

**SUPER HANG-ON
WIZBALL
R-TYPE
AFTERBURNER
LAST NINJA 2
ARKANOID REVENGE
OF DOH**

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



BATMAN, THE CAPED CRUSADER

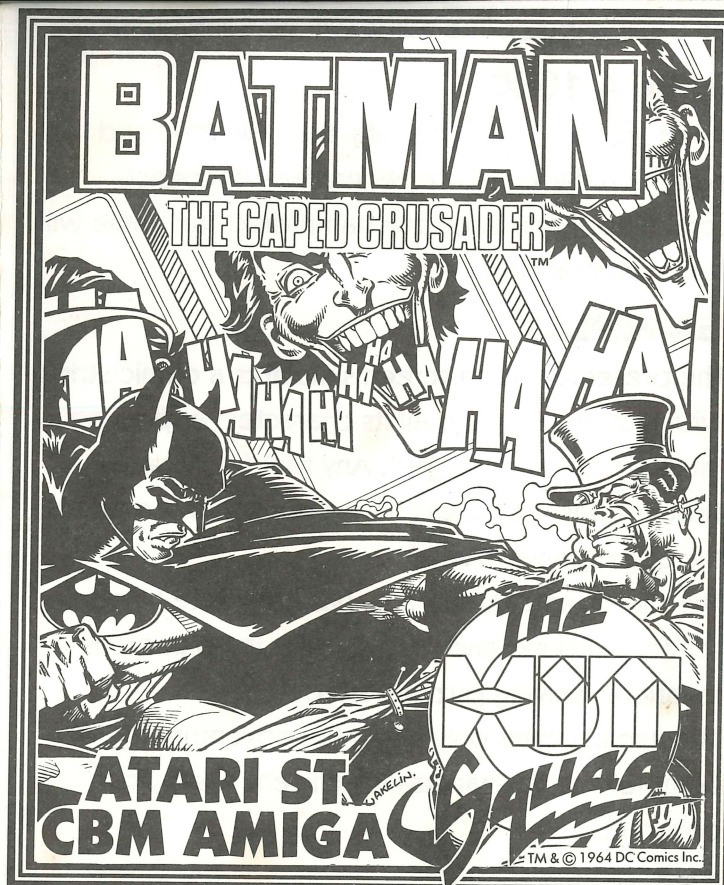
This is an 'arcade adventure' game with action overtones. The game consists of two 'plots' revolving around Batman's deadliest enemies—The Penguin and The Joker. Each plot is played in a similar fashion—though the various locations and problems encountered will vary.

The stories so far...

**THE PENGUIN PLOT -
"A BIRD IN THE HAND"**

The Penguin, having been released from jail, decides to set up an umbrella production factory, near his Gotham City mansion, but, of course old habits die hard and this is but a cover up for his ingenious plan to take over the world using an army of robotic penguins!

As 'Batman' can you close down the hidden master control computer and stop this evil conspiracy?-



**THE JOKER PLOT -
"A FETE WORSE THAN DEATH"**

Robin has mysteriously disappeared—the only clue found is a single "playing card" the sign of the infamous 'Joker'! Batman's arch enemy has returned. On close examination the Batcomputer reveals a secret message hidden on the flip side of the card... "Robin heads for a fate worse than death, the fuse is lit—so don't waste time, follow your nose and remember, there's no place like home! Boom! Boom! Can you uncover the mystery, save Robin and defeat the Joker? Time is running out.

ATARI ST LOADING

Switch on the power to the computer and disk drive and then insert the disk into the drive. This program will then load automatically.

AMIGA 500 and 2000

Insert the game disk into the disk drive and switch

on the computer. The game will load automatically.

AMIGA 1000

Insert your Kickstart disk into the disk drive and switch on the computer. When the workbench screen appears, insert the game disk. The game will load automatically.

GAMEPLAY

The presentation on screen simulates a comic strip with Gotham City and all its characters appearing in 'multiple overlaid panels'. Any text (i.e. clues, descriptions, etc) is displayed in caption boxes in the appropriate 'frame'.

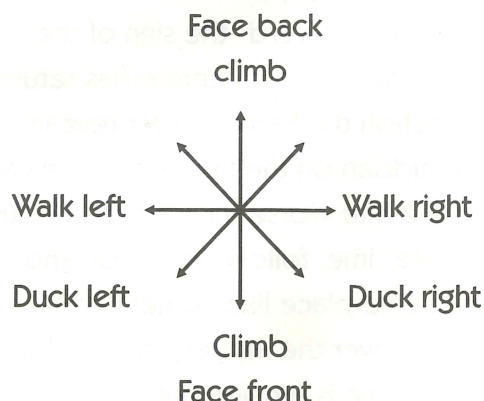
The player, as the 'Batman', has complete freedom to move around and interact with the numerous locations, solving puzzles en route.

The game is over only when the adventure is complete or Batman has insufficient energy to continue.

THE CONTROLS

The player can make Batman perform a large variety of moves...

ATARI ST/AMIGA:



THE UTILITY SCREEN

By 'pulling down' and pressing 'fire' Batman will enter the utility screen.

This displays all the objects you have 'picked up' and also the control 'icons' which are used to manipulate them.

Note—various aspects of the game's displays and sound effects may also be changed at this point to suit the requirements of the player.

Batman's energy status bars and the 'plot completion percentage' are also displayed on this screen.

Game percentage

Objects carried

Control icons

Bat-cursor

Energy status bars

EXAMPLE—UTILISING AN OBJECT

By moving the 'Bat-cursor' onto the object and pressing 'fire', then selecting the 'utilise' icon in the same manner, that object will be used.

i.e. Food eaten (energy increased)

Key opens locked door

Dart is thrown

HINTS AND TIPS

1. Don't eat too much too soon .
2. Some objects do more damage than good!
3. Keep ducking, to avoid bullets.
4. Never judge a book by it's cover (Joker's plot)

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ATARI ST

Programmed by Keith Robinson

Graphics by Andy Rixon

Game design by Jonathan Smith

Produced by D.C.Ward and P.J.Finnegan

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AMIGA

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