TM

SPECTRUM·AMSTRAD·COMMODORE

ocean ®

ENGLISH FRANÇAIS DEUTSCH ITALIANO

BATMAN™
A LEGEND HAS RETURNED.

BRUCE WAYNE™, The multi-millionaire head of the Wayne Foundation is an unassuming, quiet type of guy. However, when night falls and evil stalks the streets, he sheds his daytime persona and becomes the masked vigilante of *GOTHAM CITY™* - *BATMAN!*

Crusading against crime from the rooftops of the sickened city, his objective becomes the elimination of Gus Grissom's criminal empire; in particular, the conquest of *JACK NAPIER™*, the psychotic second-in-command.

Napier was the most cunning and sadistic force in Gotham anyway, but when a accident befell him, twisting him both physically and mentally, he became the ultimate criminal - *THE JOKER!*

You control the *CAPED CRUSADER™* in five different scenarios as he is pitted against his malevolent nemesis in the life or death struggles that ensue. THE ULTIMATE MOVIE INSPIRES THE ULTIMATE GAME...PLAY BATMAN.

COMMODORE
LOADING
Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP keys simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions.

DISK
Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "*",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

The game is multiload. When you die or finish the game please rewind tape to the beginning of Side B.

Follow on Screen Instructions.

CONTROLS
THE GAME IS CONTROLLED BY JOYSTICK ONLY
KEYBOARD
F1   =   MUSIC ON
F3   =   SOUND EFFECTS ONLY
F5   =   PAUSE ON
F7   =   PAUSE OFF
RUN/STOP   =   ABORT GAME

SPECTRUM
LOADING
1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ Type LOAD""(ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone control and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.

+3 DISK
Set up system and switch on as described in your instructions manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically.

NOTE:
128k: One load
48k: Three loads. – On the 48k Spectrum this game loads in 3 parts. When each part has finished loading, stop the tape so the next part can be loaded when you are ready.

AMSTRAD
LOADING
CPC 464
Place the rewound cassette in the cassette deck, type RUN" and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN" and press ENTER key.
(The | symbol is obtained by holding shift and pressing the @ key).

CPC664 + 6128
Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type | TAPE then press RETURN key. Then type RUN" and press RETURN key and follow the instructions as they appear on screen.

DISK - CPC 464
Insert the program disk into the drive with the A side facing upward. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER. The game will now load automatically.

DISK - CPC664 6128
Insert the program disk into the drive with the A side facing upward. Type | DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN" DISC and press RETURN. The game will now load automatically.
NOTE: This is a multi-load game, follow on screen instructions.

STATUS AND SCORING
The panel shows present score, lives, time and *BATMAN'S* energy. *BATMAN'S* face represents full energy. *THE JOKER'S* face represents no energy. When *THE JOKER'S* face is fully visible then *BATMAN* will lose a life. If time runs out on any level *BATMAN* will lose a life.
A bonus will be awarded for completing each level.
The score is achieved on each level as follows:-

LEVELS 1 AND 5
SHOOTING *THE JOKER'S* HENCHMEN
SHOOTING *JACK NAPIER* (LEVEL 1)
SHOOTING *THE JOKER* (LEVEL 5)

LEVEL 2
Points are scored by progressing further along the road. A bonus is awarded on reaching the *BATCAVE* based on the amount of time remaining.

LEVEL 3
The score is based on the amount of time taken to find the correct combination.

LEVEL 4
Points are awarded for every balloon you cut free.
ENERGY IS REDUCED AS FOLLOWS:-

LEVELS 1 AND 5
Running into policemen or *THE JOKER'S* henchmen.
Standing under acid drops or in the way of bursts of gas from pipes.
Falling down too far.
Swinging on the rope into a wall.
Being hit by bullets and grenades.
Walking on spiked floors.

LEVEL 2
Hitting other cars

LEVEL 4
Hitting balloons instead of cutting ropes.
Allowing balloons to burst before you cut the ropes.

GAMEPLAY
Section 1 - Axis Chemical Plant
As *BRUCE WAYNE*, you overhear Commissioner Gordon telling the Mayor of an attack on the Axis Chemical Plant by *JACK NAPIER* and his henchmen. Acting swiftly, you don your black costume and make your way to the scene. Once inside the factory, you must move towards the exit (and Napier) on the far right of the map. You will meet assorted criminals along the way, some of whom will attack you physically, some will shoot at you and some will throw grenades. Avoid, also, leaking chemical droplets and gas bursts at various points on your route.

