



User's Guide



The Learning Company®

ABOUT RIVERDEEP - THE LEARNING COMPANY

Riverdeep - The Learning Company provides highly motivating, dynamic CD-ROM learning experiences. Our products feature interactive, problem-solving approaches and real-world applications that help develop your child's underlying thinking skills and creativity, while reinforcing important areas of the basic curriculum, such as reading, writing, and mathematics.

Since 1980, The Learning Company's award-winning titles have consistently delivered the highest quality "edutainment" software available. Every product undergoes extensive research and testing, with input from parents, children, and professionals in education. Each product features a precise balance of educational content and entertainment value, so your child has fun while learning!

How do we do it? Enchanting characters. Challenging situations. Rich game environments. State-of-the-art graphics and sound. Progressive skill levels and game segments that can be customized to meet your child's individual needs.

As parents and educators, we recognize that education is a continuous process, so we developed a complete system of age-appropriate programs. Carefully sequenced by age groups, this system makes it easy for you to choose the right products for your children at each stage of their educational development. As an integral part of The Learning Company's system, each of our products addresses a specific age group and subject area with appropriate themes to heighten your child's interest in learning.

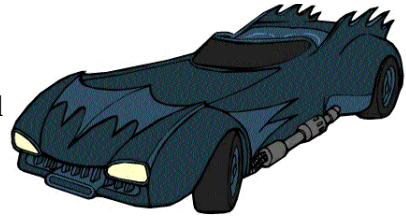
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WELCOME!

Welcome to *Batman: Justice Unbalanced*! Join *Batman*, *Robin*, and *Batgirl* as they try to save Gotham City from the evil clutches of *The Penguin* and *Two-Face*.



The Dynamic Duo need your help to foil their super-foes. Explore the dark streets and soaring heights of Gotham to find clues that will help put *The Penguin* and *Two-Face* behind bars! You'll need fast reflexes and quick wits to help *Batman* and *Robin* restore justice in Gotham City.

HARDWARE AND SYSTEM REQUIREMENTS*

Runs on:

- ▶ PC and compatibles-P2 266 MHz or faster
- ▶ Macintosh-G3 233 MHz or faster

PC and Compatibles:

- ▶ Windows® 98/98SE/ME/2000/XP
- ▶ 64 MB of memory (RAM)
- ▶ Hard disk with 100 MB of free disk space†
- ▶ 8X or faster CD-ROM drive
- ▶ 16-bit color monitor capable of 800 x 600 resolution
- ▶ Windows compatible sound card
- ▶ DirectX 8.0 or later (will be installed if needed)‡
- ▶ DirectX-compatible video card
- ▶ Speakers
- ▶ Mouse
- ▶ Keyboard

Macintosh:

- ▶ System 8.6-9.2.2/OSX 10.1.5-10.2.6
- ▶ 64 MB of memory (RAM), 32 MB free
- ▶ Hard disk with 100 MB of free disk space†
- ▶ 8X or faster CD-ROM drive
- ▶ 16-bit color monitor capable of 800 x 600 resolution
- ▶ Speakers
- ▶ Mouse
- ▶ Keyboard

Recommended:

- ▶ Internet browser
- ▶ 28.8 kbps or faster modem
- ▶ 4 MB video memory
- ▶ Printer

*In the interest of product improvement, information and specifications represented herein are subject to change without notice.

†An additional 9 MB of disk space may be required to install Adobe® Acrobat® Reader.

‡An additional 30 MB of disk space may be required to install DirectX.

INSTALLING AND STARTING THE PROGRAM

Batman: Justice Unbalanced runs from your CD-ROM drive. However, you will need 100 MB of free disk space to store some program files.

Installing the Program

These instructions assume that the AutoPlay feature of Windows is turned on. (AutoPlay is usually enabled when you install Windows on your computer. See your Windows documentation for more information.)

1. Insert the program CD in your CD-ROM drive.
2. Click Yes to begin the setup process.
3. Follow the instructions on the screen to complete the setup process.

