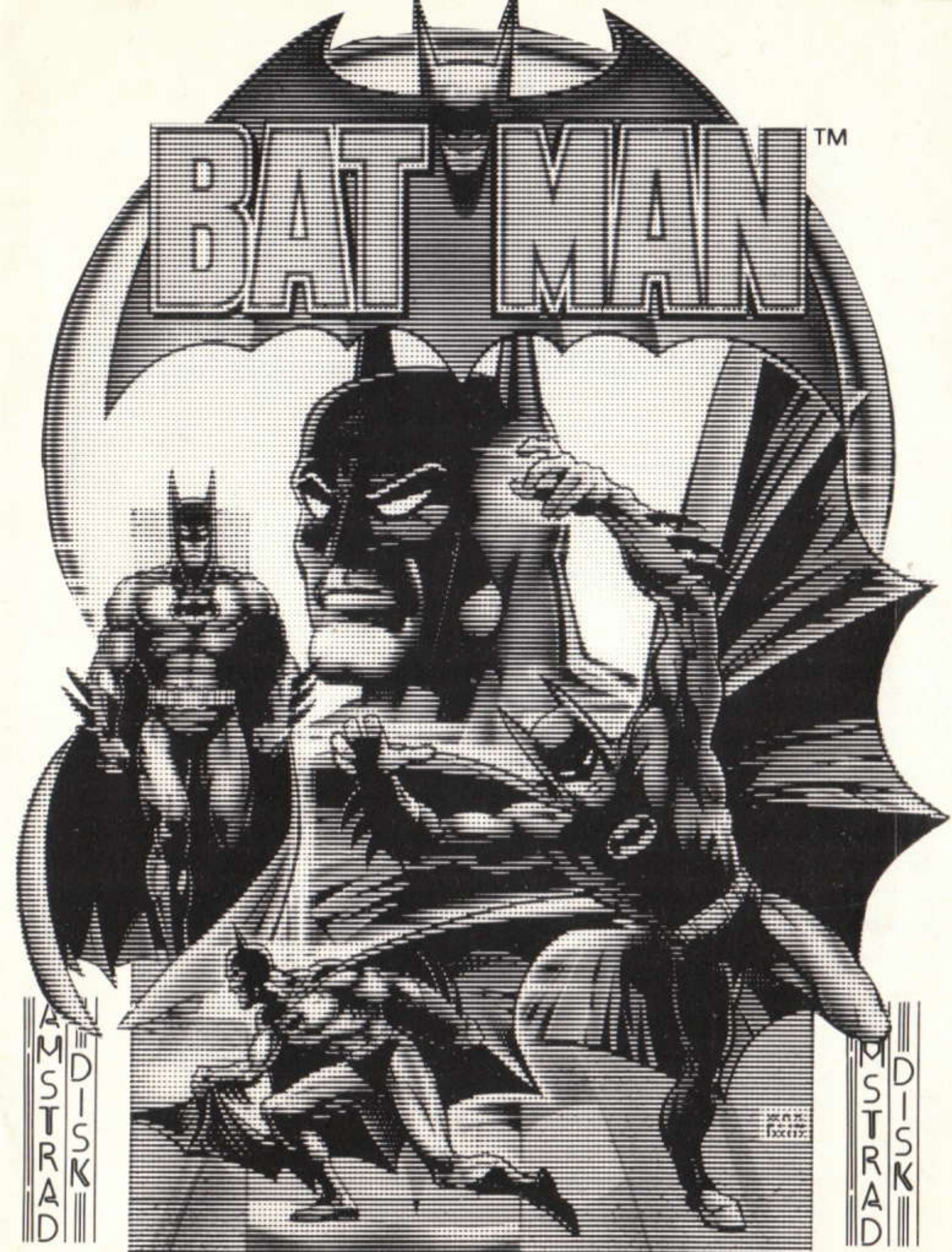
BATMAN™
AMSTRAD DISK
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LOADING

DISK – Insert the game disk into the disk drive. Now type |DISK and press ENTER to make sure the machine can access the disk drive. Now type RUN"BATMAN and press ENTER. The game will now load automatically.

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.

