BATMAN™
ACTIVITY CENTER

Use Your Wits to Fight Crime in Gotham City

WB INTERACTIVE ENTERTAINMENT™

DC™

KNOWLEDGE® ADVENTURE

Windows®/ Macintosh® CD-ROM

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1

Installing The Adventures of Batman & Robin Activity Center

Windows 3.X:

1. Start Windows. If Windows is already running, exit any other currently active programs, including screen savers and virus protection programs, as they could interfere with installation. Please note: You must have less than forty program groups to complete installation of any Windows program.

2. Remove the CD from its protective case and place it in your computer's CD-ROM drive. Use a "disc caddy" if your CD-ROM drive requires one.

3. From the Program Manager, select File on the menu bar and then choose Run.

4. In the Command Line box that appears, type D:\SETUP (if your CD-ROM is the D: drive, otherwise enter the appropriate letter) and then click OK.

5. Follow the on-screen instructions.

6. When the installation is complete, you will return to the Program Manager and see a new program group, Gryphon Software, which contains *The Adventures of Batman & Robin Activity Center* icon, and the Uninstall icon. Please note, if you have other Gryphon software already installed on your computer the new icons will be installed into the existing Gryphon Software program group.

Windows 95:

Insert *The Adventures of Batman & Robin Activity Center* CD. Use a "disc caddy" if your CD-ROM drive requires one. When the introduction screen appears, click on Install. Then follow the on-screen instructions.

Macintosh:

You do not need to install *The Adventures of Batman & Robin Activity Center* on Macintosh systems. However, QuickTime 2.1 or later, and Sound Manager 3.1 or later, must be installed and loaded. If you do not have the extensions, double-click the Update Extensions icon, and they will be installed for you.

Uninstalling The Adventures of Batman & Robin Activity Center

Windows 3.X:

To uninstall the program, double-click on the Uninstall icon in the Gryphon Software program group. Follow the on-screen instructions.

Windows 95:

If AutoPlay is not working, click on the Start button on the taskbar to bring up the Start menu. Select Programs, then select Gryphon Software from the cascading submenus, and then click on Uninstall. Follow the on-screen instructions.

Getting Started

Windows 3.X:

1. If you have not already installed the program, you must do so before starting it for the first time.

2. Be sure the CD is in your computer's CD-ROM drive. Use a "disc caddy" if your CD-ROM drive requires one.

3. Double-click on *The Adventures of Batman & Robin Activity Center* icon, found in the Gryphon Software program group, to start.

Windows 95:

Insert the CD. Use a "disc caddy" if your CD-ROM drive requires one. From the first introduction screen, click on Play to start.

Macintosh:

1. If Virtual Memory is on, you must turn it off. Click on the Apple pull-down menu and drag to Control Panels. Then select Memory. Click on Off in the Virtual Memory section. Click on the box in the upper left corner of the title bar to close the Control Panel. Restart the computer.

2. If you use a screen saver, turn it off before starting the program. It could affect the colors and animation. See the screen saver's manual for details.

3. Remove the CD from its protective case and place it in your computer's CD-ROM drive. Use a "disc caddy" if your CD-ROM drive requires one.

4. Double-click on *The Adventures of Batman & Robin Activity Center* icon to start.

5. If QuickTime 2.1 and Sound Manager 3.1 or other needed system extensions are not currently installed, quit the program and double-click the "Update Extensions" icon to install these extensions. Please note: all older versions of these system extensions will be replaced. You can save older versions of extensions by removing them from the System Folder to another folder before installing the new versions.

6. When the update is complete, restart your computer.

7. Double-click on *The Adventures of Batman & Robin Activity Center* icon to start.

Difficulty Levels:

After you sign in the first time, the level of difficulty screen will appear. *Robin* explains the three levels of difficulty in *The Adventures of Batman & Robin Activity Cente*r. Select a level by clicking on it. You can also adjust the level of difficulty on each separate activity by clicking on the easy, medium, and hard levels on *Batman's* Utility Belt.

Once you sign in and choose a level of difficulty, the activities in the program will begin at that level every time you enter. If you would like to change this default level, you can do so by clicking the Options button on *Batman's* Utility Belt. Indicate the new level of difficulty you want. This will change your level settings throughout the entire program; however, you can still change your level of difficulty from within an individual activity.

