

Batman Vengeance FAQ/Walkthrough

by nucleargamer12

Updated to v4.2 on Aug 28, 2006

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BATMAN: VENGEANCE--GAMEBOY ADVANCE

Batman Vengeance FAQ/Walkthrough by Kevin Zhu (nucleargamer12)

Visit my site for more walkthroughs and guides: <http://www.g-cubed.co.nr>

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0.1: Notes on the FAQ

~ Printing:

I advise you to print only important parts, as this FAQ is 1705 lines long.

~ Contacting the author:

Suggestions, questions, or comments should be sent to nucleargamer12@gmail.com.

~ Searching:

Type Ctrl+F to find what you're looking for in this FAQ.

~ Finding a section:

Copy and Paste the whole name of the section/subsection onto the Find Bar.

~ About the game:

Batman: Vengeance is copyrighted by Ubi Soft, DC Comics, WB, and Nintendo.

=====
1: Introduction--About Me
=====

I felt that this game really needed a guide or two, so that's why this FAQ has been created. If you want to contact me for any reason, my Email address is nucleargamer12@gmail.com, and my AOL screenname is nucleargamer12. Please give feedback, questions, and anything else related to this FAQ. Suggestions and/or contributions would be very much appreciated to make this guide a better one.

I've noticed that Batman: Vengeance is actually a decent game, despite all the jokes made about the Batman franchise. Since there are no other guides about this game, I've decided to write a FAQ for the few of you that DO own this game, like me. I hope this is helpful!

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2: Version History
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V. 4.2 10/28/04 Updates: My Email no longer works, so I have an alternate address. I added my website URL, where you can find this guide and more.

V. 4.1 8/19/04 Changes: Updated Legal Information, added another enemy to list.

V. 4.0 8/6/03 Updates: Minor reformatting and spellcheck, correction on Email.

V. 3.5 6/24/03 Updates: Added Gameshark codes. Final version of guide until

further notice.

V. 3.0 6/16/03 Updates: Entire content finished. This version will be the last update for some time: I will update eventually with any corrections.

V. 2.0 5/10/03 Updates: Walkthrough completed. Other content is in progress.

V. 1.0 4/30/03 Initial release: Content almost done. Walkthrough is halfway finished. Please Email suggestions or comments so this FAQ can become better.

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3: Legal Information
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The text you're reading is my own work. Therefore, it is copyrighted 2004-2005 by nucleargamer12. It may not be reproduced in any way without my permission. This FAQ is designed for personal use only. However...

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Please note that I should not be held responsible to any problems of your own resulting in the reading, following, or downloading of this guide. Thank you in advance.

Now that the Legal stuff is taken care of, it's time for the FUN!!!

=====
4: What is this Game?
=====

Batman: Vengeance was released by Ubi Soft in November 2001 for the Gameboy Advance portable. The game combines factors from many genres and puts it together in 21 levels of solid gameplay. These genres include Racing, Action, Adventure, Flight Simulation, and others. Overall, this game represents these genres pretty well.

This game's save system is represented by a password option. If you want to skip a level you've already beat (or can't beat), just type the appropriate password on the menu screen. See chapter 9.1 for a full list of all the passwords.

And now, the story behind Batman Vengeance (from the instruction manual):

Danger was stirring in the shadows of the quiet GOTHAM CITY night.

BATMAN was no stranger to the night-shrouded streets of Gotham...Nor to the

dangers they hid. But on this particular night, he knew the hazards he was about to face were greater than usual. He would sum up the trouble in two very deadly words: THE JOKER!

The CLOWN PRINCE OF CRIME was on another mad rampage, beginning with a raid on the GOTHAM CITY MUSEUM. Though The Joker had made good his escape, the Dark Knight was hot on his trail. He might have even caught the mad criminal genius before went to ground if not for the woman The Joker had left bound to a ticking bomb on the roof of the Museum! Batman freed her...mere seconds before the bomb blasted the Museum to a pile of flaming ruins!

But the woman was a witness...and she had all the information Batman needed, directing him to The Joker's current location: the GOTHAM CITY BRIDGE.

There, the Joker had prepared a trap for the CAPED CRUSADER. Maybe The Joker just got too cocky, but the trap he sprung for Batman backfired and the criminal clown wound up falling from the bridge. Batman tried to save him but The Joker chose death over dishonor and plummeted to the watery abyss far below.

Then things really got crazy as the rest of Gotham City's criminals rushed in to fill the void left by The Joker's death!

Now, utilizing every weapon and supercharged machine at his disposal, Batman must combat the criminal hordes threatening Gotham's peace...all the while trying to discover the identity of the unseen enemy plotting to plunge Gotham City to a fiery death!

Also, ports of this game have been made in the Gamecube, Playstation 2, and Xbox. Please note the differences between this game and the others; this game is not three-dimensional while the others are. This FAQ is only written for the Gameboy Advance port of the game.

4.1: Why Use this Guide?

Heh heh... the answer is pretty simple: there are practically NO other guides for this game! Look in any search engine you want, a guide for Batman: Vengeance is pretty much nonexistent. So, you'll have to either beat this surprisingly hard title on your own, or consult my guide to do so.

This guide has just about every piece of information about the game. Item lists, enemy descriptions, character biographies, walkthroughs... Why would you even want to look elsewhere?

(Please note that some sections of this guide contains spoilers.)

=====
5: Types of Levels
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There are several types of levels, or stages, throughout the game, and they all fit into the plot surprisingly well. There are side-scroller levels to get to another area, puzzle levels to open up a passage, Batplane levels to destroy aerial objects, etc. Here is a description of all the types of levels in Batman Vengeance:

5.1: Side-scroller Stages

Levels: 1, 2, 9, 12, 15, 17, 18

Characters: Batman

Description: The Side-scroller stages are the action-type stages where you move around in a 2-dimensional level from a side view. Batman himself stars in the Side-scroller, and he is armed with up to 9 Batarangs, up to 9 Smoke Balls, and up to 3 Health Bottles. He also has a grapple hook that can cling to metal surfaces.

