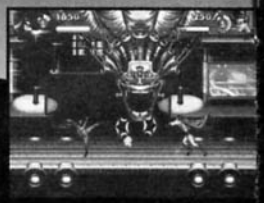
TM*



the adventures of BATMAN™ & ROBIN™





From the award winning animated TV series comes the most action-packed **Batman** adventure yet! **The Dark Knight** returns with **Robin** to battle the forces of evil. But wait....the iceman cometh!!! **Mr. Freeze** is about to unleash his super-powered ice cannon and has teamed up with the most notorious criminals to help him turn **Gotham City** into a diabolical winter wonderland!

Revolutionary animation and special effects including incredible scaling and rotation using Sega's new 3-D sprite driver!



Nerve-shattering action leaves you begging for more as the ***Dynamic Duo*** *battle* ***The Joker, Mad Hatter, Two-Face*** *and* ***Mr. Freeze.***

Go it alone, or bring along a ***2nd player*** *and turn up the heat in this non-stop Batman adventure!!!*



Sega, Genesis, Comix Zone and all other related characters and indicia are trademarks of SEGA. *Batman and all related characters and elements are the property of DC Comics™ & © 1995. All rights reserved. © 1995 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Made in the USA.

KIDS TO ADULTS

K-A

AGES 6+

1569

SEGA®

GENESIS™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

COMIX ZONE™



KIDS TO ADULTS

K-A

AGES 6+

Artist's Profile



Name: Sketch Turner

Occupation: WRITER/ARTIST ON COMIX ZONE, FREELANCE ROCK MUSICIAN

Current residence: A WAREHOUSE STUDIO/LOFT KIND OF PLACE IN THE BOWERY (THAT'S IN NEW YORK CITY!)

My best friend: ROADKILL, MY PET RAT, WHO I SAVED FROM CERTAIN DOOM IN A GARBAGE TRUCK -- I LOVE THIS LITTLE CREEP!

When I'm not working, I like to: PLAY EAR-DEAFENING GUITAR, MICROWAVE PIZZA, READ TRASHY SCI-FI NOVELS, PLAY SONIC SPINBALL AND TRAIN ROADKILL -- I NEED A VACATION!

I'm most proud of: THE ISSUE OF COMIX ZONE I'M WORKING ON NOW, WHERE THE NEW WORLD EMPIRE FINALLY FACES MORTUS!

My main influence in creating Comix Zone: I KIND OF HAD THESE NIGHTMARES, SOME REALLY FRIGHTENING STUFF, AND I THOUGHT, "HEY, THIS WOULD MAKE A GREAT COMIC BOOK!"

Best/worst part of doing Comix Zone: HEARING FROM ALL THE FANS WHO DIG THE BOOK IS DEFINITELY THE BEST PART. THE WORST PART, I GUESS IS THAT SOMETIMES I GET THIS SCARY FEELING THAT THERE'S MORE TO COMIX ZONE THAN IT SEEMS -- AS IF IT ALL WAS REALLY HAPPENING, LIKE IN ANOTHER DIMENSION OR SOMETHING. IT REALLY FREAKS ME OUT...




CRIPES! WHAT ARE THESE THINGS, ALISSA? THEY'RE COMING OUTTA THE WOODWORK!
SHUT YER YAP AN' SHAKE YER TAIL, TOBOL! WE JUST GOTTA HOLD ON TIL THAT BLASTED GRAVJET GETS HERE!
OH, NO PROBLEM, I'LL JUST SIT HERE AND SUN MYSELF!
2


