



NTSC U/C

PlayStation™



SLUS-00387
#21083



Akaim®
entertainment, inc.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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, including games played on the PlayStation game console, 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the users manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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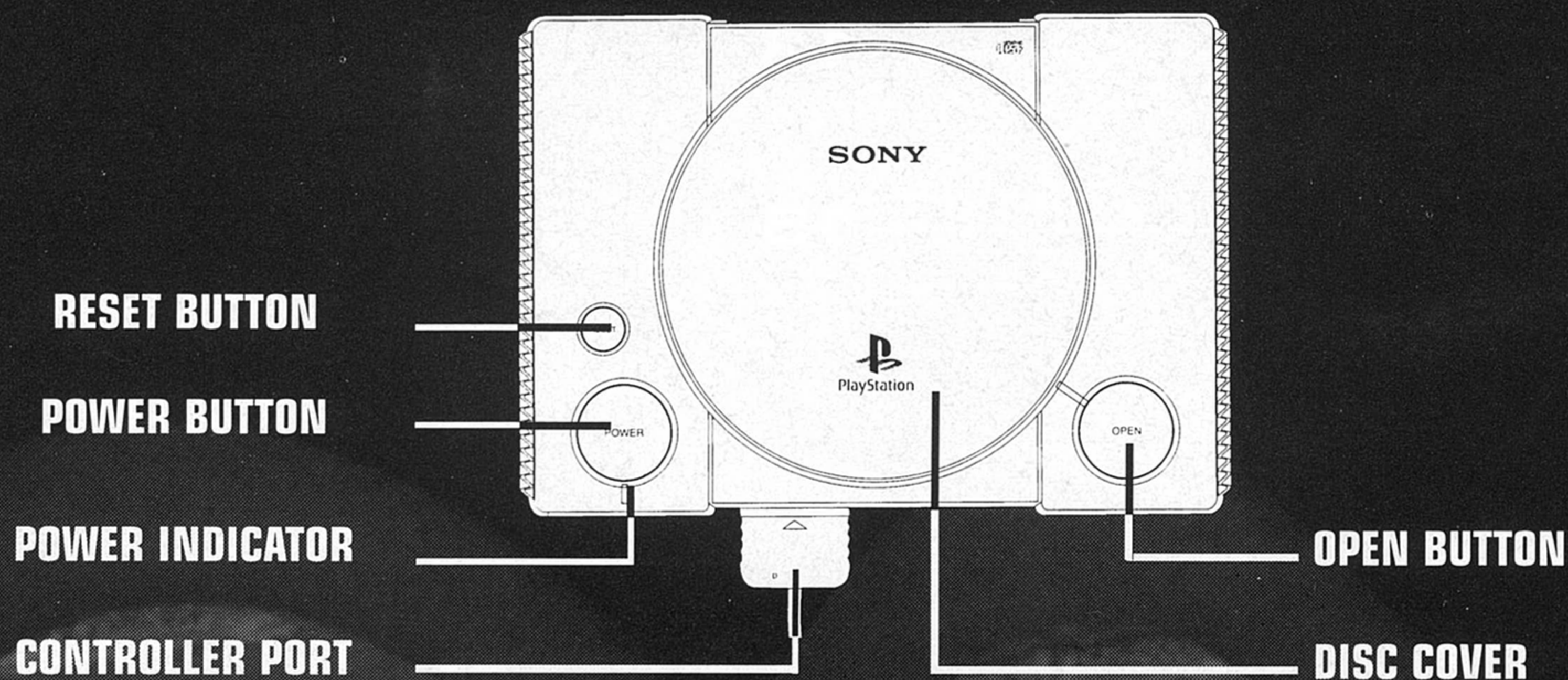
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1. Set up your PlayStation™ according to the instructions in its instruction manual. Make sure the PlayStation™ power is OFF before inserting or removing a compact disc.
2. Insert the *Batman™ Forever: The Arcade Game* disc and close the CD door.
3. Insert game controllers and turn on the PlayStation™.

Follow on-screen instructions to start a game.

