BATMAN™

A LEGEND HAS RETURNED

BRUCE WAYNE™, The multi-millionaire head of the Wayne Foundation is an unassuming, quiet type of guy. However, when right falls and evil stalks the streets, he sheds his daytime persona and becomes the masked vigilante of GOTHAM CITY™ - BATMAN.

Crusading against crime from the rooftops of the sickened city, his objective becomes the elimination of Gus Grissom's criminal empire; in particular, the conquest of JACK NAPIER™, the psychotic second-in-command.

Napier was the most cunning and sadistic force in Gotham anyway, but when a accident befell him, twisting him both physically and mentally, he became the ultimate criminal THE JOKER™.

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

SPECTRUM

LOADING

Type LOAD"" (ENTER).

If the computer is a Spectrum 128K then follow the loading instructions on-screen.

NOTE: 128K: On load 48K: Three loads. When each part has finished loading, stop the tape so the next part can be loaded when you are ready.
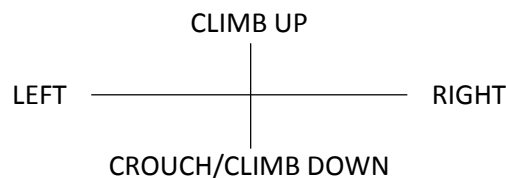
The game is controlled by either joystick or keyboard. The keyboard is redefinable.
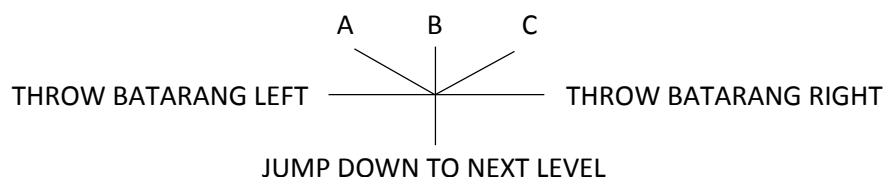
PRE-SET KEYS

Q	= UP	K	= LEFT
A	= DOWN	L	= RIGHT
SPACE	= FIRE	S	= PAUSE

JOYSTICK

SECTION 1 AND 5

CLIMB UP

LEFT ——————|—————— RIGHT

CROUCH/CLIMB DOWN

FIRE – THROW BATARANG™

WITH FIRE BUTTON PRESSED

A   B   C

THROW BATARANG LEFT ——————\|/—————— THROW BATARANG RIGHT

JUMP DOWN TO NEXT LEVEL

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'.

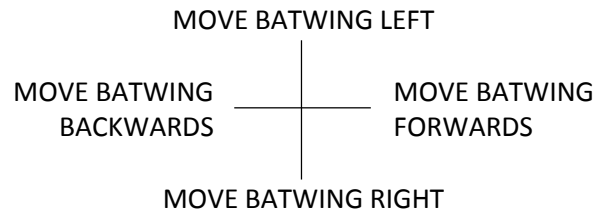NOTE: Using the 'batrope' to turn a corner is the quickest.

The BATMOBILE will only turn a corner if it is near one.

SPECTRUM USERS PLEASE NOTE: IF THE BATMOBILE GOES PAST A CORNER YOU MAY TURN ROUND BY PRESSING FIRE AND LEFT.

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™

<div align="center">

MOVE BATWING LEFT

| MOVE BATWING BACKWARDS | | MOVE BATWING FORWARDS |

MOVE BATWING RIGHT

</div>

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.

As BRUCE WAYNE, you overhear Commissioner Gordon telling the Mayor of an attack on the Axis Chemical Plant by JACK NAPIER and his henchmen. Acting swiftly, you don your black costume and make your way to the scene. 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, by shooting a grapnel device from your belt and reeling yourself up.

Section 2 – The Streets of GOTHAM CITY (1)

Having rescued Vicky Vale from the clutches of THE JOKER in the Flugelheim museum, you must make good your escape in the BATMOBILE. 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 time 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)

THE JOKER'S deadliest scheme is now taking place at midnight on the Streets of GOTHAM CITY. By promising massive handouts of money to the people of Gotham, the streets are packed with masses of unsuspecting citizens.

Inside the dozens of bright balloons is 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 negotioate 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.

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