Main Menu

(a) PLAY THE GAME. This will either start a new game or if an old game is in progress, will offer the chance to resume it.
(b) SELECT THE KEYS. This allows your personal joystick/keyboard selection to be defined.
(c) ADJUST SOUND. Choice of 3 sound levels.
(d) CONTROL SENSITIVITY. Allows a selection of joystick/keyboard response.

Key Menu

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

Step (a) Move cursor to highlight 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). If you want to use the ENTER key then press it first. 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.

Sound Menu

There are 3 distinct sound levels within the game. These are different sound tracks as opposed to volumes. One may select from:-

Background music and game sounds

Games sounds

Silent running

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	Cursor-Left	Joystick-Left
RIGHT	Cursor-Right	Joystick-Right
DOWN	Cursor-Down	Joystick-Down
UP	Cursor-Up	Joystick-Up
JUMP	Space or Copy	Joystick-Fire
CARRY	Space	f., f Enter, f6, f5, f4, f3, f2, f1, fØ
PAUSE	ESC	

NOTE

Space as defined as Jump and Carry, this allows both actions with one key depression.

Abort feature is available by pressing PAUSE. Screen message will then appear.

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.

The Joker and the Riddler will do their upmost to prevent him from rescuing Robin and will place in his way a variety of deadly henchmen and confusing obstacles which will exert all his powers, both physical and mental, to achieve his task.

The Joker and the Riddler do not appear "in person" in the game, as Batman is all too familiar with their image. The henchmen they have selected are unfamiliar to Batman and this further complicates his task.

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.

The Joker will launch all manner of unfamiliar villains against Batman whilst he searches for the pieces of the Batcraft. As he makes his way through the variety of unfamiliar catacombs, some 150 or so, the Riddler will present him with many puzzles and objects he is equally unfamiliar with. Some of these 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.

To help Batman in his most formidable of tasks he will on his travels be able to pick up extra powers. These powers are not everlasting but will allow Batman a temporary push of energy. Needless to say the Riddler has confused matters further by placing likenesses which are indistinguishable and should they be picked up they will negate any extra energies that Batman has been able to collect.

Batman can either increase his lives, run faster, jump higher or be completely shielded from the Joker's henchmen. Should he collect an article placed by the Riddler he will immediately lose all these extra powers and have to search further to renew them.

The successful assembly of the Batcraft is the object of the game.

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. The extra powers status is displayed on the bottom left hand side of the screen.

There are four extra powers and a fifth neutralizing power which Batman must try and avoid.

EXTRA LIFE – This increases the number of lives. (The total number of lives is indicated under the Batsign Icon on the bottom left of the screen).

ENERGY – Collecting one of these enables Batman to travel at greatly increased speed for a short time. The number of highspeed steps remaining is indicated under the lightning flash Icon on the status display.

SHIELDS – These make Batman invulnerable for a short time. The time remaining is indicated under the shield Icon.

JUMP – These enable Batman to jump twice the normal height. The jumps remaining are indicated under the spring Icon.

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.

Game play takes place over 150 rooms spread over 9 different levels and the game is perfectly mappable.

HINTS and TIPS

(1) It is a good idea to use the space bar for both pickup and jump (ie leave this selection on the default keys intact). However leave a key for carry only and leave another key for jump only.

e.g. Fire Button, Copy Key – jump only
Space Bar – jump and carry
f., f Enter, f6, f5, f4, f3, f2, f1, fØ – carry only

(2) To make certain jumps it is necessary to hang by the "merest thread" on the edge of the Carbon Re-inforced Batcloak – you may need practice to perfect this feature!

(3) Remember to pick up the Bat Signals at strategic points during the game so that if you lose all lives you can restart at that point (nested chronologically).

(4) Avoid selecting Shift as the pause key as you may run the risk of accidentally aborting the game.

(5) To pick up an object you need to be on top of it.

(6) Differentiate between pick up and push (special objects merely have to be touched to push them). The seven parts of the Batcraft must be pushed, for instance, in order to be teleported to the launchpad.

BATMAN

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. If for any reason you have difficulty in running the program, and believe that the product is defective, please return it direct to:
Mr. Yates, Ocean Software Limited,
6 Central Street, Manchester M2 5NS.
Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned immediately to you, at no charge.
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