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



**DIRECTIONAL
BUTTONS**

■ BUTTON

▲ BUTTON

● BUTTON

X BUTTON

**SELECT
BUTTON**

**START
BUTTON**

L2 BUTTON

R2 BUTTON

L1 BUTTON

R1 BUTTON

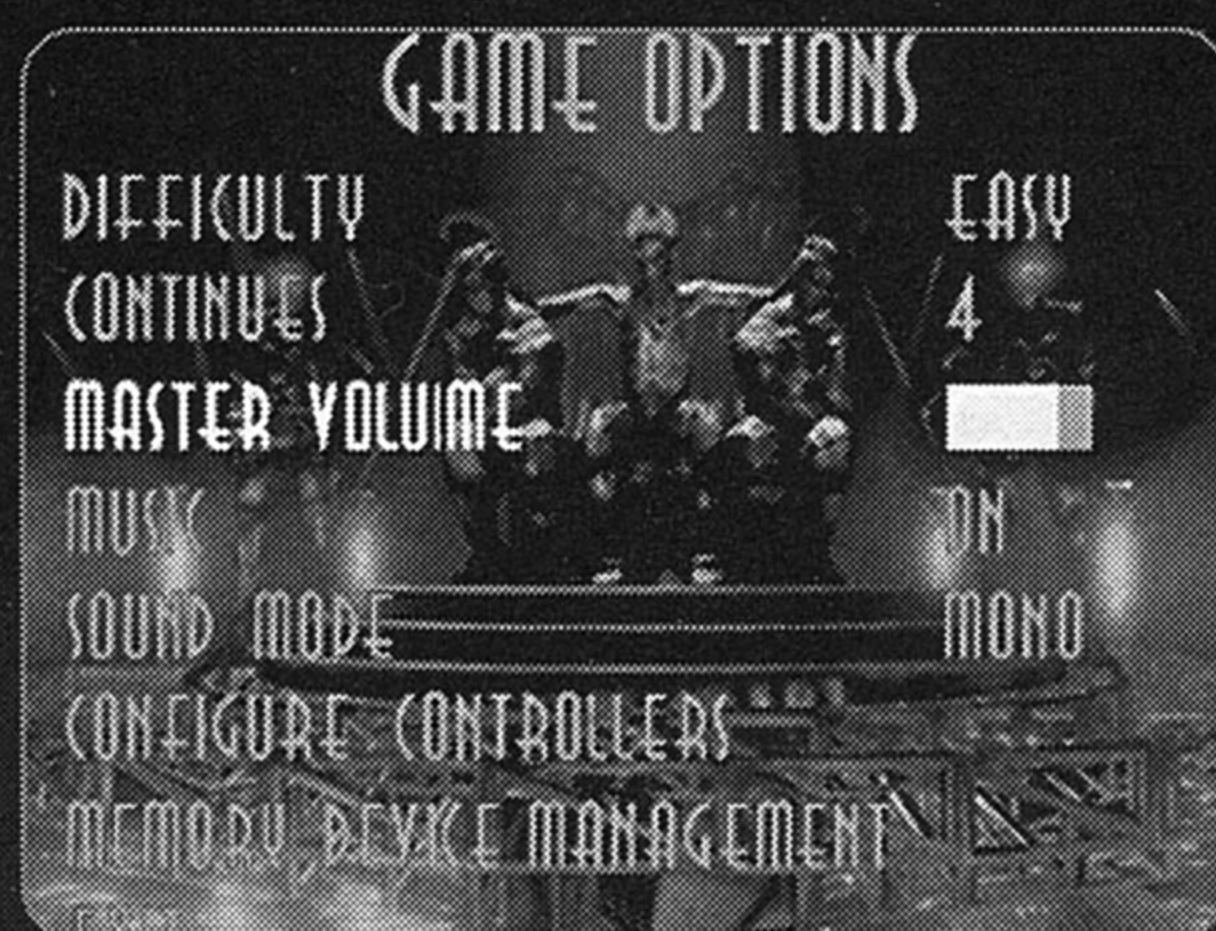
The streets of **Gotham City** are seldom quiet for long. Now a twin menace presents itself: **Two-Face** and **The Riddler** have joined forces, and it looks like only **Batman** and **Robin** have a chance of stopping the terrible crime wave these two titans of turbulence have in mind. Join in and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