AHHRRGGHH!!
SCHUNK
TOBOL! NOOOO!!
YOU DIS-GUSTIN' MONSTERS ARE GONNA PAY, AN' PAY DEARLY!
SKRAAAK
3


LATER, AT THE PALACE HEADQUARTERS OF THE NEW WORLD EMPIRE...
NEW WORLD EMPIRE
YER CRAZY! ALL I'M ASKIN FOR IS ONE MAN, AN' YOU REFUSE TO ACT?!
YOUR EMPEROR IS NOT CRAZY, GENERAL CYAN. HE MERELY SEEKS TO PRESERVE THE HARD-WON PEACE THAT SHINES LIKE THE SUN OVER OUR LANDS!
TOO BAD TOBOL'S NOT AROUND TO BASK IN YER "HARD-WON PEACE."
NEED YOUR EMPEROR REMIND YOU AGAIN, GENERAL CYAN, OF OUR UNFORTUNATE PAST?..
4


"THE GREAT METEOR DISASTER OF 1998 NEARLY DESTROYED ALL CIVILIZATION AS WE KNOW IT. THE SURVIVORS OF OUR WORLD ENGAGED IN PETTY SQUABBLES AND BATTLES FOR LAND. FORTUNATELY, THE FATES CONSPIRED TO PRODUCE ONE SHINING BEACON OF HOPE FOR THEM ALL, ONE MAN TO UNIFY AND UNITE THE MASSES UNDER A FLAG OF PEACE LOVE AND UNDERSTANDING..."
KRAAKA-THOOM
"HEH!"
WHAT'S SO FUNNY ABOUT THAT?!
IT'S FUNNY 'CAUSE I HAVE HEARD ALL THIS BEFORE! BUT THE JOKE'LL BE ON US UNLESS WE PUT THE KIBOSH ON THIS MORTUS CREEP AND HIS RENEGADE SYNDICATE!
5


AND I SUPPOSE THIS "LONE OPERATIVE" OF YOURS IS THE SOLUTION TO THE THREAT OF THE SUPPOSED MORTUS AND HIS "RENEGADES."
"RENEGADES" THAT ONLY YOU AND YOUR UNFORTUNATE ASSISTANT HAVE SEEN?
MY EMPEROR! REPORTS OF A RENEGADE ATTACK ON TIBET CITY!
MY EMPEROR! RECONNAISSANCE SHOWS SOME SORT OF "DOOMSDAY DEVICE" LOCATED OFF THE ZEALAND ATOLLS! AND WE HAVE PHOTOS!
PHOTOS OF HORRIBLE MUTANTS!
YOU CAN SIT ON YER THRONE AN' JAW ALL DAY LONG, YER HIGHNESS -- BUT THERE'S A STORM COMIN' AN SOMEBODY'S GOTTA CLOSE THE SHUTTERS!
PATIENCE AND FAITH WILL SEE US THROUGH, GENERAL! -- DON'T DEFY YOUR EMPEROR!
6


SHORTLY THEREAFTER, ABOARD THE N.W.E.'S MOBILE SKY HEADQUARTERS...
EMPEROR'S OFF HIS @#%* ROCKER! MAYBE IT IS "DEFYING ORDERS," BUT I'LL GET MY SPECIAL AGENT...
GENERAL! MORE INTELLIGENCE ON THOSE...
...MUTANTS SPOTTED OFF THE COAST OF..
...ZEALAND REPORTS MORE ACTIVITY IN...
...CAUSE I DON'T NEED BLASTED SECURITY REPORTS TO TELL ME THERE'S A CONSPIRACY HERE, OR THAT IT'S LED BY...
7

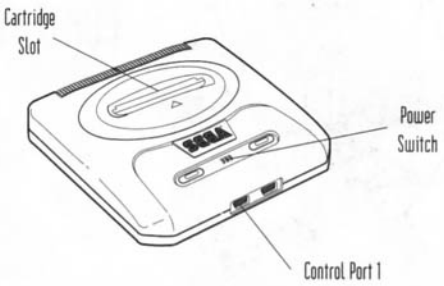




CONTENTS

Starting Up 10
Options 11
Play Controls 12
Basic Moves 13
Fighting Moves 14
Survive Comix Zone! 18
The Screen 19
Inventory Items 20
Mutant Hit List 22
Episodes 25
Credits 26

