

INSTRUCTION GUIDE

BATMAN

TM

LICENSED BY



TM & © 1989 DC COMICS INC.

BATMAN: THE MOVIE

COMMODORE® AND AMIGA® INSTRUCTION GUIDE

Have You Ever Danced With the Devil by the Pale Moonlight?

You're about to now...

Welcome to Gotham City. Punks roam the streets at night, terrorizing innocent citizens at will. The police are worthless because corruption rules. Half the cops in Gotham are on the payroll of the Crime Boss.

But there's a new force in town, and he only comes out in the DARK. By day he's quiet, unassuming Bruce Wayne, the multimillionaire head of the Wayne Foundation. But he's just waiting. Waiting for night. Waiting for the right creep to show up in the wrong place. Because when night falls and evil stalks the streets, he sheds his daytime disguise and becomes the masked vigilante of Gotham City – Batman, the Dark Knight!

With incredible acrobatics and amazing strength, Batman strikes terror into the heart of every criminal. They don't know who he is. They never know when he'll show up. But when he does, they don't stand a chance. To help him clean out the scum from Gotham, Batman's got the most awesome crime-fighting weapons ever invented – the sleek black Batmobile and the incredible flying Batwing.

Even the citizens of Gotham don't know what to make of him. The newspapers call him a Winged Freak. Is he a man? Is he supernatural? Whatever he is, he hates crime. With a passion. And there's no shortage of crime in Gotham City.

Crusading against evil throughout the sickened city, Batman's goal becomes the elimination of Jack Napier, the psychotic second-in-command of the Gotham criminal empire. Napier is a menace to society, but Batman also has a personal score to settle with this vicious killer. Napier killed Bruce Wayne's parents many, many years ago.

When Batman confronts him at the Axis Chemical Plant, an accident twists Napier both physically and mentally. A grotesque grinning monster with green hair and bone-white skin is born – The Joker!

The Joker is the ultimate criminal, spewing his hatred and lust for power on a helpless Gotham City. When the Joker plays his hand, he usually gets the last laugh. As Batman, only *you* can stop this grinning madman from winning. Think you're up to the task?

It's the ultimate duel: Batman versus the Joker. You are the Dark Knight through five levels of non-stop action. Can you maneuver the incredibly powerful Batmobile through the streets of Gotham and outrun the Joker's goons? Are you quick enough to figure out the secret of the Joker's deadly Smilex? Can you pilot the Batwing fast enough to prevent the Joker from executing his deadliest plot yet? If you're good – very good – you'll save Gotham City and the lives of thousands of innocent people.

So rev up the Batmobile and grab your Batrope. You'll need everything you've got to save Gotham...

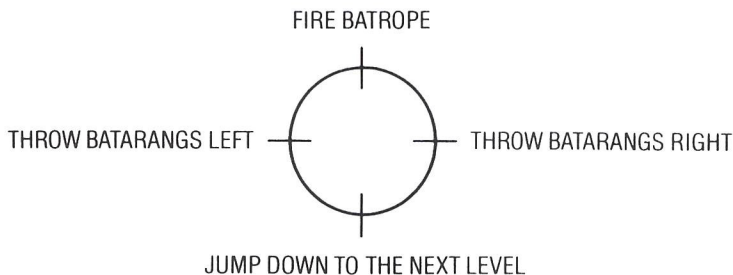
With the FIRE button pressed, the Joystick movements control Batman as follows:

Joystick Up, Up-Left, or Up-Right: Fire Batrope

Joystick Right: Throw Batarangs Right

Joystick Left: Throw Batarangs Left

Joystick Down: Jump Down to the Next Level



To Fire Batrope: Hold Joystick Up, Up-Left, or Up-Right and hit FIRE button. Now move joystick UP or DOWN to make Batman climb up or down rope. You can make Batman swing back and forth on the rope by moving the joystick RIGHT and LEFT. To release Batman from the rope, hit the FIRE button again.

As mild-mannered millionaire Bruce Wayne, you overhear Police Commissioner Gordon telling the Mayor of an attack on the Axis Chemical Factory by Jack Napier and his killer henchmen. There's no time to waste, Batman! Acting quickly, you go to the scene. Once inside the factory, you make your way up and down the various levels, killing Napier's criminals along the way. When you can't find a ladder, try the Batrope. It can really help you swing into action. And watch out. These goons are heavily armed sharpshooters, and they all want you dead.

