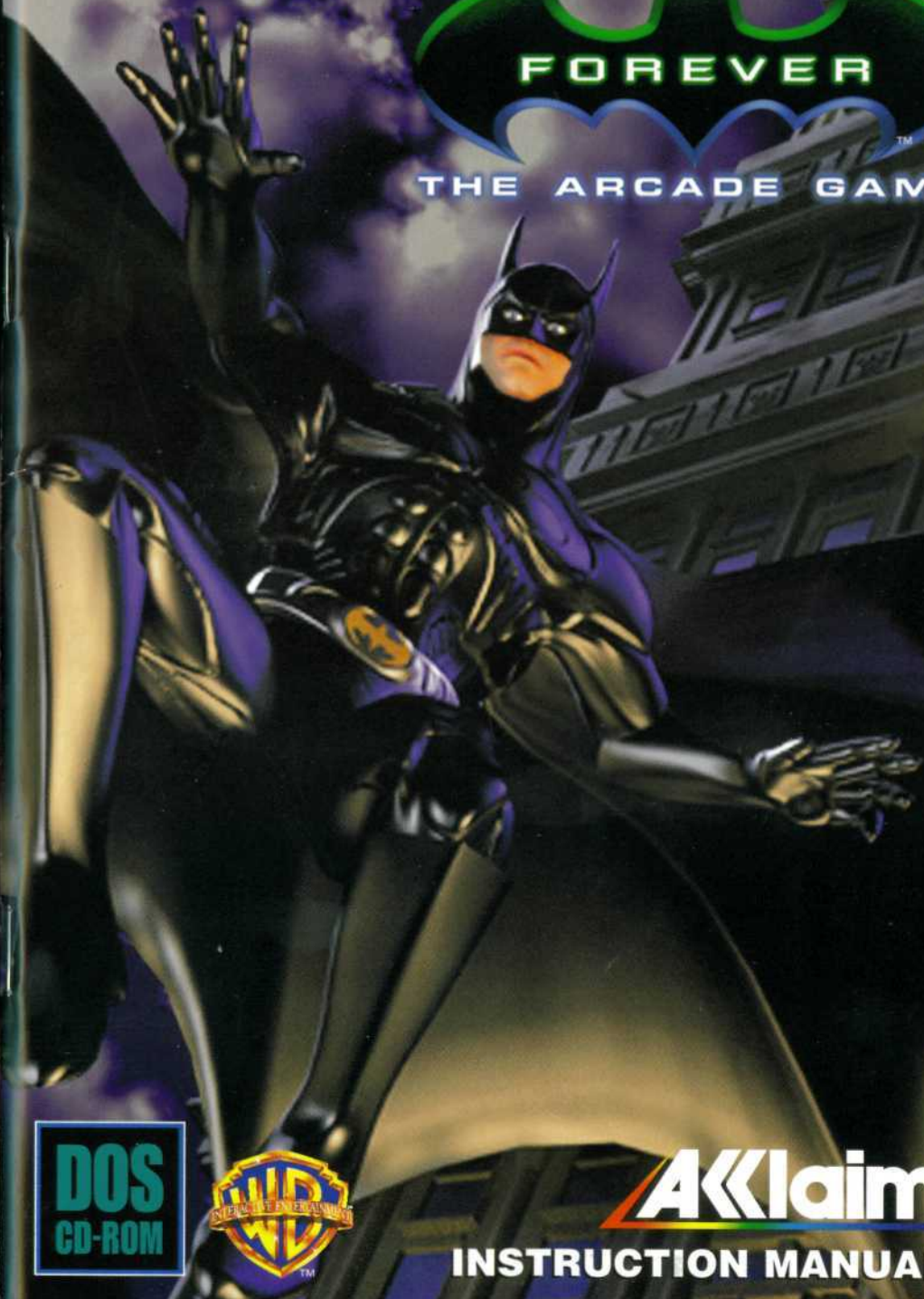




FOREVER
THE ARCADE GAME



DOS
CD-ROM



Acclaim

INSTRUCTION MANUAL


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!

System Requirements

MINIMUM SYSTEM REQUIREMENTS

- 486DX2/66 MHz PC
- 8 MB of RAM
- 4 MB free hard disk space, Quad speed CD-ROM
- 1 MB VGA video card
- Gamepad and sound card recommended
- Supports: 4 BUTTON GAMEPADS, 2 BUTTON JOYSTICKS, GRAVIS GRIP ADAPTER, SOUNDBLASTER AND 100% COMPATIBLE SOUND CARDS

Installation

1. Turn on your computer. Insert the **BATMAN™ FOREVER: The Arcade Game** CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. At the DOS prompt (C:\>), type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press the  key.
3. At the D:\> or E:\> prompt, type **INSTALL** .
4. The **BATMAN™ FOREVER: The Arcade Game** Installation Program will run. Follow the on-screen prompts to install **BATMAN™ FOREVER: The Arcade Game** to your hard disk drive. NOTE: You can choose either a **MAXIMUM** or **MINIMUM** installation. Highlight your choice and press .
- Choosing **MAXIMUM** installation will install the entire game directly onto your hard drive. This will give the best game performance, and is recommended. You must have at least 28 MB of hard drive space free for a full installation.
- Choosing **MINIMUM** installation will install only a portion (4 MB) of the game directly onto your hard drive, and access the CD-ROM for the remainder of the program. This saves space on your hard drive, but results in longer loading time.
5. To run **BATMAN™ FOREVER: The Arcade Game** once it is installed on your hard disk, ensure that you are in the **BATMAN FOREVER: The Arcade Game** directory, then type **'BATMAN'**  at the 'C:\ACCLAIM\BATMAN>' prompt.