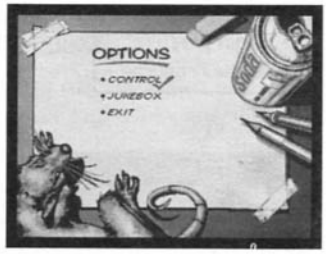
STARTING UP



1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.
3. Plug a control pad into Control Port 1.
4. Fit the game cartridge into the cartridge slot and press it down FIRMLY.
5. Turn the power switch ON.
6. When the Title screen appears, press **Start** on the control pad to witness Sketch plunging into the pages of his own comic!

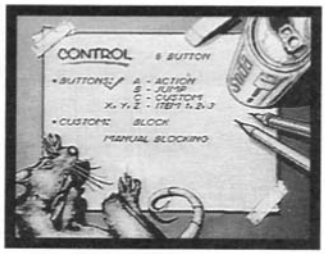
IMPORTANT —
Always turn the power switch OFF before inserting or removing the game cartridge.

OPTIONS



1. At the Title screen, use the **D-Pad** to highlight Options and then press **Start**.
2. Highlight a category on the Options screen and press **Start**
3. Use the **D-Pad** to highlight different options and move through their settings.

CONTROL



- Configure the **Action, Jump** and **Select/Custom buttons**.
- Assign a Custom Move (BLOCK or any of the SPECIAL MOVES) when using a Sega 6-Button Arcade Pad™.

NOTE —
BLOCK is the default Custom Move. If you assign a different Custom Move, Sketch will block automatically during fights.

JUKEBOX

- Listen to your favorite Comix Zone tunes.

EXIT

- Return to the Title screen.

PLAY CONTROLS

START
- Begin play
- Pause/resume

BUTTONS X, Y & Z
- Quickly select and use inventory items:
  X - Left item
  Y - Middle item
  Z - Right item

(6-Button Arcade Pad only)



BUTTON C
- Select inventory item (3-Button Controller only)
- Perform Custom Move (6-Button Arcade Pad only)

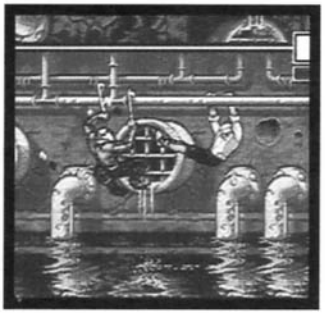
BUTTON B
- Jump

BUTTON A
- Action
- Use inventory items when selection box is activated

D-PAD
- Move Sketch in all directions
- Perform various punches and kicks in combination with **Action button** (see pages 14-17)
- Crouch by pressing down

BASIC MOVES

- Pick up objects by moving Sketch over them and pressing the **D-Pad** down.
- Push objects by standing next to them and pressing the **D-Pad** left or right.
- Jump and hang by pressing the **Jump button** under a pipe, ledge or other hand-hold.
- Move while hanging by pressing the **D-Pad** left or right.



- Kick while hanging by pressing the **Action button + D-Pad**.
- Pull levers by getting within arm's reach and pressing the **Action button**.
- When using a 3-button controller, press the **Custom button** to highlight inventory items, and press the **Action button** to use them.

NOTE —
Sketch's moves are the same with either a 6-Button Arcade Pad or 3-button controller.

FIGHTING MOVES

Here are the real Mutant-mashing attacks that you (and Sketch!) must master to escape the Comix Zone. Remember . . .

- **Action button** attacks change with the position of the **D-Pad.**
- Press the **D-Pad** either **before** or **at the same time as** the **Action button** to perform many of the moves.
- Tap the **Action button** rapidly for one of the three **Serial Attacks**. Enemies may attempt to block, but as soon as you get in three valid hits, you'll finish them off with a special move!
- You can fool most enemies with **Combination Moves**. Enemies cannot block rapidly alternating attacks! So, hit 'em once, then quickly pound 'em again with a different move.
- Experiment to find deadly special moves.