At the end of this level, your most villainous archrival is waiting for you. If you win, you will create the most cunningly evil force in the world – the Joker!

LEVEL 2: THE STREETS OF GOTHAM CITY

"Those Toys! Where does he get those wonderful toys?"

Your Joystick controls the Batmobile as follows:

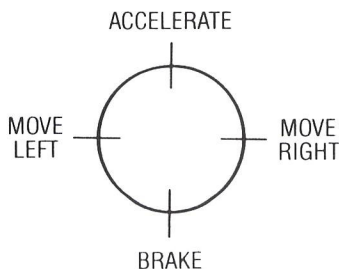
Joystick Up: Accelerate

Joystick Back: Brake

Joystick Left: Move left

Joystick Right: Move right

FIRE button: Turn corners by firing Batrope.



To Turn Corners: Move joystick left or right and hit the FIRE button to fire the Batrope from the side of the Batmobile. The Batrope attaches to the lamppost at the intersection and turns the Batmobile.

Even the Joker appreciates your cache of amazing weaponry. At the Flugelheim Museum, you've just used your acrobatic wizardry to rescue the lovely Vicky Vale from the clutches of the monstrous Joker.

Now you must make your escape to the Batcave in your jet-black super-sleek Batmobile. But the Joker's henchmen are everywhere. Racing at high speeds through the streets of Gotham City, you must avoid the Joker's vehicles on the road. But you must also avoid the police, who have set up road blocks because they are not sure which side of the law you're on.

Your Batmobile is equipped with a special radar which tells you which direction to turn in order to escape safely. You must follow the radar's arrow if you expect to get out of Gotham alive. Your Batmobile fires a special Batrope with a claw hook on the end. Use your Batrope when cornering. If you're very good at it, you can corner with no loss of speed.

LEVEL 3: THE BATCAVE

"Joker Brand! We're changing the face of Gotham!"

Your Joystick controls the Batcave Computer as follows:

Move Joystick Up, Down, Left or Right to move icon to various cosmetics. Hit FIRE button to select.

Once in the Batcave, you must solve the mystery to the shopping nightmare the Joker has unleashed on Gotham. He's invented a compound called Smilex, which kills its victims on contact, leaving a sick smile on their faces. The Joker has secretly spiked everyday cosmetics, deodorants and shampoos with elements from this compound. Only when mixed together do they form the deadly Smilex.

Using the powerful computer in your Batcave, you must figure out which three objects on the screen contain the deadly elements of Smilex. As you select any three, the display tells you how many you have gotten correctly. If you succeed, you'll save hundreds of innocent lives from a grotesque end.

AMIGA SYSTEM REQUIREMENTS

To play Batman on an Amiga computer you need:

- Amiga Personal Computer – 500/1000/2000
- 512K RAM
- Single disk drive
- Color monitor
- Joystick

GETTING STARTED

Insert Disk into Drive A and turn on the computer. The program will then load automatically. After the introductory screens appear, press the FIRE button to begin the game.

AMIGA KEYBOARD CONTROLS

F1: Pause On/Off

F2: Music On/Off

ESCAPE: Abort Game

COMMODORE SYSTEM REQUIREMENTS

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

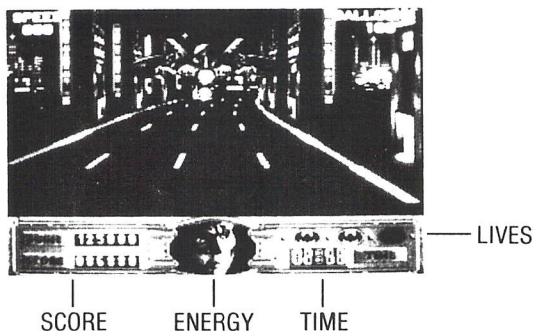
- 64K RAM
- Single disk drive
- Color monitor
- Joystick

GETTING STARTED

- 1) Turn on the computer, monitor and disk drive.
- 2) Plug the joystick into port 2.
- 3) If you own a Commodore 128, switch over to C64 mode before continuing.
- 4) When READY appears on the screen, put the Batman disk in the disk drive.
- 5) Type Load "*", 8,1 and press RETURN. The introductory screen will appear and the program will load.
- 6) Press the FIRE button on the joystick to begin the game.
- 7) The game loads in stages. You must complete each level of the game before the next level loads. Follow the on-screen instructions to load each level.

