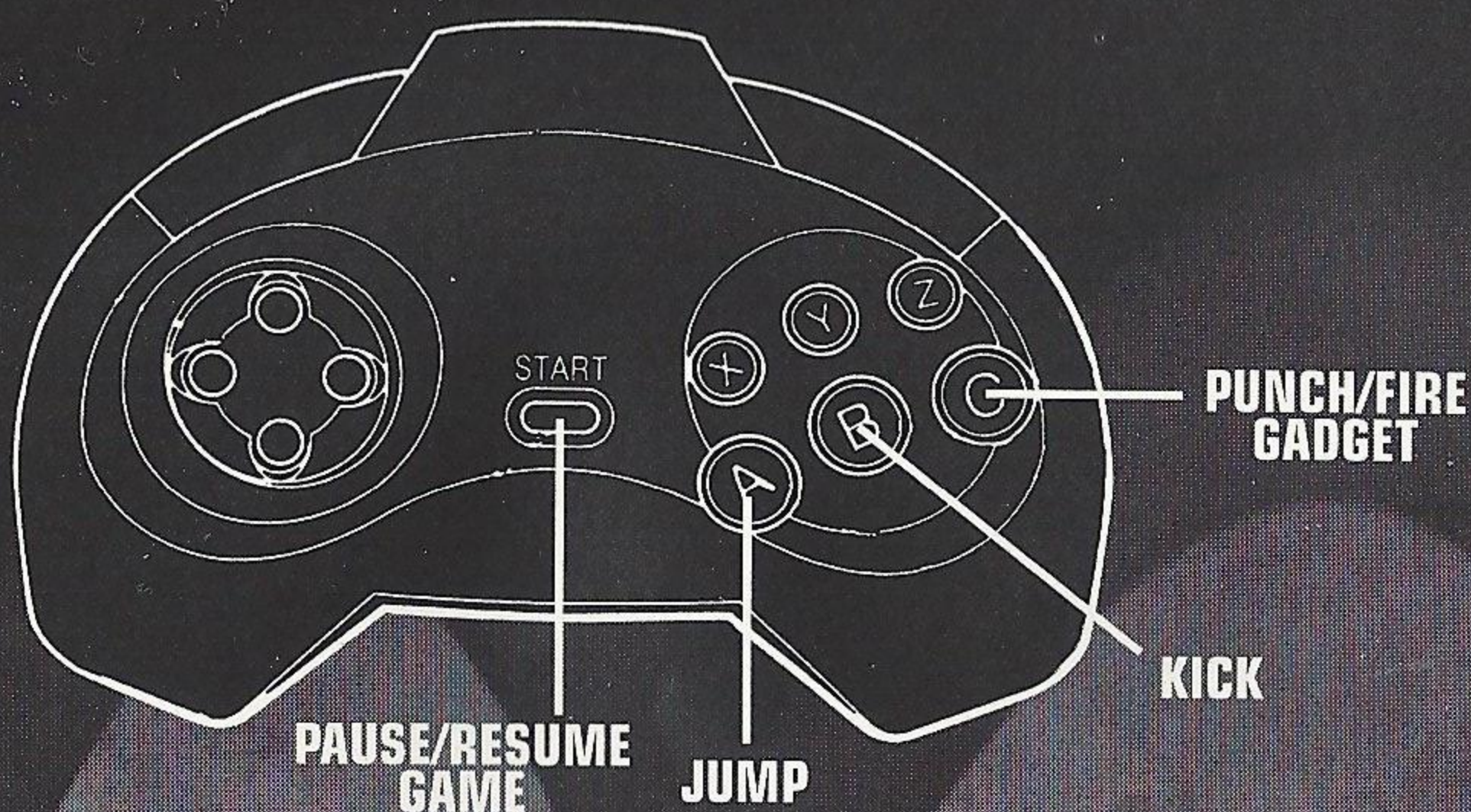
Batman Forever: The Arcade Game can be played with one or two players. Fight alone or find a partner to form a dynamic duo and bring down **Two-Face** and the **The Riddler** before they control **Gotham City**! Work your way through the many challenges, picking up valuable bonuses and fighting skills, and bring order back to **Gotham City**!

DEFAULT CONTROLS

MOVING



FIGHTING



ADVANCED COMBAT: COMBINATION MOVES

Batman and **Robin** have each mastered a wide array of martial arts moves. We'll give you a few here, but you've got a lot of experimenting ahead to learn the rest!

