



Number One HOT-SHOT!

"What a game! Another excellent movie tie-in" CRASH SMASH 93%
"A wonderful package of action and adventure, with an incredible atmosphere to match." ZZAP GOLD MEDAL 96%

Stunning Action CHART-TOPPER!



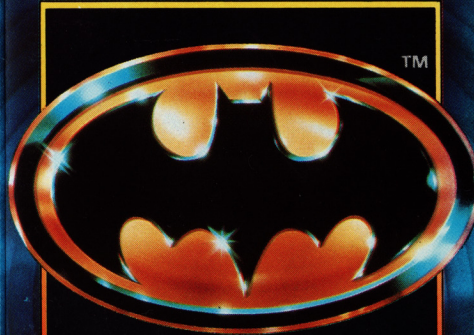
Screen shots taken from various computer formats



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BATMAN



TM & © 1964 DC Comics Inc.

JOYSTICK ONLY



BATMAN™

A LEGEND HAS RETURNED

Control the CAPED CRUSADER™ in five different scenarios as he is pitted against his malevolent nemesis in the life or death struggles that ensue.

COMMODORE LOADING

Press the SHIFT key and the RUN/STOP keys simultaneously.

CONTROLS

THE GAME IS CONTROLLED BY JOYSTICK ONLY.

KEYBOARD

F1 = MUSIC ON

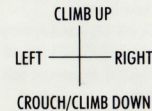
F3 = SOUND EFFECTS ONLY

F5 = PAUSE ON

F7 = PAUSE OFF RUN/STOP = ABORT GAME

JOYSTICK

SECTION 1 AND 5



FIRE - THROW BATARANG™

WITH FIRE BUTTON PRESSED

A B C



A = FIRE ROPE UP - LEFT

B = FIRE ROPE UP

C = FIRE ROPE UP - RIGHT

SECTION 2 - BATMOBILE™

Joystick moves BATMOBILE in corresponding directions.

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.

SECTION 3 - BATCAVE™ CHEMICAL ANALYSIS

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

SECTION 4 - BATWING™

MOVE BATWING LEFT

MOVE BATWING BACKWARDS

MOVE BATWING FORWARDS

MOVE BATWING RIGHT

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.

GAMEPLAY

Section 1 - Axis Chemical Plant.

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. Avoid, also, leaking chemical droplets and gas bursts at various points on your route. Use the BATARANG to throw at your attackers, and your 'batrope' to access levels above.

Section 2 - The Streets of GOTHAM CITY (1)

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.

The BATMOBILE is also equipped with a rope and grapnel. If, whilst travelling at 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.

Section 4 - The Streets of GOTHAM CITY (2)

Inside dozens of bright balloons in 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 crowds 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.

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..

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The Hit Squad, P.O. Box 350, Manchester. M60 2LX

CARICAMENTO

Premete il tasto MAIUSCOLE e i tasti RUN/STOP simultaneamente.

CONTROLLI

IL GIOCO E' CONTROLLATO ESCLUSIVAMENTE DAL JOYSTICK
TASTIERA

F1 = MUSICA ATTIVATA

F3 = EFFETTI SONORI SOLTANTO

F5 = PAUSA ATTIVATA

F7 = PAUSA DISATTIVATA

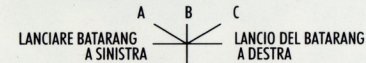
RUN/STOP = ABBANDONO DEL GIOCO

JOYSTICK

SEZIONE 1 E 5



TIRO: LANCIO DEL BATARANG™
CON IL PULSANTE DI TIRO PREMUTO



SALTARE GIU' AL PROSSIMO LIVELLO
A = LANCIARE LA FUNE VERSO L'ALTO - SINISTRA
B = LANCIARE LA FUNE VERSO L'ALTO
C = LANCIARE LA FUNE VERSO L'ALTO - DESTRA

SEZIONE 2 - BATMOBILE™

Il joystick muove BATMOBILE nelle direzioni corrispondenti
TIRO - Lancio della fune verso l'alto. Se il BATMOBILE passa vicino ad un palo, la fune vi si avvolgerà intorno e il batmobile oscillerà girando l'angolo. TIRO E SU - Se il BATMOBILE è vicino ad un angolo, girerà intorno all'angolo senza dover usare il 'batrope'. NOTA: L'uso del 'batrope' consentirà di curvare più velocemente. Il BATMOBILE girerà intorno ad un angolo soltanto se vi si trova vicino.

SEZIONE 3 - ANALISI CHIMICA DI BATCAVE™

Spostate il joystick verso sinistra o destra per selezionare un cosmetico e premete il pulsante di tiro per inserirlo nella combinazione.

SEZIONE 4 - BATWING™

SPOSTARE BATWING A SINISTRA

SPOSTARE BATWING
ALL'INDIETRO

SPOSTARE BATWING IN
AVANTI

SPOSTARE BATWING A DESTRA

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