Starting the Program

Once you've completed the setup, the program will run automatically any time you insert the program CD in the CD-ROM drive.

To start the program:

1. Insert the program CD in your CD-ROM drive.
2. Click Play.

Whenever you exit the program, you return to the Main Menu.

Starting the program from the Start Menu

On PC compatibles you can restart the program directly from the Start menu as long as the program CD is in the CD-ROM drive. (These instructions also apply if AutoPlay is turned off.)

►Click the Start button. Then choose Programs, The Learning Company, Batman, and Justice Unbalanced, in that order.

Installing and Starting on Macintosh

1. Insert the program CD into your CD-ROM drive and the CD window will open on the screen.
2. If this is the first time you are using the Batman program, any system extensions needed by your computer will be installed.

Main Menu Screen



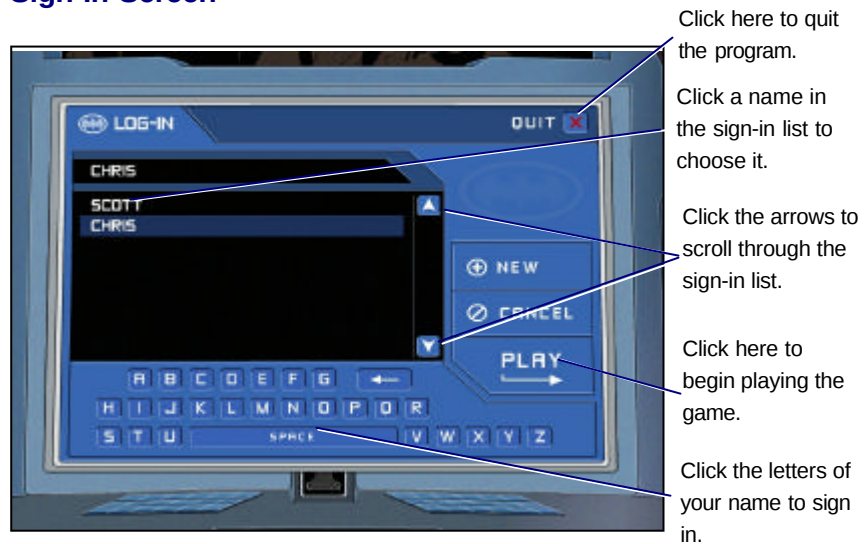
GETTING STARTED

Before you begin playing *Batman: Justice Unbalanced*, you'll need to sign in and choose a difficulty level to solve the riddles and beat The Penguin and Two-Face.

Signing In

First, sign in by entering your name. The sign-in screen lists all players who have already entered their names. Type your name on the sign-in list, then click Play or press the Enter key.

Sign-In Screen



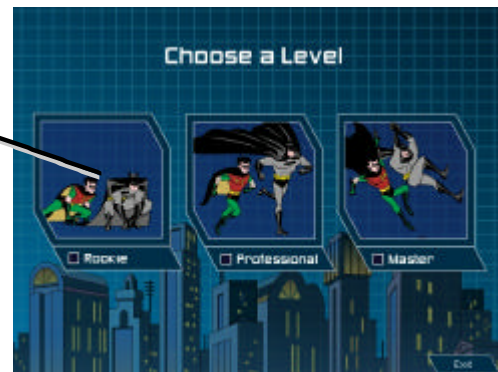
To continue your game where you left off, find and click your name on the list. If you don't see your name, click the arrows on the side of the list until you find it. Then click Play or press the Enter key to continue on your way.

Choosing a Difficulty Level

Whenever you start a new game, you'll need to choose a difficulty level. You can choose from three levels of difficulty: Rookie (Easy), Professional (Medium), and Master (Hard).

Difficulty Level Screen

To start the game at a particular difficulty level, click the picture above that level.