BATMAN COMBINATIONS

↓, ↘, →, PUNCH = Uppercut

↓, ↘, →, KICK = Sliding Footsweep

ROBIN COMBINATIONS

→, →, PUNCH = Low Sliding Palm Strike

JUMP, ↓, KICK = Corkscrew Twist Kick

To quit the game and return to the Main Menu, hold down START and the A, B and C BUTTONS simultaneously.

Gadgets

Batman and **Robin** enjoy an arsenal of sophisticated gadgets which can be upgraded as the player's power level increases. Power levels range from 1 to 3, so each Gadget has 3 different power levels. To use a gadget, press the PUNCH BUTTON.



Batarang: Fire single, glowing or morphing-bat-in-your-face shots!



Taser: Fire single (straight), double (diagonal) or triple (diagonal) shots!



Bat Bola: Fire single (straight), double (straight) or triple (diagonal) shots!



Grappling Hook: This device fires into the ceiling, and lets you swing into action against foes--even straight into the screen! It can even pull things down from above. Capabilities depend on power level.



Smart Bomb: When stepped on, this triggers an explosion which will have your enemies on the floor!



Bat Call: Depending on power level, the bat call summons bats which will either form a circular protective shield, act as homing bats which attack your enemies, or bats which pick up enemies and carry them away!



Stun Grenade: This explosive gadget increases range and blast radius as you power up levels.

SAVING HIGHSCORES

DO YOU WANT TO
SAVE THE HIGHSCORES

YES
NO

Highscores can be saved from 2 points:

1. After the game has finished, the player will be prompted whether they wish to enter initials to save their highscores.

2. The save option can be invoked from the Memory Management Screen.

TO SAVE:

Select device (internal or external Memory Cartridge if available).

If a previously saved file exists, you will have the option to overwrite the existing file or not.

Levels

Descriptions assume a two player game, with one player as **Batman** the other as **Robin**.

GOTHAM CITY STREETS

When **Robin** takes the Batmobile for a spin, a joyride to the dark end of the street turns into a vicious neon slugfest as crazed punks with a taste for mayhem try to turn **Gotham City** into a murderous mosh pit!

