

Adventures of Batman & Robin FAQ/Walkthrough

by The Jiggyman

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This walkthrough was originally written for Adventures of Batman & Robin on the GENESIS, but the walkthrough is still applicable to the SEGACD version of the game.

FAQ #18

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For the Genesis

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Since there are no walkthroughs for this game, I better start one. However, it doesn't follow the cartoon that good (Both me and my older brother knew this) and we both agreed that the SNES version was better, and for good reason. Regardless, I hope you make good use of this guide-you'll need it.

Joy.

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1. Controls

Control Pad- Move

A or C-Attack. If you're away from an enemy, you'll throw projectiles. Up close, you'll punch, kick, or headbutt (Random).

B-Jump. Press B again to jump kick. Pressing down before pressing B in midair allows you to do a downward jump kick.

And that's all there is to it. Keep in mind that when you throw projectiles, you always stand still when firing.

2. Items

Weapon Icon- My name for the circles with the bat logos on them. Many change color after about a second, indicating which projectile you'll get when picked up. Some always stay the same color. Red is the batarang, blue is the bat star, and green is the bat bolo. To level up your weapon, you'll have to pick it up while it's flashing the same color of the one you currently have (Ex. To level up your batarang, pick up the icon when it's red.). Later, you'll come across icons that occasionally have nothing on it. Pick it up while it's like that and nothing will happen.

Quick charge- Again, I made up the name. Here, you'll see that as you stop throwing projectiles for a while, the charge meter at the top will fill up in a few seconds, making your projectile more powerful and can go through enemies to the other side of the screen (Unless it doesn't kill a tough enemy yet, in which case it'll stop). Picking this up will charge it almost instantly.

Hearts- Self explanatory, here, you'll recover health from them. The small ones restore one piece of your life, while the big ones recover half.

Wipeout icon- The typical pickup icon that "Instantly destroys all enemies on screen", no matter how tough they are. Perfect for when enemies flood in a lot.

1-up- I don't need to explain this, do I? Of course not.

3. Weapons

Batarang- When the weapon icon is red, you can pick this up. This is the weapon you start out with at the beginning. When fully leveled up, it goes in a 3-way spread. No, it doesn't come back to you after you throw it. It's just as powerful as the Batarang, especially if all three hit. It's also good for when dealing with many enemies at once.

Level 1: 1 batarang

Level 2: 2 batarangs thrown in a 2-way spread

Level 3: 3 batarangs thrown in a 3 way-spread

Level 4: 1 batarang, but bigger and more powerful

Level 5: 3 batrangs, two small and one big, thrown in a 3-way spread

Level 6: 2 big batarangs thrown in a 2-way spread

Level 7: 3 big batarangs thrown in a 3-way spread

Bat star- When the weapon icon is blue, you can get this weapon. I find it the weakest of the three weapons, as it does squat for damage, and the projectiles don't get bigger when leveled up. It goes in a 3-way spread like the batarang, but the previous weapon does it better. Avoid this if possible, and if you still want a spread weapon, get the batarang.

Level 1 and 2: 1 bat star
Level 3 and 4: 2 bat stars
Level 5 and onward: 3 bat stars

Bat bolo- The best and most powerful of the three projectile weapons. Believe me, you need this baby. While it doesn't go in a 3-way spread like the other two weapons, it's thrown more of in a wavy pattern. But the damage it does is wonderful. Try to keep it throughout the whole game, it'll do you justice. Great for bosses.

As it levels up, the projectile gets bigger and more powerful, so I don't need to provide a detailed description.

Level 4: Walkthrough

Notes:

Because enemies continually pour in, the best idea is to keep moving and take out the ones that get in your way. Don't forget to take care of any enemies behind you!

And now, the main question arises: 1 or 2 players?

Well, 2 players takes a lot of skills to beat, but in some cases, it makes the game easier in certain parts, and harder in others. The same applies to if you're playing alone, of course.

Here, this walkthrough will assume you go at it alone, but throughout certain areas of the guide, I mention when one two players can be either a help or a nuisance, especially during bosses.

Level 1: Happy Birthday to Me!

Enemies you'll encounter:

Clowns: Your main resistance for this stage. They run around after you, trying you hit you with their clubs (Or whatever they carry). Keep in mind that the green-clothed ones take more damage and have a slide attack.