Batman can perform a handful of attacks that will help dispose of his enemies. Below is a list/description of all of Batman's attacks, along with other moves he can execute:

Move Name	*Buttons*	*Description*
Walk	D-pad	Pressing left/right makes Batman walk. You really can't get anywhere in a level without walking, no?
Crouch	D-pad	Press down on the D-pad to crouch. Use this to avoid high enemy fire, or combine it with other buttons.
Look Up	D-pad	Press up on the D-pad to scroll the screen upwards. Do this to search for secrets in the level.
Jump	A, D-pad	Batman can jump with the A button. This can get him up to higher surfaces. Use the D-pad to control the direction of his jump.
Hang	automatic	When a ledge is in reach, Batman will automatically hang from it in mid-jump. This will be used a lot.
Drop	D-pad	When hanging, press down on the D-pad to drop.
Climb Up	D-pad	While hanging, push up on the D-pad to climb up.
Glide	A, A, D-pad	When Batman is in the air, press and hold A. He will glide for a few seconds. You can control the way he glides with the D-pad. Useful for going over pits.
Punch	B	Press B for Batman to punch. This will kill most foes when used repeatedly.
Low Kick	D-pad, B	Push down on the pad, and press B to kick on the ground. This is useful when breaking barrels or hitting enemies.
Jump Kick	A, B	Press A to jump, and B to kick. This does twice the damage than a normal attack.
Slide	D-pad, A	When on a sloped surface, Batman will slide down. You can press A to jump while sliding.
Elevator	D-pad	While on a lift, push up on the pad to go upwards. Push down to go downwards.
Hook Ride	A	If a hook is in sight, jump onto it with A. Batman will ride along the hook and jump off automatically.

Ladders/Vines	A, D-pad	If a vine or ladder is hanging above you, press A to jump on it. Move yourself by pressing left/right on the D-pad. jump off by pushing down on the pad.
Toggle Items	L	Press L to toggle between your items.
Use Items	R	Press R to use the Item you've selected with L.

5.2: Puzzle Stages

Levels: 6, 7, 14

Characters: Robin

Description: The Puzzle Stages star Robin, Batman's famous sidekick. These levels challenge your thinking skills, and are displayed in an overhead view. Robin is armed with Batarangs, Health Bottles, and a Batcrawler. He needs to collect Card Keys and passwords to gain access to other places.

Robin really has just one attack. But, here is a move list for Robin's levels anyway:

Move Name	*Buttons*	*Description*
Walk	D-pad	Self-explanatory. Walking is needed to go anywhere, don't you think? Push the D-pad in the direction you want to go.
Punch	A	Push the A button to throw a jab. This will kill the few enemies Robin has to deal with.
Move Boxes	B, D-pad	Press and hold B to grab a Box. Then, push the D-pad in the desired direction to push/pull the box. This will clear paths for Robin to advance forward.
Toggle Items	L	To toggle between items, push L until the desired item appears.
Use Items	R	Push R to use the item you've selected with L.
Password	D-pad, A, B	When you walk into certain locked doors, you'll be taken to a screen where you type the password to open the door. Push the D-pad in the right directions and press A to confirm. You can press B to exit.
Batcrawler	D-pad	As you activate the Batcrawler function inside a hole in the level, you can use the D-pad to navigate where the Batcrawler is going.

5.3: Batmobile Stages

Levels: 3, 8, 11

Characters: Batman

Description: The Batmobile Stages simulate a racing level. You can speed up, slow down, and fire missiles from your Batmobile. You have to reach a destination within a set time limit in order to succeed. Beware of roadblocks and other hazards that might slow you down!

Here is the move list for the Batmobile Stages:

Move Name	*Buttons*	*Description*
Accelerate	A	Press and Hold the A button to go at top speed. This should be held throughout the level.
Steer	D-pad	To turn while driving, push the D-pad left or right to steer to that direction.
Shoot	R	YAY! The Batmobile has an infinite supply of electric charges you can fire by pressing R. This will freeze some cars and break some obstacles.

5.4: Batplane Stages

Levels: 5, 13, 21

Characters: Robin, Batgirl

Description: You get to ride a Batplane in these flight simulation levels of the game. Your plane is very vulnerable to enemy fire, so be cautious on where to go. The screen moves forward automatically in these stages, but you can control your position on the screen. You also have electric charges and shields to help fend off your many enemies.

Your somewhat limited array of moves while on the Batplane are listed below.

Move Name	*Buttons*	*Description*
Move	D-pad	Since the screen automatically moves forward, you can adjust your position on the screen with the D-pad.
Use Shield	R	You can use the shield to protect yourself from enemy fire for a few seconds using R. After your shield is used, a meter charges up so you can use it again.
Shoot	A	Press the A button to fire a charge. This will kill many enemies/projectiles.

5.5: Boss encounters

Levels: 4, 10, 16, 19, 20

Characters: Batman

Description: There are four bosses in this game: Harley Quinn, Poison Ivy, Mr. Freeze, and, of course, The Joker himself. Each boss requires a different strategy to beat, ranging from using Batarangs to tossing Promethium bottles at your foe.

Batman has all of his standard moves, but his items may be toggled around somewhat. Here are the items Batman can have at each boss:

Boss	*Items*
The Joker (1)	Batarang (5), Health Bottle (3)
Mr. Freeze	Promethium Bottle (1), Health Bottle (3)

Poison Ivy Batarang (5), Health Bottle (3)

Harley Quinn Health Bottle (3)

The Joker (2) Batarang (5), Grapple Hook, Health Bottle (3)

5.6: Advance mode

The Advance Mode is a password-protected mode awarded to you only after you beat the game. Here, you will replay all the levels again, but with a different goal: to find the 3 hidden data disks in the level before the timer elapses. You will need to do this on all the non-boss and non-flying levels. On the Batplane levels (levels 5, 13, 21), you need to destroy all of The Joker's Pyro Toys and complete the level within the time limit.

The controls/items for Advance Mode work exactly like the controls/items for normal mode, so consult that section of the guide for the information.

=====
6: The Characters
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There are various characters from the Batman franchise in this game. Below are all the characters and the levels they appear at.

6.1: Heroes

Name: Batman

Levels Featured: 1, 2, 3, 4, 8, 9, 10, 11, 16, 17, 18, 19, 20

After witnessing the brutal murder of his parents, young Bruce Wayne dedicated his life and fortune to turning himself into a human weapon aimed at the heart of crime. As Batman, he is called upon to save Gotham City from the deadly schemes of a host of super villains.

