

INSTRUCTION MANUAL

BATMAN™

THE CAPED CRUSADER



LICENSED BY

ocean



**DATA
EAST**

BATMAN INSTRUCTION GUIDE

A TROUBLESOME TWOSOME

The Penguin: A Bird in the Hand. Commissioner Gordon calls you with the news that the Penguin is back. He's set himself up as a respectable umbrella merchant. But the commissioner is sure the Penguin's factory is just a cover for his plot to take over the world with an army of robot penguins. The only way to thwart the penguin's plot is to destroy his master computer.

To get to the Penguin's master computer, you have to make your way to the factory through streets and across rooftops crawling with the Penguin's thugs. Once you've discovered how to get into the factory, you can search out the master computer and destroy it. But don't think it will be easy. The Penguin has more than one surprise waiting for you.

The Joker: A Fete Worse than Death. You don't need Commissioner Gordon to tell you about the Joker's latest feat of sleight of hand — he's kidnapped Robin! Your search leads you through the sewers of Gotham City to the Fair, where the fun house isn't so much fun and a ride on the rollercoaster could be your last.

COMMODORE 64/128: GETTING STARTED

SYSTEM REQUIREMENTS

To play Batman on a Commodore 64 or 128, you need:

- 64K RAM
- A disk drive
- A color television or monitor
- A joystick

STARTING BATMAN

To start Batman:

- 1) Turn on the computer, monitor, and disk drive.
 - 2) Plug the joystick into port 2.
 - 3) When READY appears on the screen, put the program diskette in the disk drive with the label side up.
 - 4) Type LOAD "*" , 8,1 and press RETURN.
- The program takes a minute or so to load, then the title screen appears.
- 5) Press the fire button on the joystick to start the game.

ATARI ST: GETTING STARTED

SYSTEM REQUIREMENTS

To play Batman on an Atari ST 520 or 1040, you need:

- 512K RAM
- A color monitor
- A joystick

STARTING BATMAN

To start Batman:

- 1) Put the program diskette in the disk drive with the label side up.
(Choose disk 1 for the Penguin plot, disk 2 for the Joker plot.)
- 2) Turn on the computer, monitor, and disk drive.

The program loads automatically. After a minute or so, the title screen appears.

- 3) Press the fire button on the joystick to start the game.

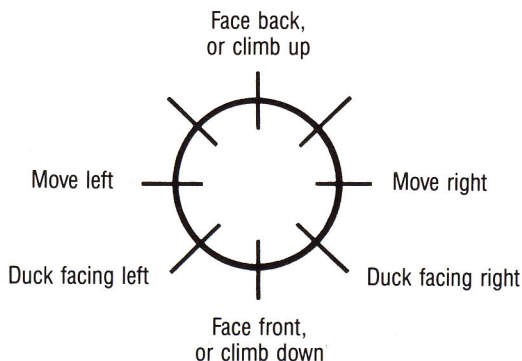
CONTROLS

To display the status screen, hold down the fire button and move the joystick down.

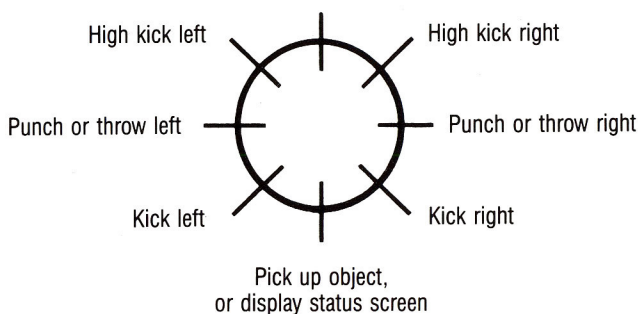
To return to the current game screen from the status screen, click the Return icon:



Joystick controls without the fire button pressed:



Joystick controls with the fire button pressed:



STATUS SCREEN

The percentage at the top of the screen shows how much of the game you've completed.

The small pictures on the status screen are called icons. There are two type of icons on the status screen: object icons and action icons. Object icons are things you need at some point during the game. Action icons let you use objects, restart the game, and turn the music off and on.



C64



ST

Bat Cursor. Use the joystick to move the Bat cursor to the icon you want to choose. Press the fire button to choose the icon.

Getting an Object. As you play **Batman**, you will need to pick up items that can be used later to solve a puzzle, open a door, give you more power, and the like. A few examples will make this easier to understand.

- 1) In certain parts of the game, you may enter a completely dark room. You need to look for light-producing items in the rest of the game, then use one of them in this room to be able to see what's there. (And just to make things really sticky, not every light source works in every room.)
- 2) You will occasionally come across food items as you move throughout the game. Use these carefully — it's a good idea not to eat too much too soon. When you "use" a food item, you'll restore some of your power.