CALIBRATE JOYSTICKS

If you have a joystick plugged in, the computer will detect it and ask you to calibrate it. Joysticks **MUST** be calibrated to ensure proper directional control. Follow on-screen prompts until calibration is completed. Exiting the calibration screen before completing the process will return the device to its previous settings (if any) and make this device unavailable for control selection. Joystick calibration does **NOT** apply to the Gravis Grip, which is self-calibrating.

ABOUT INPUT DEVICES

Throughout this manual, we refer to a **FIRE KEY/BUTTON**. This will be different depending on the input device you are using. Below are the defaults:

Device	Fire Button
Player 1 Key	Page Down
Player 2 Key	E Key
2 or 4 Button Pad	2 Button
Gravis GriP	C button

Note: When any player is using a 2 button joypad or when 2 players are using 4 Button joypads, one of the "Action" controls (Jump, Kick, Punch/ Fire Gadget) must be defined and performed on the keyboard.

STARTING UP

When the title screen/main menu appears, you will see three choices, Start Game, Options and Exit to DOS. Highlight your choice and press **Enter**.

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.

SOUND EFFECTS Set the sound effects volume by adjusting the slider.

MUSIC Set the music volume by adjusting the slider.

DETAIL Choose between LOW and HIGH detail graphics. A lower setting may speed up gameplay.



CONTROL CONFIGURATION This allows the player(s) to select or change input device(s).

Press the **FIRE KEY/BUTTON** to get to the Configure Controllers screen. Press **UP** or **DOWN** to toggle through options. Press **LEFT** or **RIGHT** to toggle through available input devices. Players may select a No Controller setting, which turns off all control for that player. This allows a single player to select a device

which may already be in use in the other player control slot, and hence wouldn't appear on the device list.

- If you wish to change the default control settings for your selected device, press the **FIRE KEY/BUTTON** to get to the **Redefine Keyboards** screen.

The computer will detect your control device and ask if you wish to redefine the settings. Select **YES** to do so (or **NO** to return to the Control Configuration menu) and press **FIRE** to confirm. You will be prompted to enter the key or button you wish to perform a given action. When you're done, press **FIRE** to return to the Control Configuration menu.

To return to the Options menu from the Control Configuration screen, highlight **EXIT** and press **FIRE**.

RECALIBRATE JOYSTICKS If a joystick has been detected, this option lets you recalibrate

EXIT return to the main menu.

EXIT TO DOS This will quit your current session and return you to your operating system.

Game Features

3. POWER LEVEL 2. COMBO/
LEVEL POWER METER
1. HEALTH 4. LIVES



GADGET
COUNTER

METERS

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 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 is facing up when the player touches it. Effects include adding/depleting health, making the player bigger or smaller, and a smart bomb that will clear all enemies, or clear your health meter!



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 Powers for details).

BONUS POWER-UPS

Depending on your performance, you may be awarded certain bonus powers, 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**.



1) 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.



2) HERO BONUS The player with the most gadget hits on an enemy wins this gadget, which when triggered will give you a random extra gadget.



3) 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.



4) 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.



5) 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.



6) OVERALL ROUND SCORE The player with the top score will get double points for 60 seconds once this is triggered.



7) 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.



8) 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.

GAME MODES:

One or Two Player combat mode One or two players fight singly or as a team to try to bring down **Two-Face** and **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!

Controls

DEFAULT CONTROLS

	Player 1 Keys	Player 2 Keys	2 Button Gamepad	4 Button Gamepad	Gravis Grip
Move Left	4 on Keypad	J Key	D-PAD Left	D-PAD Left	D-PAD Left
Move Right	6 on Keypad	L Key	D-PAD Right	D-PAD Right	D-PAD Right
Move Up screen	8 on Keypad	I key	D-PAD Up	D-PAD Up	D-PAD Up
Move Down screen	5 on Keypad	K Key	D-PAD Down	D-PAD Down	D-PAD Down
Jump	END Key	W Key	1 (Red) Button	1 (Red) Button	B Button
Kick	DEL Key	Q Key	2 (Blue) Button	2 (Blue) Button	A Button
Punch/ Fire Gadget	PAGE DOWN Key	E Key	**	**	C Button

** Depending on the number of players, there are different Keyboard default controls for this action:

Player 1 = 3 on Keyboard

Player 2 = - (Minus) Key

Note that if only one player is using a 4 Button joypad, this action can be redefined on the joypad.

CONTROLLING THE GRAPPLING HOOK

The grappling hook fires straight up. Once suspended from it, you can direct your motion to knock down enemies. Use the Left or Right Directional Button to aim sideways, and Up and Down to aim away and towards the screen.

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 **PAUSE** the game at any time, press the **PAUSE** key.

To **QUIT** the game and return to the Main Menu, press  when the game is paused.

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 HIGHSCORE

Highscores can be saved after the game has finished. The player will be prompted to enter initials to save their highscores.

Levels

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

GOTHAM 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 **Batman** and **Robin!** 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 master 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?

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!

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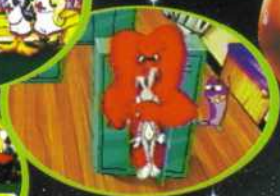
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For Ages - Pour Ages - Para Niños - Für Jahre - Per Ann

3-10 ✓

11-14 ✓



15-17 ✓

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