Clowns with guns: Self-explanatory. They run around and fire some shots at you. They can fire only when standing still, and can fire in 8 directions. They don't have a stronger green-clothed counterpart like everyone else, so there.

Big clowns: They are very annoying to contend with. They try to ram into you, and if they do, about 1/4 of your health will be gone. The green-clothed ones will take more damage and throw firecrackers. The firecrackers can be hit by your projectiles.

Smiley-copters: They fly around and try to hit you. Some have a tendency to leave behind prizes when destroyed, usually hearts. One hit from anything will kill them and they appear in groups. The green ones are quicker.

Section 1

Go forward and hit the trash cans for the first weapon icon. You start with the batarang, and now wouldn't be a bad to keep it. Make sure it's

flashing the appropriate color before you pick it up (I'll no longer mention this). Your batarang should be at level two right now. Go forward, killing any clowns you come across. Hit the next set of trash cans of a wipeout icon and continue until the screen stops. Five clowns will drop on the top floor, one at a time, from left to right. Then after they're done, 5 more will do the same thing, but in the opposite direction.

Hint: Need an extra 1-up? When the second set of clowns drop, take them all down before they even move. If you're quick enough, you'll get a 1-up. The best way to do this is to hang on the railing and stay in the center. Not only will you hit the clowns easier with the batarang's 2-way spread (You should have it, right?), but you'll take care of any troublesome clowns below you.

Go forward once more and you'll meet the clowns with guns for the first time. The next sets of trash cans have another weapon icon and a quick charge. Pick those up (Remember to stick with the batarang) proceed on. After you pick up the wipeout icon and head to the bank, the place will violently explode.

You'll encounter those big clowns that'll try to ram you. Use close range (Punch or kick) if they are too close, and throw projectiles like mad. You'll also encounter a small wave of regular clowns and shooting clowns as well. Once it's all over, go on. Knock over the trash cans for a big heart if you took damage (Most definitely) and go forward, looking out for any big clowns that come through the windows. Keep going, picking up the weapon icon until the screen stops. Just kill a majority of the enemies that followed you to go.

Press onward, and pick up the wipeout icon on the way. Once the screen stops, you'll deal with four regular clowns, two green ones, four of the clowns with guns, and two more green clowns with a big one thrown in. Once you're ready to move again, you'll get one more weapon icon, several sets of small hearts for any damage and a quick charge icon by searching the trash cans. Eventually, you'll see a boss roll in...

Boss: Birthday Tank

Note: For every boss you encounter, you'll see a counter at the top, with the numbers 99 on it. As it takes damage, the number will go down. Eventually, once it hits zero, it's finished. However, it may change attack plans by dwindling it down to a certain number, and depending on how you've leveled up your weapon, it'll either take forever to make the counter go down, or it won't take long. Make sure your weapons are being leveled up.

It'll start by coming in from the right side of the screen while firing shots at you. Hit the bottom part of the tank (Where the wheels are) to do damage to it. Stay at the top, because you lose a good portion of health if you touch it. Be sure to avoid it's shots while you're at it. It'll then go to the other side doing the same thing. Keep in mind that the cannon tracks your movements during the fight (Unless stated otherwise).

After it stops, it'll point the cannon upward, and fire an insane amount of shots while it shakes up and down wildly. Stay close to the tank (Don't touch it though) and the shots should miss you. It'll do the same thing when the cannon is pointed down, so get to the top and go above the tank so it'll miss. Then, it'll do one of two things: It'll

either quickly go to the other side of the screen, or go slowly when firing shots. Stay at the top at all times.

From here on out, it's all random. If you know how to dodge, it shouldn't be hard. Once the counter hits 59 or below, it'll go to the center of the screen. The center of the tank is the target now, so feel free to use some close range attacks and fire your projectiles. First off, it'll fire three sets of shots at you, one at a time. During the this time, the cannon, as before, tracks your movements until I say so otherwise. Jump over the first shot, then duck under the second one, and finally, jump over the third one. It'll do this three more times too, so be ready.