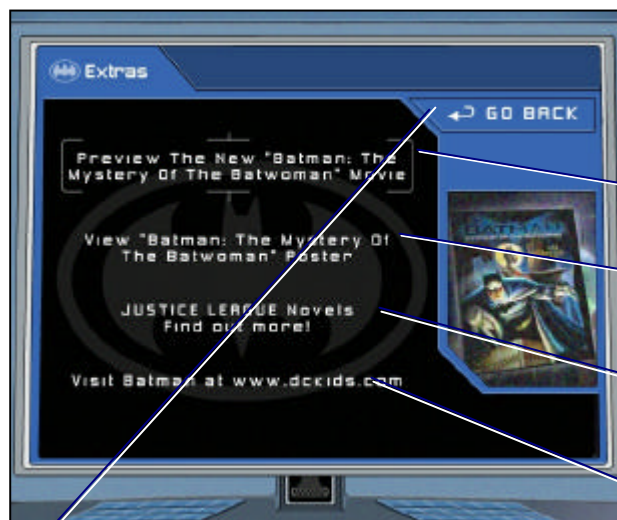
Note: You can change the difficulty level during a game (see *The Mini Computer*).

CHECKING OUT THE EXTRAS

Before you begin playing *Batman: Justice Unbalanced*, be sure to check out the Extras that are included on the program CD.

The Extras

By clicking the Extras button at the Main Menu, you can access some additional content. You can catch a sneak peek of the new *Batman: Mystery of the Batwoman* movie and print out a bonus movie poster. You can also visit DC Kids on-line or check out the Justice League novels.



Click here to watch a preview of *Batman: Mystery of the Batwoman* movie.

Click here to view the poster from the movie.

Click here for on-line info about the *Justice League* novels.

Click here to visit DC Kids on-line.

Click here to return to the Main Menu.

Online Files*

You can also visit online Web sites that are of special interest to Batman fans. Just click Visit Us Online at the Main Menu. Then start surfing the Web to learn more about Batman, Robin, Batgirl, and the foes they fight to keep Gotham safe.

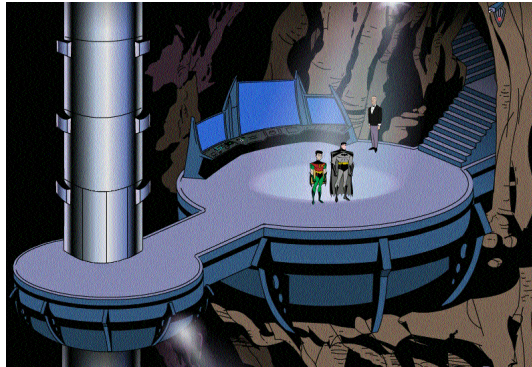
*The online services advertised as part of this product may be changed or discontinued at any time for any reason.

JUSTICE UNDER SEIGE

A mysterious plot involving Two-Face and The Penguin turns explosive when ticking eggs are delivered to Gotham's leading citizens. Who can Commissioner Gordon turn to for help? Batman and Robin! Help the Dynamic Duo decode the clues before Two-Face and The Penguin's threats to topple the pillars of justice become reality.

THE BATCAVE

Hidden beneath Wayne Manor, these naturally occurring limestone caverns have become Batman's headquarters. It is from these highly equipped, multi-purpose caverns that the Dark Knight wages his war on crime. Secretly housed deep under the earth, Batman and Robin keep their Batmobile, Batcopter, and the Batcomputer ready. Return to the Batcave at any time during the game by clicking on the Batmobile (see *Moving from Place to Place*).



Entering Blocked Areas

Batman and Robin cannot gain access to certain areas. They must collect and decode more of the clues printed on the mysterious eggs before they can enter these locked areas. To see an inventory of the clues and to see which clues you need to solve, check the Bat Mini-Computer located at the bottom of the game screen.



Solving Clues

The Penguin and Two-Face are threatening Gotham. The only way for Batman and Robin to save the city is to collect and decode all the clues on the mysterious eggs (see *Entering Locked Areas*). Once an egg is collected, return to the Batcave (see *Moving From Place to Place*) and log on to the Batcomputer to decode the clue (see *The Batcomputer*).