NOTES —

- All button combinations show attacks to the RIGHT. Reverse the **D-Pad** direction for attacks to the LEFT.
- Button combinations use the default **Button A** as the **Action button**. You can reconfigure the button controls on the Options screen. (See page 11.)
- Serial and Combination Attacks only work during battles with humanoid enemies.

Serial Double Punch

D + A

Good ol' fashioned straight punches are the best shots of any street fighter, in the comics or out. Fire off a sequence of these, manage three valid hits and Sketch finishes up with a scissor kick!

Serial High Kick Tornado

D + A

A jaw-shattering single kick turns into a tornado of spin kicks with multiple button taps. Slam the enemy three times for a whirlwind finish!

Serial Low Kick

D + A

This low attack finishes with a furious wheel kick with rapid button taps.

Uppercut

D + A

Send 'em from the floor to the moon with this shot!



Floor Sweep

D + A

Hit 'em as low as you can go!

Back Kick/Turn Around

D + A

Tremendously satisfying when you're sandwiched between two enemies. Or, jump over an enemy and kick him **before** he turns around!

Whirlwind Jump Kick

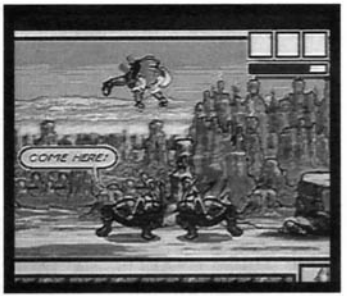
B then A

Get maximum air for a nasty whirlwind kick.



Somersault Leap Forward

D + B
or D + B
or D + B



Great for attacks, retreats and getting high!

Flying Dragon Kick

D + B then A
or D + B then A
or D + B then A

Never under-estimate this kung-fu classic!

Grab-A-Mutant

Get in their face close . . .

A hold, then A again

. . . to scissor kick 'em, or . . .

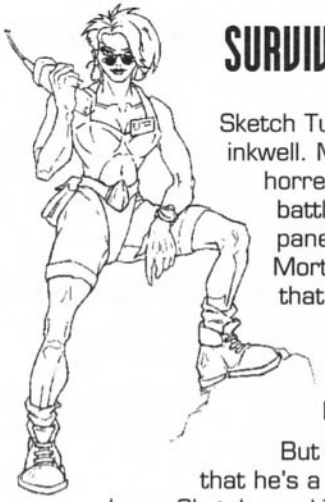
A hold, then D + A

. . . to toss 'em.

Roll

D then D

An excellent way to dodge some attacks.



SURVIVE COMIX ZONE!

Sketch Turner is in it up to his inkwell. Mortus is drawing horrendous creatures to battle Sketch in every panel of the strip. If Mortus destroys Sketch, that megalomaniac Mutant will become real . . . and Earth will be doomed to his rule!

But there is hope. Now that he's a comic book super-hero, Sketch can kick some serious butt. Instantly, Sketch can fight like a one-man mercenary platoon!

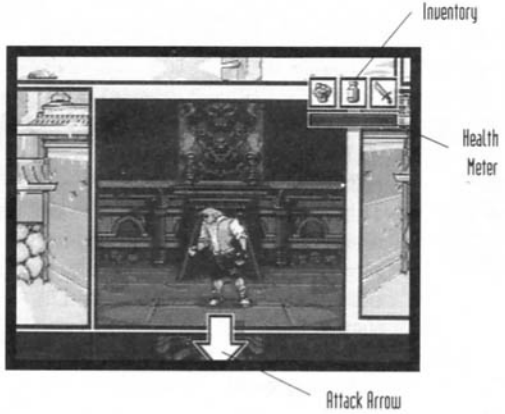
PLUS! Sketch's pet rat Roadkill has morphed into a killer attack rodent. Sketch can sic him on the Mortus Mutants and know there will always be shocking developments.