If you try to use an item in an area and nothing happens — you've got the wrong item!

You will find objects as you move through the game screens. (In the ST version, you'll see the object itself; in the C64 version, you'll see a locked chest.)



To pick up an object:

- Position Batman over it, then hold down the fire button and move the joystick down.

In the ST version, when you've acquired an object, an icon appears on the status screen to show you what you've acquired; in the C64 version, a message appears on the screen to tell you what you've acquired.



C64



ST

Using an Object. To use an object:

- Go to the status screen.
- Move the Bat cursor over the icon of the object you want to use, then press the fire button.

The square around the icon flashes.

- Move the Bat cursor to the Use icon, and press the fire button.

When you use the right object at the right time, the percentage at the top of the screen increases to show you've solved part of the game.



C64



ST

Dropping an Object. Dropping an object leaves it where Batman is standing. You can't use an object you've dropped. You can carry only a limited number of objects, so drop the objects you don't think you need anymore.

To drop an object:

- Go to the status screen.
- Move the Bat cursor over the icon of the object you want to drop, then press the fire button.

The square around the icon flashes.

- Move the Bat cursor to the Drop icon, and press the fire button.

The icon of the object disappears from the status screen. The object reappears on the game screen.



C64



ST

Returning to the Game Screen. To return to the game screen:

- Move the Bat cursor over the Return icon, then press the fire button.

The game screen reappears.



C64



ST

Turning the Music On or Off. To turn the music on or off:

- Go to the status screen.
- Move the Bat cursor over the Music icon, then press the fire button.

If the music is on, it goes off; if it's off, it comes on.



C64

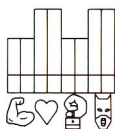


ST

Restarting the Game. To start the game over at any time:

- Go to the status screen.
- Move the Bat cursor over the Restart icon, then press the fire button.
The message appears that asks if you want to start the game over.
- Type y if you want to start over; or type n if you want to go back to the game where you left off.

Energy. At the bottom of the screen, the graph (on the C64 version) or Batman's face (on the Atari ST version) shows how much energy you have left. As you use energy, the bars on the graph get shorter or Batman's face slowly turns into a skull.



C64



ST

To get more energy, eat food objects you picked up.

To eat:

- Pick up food items (sweets, lemonade, and so on) throughout the game.
- Go to the status screen.
- Move the Bat cursor over the icon of the food object you want to eat, then press the fire button.
The square around the icon flashes.
- Move the Bat cursor to the Use icon, and press the fire button.
The bars on the graph grow longer, or part of the skull that's showing changes back to Batman's face.

HINTS AND TIPS

- 1) Don't eat too much too soon.
- 2) Some objects do more damage than good.
- 3) You can carry only a limited number of objects at a time. Drop objects you don't think you need anymore.
- 4) Duck to avoid bullets.
- 5) Continued punching of enemies can produce valuable food (ST version only).

THE PENGUIN: A BIRD IN THE HAND

When you learn from Commissioner Gordon that the Penguin is plotting to take over the world with an army of robot penguins, you rush to the Batcave. Before you leave, be sure to collect all the items you think you can use. When you reach the streets of Gotham City, keep an eye out for other useful items.

Watch out for the thugs that roam the streets—they may shoot at you. Punch, kick, or hit them with your batarang for temporary defense.

THE JOKER: A FETE WORSE THAN DEATH

To reach Robin, you first have to make your way through the sewers of Gotham City—not a pleasant prospect. Make sure you've collected the items you think you'll need before you plunge in. You'll come across many bombs in the sewers. You need to disarm them before you can leave the sewers—but it will take you a while to come across the tool you need to do the job, and you'll have to do a lot of backtracking to disarm all of them.

When you find the bat ears, use them to amplify your hearing.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the diskette provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the diskette to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the diskette, free of charge to the original purchaser (except for the cost of returning the diskette) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Data East USA shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



DATA EAST USA, INC. 1850 Little Orchard Drive, San Jose, California 95125

LICENSED BY



BATMAN, ALL RELATED CHARACTERS, SLOGANS AND INDICIA: TM & © DC COMICS, INC. 1988
GAME DESIGN: © 1988 OCEAN SOFTWARE LIMITED. MANUFACTURED UNDER LICENSE BY DATA EAST USA, INC.

OCEAN IS A REGISTERED TRADEMARK OF OCEAN SOFTWARE LIMITED.
COMMODORE IS A REGISTERED TRADEMARK OF COMMODORE ELECTRONICS LTD.
ATARI IS A REGISTERED TRADEMARK OF ATARI CORPORATION.