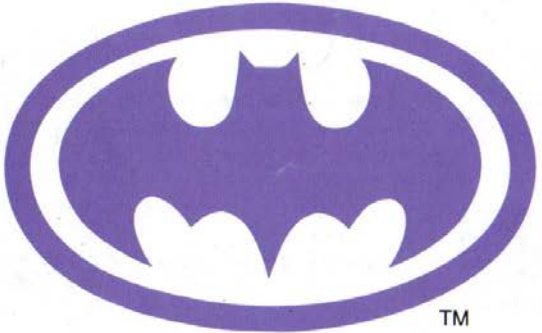


TM

BATMAN, THE JOKER and all characters, phases and indicia are Trademarks of DC Comics Inc. © 1989. All Rights Reserved.
SUNSOFT® is a registered trademark of Sun Corporation of America.
© 1990 Sun Corporation of America 925 A.E.C. Drive Wood Dale, IL 60191
(708) 350-8800

PRINTED IN JAPAN

Nintendo

GAME BOY™

DMG-BA-USA

SUNSOFT®

BATMAN™

INSTRUCTION BOOKLET

SUNSOFT LIMITED WARRANTY

Sunsoft warrants to the original purchaser of this Sunsoft software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Sunsoft software program is sold "as is" without express or implied warranty of any kind, and Sunsoft is not liable for any losses or damages of any kind resulting from use of this program. Sunsoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Sunsoft software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Sunsoft software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SUNSOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SUNSOFT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SUNSOFT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LICENSED BY

Nintendo

NINTENDO, GAME BOY AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1989 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

BATMAN™ — A GAME BOY ACTION AND SHOOTING GAME

GOTHAM CITY™ — it's a dark city governed by crime and violence. The whole town is now in preparation for its 200th Anniversary Festival.

Suddenly, THE JOKER,™ the city's "Master of Evil", appears spreading DDID Nerve Gas everywhere, plunging GOTHAM CITY into complete terror and chaos.

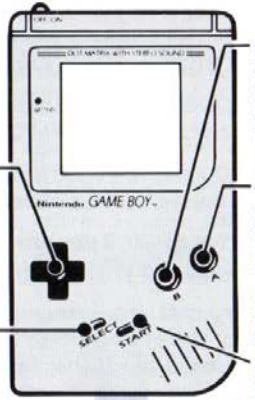
Meanwhile, VICKI VALE,™ a shrewd photojournalist tracking the gas business scandal, is kidnapped with key information in her hand.

Then, from nowhere appears a man with a mysterious black cape who rescues Vicki. Her life was saved. Who on earth could this dark figure be? It was . . .

BATMAN™ — As a child he saw his parents lose their lives at the hand of an unidentified criminal. He has grown to be a man of justice who fights criminals to avenge his parents' deaths. Now, while fighting with THE JOKER, BATMAN recalls memories of his childhood and identifies him as the evil criminal who robbed his parents of their lives.

It is the festival day of GOTHAM CITY'S 200th Anniversary and the final fight is just about to start between BATMAN and THE JOKER.

GAME-PLAY CONSOLE



Joystick
In action-play stages: Press this button to move BATMAN sideways, to control directions and distance while BATMAN is jumping, and to make BATMAN duck down.

Select Button
Reset — Push START Button while pressing A, B and SELECT Buttons.

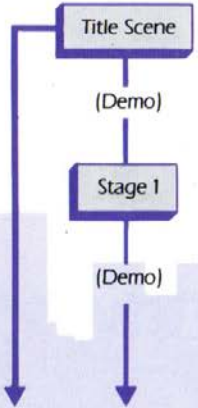
B Button
Gun-firing in action-play stages; Missile-firing in a backward direction during the shooting-play stage.

A Button
Jumping in action-play stages (the longer you keep pressing it, the higher you can jump).

Missile-firing in a forward direction during the shooting-play stage.

Start Button
Press to start this game, also press to pause and unpause action.

INTRODUCTION TO STAGES



Action Stage

Area 1 ..... GOTHAM CITY
Area 2 ..... AXIS Chemical Factory
Area 3
Boss Area

continued on next page ▶

Stage 2

(Demo)

Stage 3

(Demo)

Stage 4

(Ending Demo)

Reset**

Action Stage

Area 1 ..... GOTHAM CITY
Area 2
Area 3 ..... Flugelheim Museum

Shooting Stage

(BATMAN Shooting Missiles aboard BATWING)
Area 1
Area 2 ..... Air fighting above GOTHAM CITY

Action Stage

Area 1
Area 2 * ..... GOTHAM CITY Cathedral
Boss Area

WEAPON ITEMS



Normal Weapon

BATMAN is equipped with this weapon from the start of the game. It can be fired the full distance across the screen, but it is not capable of firing through a wall-like obstacle.



Shot Weapon

This weapon's firing range is shorter than the Normal Weapons, but it is good for continuous firing.



Wave Weapon

This weapon is capable of wave-firing through wall-like obstacles and can fire full distance across the screen.

WEAPON ITEMS (continued)



Power Weapon

This weapon can fire through wall-like obstacles and over the full distance of the screen.



Batarang

This weapon will fire its bullet like a boomerang, which will be returned after reaching a certain point. It can penetrate wall-like obstacles.



Tranquillizer Weapon

The most powerful weapon of all. It's capable of easily firing through wall-like obstacles. However, it cannot be fired continuously.

POWER-UP ITEMS



Spear Up

This item will accelerate the firing effectiveness of the spear you have in possession, up to the 7th level. This acceleration does not apply to the Tranquilizer weapon.



Spear Down

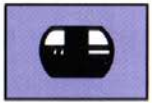
This item will decelerate the spear's firing effectiveness.



Batwing

This item will fly around BATMAN and will protect him from enemy firing. You can posses up to four of these items. It disappears each time it is damaged by an enemy firing.

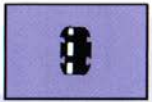
POWER-UP ITEMS (continued)



Faster Batwing

This item is a higher-speed version of the BATWING (it flies around BATMAN faster). It will slow down when it is damaged by an enemy firing.

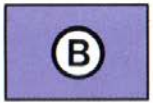
OFFENSE-UP ITEM



Smoke Bullet

When picked up, this item will clear the screen of all the existing enemies on it by blanketing them with smoke.

BONUS ITEMS



Bonus

This item earns you 5,000 bonus points.



Heart

This item recovers one increment on the Life gauge.



BATMAN

This item will earn you an additional life of BATMAN.