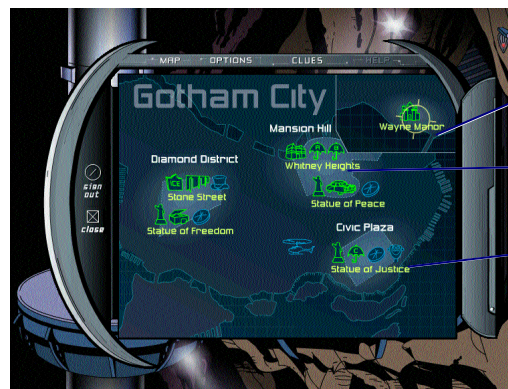
USING THE BAT MINI-COMPUTER



From most screens you can open the Bat Mini-Computer at the bottom of the screen. Use this device to keep track of your progress in the game and to customize your game experience.

Map

Batman has uploaded a map to the Mini-Computer, highlighting the trouble spots in Gotham. Click on the map to find your location, to find out where the activities are, and to find out which areas are still blocked.



This target shows your current location.

This area is not blocked.

This area is blocked. Batman needs to collect and decode more riddles to unlock it.

Clues

This screen stores any clues Batman has collected and shows which ones remain to be collected. The clues also show if they have been decoded. To collect clues, explore Gotham and play all the activities to find more eggs. To decode the clues on the eggs, return to the Batcave and go to the Batcomputer.



This clue is still missing.

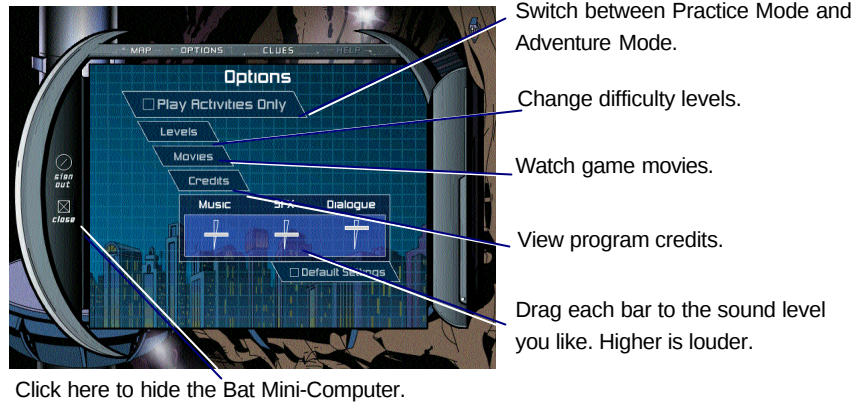
Go to this symbol on the map to find this clue.

This clue is decoded.

This clue is collected but still needs to be decoded.

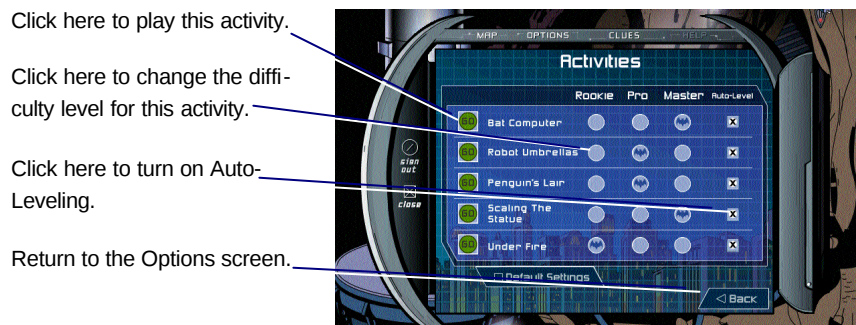
Options

Use the Options menu to customize your game experience. Here you can set the sound volume, adjust the difficulty settings, practice any activity, and review movies from the game.