Screen Commands:

The Bat Signal is your cursor. Use the mouse to move the cursor around the screen. When the cursor passes over a clickable part of the screen, the Bat Signal reverses colors.
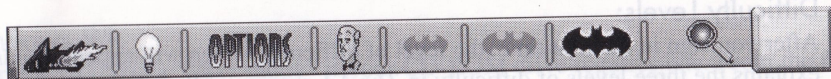
When you click on *Alfred* on *Batman's* Utility Belt a question mark will appear. Drag the "?" to the item that you have a question about and if the "?" turns dark, *Alfred* will explain it to you.

Click on the "recycle" button to start an activity again.

Click the "hand" icon to return to *Wayne Manor*, *Gotham City*, or the *Batcave*. You will return to the area you came from.

Batman's Utility Belt:

Click on the light bulb for a hint to an activity.

Click on *Alfred* for on-screen help.

Click on the Bats to change difficulty levels. If you switch levels in the middle of an activity, the work done cannot be saved. The smallest Bat is the easy level, the middle Bat is the medium level, and the largest Bat is the hard level.

Click on the *Batmobile* to exit the program. When clicked, a dialog box will appear to confirm that you want to exit.

Click on Options to change your program level of difficulty, print an art screen, view credits, or adjust your sounds.
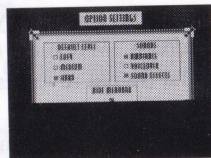
Clicking on the Magnifying Glass will change the Utility Belt to Clue mode. Clues found after completing activities will be shown on the belt. You can go into the clue section of the belt anytime you want to see how many clues you have found. In the clue mode, click the miniature belt to return to the usual belt settings.

Keyboard Shortcuts:

If you are a Windows user, you can exit the program by pressing the Alt and F4 keys at the same time.

If you are a Macintosh user, you can quit the program by pressing the Command+Q keys at the same time (Command is the Apple or Clover key).

6

On the Macintosh, press and hold the "control" key at any time and the Menu Bar will appear.

Click the mouse button anytime to interrupt the narration and move on to an activity.

Printing:

You can print from the Coloring and Paint by Numbers activities in *Wayne Manor*. When the PRINT button is activated in the Options dialog box, printing is possible.

The Game

The world's most notorious criminals have escaped from *Arkham Asylum*, and chaos is unleashed on *Gotham City*. Recapturing these evildoers requires finding clues to their secret hideouts by completing various activities. Once the clues are obtained, the secret hideouts by completing various activities. Once the clues are obtained, the *Batcomputer* will analyze the information and direct *Batman* to the criminal's hideouts.
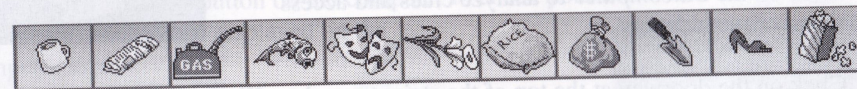
From *Gotham City*, *Wayne Manor*, and the *Batcave*, click on *Arkham Asylum* to see which villains have been put back behind bars. The transition to *Arkham Asylum* is represented by a television screen in both the *Wayne Manor* and *Batcave* areas. It is represented by a news marquee in the *Gotham City* area.

Jump from one place to another in your own chosen order and direction. Interrupt *Robin* and *Alfred* at any time by simply clicking on any of the areas on screen.

You can visit these places:
The *Batcave*, *Gotham City*, *Wayne Manor*, *Arkham Asylum* and the *Batcomputer*.
Click on *Alfred's* picture on the Utility Belt if you need some help.

7

The Activities

Evil villains lurk in every corner of *Gotham City*. With the help of *Batman*, *Robin* and *Alfred*, you won't have to face the challenges alone.

Every time you begin the program, *Robin* will ask you to click on your name, or sign in. If you have previously signed in, find your name and click on it. If not, type your name in the space provided.

The Batcave:

Click on the small computer to crack the criminal's code.

Click on the chemistry table to create an antidote for *The Joker's* laughing venom.