Name: Robin

Levels Featured: 5, 6, 7, 13, 14, 21

Learning that Bruce Wayne was the true face behind Batman's cowl, Tim Drake became the Dark Knight's sidekick. Though still in training, Robin is an invaluable aide to Batman's war against crime.

Name: Batgirl

Levels Featured: 5, 13, 21

Barbara Gordon, daughter of Gotham City Police Commissioner James Gordon, took on the costumed identity of Batgirl to save her father. Now Batgirl fights alongside the Dark Knight, utilizing both her knowledge of computers and her surperior gymnastic skills.

Name: Nightwing
Levels Featured: none

The original Robin, Dick Grayson soon outgrew his role as Batman's sidekick and adapted the identity of Nightwing. While usually a loner, Nightwing is always available to assist his mentor.

Name: Alfred
Levels Featured: 1, 2, 3, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, 17, 18, 19

Alfred Pennyworth, former agent in the British intelligence service, is both Bruce Wayne's Butler and an invaluable ally in Batman's war against crime.

6.2: Villains

Name: The Joker
Levels Featured: 4, 20

The Joker was a small-time crook who plunged into a chemical bath while trying to escape from Batman. He emerged from the chemicals with his features forever distorted into a hideous clown-face...and his mind warped beyond repair! Now the Clown Prince of Crime lives for but one thing: to use his madness to bedevil his arch-enemy Batman.

Name: Harley Quinn
Levels Featured: 19

A prisoner psychiatrist who fell under The Joker's mad influence, Harley Quinn is madly in love with her partner in crime. She will follow the Joker anywhere and do anything he asks...especially if it involves any scheme calling for the death of Batman.

Name: Poison Ivy
Levels Featured: 16

Pamela Isley was a well-known botanist who discovered that she possessed a unique body chemistry that renders her immune to all known poisons and toxins. Now, as Poison Ivy, she turned that power to the cause of ecological terrorism... and a running battle with Batman!

Name: Mr. Freeze
Levels Featured: 10

Rendered unable to live outside of sub-freezing temperatures by exposure to cryogenic chemicals, the scientist Victor Fries lost his mind...but found a career as the criminal king of cold, Mr. Freeze.

=====
7: Equipment/Items
=====

Here is a description of all the equipment/items that the characters can obtain. These are essential to your quest!

7.1: Batman's Items

Health Meter: Batman's Health Meter displays Batman's remaining energy. The Meter goes down if Batman is hit, and goes up when a Health Bottle is used. When it is empty, you die. Maintain your health at a safe level!

Batarang: The Batarang is a disk that will fly across the screen when used. It will do the same damage to an enemy as a regular punch would, but the range aspect makes it a great weapon. Batman can collect up to 9 of these goodies in barrels, and he starts off with 5.

Batgrapple: This is called the Grapple Hook in my walkthrough. This hook can be stretched onto metal surfaces on higher platforms. Usually, a Grapple icon appears on the bottom right of the screen when the hook can be used. This useful item can be used infinitely.

Smoke Pellets: These are called Smoke Bombs in my guide. These will be thrown when used, and result in a big cloud of smoke when it lands. A smoke Bomb will kill all enemies that touch the smoke instantly. Use this powerful gadget sparingly, as it's very rare to find in barrels. Batman only starts with one Smoke Bomb. Only one bomb can be on the screen at a time.

First Aid: First Aid, referred as Health Bottles in my FAQ, will instantly completely refill Batman's Health Meter. Since these bottles can't be found in barrels, use them only when Batman's health is low. The Dark Knight starts out with 3 of these in each level.

7.2: Robin's Items

Health Meter: Robin's Health Meter displays Robin's remaining energy. The Meter goes down if Robin is hit, and goes up when a Health Bottle is used. Maintain your health at a safe level, because Robin will die if the Meter's empty!

Batarang: The Batarang is a disk that will fly across the screen when used. It will do the same damage to an enemy as a regular punch would, but the range aspect makes it a decent weapon. Robin can collect up to 9 of these goodies in barrels, and he starts off with 5. The uses for the Batarang are limited in the Puzzle Stages, because Robin has less enemies to deal with.

Card Key: Robin needs a Card Key to open all doors locked with green rays. These keys are found in barrels hidden throughout the level.

First Aid: First Aid, referred as Health Bottles in my FAQ, will instantly completely refill Robin's Health Meter. Since these bottles can't be found in barrels, use them only when Robin's health is low. The Dark Knight's sidekick starts out with 3 of these in each level.

Batcrawler: The Batcrawler is a unique item that can work only inside mazes in some little holes in the wall. Control these to the end of the maze, and you will get a hidden password (made up of arrows) from a computer. Type the password into the locked door, and the door will open, gaining you access to a further section of the level. This can be used infinitely.

7.3: Batplane Equipment

Health Meter: The Health Meter displays the Batplane's remaining energy. The Meter goes down if the Batplane is hit by enemy fire or a wall of a building. Unfortunately, the plane's health cannot go up because you can't use Health Bottles in Batplane Stages. Maintain your health at a safe level, or you will crash and burn!

Electric Charge: An unlimited amount of Electric Charges can be fired from the Batplane. These charges will kill many enemies/projectiles in a number of hits. Use these to kill those pesky enemies. These charges are great weapons, since there isn't an ammunition limit.

Shield: The Shield, when activated, will protect the Batplane from enemy fire for about three seconds. After the shield is used, a small meter located under your Health Meter will start charging. When the meter is full, you can use the Shield again. This should be used smartly when you're surrounded by enemies, because the charging of the meter will take a long time.

7.4: Batmobile Equipment

Electric Charge: An infinite amount of Electric Charges can be fired from the Batmobile. These charges will kill many obstacles, like small cars or Electric Charge: An infinite amount of Electric Charges can be fired from the Batplane. These charges will kill many enemies/projectiles in a number of hits. Use these to kill those pesky enemies/Boxes. It's a reliable weapon, since there's no ammunition limit.

7.5: Collectibles

These items can be found inside Barrels scattered throughout a level.

Batarang: Both Batman and Robin

Smoke Bombs/Smoke Pellets: Batman

Card Key/Key Card: Robin

Nothing: Both Batman and Robin

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8: Enemy List
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On your quest in saving Gotham City, many enemies intercept your progress. These foes range from missile-bearing humans to toxic plants. Here is a list of all the enemies in this game (not excluding bosses, section 5.5), and a tip or two on how to beat them. These enemies do not have official names (as far as I know about), and thus are named by me from their attacks and characteristics.