You can sustain a limited amount of hits as your body armour affords a certain degree of protection, but your energy can get depleted quite rapidly if you do not try to defend yourself.

Use the *BATARANG* to throw at your attackers, and your 'batrope' to access levels above, by shooting a grapnel device from your belt and reeling yourself up.

On the final screen of this level, you will confront Napier himself. If you defeat him, he will fall into a vat of toxic chemical waste which will disfigure his appearance and mind. You have created the Joker!

Section 2 - The Streets of *GOTHAM CITY* (1)
Having rescued Vicky Vale from the clutches of *THE JOKER* in the Flugelheim Museum, you must make good your escape in the *BATMOBILE*.

Racing at high speeds through the streets of *GOTHAM CITY*, you must avoid both *THE JOKER'S* vehicles and the police who have set up road blocks, as they are still unsure which side of the law you are on.

Your *BATMOBILE* is equipped with a sophisticated radar which will indicate the direction you must follow in order to escape safely. If you do not maintain a high speed, *THE JOKER* will catch you up and inflict damage upon the *BATMOBILE*, as will any collisions with other cars.

The *BATMOBILE* is also equipped with a rope and grapnel. If, whilst travelling a high speeds, you wish to make a fast turn, shoot the grapnel out at a lamppost on the street corner; if timed correctly, this will enable you to make the turn without speed loss.

Section 3 – The *BATCAVE*
The *JOKER* has invented a compound, "Smilex" which, on contact, will kill its victims, leaving a deathly rictus grin on their faces. The *JOKER* has 'spiked' certain everyday consumables with elements from this compound which, when mixed together, forms Smilex.

Using the powerful computer in your *BATCAVE*, you must, in the time given, ascertain which three objects contain those elements. As you select any three, the display will indicate how many of those you have chosen correctly. You must, by process of elimination select the exact trio of elements before the time runs out.

Section 4 - The Streets of *GOTHAM CITY* (2)
THE JOKER'S deadliest scheme is now taking place at midnight on the Streets of *GOTHAM CITY*. By promising massive handouts of money to the people of Gotham, the streets are packed with masses of unsuspecting citizens.

However, all is not as it seems, for the carnival-type parade contains a sinister secret.

Inside the dozens of bright balloons is enough Smilex gas to kill the entire population of *GOTHAM CITY*. These balloons are about to be leaked........

You are piloting the *BATWING* and must cut through the mooring ropes of the balloons with the wings of the flying craft. If you miss any of them, they will self-destruct, sending clouds of gas into the crows, similarly if you miss the rope and hit the balloon itself, the same will occur. If, however, you slice the rope, the balloon will float harmlessly away where the gas will dissipate into the atmosphere.

RUN" and press RETURN key and follow the instructions as they appear on screen.

DISK - CPC 464

Insert the program disk into the drive with the A side facing upward. Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type RUN" DISC and press ENTER. The game will now load automatically.

DISK - CPC664 6128

Insert the program disk into the drive with the A side facing upward. Type | DISC and press RETURN to make sure the machine can access the disk drive. Now type RUN" DISC and press RETURN. The game will now load automatically.

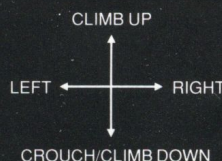NOTE: This is a multi-load game, follow on screen instructions.

The game is controlled by either joystick or keyboard.
The keyboard is redefinable.

PRE-SET KEYS
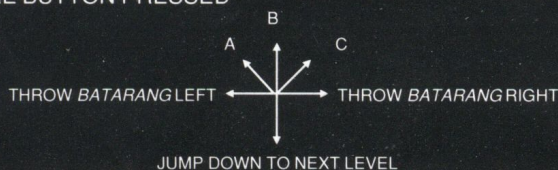
Q = UP
A = DOWN
K = LEFT
L = RIGHT
SPACE = FIRE
S = PAUSE

JOYSTICK - ALL FORMATS

SECTION 1 AND 5

```
              CLIMB UP
                 |
     LEFT ←——————+——————→ RIGHT
                 |
          CROUCH/CLIMB DOWN
```

