

This is an 'arcade adventure' game with action overtones. The game consists of two 'plots' revolving around Batman's deadliest enemies – The Penguin and The Joker. Each plot is played in a similar fashion – through the various locations and problems encountered will vary.

The stories so far...

THE PENGUIN PLOT – “A BIRD IN THE HAND”

The Penguin, having been released from jail, decides to set up an umbrella production factory near his Gotham City mansion, but, of course old habits die hard and this is but a cover up for his ingenious plan to take over the world using an army of robotic penguins!

As 'Batman' can you close down the hidden master control computer and stop this evil conspiracy?

JOKER PLOT – “A FETE WORSE THAN DEATH”

Robin has mysteriously disappeared – the only clue found is a single “playing card” the sign of the infamous 'Joker'! Batman's arch enemy has returned.

On close examination the Batcomputer reveals a secret message hidden on the flip side of the card... “Robin heads for a fate worse than death, the fuse is lit – so don't waste time, follow your nose and remember, there's no place like home! Boom! Boom! Can you uncover the mystery, save Robin and defeat the Joker?

Time is running out.

LOADING

48K users – type LOAD”” (ENTER).

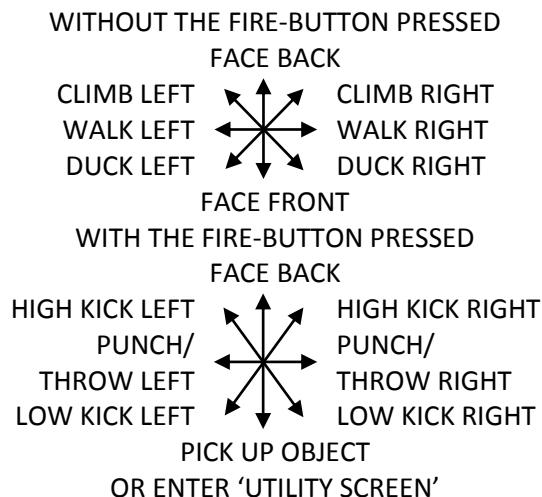
128K users – use loader.

GAMEPLAY

The presentation on screen simulates a comic strip with Gotham City and all its characters appearing in 'multiple overlaid panels'. Any text (i.e. clues, descriptions, etc) is displayed in caption boxes in the appropriate 'frame'.

The player, as the 'Batman', has complete freedom to move around and interact with the numerous locations, solving puzzles en route.

CONTROLS – The player can make Batman perform a large variety of moves...



THE UTILITY SCREEN

By 'pulling down' and pressing 'fire' Batman will enter the utility screen.

This displays all the objects you have 'picked up' and also the control 'icons' which are used to manipulate them.

NOTE – various aspects of the game's displays and sound effects may also be changed at this point to suit the requirements of the player.

Batman's energy status bars and the 'plot completion percentage' are also displayed on this screen.

EXAMPLE – UTILISING AN OBJECT

By moving the 'Bat-cursor' onto the object and pressing 'fire', then selecting the 'utilise' icon in the same manner, that object will be used.

i.e. Food eaten (energy increased)

Key opens locked door

Dart is thrown

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