8.1: Side-scroller Stages (including Bosses)

The Damage formula is determined by these factors. Batman has 10 energy points when he is at full health. The damage recieved is about how much energy points Batman loses from an attack. When Batman's remaining energy points are equal to or lower than 0, he dies.

The name inside the parentheses state that this enemy may be referred to this name in the guide.

Enemy: Running Enemies (Guys)

Type: Human

Number of Hits Needed: 3

Attacks: punch

Damage: 2

Strategy: Take advantage of this guy's limited range/attacks. Since he only punches, you can low kick him without any fear of getting hurt. jump kicks work well too, but don't punch him outright.

Enemy: Missile Enemies (Guys)

Type: Human

Number of Hits Needed: 2

Attacks: missile

Damage: 3

Strategy: Again, these guys can't hit you low, so low kicks work exceptionally well. One jump kick will kill him.

Enemy: Crouching Missile Enemies (Guys)

Type: Human

Number of Hits Needed: 2

Attacks: missile

Damage: 3

Strategy: This guy can hit you, even if you crouch. So, jump over his missile and give him a jump kick. Weapons, like Batarangs and Smoke Balls, can also be used to defeat him effectively from afar.

Enemy: Pits

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: N/A

Damage: 10

Strategy: Jump over pits and onto the next platform, since jumping into a pit will instantly kill you. Gliding is a good technique for jumping over pits, since it adds more distance to your jump.

Enemy: Smoke

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: smoke

Damage: 2

Strategy: Jump over these smoke-producers. There are many variations of these enemies, and you can jump over all of them.

Enemy: Ice Machines

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: ice block

Damage: 1.5

Strategy: Jump over the only Ice Machine in the Side-scrolling levels, avoiding its Ice Blocks by jumping.

Enemy: Ice-Beam Enemies

Type: Human

Number of Hits Needed: 3

Attacks: ice-beam

Damage: 2.5

Strategy: Jump kick this foe when he has finished using the Ice-Beam attack. Follow it up with a punch. This enemy is similar to the Missile Enemies; they can't hit you when you crouch.

Enemy: Kicking Enemies (Men)

Type: Human

Number of Hits Needed: 3

Attacks: kick, double kick

Damage: 2, 2.5

Strategy: This guy has two similar attacks that he uses consecutively. The easiest way to kill him is to use the Batarang, but jump kicking him works quite well, too. This man can kick you even when you're crouching, so be wary.

Enemy: Shield Enemies (Men)

Type: Human

Number of Hits Needed: 3

Attacks: block, beam

Damage: 0, 2

Strategy: Shield Enemies have a pattern in their attacking: they block, shoot the beam, and block again. When they're shooting the beam, you can low kick the foe. Repeat this twice, and you will be victorious!

Enemy: Ice Crystals

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: N/A

Damage: 1.5

Strategy: Just like pits, jump over these sharp blocks.

Enemy: Plant People

Type: Creature

Number of Hits Needed: 2

Attacks: arm awing, flinch

Damage: 2, 2

Strategy: Punch it twice fast, or jump kick them once. When you punch the plant, it will flinch, trying to attack you in desperation.

Enemy: Snapper Plants

Type: Plant

Number of Hits Needed: N/A

Attacks: clamp

Damage: 2.5

Strategy: When this plant clamps its teeth, touching it will make you lose health. So, walk over it when it stops clamping.

Enemy: Toxic Plants

Type: Plant

Number of Hits Needed: 2

Attacks: toxic, low toxic, tackle

Damage: 2, 2, 1.5

Strategy: This is an all-out attacker. It spurts out a high toxic followed by a low toxic. If you try to punch it, the plant will tackle you fast. You can try jump kicking it for an easy kill, or to use Batarangs on it.

Enemy: Tentacles

Type: Plant

Number of Hits Needed: N/A

Attacks: flail

Damage: 2

Strategy: Tentacles hang from ceilings and floors. When you are close by, it flails itself and becomes dangerous. Jump over these nuisances.

Enemy: Thorns

Type: Plant

Number of Hits Needed: N/A

Attacks: N/A

Damage: 1

Strategy: These Thorns are along some walls, vines, and floors. They damage upon touch only, so don't touch them!

Enemy: Mini Flytraps

Type: Creature

Number of Hits Needed: 2

Attacks: chomp

Damage: 2

Strategy: This creature is very annoying when other enemies are on the same screen. It's too short to be affected by a punch, so when you're punching other enemies, this one can come and hurt you. jump kick/low kick the foe.

Enemy: Running Guys (variation)

Type: Human

Number of Hits Needed: 6

Attacks: punch

Damage: 2

Strategy: Same as the regular, just attack him more times.

Enemy: Missile Guys (variation)

Type: Human

Number of Hits Needed: 3

Attacks: rapid missile

Damage: 3

Strategy: This guy shoots very rapidly, so avoid the onslaught and throw him some kicks. Batarangs work well as a counter projectile.

Enemy: Crouching Missile Guys (variation)

Type: Human

Number of Hits Needed: 3

Attacks: missile

Damage: 3

Strategy: Same as the regular enemy, just attack him more times. Evasion is an important tactic here.

Enemy: Switching Missile Guys

Type: Human

Number of Hits Needed: 3

Attacks: high missile, low missile

Damage: 3, 3

Strategy: Switching Guys alternate positions, from standing to crouching, every time they fire a missile. Watch for their projectiles, and throw some punches and kicks.

Enemy: Humping Guys

Type: Human

Number of Hits Needed: 6

Attacks: body slam

Damage: 2

Strategy: If your energy is pretty high, just take the body slam damage and punch him to death. If you'd rather spare yourself the damage, just jump over the guy AFTER he finishes his body slam. Attack him from the back, and he's done for.

Enemy: Barrels

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: drop

Damage: 0.5

Strategy: These barrels are more beneficial than detrimental as an enemy because of a key reason: it will drop Batarangs when you're out of them. Avoid getting hit, and collect the Batarangs. Some barrels are on the ground, so them

it to reveal what's inside.

Enemy: Bombs

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: N/A

Damage: Varies

Strategy: Depending on the color, Bombs can do 1-4 damage to you, if you touch them. Jump over these, and attack your target.