FIRE – THROW BATARANG™

WITH FIRE BUTTON PRESSED

```
            B
       A    |    C
        \   |   /
         \  |  /
THROW BATARANG LEFT ←——+——→ THROW BATARANG RIGHT
            |
   JUMP DOWN TO NEXT LEVEL
```
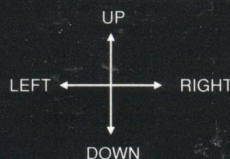
A = FIRE ROPE UP - LEFT
B = FIRE ROPE UP
C = FIRE ROPE UP - RIGHT

SECTION 2 - BATMOBILE™

Joystick moves BATMOBILE in corresponding directions.

```
              UP
               |
   LEFT ←——————+——————→ RIGHT
               |
             DOWN
```

FIRE - Fire 'batrope' up. If the BATMOBILE is going past a lamp post then the rope will wrap around it and the BATMOBILE will swing round the corner.
FIRE AND UP - If the BATMOBILE is near a corner then it will swing round the corner without using the 'batrope'.
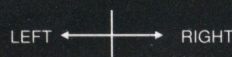NOTE: Using the 'batrope' to turn a corner is the quickest.
The BATMOBILE will only turn a corner if it is near one.
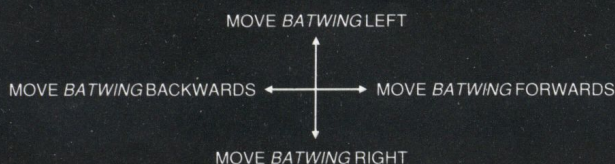**SPECTRUM AND AMSTRAD USERS PLEASE NOTE**
IF THE BATMOBILE GOES PAST A CORNER YOU MAY TURN ROUND BY PRESSING FIRE AND LEFT.

SECTION 3 – BATCAVE™ CHEMICAL ANALYSIS

Move the joystick left or right to select a cosmetic and press fire to enter it into the combination.

```
   LEFT ←——————————→ RIGHT
```

SECTION 4 - BATWING™

```
           MOVE BATWING LEFT
                 |
MOVE BATWING BACKWARDS ←——+——→ MOVE BATWING FORWARDS
                 |
           MOVE BATWING RIGHT
```

Section 4 - The Streets of GOTHAM CITY (2)

THE JOKER'S deadliest scheme is now taking place at midnight on the Streets of GOTHAM CITY. By promising massive handouts of money to the people of Gotham, the streets are packed with masses of unsuspecting citizens. However, all is not as it seems, for the carnival-type parade contains a sinister secret.
Inside the dozens of bright balloons is enough Smilex gas to kill the entire population of GOTHAM CITY. These balloons are about to be leaked........
You are piloting the BATWING and must cut through the mooring ropes of the balloons with the wings of the flying craft. If you miss any of them, they will self-destruct, sending clouds of gas into the crows, similarly if you miss the rope and hit the balloon itself, the same will occur. If, however, you slice the rope, the balloon will float harmlessly away where the gas will dissipate into the atmosphere.
Eventually, as THE JOKER learns of your interference, he will send some of his helicopters in to thwart you. Avoid these at all costs.

Section 5 - The Cathedral

Pursuing THE JOKER to Gotham Cathedral, you must negotiate the crumbling floors and avoid the rabid rats in order to confront, finally, THE JOKER on the roof. As in the Chemical Factory, you must use your BATARANG and 'Batrope' to achieve this aim.
On the rooftop, you must defeat THE JOKER, or he will make his escape by helicopter and bring GOTHAM CITY to its knees.

HINTS AND TIPS

LEVELS 1 AND 5
Master control of the 'batrope'.
Work out a quick route to the end.
Shoot on sight.

LEVEL 2
Don't bump into other cars.
Be as quick as possible.
When the arrow indicates a turn is ahead try and move to the side of the road.

LEVEL 3
Use your brain.
Be quick (you've only got one minute).

LEVEL 4
Cut ropes cleanly.
Don't hit the balloons.

BATMAN™

Its program code, graphic representation and artwork are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All right are reserved worldwide.
THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ CAREFULLY THE INSTRUCTIONS FOR LOADING.
If for any reason you have difficulty in running the program and believe that the product is defective, please return it direct to:
Mr Yates, Ocean Software Limited, 6 Central Street, Manchester M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

CREDITS

COMMODORE
Programmer - Zach Townsend
Graphics by Andrew Sleigh

SPECTRUM AND AMSTRAD
Programming by Mike Lamb
Graphics by Dawn Drake
Music and sound effects by Matthew Cannon

SPECTRUM, AMSTRAD and COMMODORE