Play Activities Only

New games always start in Adventure Mode. Click the Play Activities Only button to practice any activity at any difficulty level. Click this button again to return to Adventure Mode.



Levels

The three levels of play are Rookie (Easy), Professional (Medium), and Master (Hard). You can customize the game by setting different levels of play for each activity. You can also turn on Auto Leveling to allow the game to adjust the difficulty level for you.

Movies

The movie section has buttons for each movie in the game. You can watch any movie again to gather more information.

Credits

Click this button to see who helped make *Batman: Justice Unbalanced*.

Help

Stumped while solving an activity? Check the Help section to find out how to beat it. This option is only active while you're in an activity.

Sign Out

This button allows you to save your game to finish later, and exits back to the Main Menu.

Close

Hides the Bat Mini-Computer window and returns to the game.

CLICKABLES

Search each area of Gotham to locate clickables.



Whenever you move your mouse near a clickable spot, your Bat cursor will change color. If the clickable object is an exit, the cursor will change to a pointing bat arrow (see *Moving from Place to Place*). Click on any person to get information that may help Batman save Gotham.

Moving from Place to Place



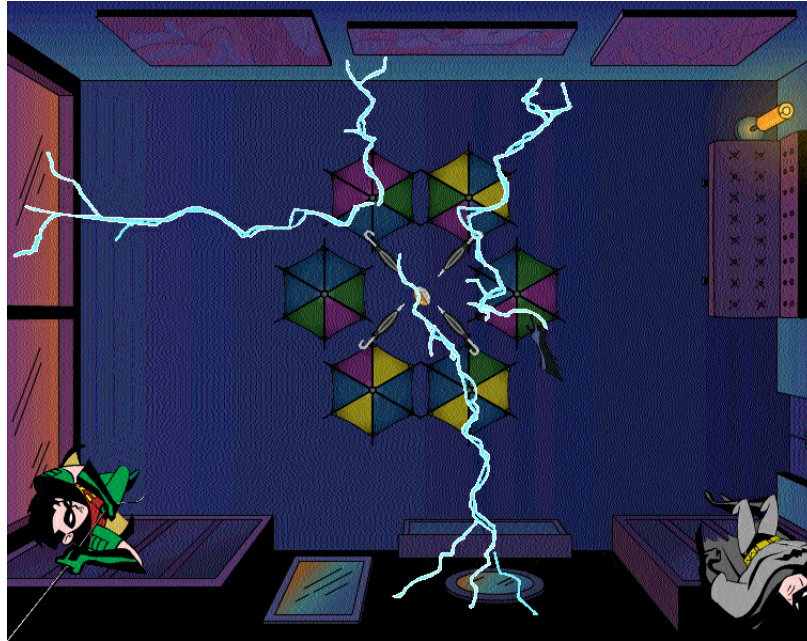
You can direct Batman and Robin to different areas around Gotham by clicking the onscreen exits. When you are near an exit, your cursor changes to a pointing Bat arrow. Clicking on the Batmobile at any time will return you to the Batcave.

Getting Help

If you need help solving clues, click on any character. The Batcomputer in the Batcave is a useful database of information, late-breaking news, foe's bios, and a catalog of Batman's crime-fighting equipment. If you can't locate a clue, compare the symbol next to the missing clue to the symbols on the map (see *Using the Bat Mini-Computer*).

If you need help playing an activity, click the Help button on the Mini-Computer (see *Using the Bat Mini-Computer*).

