SUNSOFT ®

SEGA GENESIS™

BATMAN™ REVENGE OF THE JOKER™

INSTRUCTION MANUAL

OFFICIAL
SEGA™
SEAL OF
QUALITY
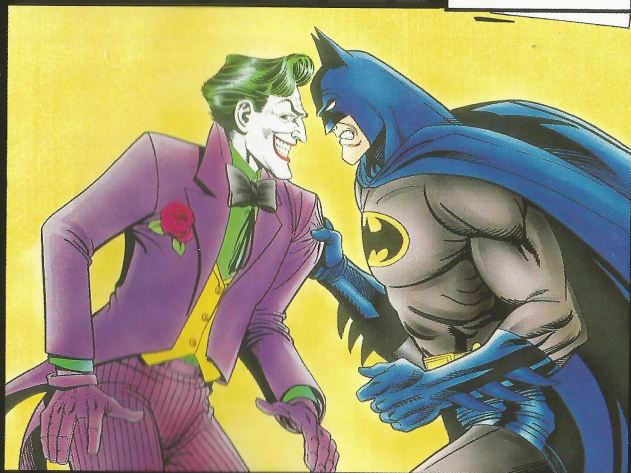
SUNSOFT® Limited Warranty

THANK YOU

. . . for purchasing the Sunsoft BATMAN Revenge of The Joker video game. Please read the instruction manual carefully before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Be sure to keep the manual in a safe place.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively for the Sega™ Genesis™ System.

- Do not bend it, crush it, or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on Large-screen projection televisions.

CONTENTS

GAME STORY

Precious metals are mysteriously missing from Gotham City™ mines. One of these metals has a highly toxic composition which is used to build explosives for missiles. Gotham City police have exhausted their resources and frantically call to Batman for help. He knows this scheme can only be the insane workings of one criminal mastermind . . . The Joker™ seeks revenge!

Batman must follow the trail leading to the location of The Joker's secret hideaway before it's too late. It won't be easy though. The Caped Crusader™ must use his new arsenal of weapons to foil The Joker's evil henchmen and rely on his acrobatic strength to overcome the obstacles that block his way.

Gotham City is relying on you to stop the Revenge of The Joker!
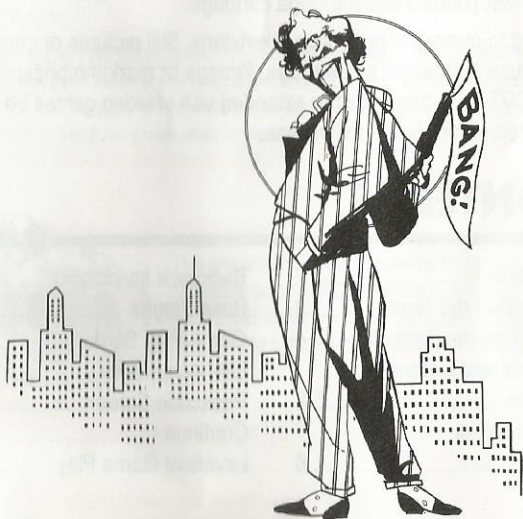
HOW TO START THE GAME

Insert the cartridge into the Sega Genesis System and turn it ON. You will see a short demo screen displaying your options. To select your options press the Directional Button UP or DOWN.
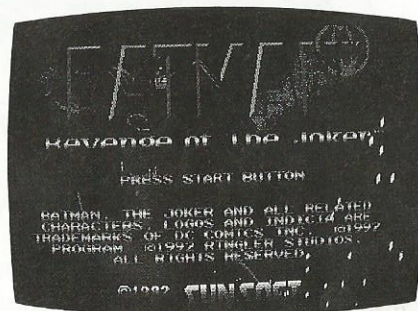
NEW GAME - Starts Game

PASSCODE - Displays Passcode Screen
- LEFT/RIGHT moves cursor
- UP/DOWN changes numbers
- START displays Main Option Screen
- A, B or C resumes game play

OPTIONS - Allows you to change Control Pad Settings
- LEFT/RIGHT changes Attack Options
- START return to Main Option Screen

HOW TO USE THE CONTROLLER

START

SEGA GENESIS

TRIGGER

A B C

A-BUTTON

CONTROL PAD   **B-BUTTON**   **C-BUTTON**

A-BUTTON: Press to Use Wrist Projector

B-BUTTON: Press to Jump

C-BUTTON: Press to Kick

CONTROL PAD:

Down: Duck

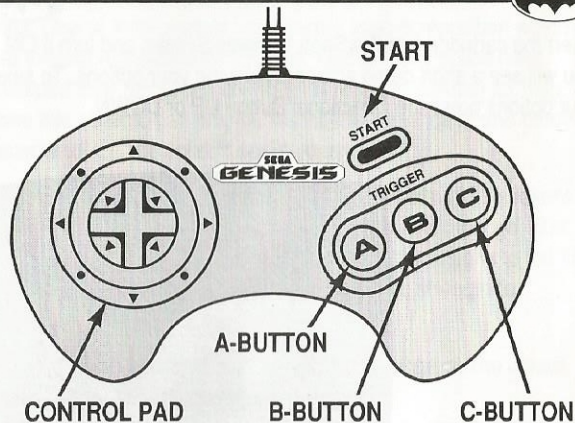Up: Aim weapon upwards

Left: Move Batman left

Right: Move Batman right

START BUTTON: Press to Start Game Play

Press to Pause Game Play

Passcode will appear on the paused screen

A + B + C: Invincibility (when available)

OFFENSIVE AND DEFENSIVE ACTIONS

Slide Attack

Pressing both the CONTROL PAD (down) and the C-BUTTON simultaneously will cause Batman to slide on the ground in the direction he is facing. All enemies are damaged by sliding. However, sliding should also be used as a strategy against your enemies as this method allows you to move quickly from one place to another. i.e. Avoid objects and enemies.
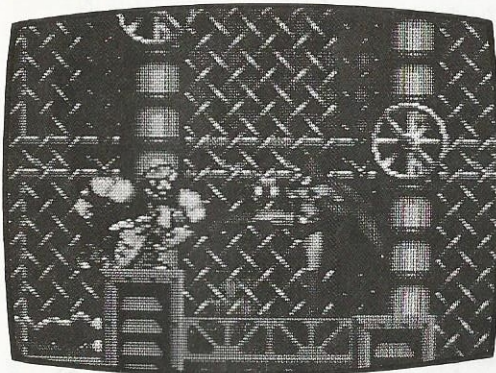
Kick Attack

C-BUTTON: Standing Kick
CONTROL PAD LEFT OR RIGHT + C-BUTTON: Walking Kick
CONTROL PAD UP + C-BUTTON: Flying Kick
B-BUTTON + C-BUTTON (at height of jump): Flying Kick

Jumping

Batman can jump to nine different heights based on how quickly the B-Button is released. A rapid press and release causes the shortest jump. A longer press and release causes a higher jump.

Basic Attack

Batman is equipped with a wrist projector which will launch different ammunition at the enemy when the A-BUTTON is pressed (Quick press then release). Each ammunition can be powered up by holding the A-BUTTON down for a short period of time (Press, hold then release). When the A-BUTTON is released the wrist projector will emit a more powerful blast.

Note: The weapon that Batman begins each game with cannot be powered up.

WRIST PROJECTOR AMMUNITION

B   **BATARANG™ -** Standard boomerang-style weapon which will automatically chase the enemy.

C   **CROSSBOW -** Blasts out a powerful arrow. Upon hitting the enemy it will explode.

N   **SONIC NEUTRALIZER** - Shoots 2 sets of Batarangs in a criss-cross pattern.

S   **SHIELD STAR** - Throws a star shaped dart in three directions.

BACKPACK INVINCIBILITY

BACKPACK ENERGY CAPSULE
Collect eight of these for invincible energy

After collecting eight of the energy capsules Batman will be able to become invincible to any enemy. His invincibility is indicated when Batman's costume becomes a bright gold color. However, this invincibility only lasts a few moments.

Each capsule collected equals one increment in the energy capsule gauge on your screen. Once eight energy capsules have been accumulated, the energy capsules gauge will begin flashing. To activate invincibility press the A, B and C-Buttons at the same time. If you choose to save the capsules for later use, you may continue to collect extra capsules that will be stored even though the gauge will only display eight increments at a time. However you can only collect up to 31 capsules. When you finally choose to utilize invincibility and Batman has returned to normal, the extra capsules you collected will be displayed on the screen. The more capsules you collect, in increments of eight, the faster the energy capsules gauge will flash.
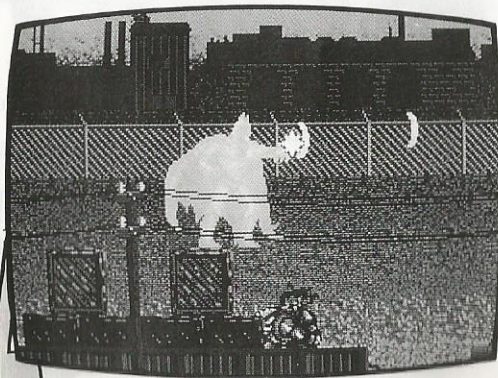
BOSS STAGES