STARTING UP

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

START GAME: To begin gameplay

Options



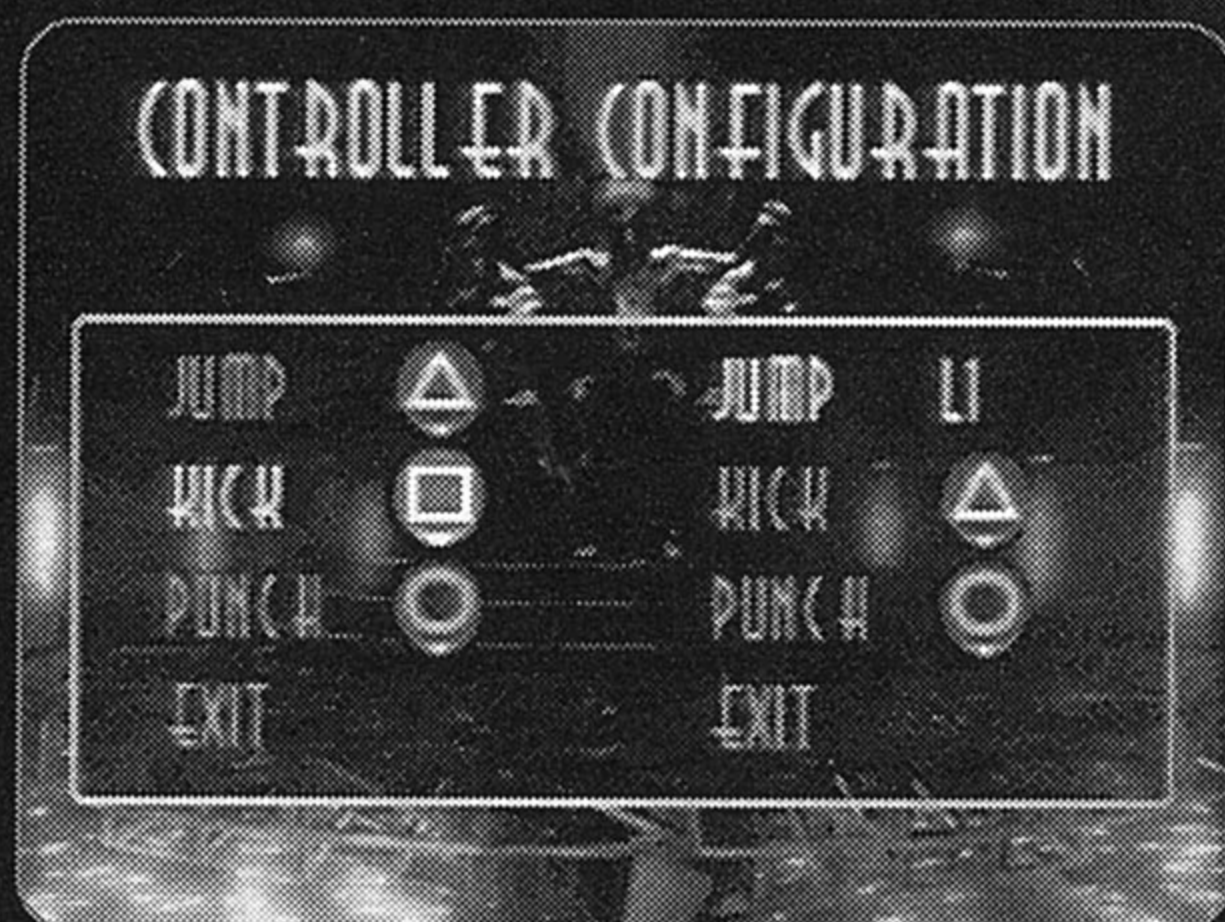
To set options, highlight the desired option, then press LEFT or RIGHT to toggle settings.

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

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

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

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



CONFIGURE CONTROLLERS:

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

Press the X 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 X BUTTON.

MEMORY MANAGEMENT: This allows you to load highscores and option settings from or save to a Memory Card. Press the X Button to get to the Memory Management screen. Follow on screen prompts. Highlight EXIT and press X to return to the Options menu.

EXIT: Return to the main menu.

Game Features

3. POWER
LEVEL

2. COMBO/
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 the current power level of your gadgets. 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 **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 for each round 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. Each hologram clone can engage a separate enemy allowing you to rack up massive Combos!