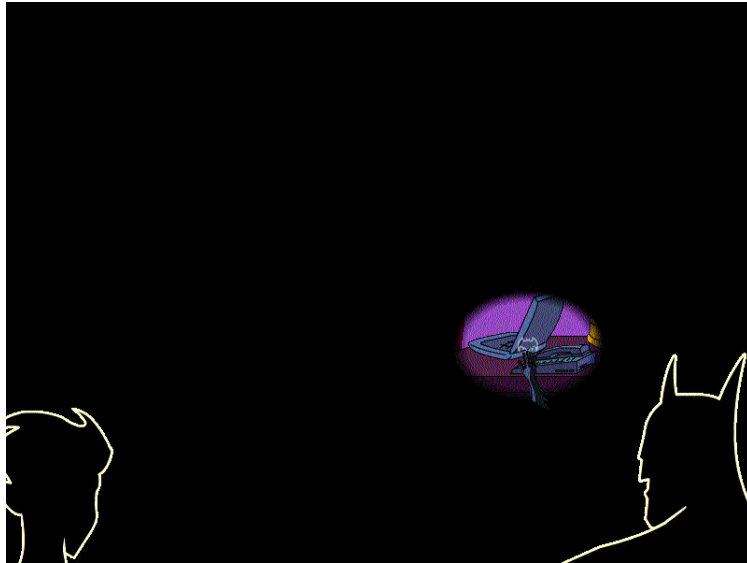
Robot Umbrellas



Mysterious jeweled egg ornaments have been delivered to Gotham's leading citizens. The Penguin's henchmen have shown up to steal them, and when Batman and Robin arrive, these criminals set up an army of robot umbrellas to protect their escape! Batman and Robin have one advantage — they know how to crack open the eggs and defuse the explosives inside. Batman and Robin must decipher how to disarm the robot umbrellas' live electric shields guarding the eggs before it is too late.

Batman must disarm each umbrella shield by rotating the umbrellas and forming a complete circuit of matching colors and patterns. When all the touching sides match each other, click on a control umbrella surrounding the egg, and the umbrella will short-circuit. Be careful — if just one side doesn't match, the robots' reaction could be shocking! Destroy all four of the control umbrellas and retrieve the egg.

Penguin's Lair



Batman and Robin have snuck into The Penguin's offices, looking for the jeweled eggs he has stolen. They must act quickly, and in the dark, before they are discovered by The Penguin's henchmen. The stolen eggs are locked in three different safes. Batman must find the combinations to open each safe and collect the eggs.

Listen carefully to the henchmen talking in the next room. Their bragging about how they set up the alarm system is the key to turning it off. By navigating through The Penguin's dark offices and following the clues, the heroes can safely collect all three eggs without getting caught. If a clue is missed, clicking on the air vent on the wall will repeat it. Batman can exit the office at any time by clicking on the door.

Scaling The Statue



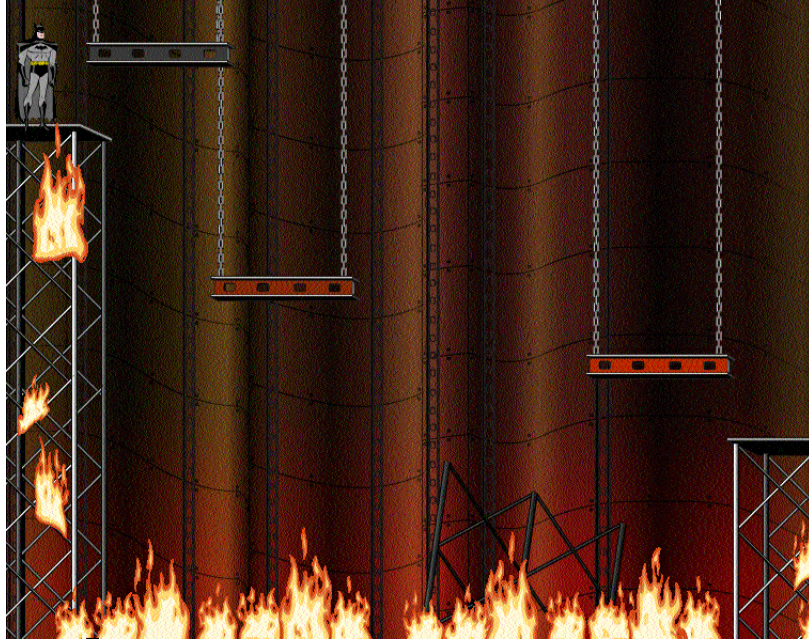
The statues of Peace, Freedom, and Justice are still under construction and covered in scaffolding — a maze of steel beams, poles, chains, and wood supports. These statues are blocked off until Batman decodes the clues and realizes who is behind this latest round of terror. Then he must scale the statues in search of the villain and more of his deadly eggs.

