

INSTRUCTION GUIDE

BATMAN

THE CAPED CRUSADER™

TM

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BATMAN IBM INSTRUCTION GUIDE

A TROUBLESOME TWOSOME

Quick! Pick up your Batarang and grab your Cape! The Penguin has hatched a plot to take over the world with an army of robotic penguins. But that's not all – the Joker has kidnapped Robin! It's double-trouble in Gotham City and only Batman, the Caped Crusader, can thwart the Penguin and Joker and solve the world's most evil crimes!

Batman brings you two exciting games in one. As Batman, you battle the Penguin or the Joker in two separate, action-packed plots:

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 robotic penguins.

Umbrellas? Robotic Penguins? Looks like that infamous jailbird's out again on another felonious fling. The only way to clip this bird's wings is to locate and destroy his master computer.

To get to the Penguin's master computer, you have to make your way to the factory. The streets and rooftops are crawling with the Penguin's thugs and flocks of web-footed warriors. Once you've discovered how to get into the factory, you must search and destroy the master computer. But don't think the Penguin will make it easy. That overweight bird-brain has more than one surprise waiting for you!

The Joker: A Fete Worse than Death. You don't need Commissioner Gordon to tell you the Joker has just dealt his most heinous hand ever – he's kidnapped Robin! Can you rescue the Imperiled Robin before it's too late? Can you dethrone the Clown Prince of Crime and demolish his troop of doomsday duplicates? First you must gather all the facts at the scene of the crime.

Your crime-solving adventure leads you through the sewers of Gotham City to the Fair, where the Fun House is no fun and a ride on the rollercoaster could be your last!

GETTING STARTED

System Requirements

To play Batman on an IBM-PC, you need:

- An IBM PC, XT, AT, PS/2, Tandy 1000 Series or any 100% IBM compatible machine.
- 512K available RAM (640K RAM for the Tandy 1000).
- Single floppy drive (either 5¼" or 3½" drive).
- EGA, VGA, TGA (for Tandy). (This version of Batman is not compatible with CGA or Monochrome graphics modes.)
- MS-DOS or compatible DOS.
- Joystick or keyboard control.

The Diskettes

There are two disks for the 5¼" version and one disk for the 3½" version.

Loading Batman

There are two ways to load the program into your computer. You can use the enclosed floppy disks or you can install Batman onto your hard drive.

To run the game from a floppy disk:

- Boot your computer using MS-DOS or PC-DOS.
- If you are playing from the 5¼" version place either the Penguin program disk or the Joker program disk into the A Drive of your computer.
Use Program Disk 1 for the Penguin plotline.
Use Program Disk 2 for the Joker plotline.
- If the A:> prompt is not on the screen, type A: and press the ENTER key.
- At the A:> prompt, type PENGUIN (for the Penguin plot) or JOKER (for the Joker plot) and press the ENTER key.
- The program will load and the title screen will appear.
- A screen prompt asks you if you have a joystick connected to your computer. Type Y if you do, or N if you don't. If you're using a joystick, follow the screen prompts to activate the joystick.
- Press the FIRE button on your joystick or press the SPACE bar on the keyboard to start the game.

To install Batman on a hard disk drive, do the following:

Insert disk 1 into the A: drive and type: A: (enter)

Note: For 3½" consult your manual for drive designation.

Now type: FIXIN (enter)

A prompt will come back on the screen telling you that you have 0 installs left.

Note: This procedure installs an invisible file on your hard disk that the program JOKER and PENGUIN needs. If this file is not present BATMAN will not run.

Next you need to copy all the BATMAN files from floppy to your hard disk.

Make sure you are attached to the "C" drive (BATMAN will only install on the C drive). To do this type: C: (enter)

Use the MKDIR command to create a directory for BATMAN.

Type MKDIR BATMAN (enter)

Make BATMAN the current directory by typing: CD BATMAN (enter).

Your DOS prompt should now look like this: C:\BATMAN

You now want to copy all of the BATMAN disks to this directory. Insert Disk 1 into the A: drive and type: copy A:.* (enter)

When the DOS prompt returns on the screen, repeat this procedure for disk 2 (5¼").

To see the files in your BATMAN directory type: DIR (enter). You should see 34 files in your BATMAN directory.

You are ready for action.

UN-install:

To take BATMAN off your hard disk insert disk 1 into the A drive. Attach to the A drive by typing: A: (enter)

To run the un-install program type: FIXIN\U (enter)

A prompt on the screen will tell you that you have 1 install left.

You now can follow the above directions to attach the C:/BATMAN directory. Consult your DOS manual about erasing these files and removing the BATMAN directory.

JOYSTICK CONTROLS

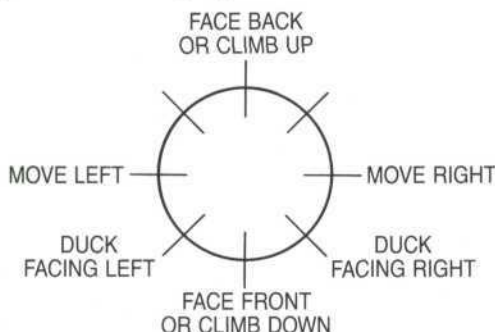
To Display the Status Screen: Hold down the FIRE button and move the joystick DOWN.