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



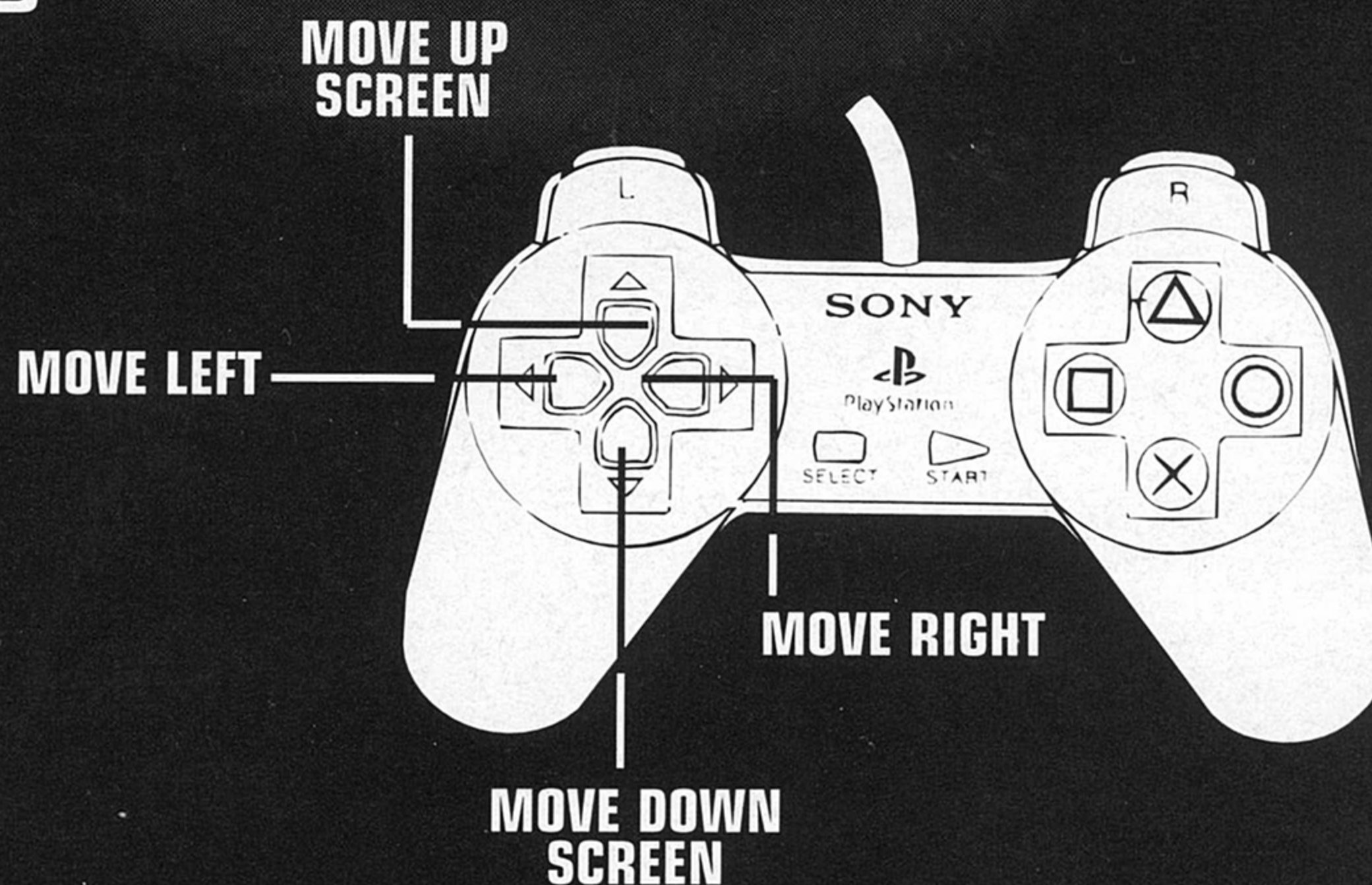
Super K.O. Bonus The player who sends the most enemies "into orbit" gets this strategic bonus. When triggered, it activates VR mode, which turns enemies into green holograms which can be shattered. Use it on the toughest enemies! Bosses will be frozen, but can't be shattered.

One or Two Player combat mode: 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 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!