Use the keyboard to navigate Batman to the top of the scaffolding maze to collect an egg. Batman will find some paths are incomplete, but many gaps can be bridged by knocking folded scaffolding into position using the Batarang. Batman can grapple up to the next level by standing under a hook and using his grappling device. Watch out for Two-Face — if his coin lands on the bad side, it's bad news for Batman.

Keyboard Controls

Walk/Climb/Glide	Arrow keys
Jump	Space bar
Grapple Up	CTRL key (while standing under a hook)
Throw Batarang	Click on a folding platform with the mouse cursor

Under Fire



Batman leaps into action as the Statue of Justice erupts in flames. Commissioner Gordon, The Penguin, and Two-Face are somewhere inside the blazing structure. Batman's only hope is to swing across the hanging girders in the correct sequence to allow Batman to leap across them.

Each girder has a set track it follows when hit by Batman's batarang. When a girder is clicked on, it will swing to a different point on the screen. Watch the girders' paths to find the sequence which will enable Batman to leap from one girder to the next. Once Batman begins crossing the chasm he can't stop — he must continue before the girder breaks from the heat of the flames!

EDUCATIONAL FOCUS

Batman: Justice Unbalanced engages children in an exciting and challenging learning adventure. As they help Batman and Robin explore the city of Gotham, players use problem-solving strategies to unravel the mystery. As players complete the various thinking activities, they gather more and more information. Decoded clues reveal new paths to pursue, and players must use deductive reasoning to combine all of the pieces and reveal the villain's master plan.

Five activities offer players interesting puzzles that involve a variety of logical thinking challenges, including pattern recognition, pattern completion, decoding cryptograms, experimentation, organizing information, and formulating and testing hypotheses. Players also have the opportunity to reinforce reading comprehension as they read clues, articles, and informational files in the Batcomputer.

Each activity has three levels of difficulty. The auto-leveling feature monitors individual progress and adjusts the level setting based on the player's performance. This helps ensure that each player receives puzzle sets that are appropriate for his or her skill level, while gradually increasing the difficulty to introduce new challenges. In addition, the leveling screen can be used at any time to manually adjust an activity's difficulty setting.

TROUBLESHOOTING

Try this first! If you have problems running the program, try cleaning the CD. Gently remove any fingerprints and dust using a clean, soft, lint-free cloth dampened with water or a CD-cleaning solution. Avoid using materials such as facial tissue, which may scratch the CD.

If you have additional questions, please visit The Learning Company Web site at <http://www.riverdeep.net/learningcompany/support>.

1. The *Batman: Justice Unbalanced* program icon does not appear in the Start menu.

- Make sure the program is installed. Reinstall the program, if necessary.

2. You see a message telling you that there is not enough available space on the hard disk.

Batman: Justice Unbalanced requires 100 MB of hard disk space for the program's data and executable files. (Additional hard disk space will be required to save player information for more than five players. Additional space is also required if Acrobat Reader or DirectX need to be installed on your computer.)

- Create some free hard disk space by removing some files after backing them up to a floppy disk.

3. You see a message telling you that there is not enough memory to run the program.

Batman: Justice Unbalanced needs at least 64 MB of available memory (RAM) to run. Your computer's memory may be filled with other programs that are running in the background.

- Close any other applications that are running, and restart the program.

4. The mouse doesn't seem to work.

- There are times in the program when the animation or sound cannot be interrupted. You will see the hourglass cursor on the screen, and any key presses or mouse clicks will be ignored.
- Check that the mouse is properly connected to the computer.
- Wait until the animation or sound stops and your normal cursor returns. Then try pressing the keys or clicking the mouse again.