To Pick Up Objects: As you move through the game, you must find and pick up objects that will help you defeat your enemies. To pick something up, position Batman over object, then hold down the FIRE button and move the joystick DOWN. This picks up the object and places it in the status screen.

The Joystick controls Batman's movements as follows:

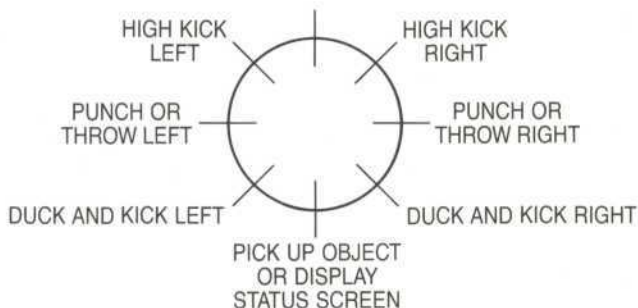
Without the FIRE button pressed:

Joystick Left:	Move Left
Joystick Right:	Move Right
Joystick Up:	Face Back or Climb Up
Joystick Down:	Face Front or Climb Down
Joystick Down/Left:	Duck Facing Left
Joystick Down/Right:	Duck Facing Right



With the FIRE button pressed:

Joystick Left:	Punch or Throw Left
Joystick Right:	Punch or Throw Right
Joystick Down:	Pick Up Object or Display Status Screen
Joystick Down/Left:	Duck and Kick Left
Joystick Down/Right:	Duck and Kick Right
Joystick Up/Left:	High Kick Left
Joystick Up/Right:	High Kick Right



KEYBOARD OR KEYPAD CONTROLS

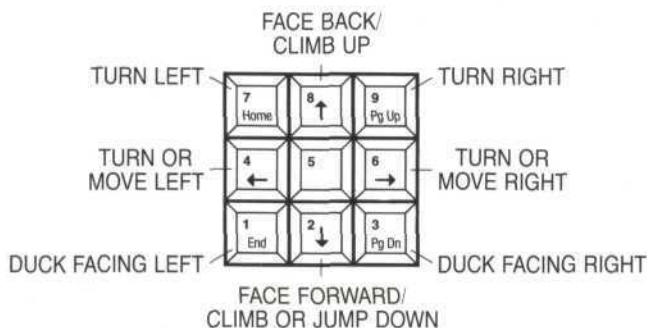
To display the Status Screen: Hold down the DOWN arrow key and the SPACE bar.

To Pick Up an Object: Position Batman over the object. Press the DOWN arrow key to get Batman to face forward and press the SPACE bar to get Batman to pick up the object and place it in the Status Screen.

The keypad controls Batman as follows:

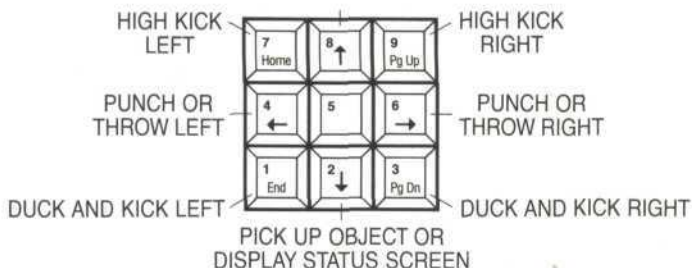
Without the SPACE bar pressed:

- 6 or Right Arrow Key:** Turn or Move Right
- 4 or Left Arrow Key:** Turn or Move Left
- 2 or Down Arrow Key:** Face Forward, Climb or Jump Down
- 8 or Up Arrow Key:** Face Back, Climb Up
- 3 or Page Down Key:** Duck Facing Right
- 1 or End Key:** Duck Facing Left
- 7 or Home Key:** Turn Left
- 9 or Page Up Key:** Turn Right



With the SPACE bar pressed:

- 6 or Right Arrow Key:** Punch or Throw Right
- 4 or Left Arrow Key:** Punch or Throw Left
- 2 or Down Arrow Key:** Pick Up Object or Display Status Screen
- 3 or Page Down Key:** Duck and Kick Right
- 1 or End Key:** Duck and Kick Left
- 7 or Home Key:** High Kick Left
- 9 or Page Up Key:** High Kick Right



STATUS SCREEN

During the game, you will constantly be going back and forth between the game action screens and the status screen. You will find and pick up many objects as you move through the game. Whenever you pick up an object, it is placed in the status screen as an OBJECT ICON. Object icons are things you need to use at some point during the game – everything from hand grenades to carrots. Whenever you go to the status screen, you can see all the objects you've acquired. Since you won't usually use objects at the same time you pick them up, you must return to the status screen when you want to USE an object. The ACTION ICONS on the status screen let you use or drop objects, return to the game screen, restart the game or turn the music on and off.

The status screen also shows you how much ENERGY Batman has left.

The PERCENTAGE at the top of the status screen shows you how much of the game you've successfully completed. Whenever you pick up an object or use it correctly, the percentage goes up.