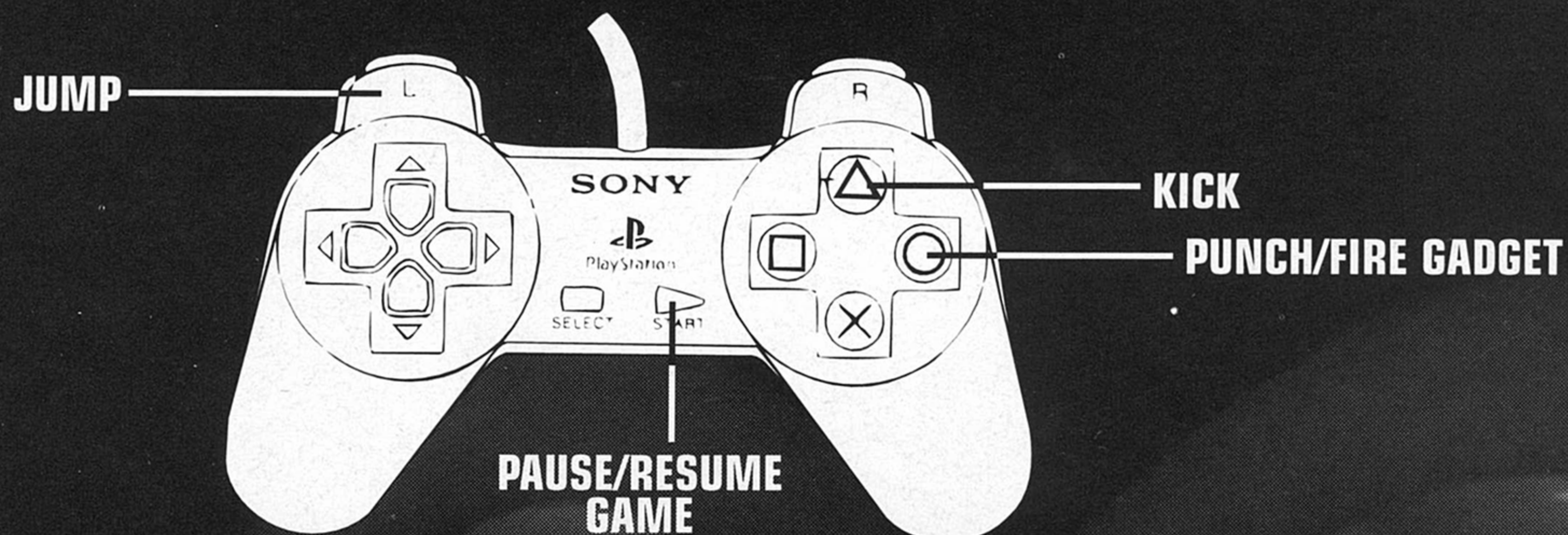
Controls

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 couple here, but you've got a lot of experimenting ahead to learn the rest!

BATMAN COMBINATION

→, →, KICK = Lunging Spin Kick

ROBIN COMBINATION

→, →, PUNCH = Low Sliding Palm Strike

TO QUIT THE GAME AND RETURN TO THE MAIN MENU

Press SELECT and hold down START for 3 seconds.

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.



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/OPTION SETTINGS

Note: You must have a Memory Card to save highscores and option settings for future use.



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

To save: Select an open slot to record your score. If all the slots are full, you will be prompted to overwrite an existing file to make room for the new one. Follow on-screen prompts to do so.

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 hang-out 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



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!