Click on the *Batcomputer* to analyze clues and access secret crime hideouts.

Click on the doorway at the top of the stairs to explore *Wayne Manor*.

Click on the *Batmobile* to start the crime search in *Gotham City*.

Click on the television to view the criminals that have been sent back to *Arkham Asylum*.

Decoder

The goal is to decrypt the criminal code at the top of *Batman's* screen. The rows of letters with numbers below them (bottom of the screen) is matched with the numbers below the blank spaces. To fill in the blank spaces at the top of the screen, click on the correct number. Once you decode five messages, you'll get a clue.
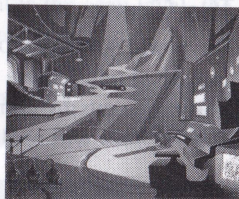
At the easy level you will match the numbers; on the medium level, your correct answer is either the sum or difference of the two numbers. Hard-level users must complete multiplication and/or division problems to find the letter value.

If you get stuck, click on the light bulb for a hint. The progress bar on the computer indicates how close you are to obtaining a clue for the Decoder activity.

Chemist's Challenge

See if you can combine the right chemicals in the right order to help find a cure for *The Joker's* laughing venom. Start by clicking on any of the colored liquids in the flasks. Easy level fills three liquids, Medium level fills four liquids, and Hard level fills five liquids.
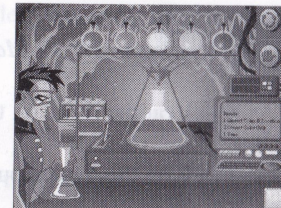
Click the red analyzer button on the computer to check your results. Your results are displayed on the computer screen.
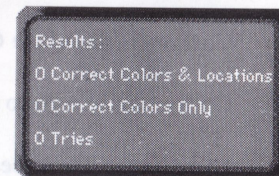
Press the lever to clear out your flask and create a new combination. Your score results are recorded for you on the flask bar. For example "1/2" means "1" correct color in the correct location and order, and "2" correct colors selected. The flask bar records up to ten tries, and on the eleventh try, erases the record of your first try. The most recent try appears on the left side of the flask bar.

The Batcomputer

The *Batcomputer* helps you piece together clues you have collected by successfully completing games. Notice that the clues that appear on the Utility Belt also appear on the *Batcomputer's* console.
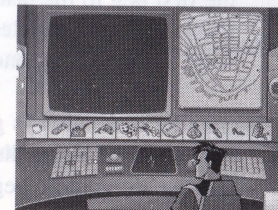
Click here to process your clue.

A typed message will appear on the *Batcomputer's* screen pointing you to the direction of an escaped villain.

If you get stuck, click on highlighted bulb for a hint. The progress bar on the computer indicates...

Click on the red locator dot to watch *Batman* capture the escaped criminal.

Wayne Manor:

Welcome to *Wayne Manor*, the perfect place to explore while you earn clues.
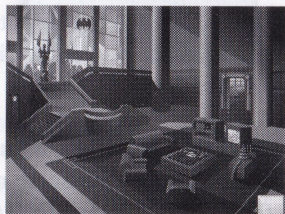
Click on the disks on the table to play the Towers of Gotham City game.

Click on the jigsaw puzzle to unscramble pictures of *Gotham City* personalities.

Click on the art room to create a variety of images.

Click on the *Gotham City* skyline to move to the city.

Click on the Clock to go down to the *Batcave*.

Click on the TV screen to visit *Arkham Asylum*.

Towers of Gotham City

The object of this game is to move all the disks from the first peg to the last, in as few moves as possible. Click on a disk to select it, then click on the peg you want to move it to, and the disk will move there.

Smaller disks always go on top of larger ones. You cannot move larger disks on top of smaller disks. You can use the middle peg to "rest" disks between moves.
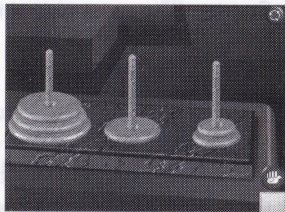
Easy level is four disks, medium level is five disks, and hard level contains six disks.

Click on recycle to start over again.