Enemy: Promethium

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: explosion

Damage: 7

Strategy: Catch these bottles, AT ALL COSTS! If they land on the floor, they will break, causing a huge explosion and a big dent in your life. When you toss these, be sure not to toss them back at your platform, and if you do get hurt, use health immediately!

Enemy: Poison Ivy's Pet

Type: Creature

Number of Hits Needed: 5

Attacks: whip, acid, heal

Damage: 2, 3, 0

Strategy: Check out the walkthrough (section 9) for information on how to defeat this overgrown monstrosity.

8.2: Puzzle Stages

Robin starts out with 10 energy points, and just like Batman, he dies when his remaining energy is less than or equal to zero. These chart formats are the same as Batman's.

Enemy: Ice Machines

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: ice block

Damage: 1.5

Strategy: Ice Machines usually are placed at the end of narrow passageways. Avoid the ice blocks by waiting for it to pass.

Enemy: Missile Enemies (Guys)

Type: Human

Number of Hits Needed: 1

Attacks: missile

Damage: 2.5

Strategy: Since this is an overhead view, you'll probably have to evade this

guy's missiles quickly. Then, a punch is all it takes to eliminate him.

Enemy: Robots

Type: Creature

Number of Hits Needed: N/A

Attacks: ram

Damage: 3

Strategy: This is pretty simple, just run past the robot when he crosses your path. This may take some practice, though.

Enemy: Lasers

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: beam

Damage: 10

Strategy: Lasers will kill you in one shot as soon as you step into its beam. They're usually blocking you from a necessary passage on the level. The answer: push a box in the way of the beam, and emerge unharmed.

Enemy: Ice-Beam Enemies (Guys)

Type: Human

Number of Hits Needed: 2

Attacks: ice beam

Damage: 2

Strategy: Like the Missile Enemies mentioned above, the way to kill these guys is to evade their initial blast and punch them quickly thereafter.

Enemy: Thorns

Type: Plant

Number of Hits Needed: N/A

Attacks: N/A

Damage: 1

Strategy: These are like the linings of the level. Just be careful not to accidentally walk into them.

Enemy: Red Thorns

Type: Plant

Number of Hits Needed: N/A

Attacks: N/A

Damage: 1

Strategy: Avoiding these thorns is a much harder task on the fast-moving conveyor belts that they're placed. Run quickly through the conveyor belts, trying not to get hit.

Enemy: Evil Plants

Type: Creature

Number of Hits Needed: 1

Attacks: bite

Damage: 2.5

Strategy: Use one of your Batarangs for an easy end to this creature. If you're out, avoid these if you can, or punch them at the right time.

Enemy: Batcrawler Damage

Type: Miscellaneous

Number of Hits Needed: N/A

Attacks: N/A

Damage: 0.5

Strategy: When your Batcrawler self-destructs (when it hits an obstacle), you will lose an insignificant amount of energy. Try not to mess up too much!

8.3: Batmobile Stages

Since attacks don't do damage to the Batmobile, the chart will be a bit different for these enemies. Also, "Stoppable" means that you can stop the foe using an Electric Charge. "Effect" describes what will happen to the Batmobile when the enemy touches it.

Enemy: Cars

Type: Vehicle

Stoppable: Yes

Effect: Bump

Enemy: Trucks

Type: Vehicle

Stoppable: No

Effect: Bump

Enemy: Boxes

Type: Miscellaneous

Stoppable: Yes

Effect: Spin, Time Waste

Enemy: Dirt Pits

Type: Miscellaneous

Stoppable: No

Effect: Spin, Time Waste

Enemy: Road Splits

Type: Miscellaneous

Stoppable: No

Effect: Bump

Enemy: Missile Cars
Type: Vehicle
Stoppable: Yes
Effect: Bump, Time Waste

Enemy: Missiles
Type: Hazard
Stoppable: No
Effect: Time Waste

Enemy: Ball-shaped Plants
Type: Hazard
Stoppable: No
Effect: Bump

Enemy: Tentacles
Type: Hazard
Stoppable: No
Effect: Spin, Time Waste

8.4: Batplane Stages

There is really no need for an enemy list in these stages. The tactic in all Batplane levels is to keep shooting. If you know where and when to shoot, everything will be accomplished without much difficulty. Just remember: the edges of buildings are not good places to land.

=====
9: Walkthrough
=====

All right... Here's the bulk of the guide, the walkthrough itself, with all the info you could want! The difficulty ratings below are from Very Easy to Very Hard, and each difficulty rating should be self-explanatory. Other than that, Enjoy the walkthrough!

Level 1
Enemies: Running Enemies, Missile Enemies, Crouching Missile Guys, Pits, Smoke
Difficulty: Very Easy
Password: N/A
Type: Side-scroller

The first level should be used as a training place if you're a beginner. Learn how to dodge the enemy's missiles/punches by jumping or crouching, and master the gliding technique (section 5.1). Use the jump kick a lot; it will kill off the missile guys in one hit and the running guys in two hits. The Crouching Missile Enemies should be finished off quickly, since you can't evade their missiles by crouching. Attack the Running Enemies from behind, so they can't get the first strike.

A good tactic to use on the regular Missile enemies is to duck when they fire their first missile, run until they're within punching reach, duck their second missile, and execute low kicks to defeat them. You won't take any damage, since their only attack doesn't damage you if you're crouching. Also, the Smoke found in this level can be easily avoided.

Level 2

Enemies: Running Enemies, Missile Enemies, Crouching Missile Guys, Pits, Smoke

Difficulty: Easy

Password: Gotham

Type: Side-scroller

This level contains many more Missile Enemies. These foes are arranged smartly: sometimes a ghost missile will come from a guy who is off the screen. Glide over the missiles, and jump kick the guys into oblivion. The missile guys will sometimes be placed something like this:

```

~                <__<-          --|\          ~ = Batman
                <__<-          --|\          <__<- = Missiles
-----
                        Enemies
```

This can kill you fast, especially if you don't know how to counter it. Jump over the two missiles, and jump kick the crouching guy fast to kill him. Then, crouch when the standing guy shoots another missile, and kick him, too. Additionally, your Grapple Hook needs to be used in this level. When it can be used, a Grapple icon will show up on the bottom right of the screen. At that place, you can use the hook to boost your altitude.