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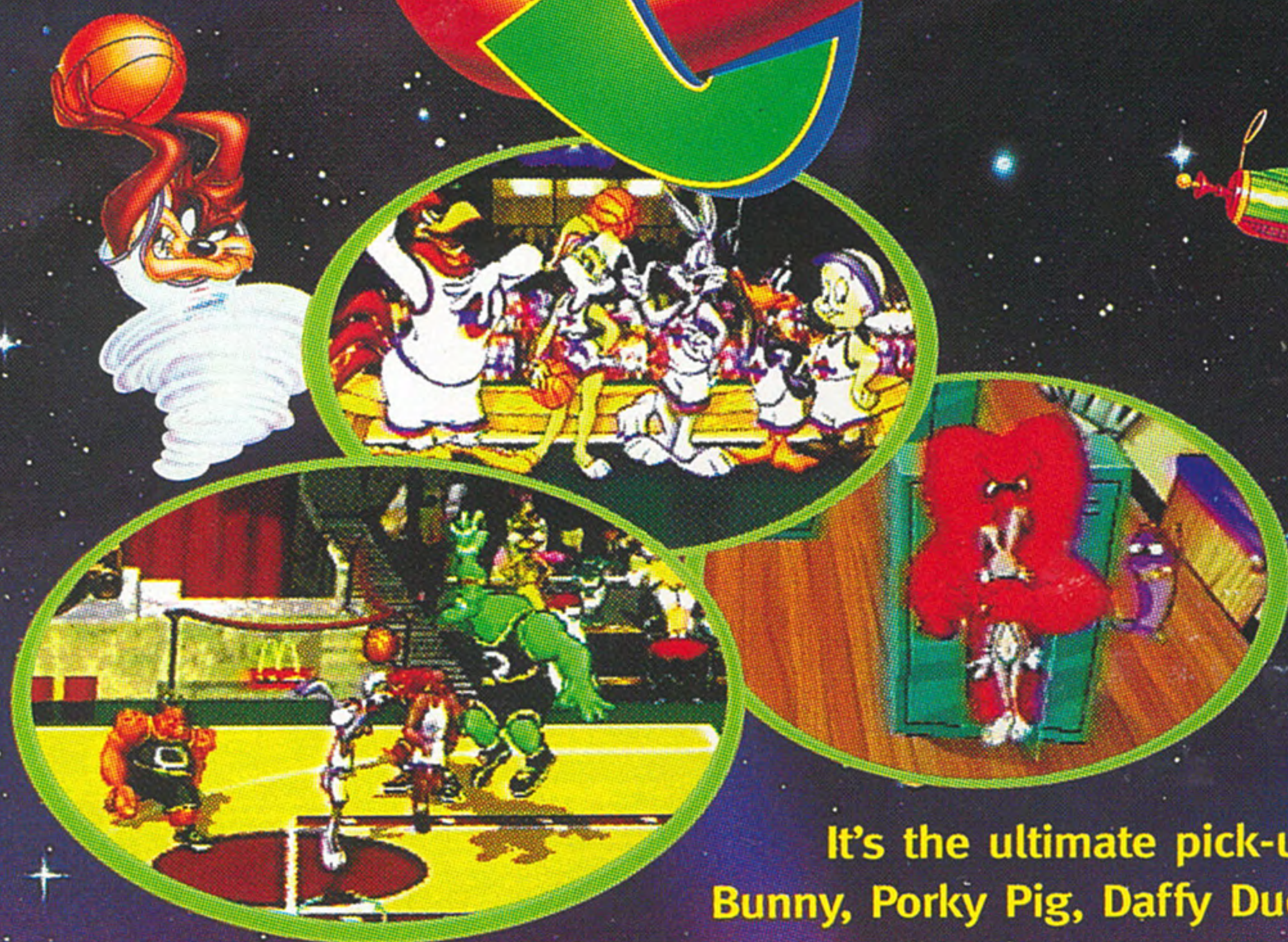
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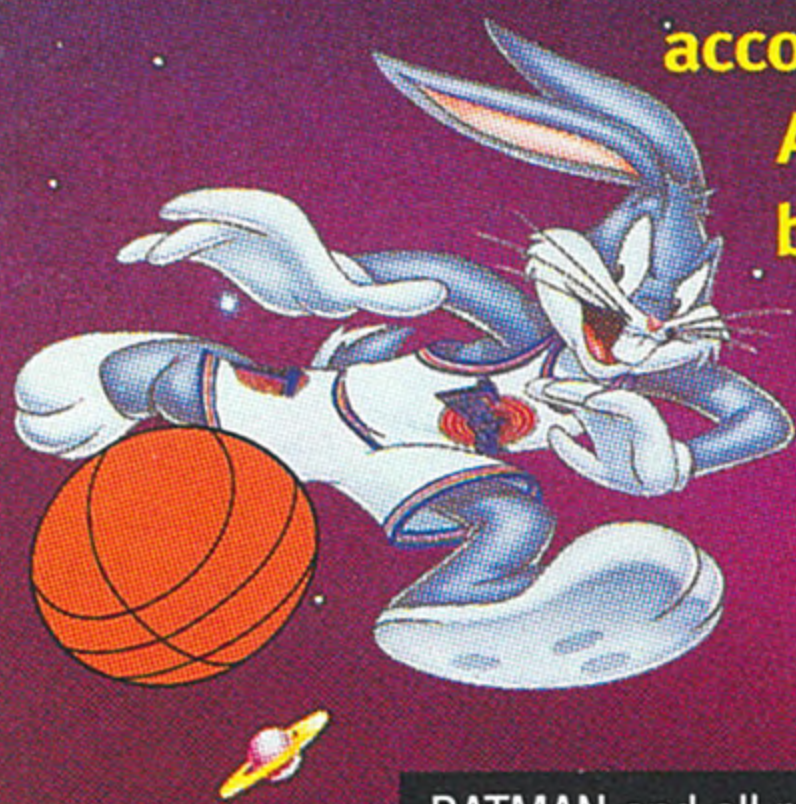
Warner Bros.

SPACE JAM™

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