Jigsaw Puzzle

Drag puzzle pieces into the frame. Click on the grid button for a guide.

For another puzzle picture, click on the forward and backward arrows. As you increase the level of difficulty, there are more and smaller pieces.

Click recycle to start over with the pieces rescrambled.

Art Studio

This blank canvas is ready for you to create your work of art. You have a variety of ways to create your new masterpiece. You can choose:

Paint by Numbers   Connect the Shapes   Coloring

Click on the arrows to choose a new picture.

Click on the Sponge when you are working on the canvas in coloring. Guide the sponge back and forth over the blank canvas. Magically, a picture is revealed. Wherever you rub the sponge on the canvas, a new piece of the picture will be revealed. You must hold the mouse button down to paint with the sponge.
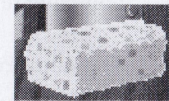
Click on the bucket to fill in certain regions of your black-and-white drawing with the color you selected.

Click here to select a crayon, paintbrush, or eraser.

Click on a paint can to choose a color.

Click on the eraser to erase parts of what you've colored.

Click on the crayon to color with the color you selected.

Click on the paintbrush to create a watercolor effect. This tool layers your colors.

Click on this button to choose between coloring within the lines or coloring outside the lines.
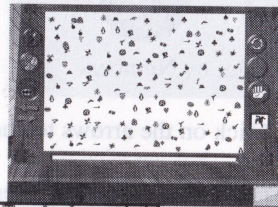
Click on the recycle button to erase all of your coloring.

Click on the print button in the Options dialog box on the Utility Belt to print your picture.

Connect the Shapes

Click on the colored shape on the easel which matches the shape on the lower right of the easel. A line will appear which will connect your shapes in succession.

Continue connecting from one shape to the next until you have revealed the hidden picture.

The number of shapes you must connect to complete a picture increases with each level of difficulty. The progress bar will let you know how close you are to completing your picture.
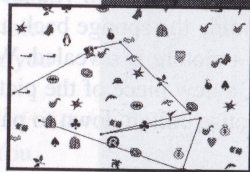
The forward and backward arrows let you page through new pictures.

12

Paint by Numbers

Click on the numbered areas to fill in areas of the picture with color.

To create a picture at the easy level, click on one area to see all the like-numbered areas fill with the correct color.
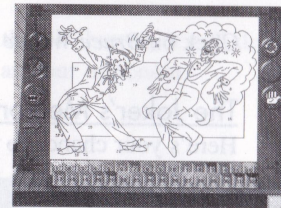
To create a picture at the medium level, click on a paint can and then click on the corresponding numbered area. All like-numbered areas will fill with color.

To create a picture at the hard level, click on a paint can and then click on a region with the corresponding number. Only that region will fill with color.

Click through the backward and forward arrows to find the picture you want to create.

Click on the recycle button to remove all the colors you've filled.

Gotham City:

Gotham City is full of danger. Dangerous criminals lurk everywhere. This is where you can test your true crime-fighting talents.

Click on the manhole to explore dark subterranean tunnels.

Click on the jewelry store to accept *Two-Face's* challenge to tell the difference between real and fake jewelry.

Click on the street sign to chase *Mr. Freeze* and his thugs through the city.

13

Click on the card house to play a memory game with *The Joker.*

Click on *Batman* to return to the *Batcave.*

Click on *Bruce Wayne's* car to return to *Wayne Manor.*

The Joker's Memory Game

Here's your chance to test your memory against *The Joker* or a friend.

A set of cards appears, face down. Move the cursor to a card of your choice and click on it. The card will flip over, displaying a picture of a well-known character. Now try to find the card that has the same character and suit. Move your cursor to another card and click on it.
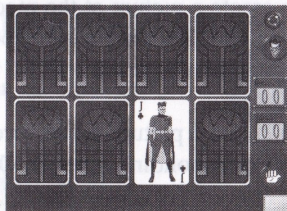
If the two cards match, they will disappear. You will receive a point on the scoreboard and another turn.

If the two pictures you choose do not match, the cards flip over again and it is the other player's turn. If you are playing alone, you continue playing until all cards are matched.

When you are playing against *The Joker* or a friend, their scoreboard highlights when it is their turn *The Joker's* cards will turn over automatically.