Now, it'll change attack patterns again. Here, it'll fire shots everytime it rotates 90 degrees. The direction it goes in is clockwise, so go to the right side of the screen. That way, you'll be able to dodge the shots each time the cannon faces to the right, since it's going down. Keep throwing projectiles at the center, until the counter reaches 19.

The top of the tank will explode and the turret will be blown off. Here, Harley Quinn will pop out and throw some bombs, then make the tank go somewhere else. Obviously, it's her you should hit. For avoiding the bombs, it's usually in the spot where you currently stand in. Stay at the top, because apart from not getting in the tank's way, you'll hit Harley even when she's at the bottom, allowing for free hits. Once it's down to zip, she takes off.

Section 2

You're now inside the jewelry store. Go forward, taking care of the usual people, and get the weapon icon (You should still have batarangs, I hope). Go forward and smash the the pot next to the big clown for a wipeout icon. You'll soon encounter several small waves of those smiley-copters. Every time you destroy a wave before it reaches the other side of the screen, you'll get a prize. I haven't destroyed the them all, but here's several of the prizes you'll get:

- 2 weapon icons (1 for each individual wave)
- 1 quick charge
- 1 big heart (I think)
- a 1-up (Woohoo!)

A spread weapon like a batrang is a good choice here. Two people have (Somewhat) and easier chance, especially with spread weapons.

Go forward once more, and do battle with more clowns (Batman Returns this isn't) and when you come across another weapon icon, go for the bat bolo (Make sure it's green). Smiley-copters occasionally appear for some health when destroyed. Once the screen stops, you'll deal with several clowns and big clowns...in green clothing! Keep your distance and you should be all right.

Go forward some more, killing clowns, and remember to kill the smiley-copters for health. In one pot, you'll wind a wipeout icon, the second one has a 1-up (Yay!) and the last one has a weapon icon (Though you're leveled up on the bat bolo, so don't bother). At the end, you'll encounter several clowns of different types, with the occasional smiley-copters to deal with. If you know how they work, you're pretty much in the clear. Go forward...

Section 3

(Your health doesn't recharge to full on this part)

You'll encounter wave after wave of those darn smiley-copters again, but only the ones that come close to you (Usually the green ones) can give you some health. After getting over some boxes, you'll meet Harley, who again, will throw bombs. It's not a boss fight yet, but you still need to hit her several times to make her go. Continue on, going through more of the same, until you get to see Harley again. Do the same as before, and she'll fly off. Now the crane will rise, and rubble from the ceiling will fall. Go the left side of the screen, the rubble from the ceiling won't fall on you, in fact, it doesn't appear there 95% of the time (Not for me, at least) If it does, move away.

Boss: Harley Quinn

Now you must dodge the bombs and the crane (Which does good damage) while hitting her. While it's not as hard to dodge the crane as it looks, you should still move away when it comes toward you. Harley's pretty weak as far as defense goes, so numbers may go down by two or three as the fight goes on. Once it's down to 0, she's gone for good.

Section 4

You're now on a truck, and throughout this stage you'll encounter Big clowns who throw firecrackers, those clowns with guns, and smiley-copters. The regular clowns are rare, but they are green, so remember they take more damage. The package to your left has a weapon icon. Go forward, jumping across trucks and killing any clowns and smiley-copters you encounter. Keep in mind if you fall, you'll "Jump" back up with some health loss. Try not to fall off! Eventually, you'll get to a spot where a huge amount of balloons with spikes will keep coming toward you. Occasionally, a smiley-copter will appear, kill for what's inside. Here are the prizes they offer to you in this order:

1. Quick charge
2. Several hearts
3. Wipeout icon
4. See #2
5. Weapon icon

Keep throwing projectiles at those balloons until it stops. After it calms down, continue. You'll encounter waves of smiley-copters in two. Keep going until you reach another wave of those balloons with spikes again, and you'll get the same prizes from destroying the smiley-copters. Go on, hitting the box for LOTS of hearts, and go to the right (Take care of any smiley-copters following you!

Boss: The Joker

He'll appear in his hot air balloon and will try to ram you with it. First, he'll go the left and try to ram you as he goes to the right. He'll do the same thing on the other side. The balloon will go back to the left again, and he'll land it and slide it all the way to the right, get in the far right corner to avoid. He'll do the same thing on the right side, so be sure to head all the way over to the left. He'll then swing to the left, then to the right. Then he'll go to left, and bounce up and down across the screen back and forth.