Level 3

Enemies: Cars, Trucks, Boxes, Dirt Pits, Road Splits

Difficulty: Easy/Medium

Password: Batman

Type: Batmobile

The game's first Batmobile level requires you to complete the track in under 2 minutes. Hold down the acceleration button to go at top speed, and avoid the big trucks and dirt pits. Steer left/right when the road splits into two roads, and shoot the Boxes/Cars with your electric charge. You'll beat this level with little difficulty, hopefully... Also, if you happen to drive into a Dirt Pit, it will speed your timer up by 2-3 seconds. That's why Pits should be avoided at all costs.

Level 4

Enemies: Barrels, Bombs, The Joker

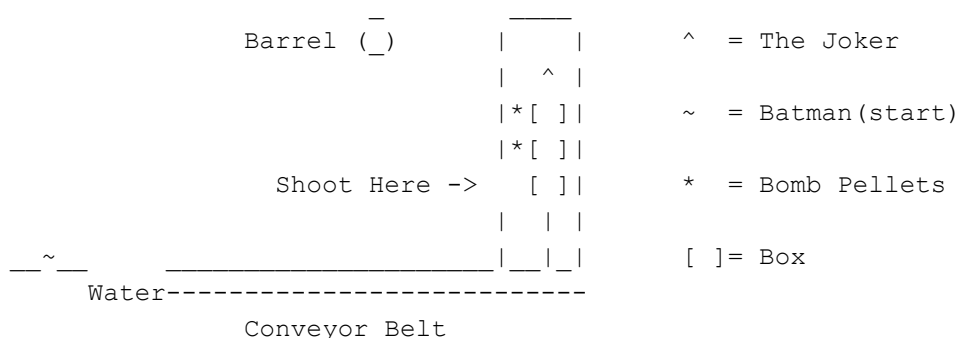
Difficulty: Easy/Medium

Password: Barbara

Type: Boss Encounter

Here, you'll meet with The Joker himself...and he has set a trap just for you! There is a way to thwack his plan, though. Just scroll your weapons until the Batarang icon is selected, jump onto the conveyor belt, and jump-shoot your Batarangs, trying to hit the Box that the Joker stands on. If you hit, you will

hear a sound of the box breaking apart. Hit the box about 4 times, and it will fall, causing The Joker to lose some energy. Now, you'll probably be out of Batarangs, so refill your supply from the Batarangs that the barrels will drop. Be careful not to get hit by them!



The Joker will now attempt to kill you with Bombs. Just avoid them and repeat the Batarang process on The Joker. When the second box breaks, the Clown Prince will get mad and drop pellets like crazy. Glide a lot to keep afloat, and keep shooting Batarangs at that last box. The Joker will soon fall off the bridge and die...or will he? Anyway, you won't have to worry about him for now, since you've beaten the game's first boss!

Level 5

Enemies: Missiles, Space-Shooter Aliens, Ice Guns, Bullets, Walls

Difficulty: Easy/Medium

Password: Grayson

Type: Batplane

This level is your first Batplane stage--and a pretty easy one at that. You'll have to fend off those Space-Shooter Aliens, Guns, and other obstacles with just your electric charge and your shield. It's a good idea to rapidly press the A button throughout the level; if an enemy surprises you, you'll still get the first shot.

Beware of the walls on the buildings, because they will instantly destroy your Batplane if you happen to bump into them. The Missiles can be destroyed with a blast from your electricity. Keep your energy at a healthy level, and you'll get past this level easily.

Level 6

Enemies: Ice Machines, Missile Enemies, Robots, Laser Beams

Difficulty: Easy

Password: Robin

Type: Puzzle

Robin gets off the Batplane and into a world of boxes and puzzles. You'll have to get past these levels in order to fight Mr. Freeze later on. Move the Boxes to empty spaces by pushing or pulling, and proceed through the level. Use your Batarangs for the few Missile Enemies that you'll have to face. Zigzag through the Robots, and ebb over the Ice Shooter Machines.

The Laser Beams are deadly (they will kill you in one hit) if you pass through them. The solution? Push a Box onto the beam to cover up the Laser's ray, and pass through the free spot. If you had trouble in passing this level, just wait till you get to the next puzzle...

Level 7

Enemies: Ice Machines, Ice-Beam Enemies, Laser Beams, Robots

Difficulty: Medium

Password: Tim

Type: Puzzle

Boy... This level can get on your nerves. The Box puzzles are much harder, and it takes some amount of patience to get through them. Robots are very plentiful in this level. They can't be killed, and they will do a lot of damage if you get hit. The Ice-Beam Enemies won't do much damage with their missiles, but they fire very rapidly, making them annoying. The end of the level requires a Card Key to access. The key can be gotten by going through the upper path at the place with the two Laser Beams. Practice makes perfect...try over and over, and you're bound to succeed.

There are holes in the wall where you can place your Batcrawler inside. They are indicated by a Batcrawler symbol on your screen's bottom right. Use the Batcrawler inside these holes, navigate the mazes within the hole, and collect the password found at the computer at the end of the maze.

Level 8

Enemies: Boxes, Cars, Missiles, Trucks, Dirt Pits, Road Splits

Difficulty: Medium/Hard

Password: Batgirl

Type: Batmobile

This is a pretty straightforward Batmobile level, with WAY more Pits than the previous Batmobile course, especially at the level's end. Watch out for the Pits that come in your way, because they will slow you down and shorten your timer by a couple of seconds. There are less boxes than level 3, which is good, but more trucks and cars will be in your way, which is bad.

Also in this level are big gray cars that shoot missiles. These missiles will slow your vehicle down very much, so avoid them as much as possible. It is advised to shoot down the missile-shooting cars before it has a chance to fire any projectiles at the Batmobile. Memorize the approximate locations of the pits and obstacles in the course, and you'll do well.

Level 9

Enemies: Ice Machines, Ice-Beam Enemies, Kicking Men, Shield Men, Ice Crystals

Difficulty: Easy

Password: Fries

Type: Side-scroller

This level should be a breeze, after what you've been through... It's a moderately easy level with moderately easy enemies. Jump onto the Ice Shooter Machine for extra height in your next jump. The enemies you'll face here have strong projectiles, but are very weak defensively. A single jump kick will take care of most these foes. You'll need the Grapple Hook in a few places, so watch for the Grapple icon on your screen! The level involves a lot of jumping, so you'll have to be quick on your feet!