The game will continue until all the pairs of cards are revealed. The player with the highest score wins. Games can end in a tie.

14
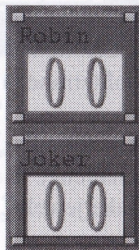
Click on the recycle button to start a new game.

When you click on Clue then click on a card, its correct match will "highlight."

The "one-player" state is the game's default. If you click on the "1" button, it will display "2" for two players. Click it again to choose *The Joker* as your opponent.

Subterranean Maze

Follow *Batman* through an underground maze. At the easy level he moves through the dimmed maze, at the medium level he moves through a slightly darker maze, and at the hardest level he navigates through a completely dark maze.
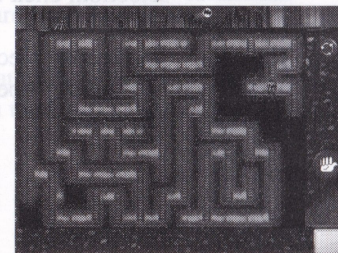
Move your cursor to where *Batman* is standing at the entrance to the maze. Click on him and he will follow the movements of your mouse. As he moves through the maze, he will leave a trail of light behind him on the medium and hard levels.

If you guide *Batman* in the wrong direction, you can retrace his steps through the maze by following the lit path on the medium and hard levels, or by simply moving backwards on the easy level.

When *Batman* successfully gets through the maze, click on Restart and a new maze pattern will appear.

Click on Clue and the best direction for *Batman* to move is highlighted.

15

Two-Face's Matching Game

All good crime fighters must be able to tell the difference between real and fake jewelry. Challenge *Two-Face* to a game of matching by finding identical pairs.
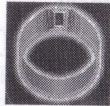
Click on a piece of jewelry and it will highlight. (If you want to change your first selection, click on it again and choose another piece.)

Then click on a second piece of jewelry; if it matches, it will also highlight. If the second piece of jewelry doesn't match the first piece selected, then both highlights disappear.
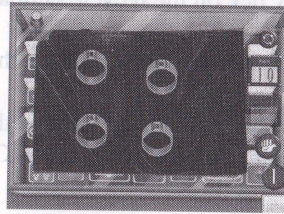
When you correctly select a match, *Two-Face* will grab the matched jewelry and sweep them off the table. After each match, new jewelry appears until you have matched all ten.

If you get stuck, click on Clue for a hint of which jewelry to select.
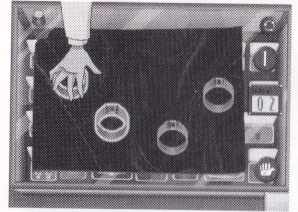
At the easy level you will view four pieces of jewelry at a time, at the medium level you will view six pieces of jewelry, and at the hard level ten pieces.

The "one player" state is the game's default. If you click on the "1" button, *Two-Face's* image will appear on the button and he will become your opponent.

16

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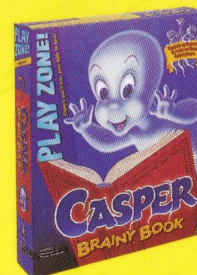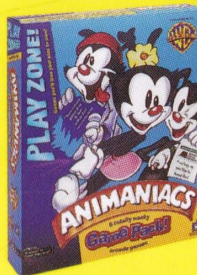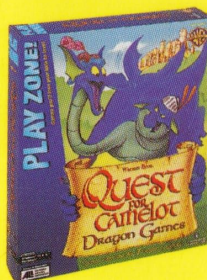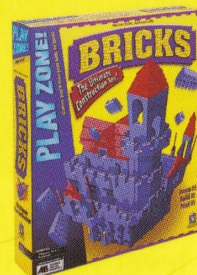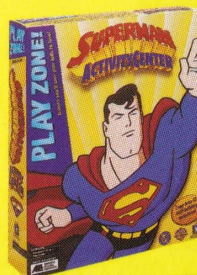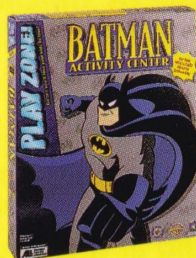
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