Usually, with the bat bolos at full power, I defeat him at this point, so feel free to inform me if his goes back into his pattern or if he does something else. I did see him release some smiley-copters on me at one point after the pattern described above.

The cockpit of the balloon is your main target. Dodging his attacks are basic, since he signals which way the ballon will go by swinging his arms in either one direction or another. If both of his arms are out and he waves his hands in a "come here" motion, that means he's sending out smiley-copters. When he bounces up and down, run under him, of course. Once the counter hits 0, the balloon will explode and Stage 1 is finished.

Level 2: A Two-Sided Story

Enemies:

NOTE: This stage's two parts are entirely different. Part one is your basic action sequence. The Second part has you flying in the air chasing after Two-Face.

Part 1 Enemies

Thugs: They slide down the ropes in part 1 of the level, firing machine guns. The bullet's distance goes preety far, so watch yourself.

Big Thugs: They drop from above and try to hit you, and they'll throw a punch which hurts you really badly when they're on the ground. They later drop barrels which can be destroyed for hearts.

Part 2 Enemies

Helicopters: In part 2, these are your main resistance. Thankfully, they're not much to worry about. The black one fire shots while the red ones fire missiles (Which can be destroyed).

Mini Bi-planes: Flying in typical flight patterns, they don't do anything. Destroy them all and you'll get a weapon icon (Occasionally a quick charge).

Bi-Planes: Much bigger, they fire shots at you and launch homing drones (They can be destroyed, BTW) when you're behind them.

Missiles: They come in two types: The first type is a basic big missile, they have a tendency to leave behind various power-ups. The second type splits into four smaller missiles that track you down (Yes, they can be destroyed).

Jet Planes: They fly around and fire missiles at you.

Small turrets: At the part where you reach the zepplein, you'll encounter these small nuisances, and they fire shots. Not too much to worry about, IMO.

Large turrets: Simliar to the small enemies, but they fire largershots that dish out more damage and take more damage.

Missile Turrets: They open up, fire missiles, then close.

Section 1

You're on an elevator in this part of the level. Here, as the elevator goes up, it'll eventually stop at certain points. This first part is easy. Take care off the thugs with machine guns as they come down the ropes. You're alone, stand on one side, and if two people are playing, have your partner take one side and you take the other one, and aim at the guys as they drop down the ropes.

It'll continue to go up until it stops. Next, destroy the light in the center for a weapon icon. Take care of the big thugs that drop down on you after the elevator temporarily stops and you'll get some hearts. It'll go up again, destroy the the light in the center for a big heart. The next ones contain a weapon icon and a wipeout icon. The elevator will stop, and some thugs will slide down the ropes and fire. Two big thugs will drop in as well. Then Two-Face will appear down a ladder, and throw some dynamite at you. The way he throws the dynamite is random, but it's easy to dodge if you know how. Here are the Dynamite patterns, keeping in mind that there are always 6 sticks of dynamite involved.

1. If he throws the dynamite from left to right, run all the way to the right side of the screen. That's the only spot where there's no dynamite. If he throws it from right to left, do it the other way around by heading all the way to the left side of the screen.

2. If he throws 3 sticks on the left side, and 3 sticks on the right, then go to the right side first to avoid the first three, and quickly to the left to avoid the other three. If they're thrown the opposite way, reverse the directions, as before.

3. If 3 sticks are thrown on the left side and three sticks are thrown on the right side at the same time, stay in the middle.

4. If 2 sticks are thrown to the left, two sticks are thrown to the right, and two sticks are thrown in the center, the ones on both sides will explode first, so stay in the middle until then, then move to either side for the last two.

He'll do it in any of the patterns, so watch carefully and you'll come out unharmed. Afterwards, more guys will slide down the ropes, and Two-Face will come back with more dynamite. After it's thrown, more thugs will appear, along with the big ones. After they're gone Two-Face comes back to throw more dynamite. Then the elevator starts after it explodes.