Level 10

Enemies: Promethium Bottles, Missiles, Mr. Freeze

Difficulty: Easy/Medium

Password: Victor

Type: Boss Encounter

Mr. Freeze will drop Promethium Bottles at you in this Boss Encounter. The bottles, when dropped, will do A LOT of damage. I'm talking 3/4 of your full energy! Well, to avoid this from happening, you'll have to catch these bottles by standing below them. Once you have a bottle, throw it back up at Mr. Freeze using the R button! The explosion will take a chunk out of his life, and you'll start the process over again. If you get too much damage, heal up by scrolling to the Health Bottle icon.

When Mr. Freeze has taken decent damage, Missiles will start to come from the sides of the screen. Avoid them by crouching or jumping/gliding. Sometimes, multiple amounts of Missiles will zoom at you at once. Jump out of the mess, and try to catch Mr. Freeze's next bottle. Also, be aware if you throw the bottle at your own platform, you'll still receive the damage. Build up enough hits on the villain, and he will be eliminated!

Level 11

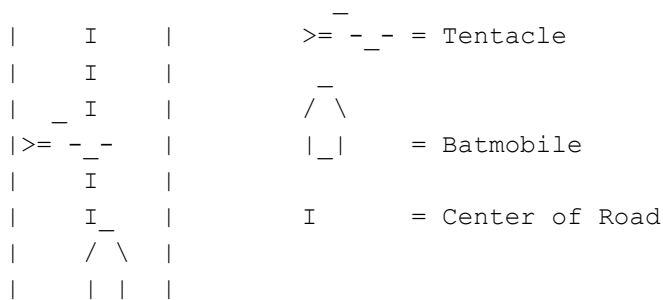
Enemies: Tentacles, Ball-shaped Plants, Dirt Pits, Trucks, Road Splits, Boxes

Difficulty: Very Hard

Password: Alfred

Type: Batmobile

ARGH!!! Maybe I'm just not good at racing stages, but this level was so very hard for me! I spent about an hour trying to get through the stage's freakishly large amount of enemies, pits, and splits in the road. To beat this course, you'll have to memorize the location of almost every Tentacle, Box, and Dirt Pit in order to have a chance at succeeding...



In this occasion, hug the right wall quickly by steering right. It doesn't matter if you lose a little speed from leaning on the edge; it's better than slowing down AND having your timer shortened.

You have less than 2 minutes to get through the course. You'll probably get hit by many of those annoying Tentacles; they're exactly like Dirt Pits, but they appear at the narrowest stretches of the road, where you'll have to hug the other wall in order to pass through unhurt. That's why memorizing these Tentacles' positions on the track is so important. Also, try to stay out of the Ball-Shaped Plants' ways, they will bump you and slow you down.

Level 12

Enemies: Plant People, Snapper Plants, ToxicPlants, Tentacles, Thorns, Pits

Difficulty: Medium

Password: Catwoman

Type: Side-scroller

This level introduces many new enemies...well, to say the truth, all the enemies are new. The Plant People are just like the Running Enemies from level 1, except they're a little bit smarter and can turn to face you anytime they like. The main worries of this level are the Toxic Plants. They emit a foul gas that hurts Batman very much, and have a tackle attack that they use if you hit them once. One jump kick will knock out these foes.

The Tentacles will flail vigorously as you get near to them. They can't be killed, so just jump over them. The Thorns do little damage, and you can jump over them easily. There are also ropes that you'll have to climb, and if you don't know how to do so, consult Chapter 5.1 for the move list.

Level 13

Enemies: Plant Shooters, Missiles, Bullets, Walls, Amoebas, Vine Walls

Difficulty: Hard

Password: James

Type: Batplane

This level is awesome. It's got the right challenge level for me, and it's fun to dodge the jumbles of enemies assaulting your mission. If you remember back from the first Batplane stage, the Plant shooters are essentially the same as the Ice Guns from that level, except they do more damage and will shoot three missiles at you instead of one! Shift your position on the screen cautiously to avoid the blasts.

The Missiles are the same as before, and the Walls...well, they're the same, too. But there are Amoebae things sticking to the roofs of buildings. These things are hard to kill, and do a lot of damage when you hit them. Also, Vine Walls are present, which are just walls that open up when you hit them 5 times with your Electricity. There is a better way to get through a Vine Wall...just use your shield, and ram straight through it!

Level 14

Enemies: Thorns, Red Thorns, Evil Plants, Lasers

Difficulty: Medium/Hard

Password: Drake

Type: Puzzle

As you enter this level, you'll encounter some fast-moving conveyor belts with thorns on them. Quickly move along these belts, trying to avoid the thorns... You'll need your health for the bulk of the course. The first Box-pushing area is pretty tough if you're not puzzle-friendly. So, I've created a picture to help you through:

```

      _____
      |_ | [8][9]_ |
->  _ | _ [1]  | | |   [#]= Box
->  _ | |      |_| [5]   _
      _ |_|__ [2]   |   |_|= Wall
      |__|__|   |
      |_ |      [4][3]   * = Barrel
```


|*|_|[7] | | |
|____[6]_|_|_|

(containing Card Key)

First, push Box #1 right one space, then push Box #2 two spaces. Push #3 all the way down, and Box #4 a space left. Now, push #2 all the way down (figure it out), and Box #5 upwards. Now, pull #4 a space back, two spaces up, and all the way left. Push #6 inwards, and #7 once up, 2 times right, and up once again. Now, pull Box #6 right and up, and get your Card Key!

Other than that, the Batcrawler areas can be a real pain, too. Another place in the level contains many Evil Plants, which can be killed with a simple punch or a Batarang. There is an area with 2 lasers and one box. Disregard the bottom laser, and push the block to cover the top laser. The exit is near there.

Level 15

Enemies: Plant People, Snapper Plants, Toxic Plants, Mini Flytraps, Thorns

Difficulty: Medium/Hard

Password: Harvey

Type: Side-scroller

This level is a moderately tough Side-scrolling stage, but in my opinion, it's still not very hard. Toxic Plants and Plant People are more abundant now, as well as the introduction of Mini Flytraps. Batman will have to venture downwards into the level to reach the exit, climbing vines and sliding down sloped surfaces at high speeds.