BIKER BAR

Evil biker dudes are eager for a taste of trouble,

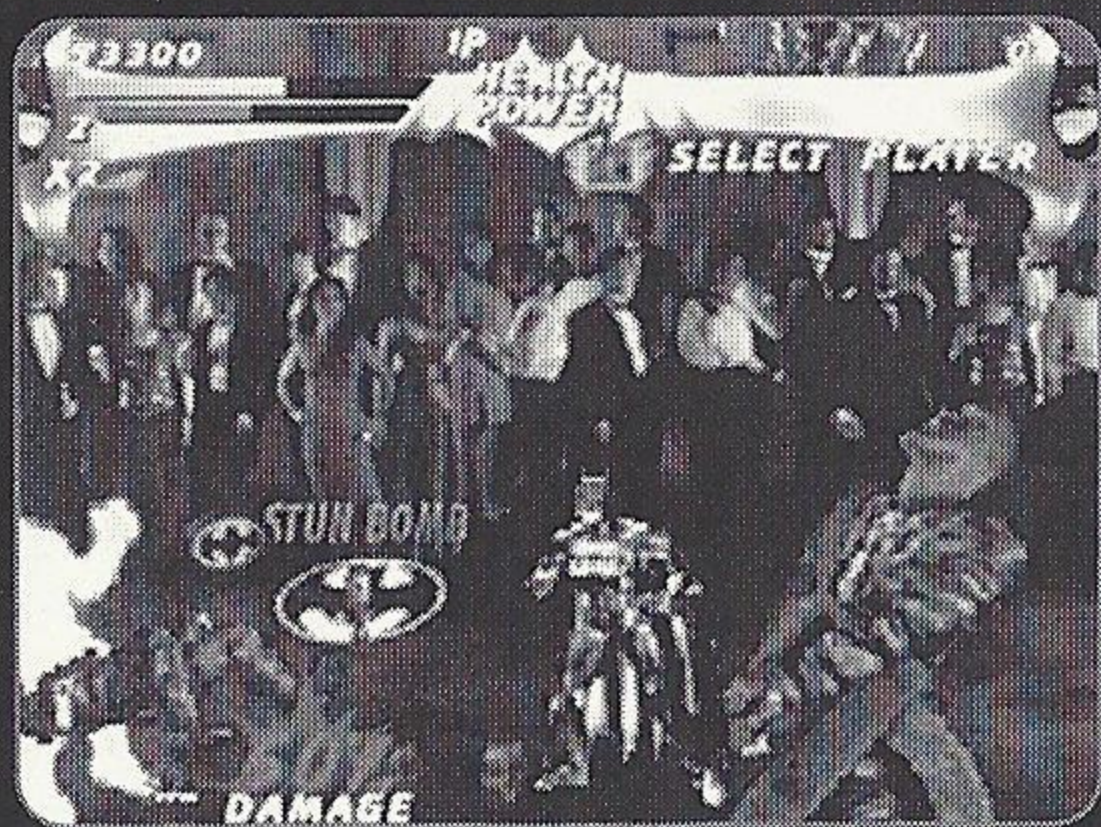


too. Lucky for **Robin**, **Batman** is able to lend a hand, and soon the battle moves into a nearby biker hangout where our heroes must fight for their future against these heinous hog-handlers!

ROOFTOP

The war of wills rages outside the bar until ultimately they take the ruckus to the rooftop! It's a long way down, **Dark Knight!** The atmosphere is decidedly deadly up here, so be ready for the rumble of a lifetime!

RITZ HOTEL



Waiter, there's a fight in my soup! It's a brawl-room blitz as **Batman** and **Robin** struggle to keep **Two-Face** and his thugs from robbing guests assembled for the gala unveiling of **Ed Nygma's** (secretly, **The Riddler!**)

brain-drain entertainment device! The hits keep coming as phalanxes of fierce foes fight furiously to forever finish our fiend-fighting friends! Phew!

SUBWAY STATION



The chase after **Two-Face** moves to the subways, with **Batman** and **Robin** trying to lay hands on the elusive master criminal! But first, they battle against a rear guard of rogues intent on protecting their malicious master! Can

you track **Two-Face** to his lair and at last lay his mad schemes to rest?!

TWO-FACE LAIR

Finally pursuing **Two-Face** to his hideout, **Batman** and **Robin** now face **Sugar** and **Spice**, his formidable femme fatales! Much as the gentlemen hate to confront ladies physically, these two damsels are the ones dishing out the distress!

ALLEYWAY



Batman and **Robin** brave the backstreets to bring down their nemesis. Ambushes are plentiful in these gritty Gotham alleys -- **Two-Face's** henchmen play by their own rules, and a fair fight is unlikely! All your

strategic combat skills will be needed if you hope to subdue the goons lurking here!

BATCAVE



Batman and **Robin** return to the **Batcave** only to find it's been discovered and breached by **The Riddler**! This brings the rivalry a little too close to home, and the Dark Knight and his trusted crime-busting

companion are soon knee-deep in knaves! But there is a hidden danger, more threatening than any previous peril. Can **Batman** defeat the dark side of his own psyche?!

THE RIDDLER THRONE ROOM

At last the fight comes to **The Riddler's** front door--and way past it! The wiry rascal is full of tricks and slick moves, and in this ultimate contest, **Batman** and **Robin** will need plenty of stamina and ingenuity to prevail once and for all!

Notes

A large rectangular area of the page is filled with horizontal lines, providing space for writing notes. The lines are evenly spaced and extend across most of the page width.