To Get Into the Status Screen: Hold down the FIRE button and move the joystick DOWN. Or hold down the DOWN arrow key and keyboard SPACE bar. On the status screen, you will see the following icons:



Bat Cursor. Use the joystick or arrow keys to move the Bat Cursor to the icon you want to choose. Press the FIRE button or keyboard SPACE bar to choose that icon.



Return Icon. Go to this icon to RETURN to the game screen from the status screen.

To return to the game:

- Move the Bat cursor over the RETURN icon and press the FIRE button or SPACE bar. The game screen then reappears.



Use Object Icon. Go to this icon to USE an object.

Whenever you want 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 or SPACE bar. The square around the icon now flashes.
- Move the Bat cursor to the USE OBJECT icon and press the FIRE button or SPACE bar. 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.
- To return to the game, center the Bat cursor on the RETURN icon and press the FIRE button or SPACE bar.



Drop Object Icon. Go to this icon to DROP objects you no longer need. Batman can only carry a limited number of objects, so in order to collect important objects, you must drop objects you no longer need. Dropping an object leaves it where Batman is standing. You can't use an object after you drop it.

To drop an object:

- Go to the status screen.
- Move the Bat cursor over the icon of the object you want to drop and press the joystick FIRE button or keyboard SPACE bar. The square around the icon now flashes.
- Move the Bat cursor to the DROP OBJECT icon and press the FIRE button or SPACE bar.
- The icon of the object disappears from the status screen.
- When you return to the game, the object reappears on the game screen.



Music Icon. For turning the music on and off.

To turn the music on or off:

- Go to the status screen.
- Move the Bat cursor over the Music Icon and press the FIRE button or SPACE bar. If the music is on, it will go off; if it's off, it will come on.



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 or SPACE bar. A message appears asking you if you want to accept defeat and 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 status screen, Batman's face shows how much energy you have left. Full energy is represented by Batman's entire face. As you use energy, Batman's face slowly turns into a skull. When the face becomes totally a skull, Batman dies and the game is over.

To get more energy, Batman needs to eat. After all, he's human. So you need to pick up food whenever you can get it, and store it in the status screen.

To Eat:

- Pick up food items (candy apples, bananas, and other foods) 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 or SPACE bar. The square around the food icon flashes.
- Move the Bat cursor to the USE icon and press the FIRE button or SPACE bar.
- The Energy Icon will change partially or completely back to Batman's face, depending on how much energy the food gave you.
- Use the RETURN icon to return to the game screen.



Batarang. Keep your eye out for the Batarang during the game. Once activated, the Batarang is a valuable weapon for defeating the Joker's and the Penguin's henchmen.

To activate the Batarang:

- Pick up the Batarang when you see it.
- Go to the status screen and move the Bat cursor over the Batarang Icon. hit the FIRE button or SPACE bar. The square around the Batarang icon flashes.
- Move the Bat cursor to the USE icon and press the FIRE button or SPACE bar.
- Use the RETURN icon to go back to the game.

HINTS AND TIPS

- 1) This game is like a great puzzle. If you put the right pieces together, Batman wins. If you don't, it's curtains for Batman. The pieces of this puzzle are the many objects you come across, from keys to flashlights. For Batman to defeat the Joker and the Penguin, you must figure out how and when to use these objects. Some objects do more harm than good, and some objects can't be used at all.
- 2) Keep your eyes open early in the game for objects you can use later. Since you can only carry a limited number of objects at a time, drop objects you don't think you need anymore.
- 3) Duck to avoid bullets. It's not always wise to pound every enemy into the ground. You can waste a lot of time and energy that way. You've got to keep moving.
- 4) Sometimes it's best to beat those goons to a pulp. Continued punching of certain enemies gets them to drop any food they're carrying.
- 5) Don't eat too much too soon.
- 6) Don't spend too much time in the status screen. The game does not stop while you're there and Batman's energy will deplete if you don't make your decisions quickly.

GAMEPLAY

The Penguin

When you learn from Commissioner Gordon that the Penguin is plotting to take over the world with an army of robotic penguins, you rush to the Batcave. Before you leave, make sure you pick up any objects you think you can use. It helps if you're handy with tools. When you reach the streets of Gotham City, keep an eye out for other useful objects, and think creatively about how to use the objects you already have.

Watch out for the Penguin's thugs roaming the streets. The Penguin has ordered some of them to shoot to kill. Duck to avoid bullets. Punch, kick or throw your Batarang at them to get them to drop food. Can you locate the Penguin's master computer before it's too late?

The Joker

To rescue Robin, you first have to make your way through the Gotham City Park – and then the sewers of Gotham City. This is not a pleasant prospect, but don't turn up your nose at the task. Make sure you've collected the items you think you need before you plunge in, because the Joker has made sure the action inside is dynamite!

You'll come across many explosives in the sewers. You need to defuse them before you can leave – but it will take you awhile 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 get to the Amusement Park you won't be amused. If you don't have the right objects, you'll be a sitting duck. And when you enter the Hall of Mirrors, you better reflect for a moment ... Is that the real Joker, or is the joke on you?

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.

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