

THE GAME

The Caped Crusader™ is in the Batcaves beneath Gotham City™. Robin has been captured by Batman's adversaries, principally the Joker and with some cunning assistance from the Riddler. The only hope for escape is to assemble the trusty Batcraft whose parts lie scattered round the deadly catacombs beneath and then speed off to rescue Robin.

He slides down the Batpole into his lair but before he can leave he must collect his equipment, which includes Batboots, Batbelt and Batbag which he will need to meet the challenge ahead. Until he has completely collected these items he will be unable to commence his search for the pieces of the Batcraft.

Some objects will need to be collected for use on the mission and certain others will prove fatal. Batman will have to use all his power as a super sleuth to decide which objects to collect and which to ignore as he searches for the Batcraft and the ultimate goal of being able to rescue Robin. Once the 7 missing parts of the Batcraft are located Batman will then have to search for the launch pad whereupon he can fire up the engines and commence the rescue.

LOADING

Type LOAD"" (ENTER)

CONTROL

THE MENU SYSTEM

Use any key other than ENTER or SHIFT to move the Bat-cursor. Use Enter to select the entry indicated by the Bat-cursor. Where appropriate, return to main menu by pressing shift.

Joystick Menu (You only get one chance at this selection.)

- (a) KEYS/KEY JOYSTICK. Use for keyboard, Interface II, Cursor etc.
- (b) KEMPSTON JOYSTICK. Kempston Port 31 only.
- (c) FULLER JOYSTICK. Fuller Port 7f only.

Key Menu

It is important to utilise this function properly – please read the screen prompts.

Step (a) Move cursor to highlighted the required control on which the keys are to be changed.

Step (b) Press ENTER (clears all current keys).

Step (c) Press all keys required for control (they will be printed on the current line as they are pressed). N.B. If you accidentally press the wrong key at this point go on to Step (d) and then back to (b). [This involves pressing ENTER twice].

Step (d) When all keys are selected press ENTER.

Step (e) If you want to change more controls then start again at Step (a), otherwise press SHIFT and return to Main Menu.

CONTROL SENSITIVITY MENU

This enables skill in control to be built up – the main difference being the way diagonal control is interpreted. The default value is on Low Sensitivity and is recommended for beginners.

The default controls have been defined as follows:-

| | | | |
|-------|--|---|----------------|
| LEFT | O | 6 | Joystick-Left |
| RIGHT | P | 7 | Joystick-Right |
| DOWN | A | 8 | Joystick-Down |
| UP | Q | 9 | Joystick-Up |
| JUMP | SPACE, SYMBOL SHIFT, M, N, B, O, Joystick Fire | | |
| CARRY | SPACE, CAPS SHIFT, Z, X, C, V. | | |
| PAUSE | 1 | 1 | |

NOTE

- (i) The Joystick controls use the port selected on the Joystick Menu.
- (ii) The Sinclair Interface II Right Joystick is pre-defined above.
- (iii) **Important** Space is defined as JUMP and CARRY, this allows both actions with a single key depression and is essential for expert control.
- (iv) Abort feature is available by pressing PAUSE. Screen message will then appear.

BAT EQUIPMENT

These 4 items must be collected before Batman can begin his task. They are indicated at the bottom right of the playing screen and will automatically be highlighted when collected.

BATBOOTS – These will allow batman to jump.

BATBAG – This enables Batman to pick up and carry items around a location – Press Carry again to drop them. (Note: items may not be moved from the location they start in).

BAT-THRUSTER – This lets Batman have horizontal control when falling, but has no effect on the speed of his descent.

BATBELT – This is a low gravity device which halves the speed of descent.

EXTRA POWERS

Batman is able to collect extra powers on his journey. These powers are not everlasting but will help Batman do battle with the henchmen. There are four extra powers and a fifth neutralizing power which Batman must try and avoid.

EXTRA LIFE – This increases the number of lives.

ENERGY – Collecting one of these enables Batman to travel at greatly increased speed for a short time.

SHIELDS – These make Batman invulnerable for a short time.

JUMP – These enable Batman to jump twice the normal height.

NEUTRALIZER – These should be avoided. Collecting one of these will cancel all Batman's extra powers.

BAT-SIGNALS

Distributed at several locations are Bat-Signals. Touch one and it will vanish – as it does, it will store the state of play (number of lives left, Batcraft parts collected etc). This allows one to restart the game at this point (see MAIN MENU – PLAY THE GAME) should you lose all your lives – this feature is nested so each time a Bat-Signal is located the state of play is stored for future use.

BATMAN

Its program code and graphic representation are the copyright of Ocean Software Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Ocean Software Limited. All rights reserved worldwide.

© 1986 Ocean Software Limited.

BATMAN, and all characters, slogans, logos, and related indicia are trademarks of DC Comics Inc.

© 1986 DC Comics Inc. All Rights Reserved.

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