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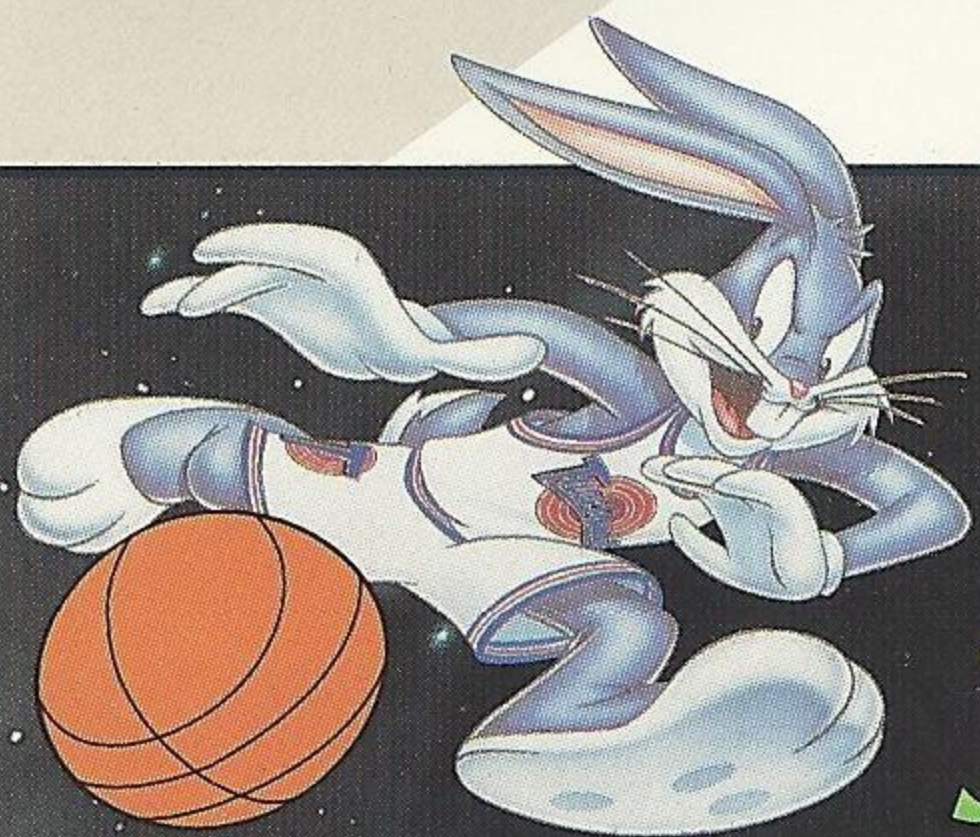
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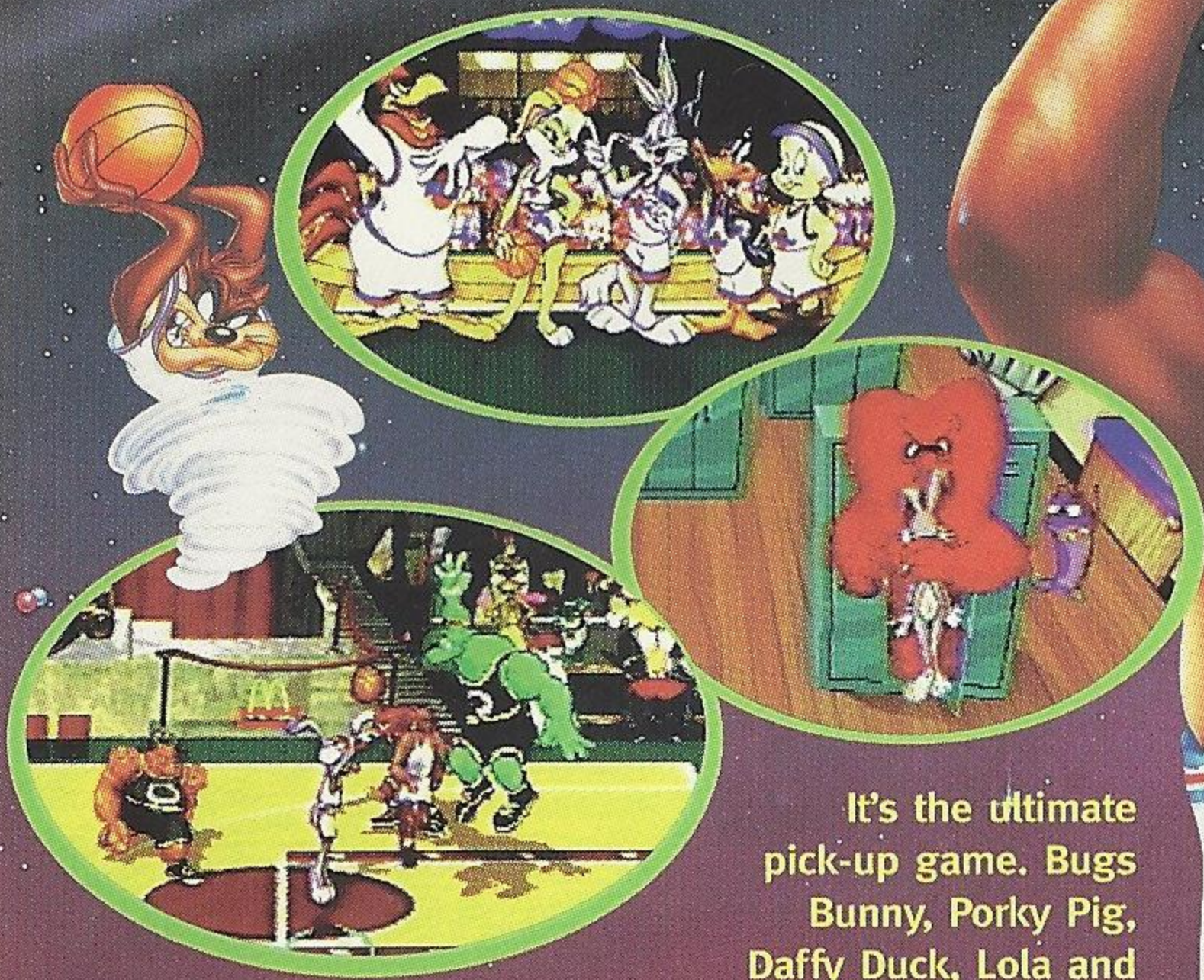
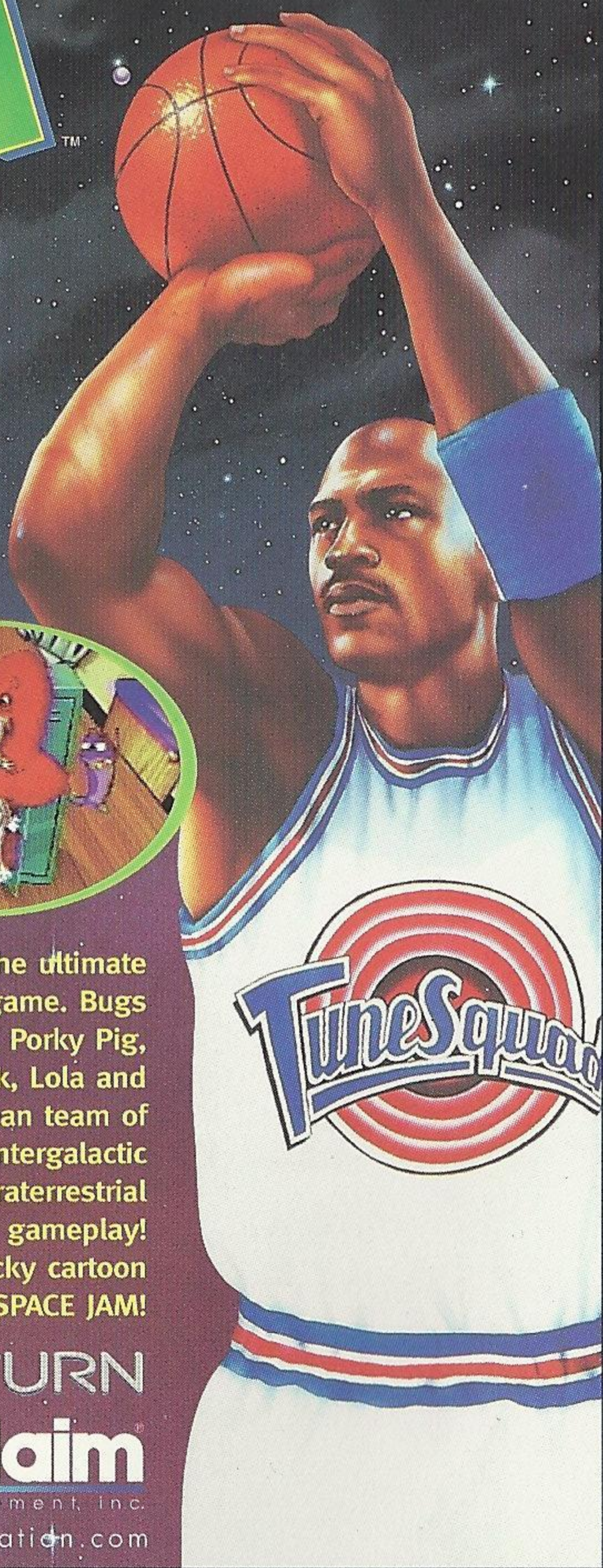
Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244; Canada #'s 1,183,276; Hong Kong # 88-4302; Singapore # 88-155; U.K. # 1,535,999.



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Warner Bros.

SPACE JAM™



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SEGA SATURN

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