SCREEN DISPLAY

The screen display shows your current score, the high score, the time remaining, the number of lives you have left and Batman's energy.



Score. You score points for killing Napier's and the Joker's henchmen, for successfully driving the Batmobile through Gotham, for discovering the secret ingredients to Smilex, for cutting loose the poison balloons and, ultimately, for wasting the Joker.



Lives. Batman gets 3 lives. Batman loses a life when he runs out of energy or whenever time runs out.

Time. If time runs out on any level, Batman will lose a life.



Energy. Batman's face represents full energy. The Joker's face represents no energy. As Batman loses energy, his face is slowly transformed into the Joker's face. When the face becomes completely the Joker's Batman loses a life.

GAMEPLAY

LEVEL 1: AXIS CHEMICAL FACTORY

"Jack? Jack's dead, my friend. You can call me the Joker. As you can see, I'm much happier!"

Your Joystick controls Batman as follows:

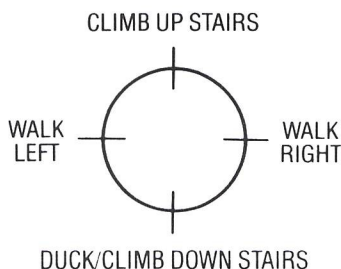
Joystick Up: Climb Up stairs

Joystick Down: Duck/Climb Down stairs

Joystick Left: Walk Left

Joystick Right: Walk Right

FIRE button: Throw Batarangs



LEVEL 4: THE GOTHAM CITY CARNIVAL

"Watch out Batman! Wait until they get a load of me."

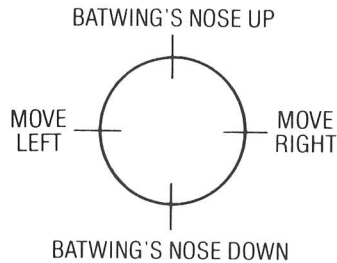
Your Joystick controls the Batwing as follows:

Joystick forward: Batwing's nose down

Joystick back: Batwing's nose up

Joystick left: Move left

Joystick right: Move right



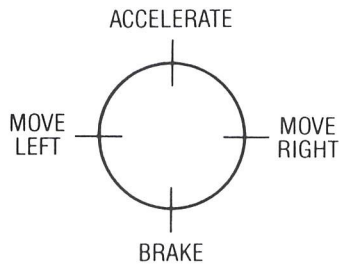
With FIRE button pressed:

Joystick forward: Accelerate

Joystick back: Brake

Joystick left: Move left

Joystick right: Move right



The Joker's deadliest plot will unfold at midnight on the streets of Gotham City. Gotham's 200th Anniversary Parade is about to begin. By promising massive handouts of free money to everyone, the Joker has guaranteed that the streets are packed with masses of unsuspecting citizens.

But all is not as it seems, because inside the dozens of brightly colored balloons is enough Smilex gas to wipe out the entire population of Gotham. The Joker intends to release the gas any minute...

Piloting the incredible Batwing, you've got to prevent the deadly gas from being released into the crowd. Hurry, Batman. There's not a second to waste! You must release the balloons by snipping their lines with the wings of the Batwing. But don't hit too high or too low – you'll sustain damage and eventually crash.

LEVEL 5: THE GOTHAM CATHEDRAL

"It seems I have a Bat in my belfry."

Joystick Controls: Same as Level 1.

Who will have the last laugh? You climb up the old Gotham Cathedral for your final confrontation with the Joker. This is your last chance to rid Gotham of this eternally grinning lunatic. In addition to vicious Joker henchmen, you must also get through the crumbling floors and avoid the rabid rats you encounter.

Don't let him escape to his helicopter or he'll bring Gotham to its knees.

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.

LOOK FOR



ALSO FROM DATA EAST.

It's two exciting plots in one game.



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

LICENSED BY  (R)

BATMAN, ALL RELATED CHARACTERS, SLOGANS AND INDICIA: TM & © 1989 DC COMICS INC.
GAME DESIGN © 1989 OCEAN SOFTWARE LIMITED. MANUFACTURED UNDER LICENSE BY
DATA EAST USA, INC. OCEAN IS A REGISTERED TRADEMARK OF OCEAN SOFTWARE LIMITED.
COMMODORE AND AMIGA ARE REGISTERED TRADEMARKS OF COMMODORE ELECTRONICS LTD.