After successfully completing a level, Batman will be challenged by one of The Joker's many bosses or evil inventions (except levels 2 & 5). During the boss stage you can determine how much power Batman or the boss has remaining by reading the life meter of each character indicated at the bottom of your screen. The life gauge is measured by numbers. The bosses become increasingly difficult as you progress through the levels. The more difficult a boss is to destroy the higher the number in his life gauge. When the life gauge reaches zero, the character is defeated.
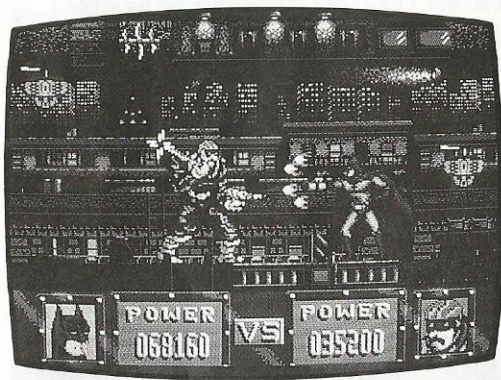
Tip: Be sure to begin a Boss Stage with the most powerful or appropriate weapon possible.

GAME PLAY SCREEN

Batman's Life Increments

Number of Backpack Energy Capsules
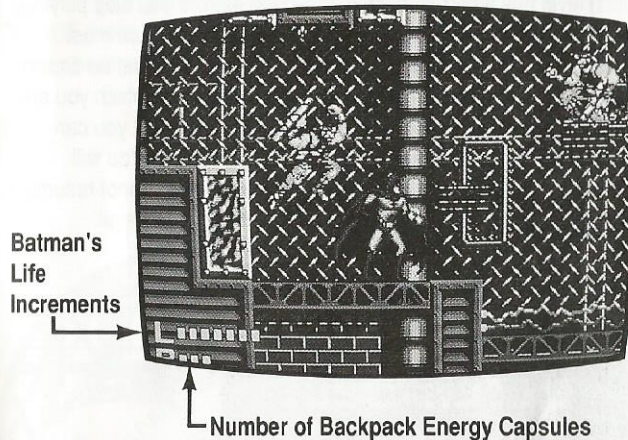
LIFE INCREMENTS

When Batman is injured, increments are lost from the health meter. When all increments are gone, one power life is lost. When three power lives are lost, the game is over.

To view the number of lives remaining, press the START Button. The screen will display the number of lives remaining in the game.

PASSCODE SCREEN

1) VIEW THE PASSCODE

Each level has a corresponding passcode. Before you stop playing, check the passcode by pressing the START Button. You must check the passcode during game play because it will not be shown once the game is over. The passcode for the level in which you are playing will appear on the screen. Write it down so that you can insert it the next time you want to resume game play. You will resume play at the very beginning of the level. You cannot resume play at a boss level. You must play through the entire level.

ENTER CODE
5 7 4 0
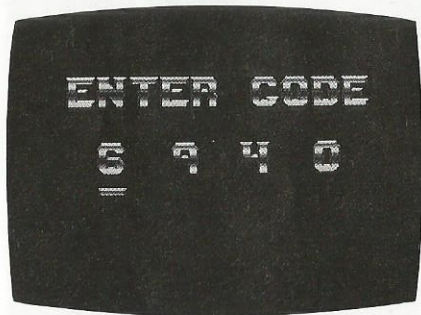
2) INSERT THE PASSCODE

At the beginning of your next game select the passcode screen on the option screen. Enter the passcode by pressing the CONTROL PAD UP or DOWN to select numbers and LEFT or RIGHT to move the cursor. Once the passcode has been entered, press the A, B or C-Button to begin game play at the beginning of the level where you left off.

CONTINUE

At the end of each game, you will have nine seconds to choose to continue your game. If you choose to continue game play, press the START Button and you will resume at the very beginning of the level where you were playing last.

LEVELS OF GAME PLAY

Developed by

Ringler
S T U D I O S