5. Program speed is very slow.

Batman: Justice Unbalanced needs at least a 266-MHz PC or Mac with an 8X CD-ROM drive for basic performance.

- Close any other applications that are running.
- Remove non-essential applications from your Startup folder.
- Make sure that you have the latest Windows video drivers for your graphics card. (Contact the video card manufacturer for latest drivers.)
- Change your display adapter settings to 800 x 600 and 16-bit color.

6. You do not hear music, sound, or speech.

- Check that the speakers are properly connected to your computer. Make sure they are getting power and are turned on, and that the volume is turned up.
- For PCs make sure that your sound card is Windows compatible and is properly installed for Windows. Be sure that the sound card is specifically designed to work with the version of Windows that you are using. Also check that the volume is properly set. (See the manufacturer's documentation for information relating to your sound card.)

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- For PCs, make sure the mixer level setting is correct. Click the Start button. Choose Programs from the Start menu. Next choose Accessories. Then choose Entertainment (Windows 98, Me, XP), and choose Volume Control. Make sure that the sliders on the mixer control panel are all the way up and that no mute buttons are selected.

7. The game crashes.

For PCs this may be because your computer does not have a sound card that is DirectX-certified. A possible remedy is to:

- a. Open the Control Panel from the Start menu of Windows.
- b. Click on the sound card icon.
- c. Disable Direct Sound.

If this does not correct the problem, contact your sound card manufacturer for additional assistance.

8. Strange graphics appear; the game action stops unexpectedly.

- Make sure you have the latest Windows video drivers installed. (Contact your video card manufacturer for more information.)

9. Colors don't look right.

- Adjust your monitor's color and brightness.
- Turn off your screensaver.
- Close any other applications that are running.
- Make sure you have the latest graphics drivers installed. (Contact your video card manufacturer for more information.)

10. Nothing prints.

- Make sure the printer is plugged in and switched on.
- Check the indicator light on the printer to be sure the printer is "online" or "selected."
- Make sure the printer cables are connected tightly.
- Make sure you have selected at least one print item from the Printing area. Where applicable, make sure you have selected either Colored In or Outlined.

11. When you print, pictures or text look faint, blurred, or streaky.

- Check your print quality settings. (See your printer documentation.)
- Replace your printer's ink cartridge.

12. The printer displays an "out of memory" message.

- Make sure your printer has at least 1 MB of memory.

13. You are not able to connect to our online Web sites.

This feature requires an Internet browser.

- Make sure that you have a browser properly installed. See your browser and Windows documentation for more information.
- Make sure that the files with an .HTM extension (for example, "bookmark.htm") are associated with the browser of your choice. To check this, double-click on any .HTM file. If the browser does not launch, create an association from the File Manager. (See your Windows or Macintosh documentation for more information.)

CONTACTING RIVERDEEP - THE LEARNING COMPANY

Technical Support

If you have questions about your *Batman: Justice Unbalanced* program, please refer to the Troubleshooting section. If you do not find an answer to your question, visit our Web site at: www.thelearningcompany.com. Click on Support and then type the name of your product into the search field. This website features the same troubleshooting tools that our representatives use to answer your questions.

Customer Support

SMILES GUARANTEED!

If you are not completely satisfied with this product, Riverdeep - The Learning Company will gladly refund your purchase price. Return the complete package to us at The Learning Company, Dock Door #9, 120 Hidden Lake Circle, Duncan, SC 29334 within 30 days of purchase. Include a copy of the sales receipt, packing slip, or invoice showing the store name and location. Please enclose an explanation for the return. Allow 4-6 weeks for refund. Limit 1 per household. Dealers, wholesalers, and their immediate families are not eligible.

CREDITS

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Special Thanks

Tom Banuett
Matt Bassi
Gary Heyman
Brian Tucker
All the kids who tested the product

Special Thanks to DC Comics

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A division of Backbone Entertainment

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