While sliding down a vine, you can jump a little ways. This is essential when you are avoiding those pesky Thorns growing on the surface. Jump at the right times, and you'll come down the vine with little problems. As for the Toxic Plants, the jump kick or the Batarang are your prime methods of killing them. The Mini Flytraps can be a pain to kill, since Batman is too tall to punch them. Use a jump kick or two Low kicks to knock these guys out. Break any of the barrels you can find; they hold helpful items.

Level 16

Enemies: Big Plant, Mini Flytrap, Acid, Poison Ivy

Difficulty: Medium/Hard

Password: Selina

Type: Boss Encounter

A pretty hard boss, Poison Ivy doesn't really attack you directly. Instead, she calls upon her horde of plants to launch a huge assault. The Big Plant to the right is your target. Hit its eye with a Batarang when it is about to shoot acid at you, and it'll lose some health. Continue hitting the eye at the right time. Soon, more and more Mini Flytraps will come intercept your progress. Jump Kick them quickly to destroy them. Use your Health Bottles if needed.

If you wait too long to hit the plant, it will dig its head in the bushes and refill HALF of his own energy! You'll want to avoid missing him, since one miss could result in him restoring his energy again. If you run out of Batarangs, a refill will magically appear on the screen. Pick it up, and start hitting the plant again. Also, you won't want to get near the plant's whip; it can do lots of damage quickly. Eventually, Poison Ivy will fall in defeat!

Level 17

Enemies: Missile Guys (3 kinds), Running Enemies, Pits, Smoke

Difficulty: Medium/Hard

Password: Batarang

Type: Side-scroller

This course is a tough level with an industrial mood. The Joker's supposedly been seen, and it's off to the Gasworks to check things out. The enemies in here require lots of hits to kill, and the Missile Enemies shoot two times faster! To kill the Crouching Missile Guys, Use a jump kick followed by a Punch. The Rapid-Shooting Guys should be destroyed with one Batarang and one fast jump kick. There are hooks for Batman to hang on to, just jump onto the hook, and Batman will automatically start going across.

The Running Enemies here require SIX hits to kill. Just Punch them rapidly until they fall. There are also Missile Guys that switch positions (from crouching to standing) after they shoot. Jump over their shots, and attack them after. Go up/down the elevators by choosing the direction while on the platform.

Level 18

Enemies: Missile Guys (3 kinds), Humping Guys, Running Enemies, Pits, Smoke

Difficulty: Hard/Very Hard

Password: Bruce

Type: Side-Scroller

Oh, man. This is as hard as a side-scrolling level gets in the game, people. As soon as you start, a Humping Guy with an attack that's nearly impossible to avoid will bombard you. To kill him, try sneaking up from behind him and throwing a series of punches. You'll have to cross horizontal ladders in this level, too. The bad part of this is that there is a Missile Guy just waiting for you on the other side!

To get through this situation, hang on the latter. When the Guy fires, press Up on the Directional Pad to rise, avoiding the attack. Now, you can get off the ladder and beat that guy up. The elevators in this level now stop at multiple floors, so go up again and again to reach the top. After some practice, you'll be able to beat this level without much trouble...

Level 19

Enemies: Harley Quinn

Difficulty: Medium

Password: Quinzel

Type: Boss Encounter

AAHHH! This boss is scary! After she pulled that trick on you back at the bridge, Harley Quinn has stopped at nothing to achieve this goal: to defeat you permanently! Quinn has a hammer attack that does HUGE damage, and that is the only occasion that she is vulnerable. When she charges at you, jump over her, and whack her back quickly with a punch. This'll take a chunk out of her life bar, and she'll do one of two moves.

Sometimes, she'll charge again with her hammer. Take advantage of this and pound her back again. Sometimes, though, she'll do a fancy series of flips, trying to kill you that way. Jump over the assault, and wait for her to Hammer-charge. Use your Health bottles to refill your energy when needed. After

10.2: Password List

These are the passwords that grant you entrance to later levels. Write them down once you achieve them; this game has no save slots!

Story Mode Passwords

Lv.2-Gotham
Lv.3-Batman
Lv.4-Barbara
Lv.5-Grayson
Lv.6-Robin
Lv.7-Tim
Lv.8-Batgirl
Lv.9-Fries
Lv.10-Victor
Lv.11-Alfred
Lv.12-Catwoman
Lv.13-James
Lv.14-Drake
Lv.15-Harvey
Lv.16-Selina
Lv.17-Batarang
Lv.18-Bruce
Lv.19-Quinzel
Lv.20-Jack
Lv.21-Edward

Advance Mode Passwords

Lv.1-Arkham
Lv.2-Wayne
Lv.3-Amy
Lv.4-Nygma
Lv.5-Carrie
Lv.6-Wesker
Lv.7-Bullock
Lv.8-Gordon
Lv.9-Jones
Lv.10-Oswald
Lv.11-Talia
Lv.12-Montoya
Lv.13-Scarface
Lv.14-Creeper
Lv.15-Dent
Lv.16-Kyle

Other Passwords

All Cinema Displays-NORA
Unlimited Smoke Bombs-LSMRTG

10.3: Gameshark Help

As if playing through the game with unlimited Smoke Bombs (see above password) isn't easy enough, I've listed some Gameshark codes to use with this game to quicken your progress. You must have a Gameboy Advance Gameshark (available at most retailers) to use these codes. Be sure to follow the Gameshark's procedures as stated in the instruction manual included with the Gameshark. Happy Sharking!

This code must be on in order to use any other codes:

BBD604D3BD3D786A
0FE00CE47C525652

This code gives you infinite Batarang uses:

DD30BB72D6A1443E

This code gives you infinite Smoke Bomb uses:

3D3659A3D3D3B283

This code gives you infinite First Aid uses, therefore making you invincible:

6644E4AA48406242

This code gives you infinite Time in some modes:

B9ECD984A5DD85F9

I am not to be held responsible to any problems you experience when entering these codes or playing a sharked game. Read the Legal Information (Chapter 3) for more information.

=====
11: Credits
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Contributors to this FAQ will be listed here.

~ Nucleargamer12--hey, that's me! I created this FAQ.

~ Gamefaqs.com--for creating such a wonderful, comprehensive site!

~ Nintendo--if it weren't for them, this FAQ would be nonexistent!

=====
12: End
=====

Thanks for reading this document, and have a nice day.