AND! Alissa Cyan is backing Sketch with constant situation reports and battle advice. Does Mortus have plans for her, too?

Comix Zone has three Episodes. Each Episode is two comic-book pages long, packed with many panels of action. Each panel contains a peril, puzzle or obstacle that Sketch must master.

Can Sketch make it to the end of the book? Can he defeat Mortus and come back to the real world? The future is in your hands . . .

THE SCREEN



HEALTH METER
This shows how much life Sketch has left. When the green bar runs out and a red alert appears, better have some Ice Tea ready.

HEALTH TIP —
Sketch depletes some of his health when performing special moves or hitting solid objects. So think smart. Don't waste energy when you can use your brain (or explosives!) to do the dirty work.

INVENTORY
Holds your power-up items. You can carry up to three inventory items at a time. (See page 20.)

ATTACK ARROW
A flashing arrow prompts Sketch to the next panel as soon as he's conquered the one he's in. Sometimes Sketch will have a choice of two routes. Take your chances!

INVENTORY ITEMS

Look for these life-saving items in every panel during Sketch's travels through the Comix Zone. Pick up as many as you can! To pick up an item, stand over it and press the **D-Pad** down.



ROADKILL
This is Sketch's pet rat. His tail got electrified during the warp, so let him use his new-found ability to your advantage . . . ZZZAP 'em! Don't forget, Roadkill has a good sense of smell — he can often sniff out hidden goods!



ICE TEA
A swallow of this refreshing drink will partially restore a depleted health meter. Save some for bad times!



SUPERHERO
This fist turns Sketch into a page-ripping superhero!!! Use it when the going gets tough.



KNIFE
A good old-fashioned long-range weapon. Great for turning switches and setting off explosives at a distance.



GRENADE
Some hard-to-reach bozo giving you a hard time? Throw him one of these and watch the fireworks!



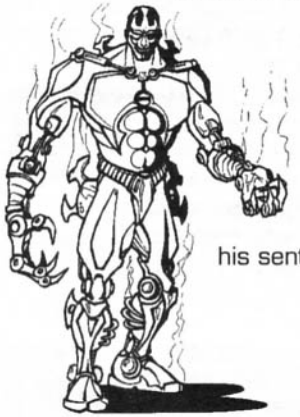
BOMB
Danger — high explosives! A dynamite weapon that blasts whatever's nearby . . . including Sketch!



SURPRISE
Pick up the "?" and you could get any of the other power-ups, or . . . KABOOM! So, don't touch these if your health is low!

MUTANT HIT LIST

Behold your enemies! They sting, bite, shock and hit like a freight train. When you destroy them, Mortus draws more.



Gravis the Bully

This android brute only appears to be dumb and slow. Watch out for his sentinel attacks . . .



Strigil the Assassin

These shadow assassins have a deadly way with crowbars . . .



Spawn Mutant

The Mutant's true form? Don't try to grab him or you'll find out!



Mongoria

These super quick terrors may be the worst threat, short of Mortus himself. They hate each other . . . so play that to your advantage.



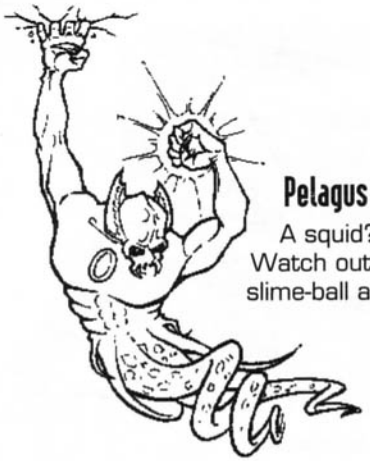
Cocoon Crawler

Intended as a food source for newborn Mutants, these creatures will sting, no matter who you are!



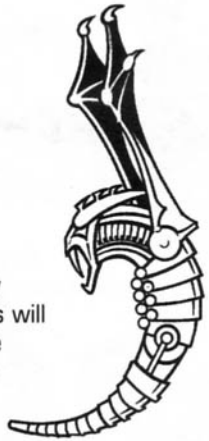
Styx the Monk

Gives an entertaining gymnastics show while tearing you apart from atop his hydraulic staff. Your jumping skill will prove useful here!



Pelagus

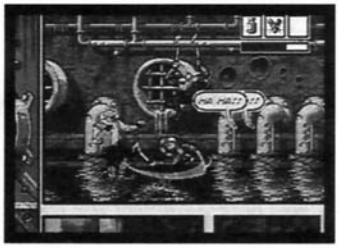
A squid? A man? The devil? Watch out for his bouncing slime-ball and spring attacks!



Flying Creature

Not very tough — a few jump kicks or uppercuts will do. But beware —these creatures are part of a larger being . . .

EPISODES



Night of the Living Mutants

The sewers are alive with Mutants, traps and dead ends. They're guarding the place with their lives . . . Why?? Learn the ropes.



Welcome to the Temple – Not!

Fight for your life, while a screaming crowd calls for your head. Is this a training ground for the syndicate?



Curse of the Dead Ships

This wreckage graveyard holds a deadly secret. Does the story end here???

CREDITS

CONCEPT, DESIGN & ART DIRECTION
Peter Morawiec

TECHNICAL DIRECTOR & PROGRAMMER
Adrian Stephens

MUSIC & SOUND EFFECTS
Howard Drossin

ART
Aoki Kunitake,
Fei Cheng,
Craig Stitt

ANIMATION
Chris Senn,
Tom Tobey,
Dean Ruggles,
Bob Steele, Ross Harris

CONCEPTUAL ART
Tony DeZuniga, Alex Niño

AI SCRIPTING
Adrian Stephens,
Peter Morawiec,
Robert Morgan,
Dean Lester



CHARACTER VOICES
Howard Drossin – Sketch, Mortus, Strigil, Kung-Fung Boss
Deborah Costa – General Alissa Cyan
Peter Morawiec – Gravis
Fei Cheng – Styx the Monk
Sue Ortlip – Mongoria

EXECUTIVE PRODUCER
Dean Lester

ASSOCIATE PRODUCER
Mike Wallis

PRODUCT MANAGERS
John Gillin, John Garner

MARKETING SPECIALIST
Clint Dyer

LEAD TESTER
Kimberly Rogers

TESTERS
Sean Doidge, Fernando Valderrama,
Stephen Wong, David Wood,
Chris Colon, Mark Dawson,
Mike Williams, Arnold Feener,
Aron Drayer, Abe Navarro,
Roger Sommerville, Michael McCollum,
Rob Prideaux, Joel Breton,
Tony Lynch, Jeff Junio,
Janine Cook, Rey Alferez

MANUAL
Neil & Carol Ann Hanshaw
Peter Morawiec

MANUAL COMIC BOOK
Original Story by
Peter Morawiec
Written by
Steve Behling
& Michael Stewart
at Marvel Comics
Penciled, inked
& lettered by
Tony DeZuniga



SOA LIAISONS
Emi Kawamura,
Jill Alexander,
Osamu Shibamiya

SOE LIAISONS
Lia Ithel, Cara McMullan

SOJ LIAISON
Masanobu Tsukamoto

SPECIAL THANKS
Shinobu Toyoda,
Roger Hector,
Sue Ortlip, Sheri Hockaday, Deborah Costa,
Paul Sears, Terry Tang, John Duggan,
Stieg Hedlund, Tim Gedemer
and "The House" for the best lamb in town



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

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 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 TVS

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.

HANDLING YOUR SEGA CARTRIDGE

- ❑ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis 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 break during extended play, to rest yourself and the Sega cartridge.

For gameplay help, call 1-415-591-PLAY

For French instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342

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

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at: 1-800-USA-SEGA.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: 1-800-872-7342.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.