After the elevator starts again, destroy the light in the center for a big heart. Those big thugs will start to throw barrels at you, so destroy them before they hurt you. The next light can be destroyed for a wipeout icon. The elevator will stop and several Big thugs will drop down on you, sometimes dropping barrels on you first. Keep throwing upward and they shouldn't harm you.

The elevator starts up again, and the light will contain a wipeout icon after it's the destroyed. The one after that has a big heart, the final one before the elevator stops again has a weapon icon. Stay on the sides (Whether you are alone or with a friend) to safely take care of the thugs that pour in. Two-Face is back with more dynamite, so be ready. After that, a small wave of thugs comes in, and Two-Face will throw more dynamite before the elevator starts up.

It's nothing but big thugs now, but they're easy. The first light has a big heart, the second one has a 1-up, the third a weapon icon, and the last one has another big heart. The elevator will reach the top and you'll face the boss.

Boss: Zeppelin Cannons

This is only part of the zeppelin's defenses that Two Face has access to. First off, get on the far left side of the screen and throw upward at the four cannons. If two people are playing, they can either start at opposite ends and work their way to the center, or stay together and destroy the cannons from left to right. The shots are weak, so I wouldn't worry. Eventually, Two-Face will come and throw more dynamite. If you haven't destroyed all of the cannons yet, then it'll be thrown in a bundle and explode on that side, but wait...see that explosion trailing at the bottom? It'll hit you. It'll also cause the elevator platform to lean to one side. Once all cannons are destroyed (The counter should read 25), take out the bottom of the zeppelin. Also, any dynamite thrown at you will cause the elevator platform to rock back and forth and cause it to collapse downward. Don't panic, and just keep hitting the body.

I almost forgot during this time, the dynamite will be thrown in any of the patterns I mentioned above. It'll be tricky to dodge, as the platform constantly wobbles back and forth. Once it's down to zip, the pursuit will continue in the air...but be warned, when you do destroy the bottom section, he may try to throw one last set of dynamite first.

Section 2

At the start, you'll encounter three small waves of black helicopters. Interestingly, they can be destroyed early on for some health through the first part of the stage. Shortly, a squad of mini bi-planes will come out. Destroy them for a weapon icon. Now more black copter will come in with red ones. Another small wave of those mini-planes will kick in, and you'll get a quick charge icon to your credit for destroying them all. After this, you'll encounter some red choppers, followed by a series of big missiles. Keep in mind that the prizes they leave are random, and that any weapon icons they leave behind when will NOT change color, so be careful about picking up one you don't want. Use the bat bolo to destroy them quickly, the other weapons can't do it as fast, and you're forced to do some fancy dodging because of this. You'll then encounter more black choppers, and then those small planes again for a weapon icon.

Numerous black helicopters will come in, along with a small wave of mini planes that can be destroyed for a quick charge, and eventually, you'll encounter a bi-plane. It's not too hard to defeat, and you'll get some health. Wipe out the small planes for a weapon icon, take care of the black and red helicopters. More missiles will come, but this time they split into four smaller ones that track you down, so take care of them ASAP. A Bi-plane will come from behind, so watch out. Kill it and get rid of those annoying homing drones (Those disc-shaped objects it leaves behind. Destroy the small planes that come at you for a weapon icon, and face the mini-boss...

Boss: Big Helicopter

This looks like a transport helicopter, but what the heck? You'll have

three targets-the missile turret in the middle, and the two guns on the sides. They can be taken out in any order, it doesn't matter. If the helicopter is going up, move up as well. Do the same thing when it's going down. The shots are easy to avoid if you do this, and you'll easily destroy the missile turret this way. You'll also easily destroy the two side cannons, as well. When the counter hits 34, it'll fly around and try to hit you, but the entire ship is the target. Keep moving and firing, and don't let it touch you (BIG DAMAGE.). Eventually, it'll pour our hearts, so grab them AT ONCE. After that, the storm will kick in...

You'll encounter those red choppers, but they're easy now. Destroy all of the small planes for a weapon icon. I will no longer mention when the small planes appear, so watch for them. Red copters will come in, followed by missiles that split apart, and then black helicopters will come in. More missiles will come, but a a five way spread shot will be fired if you don't destroy them quick enough. Then it's a series of red and black copters. Unless it's a weapon icon you don't want (They don't change color, as before), pick up any items and health they leave behind.

Eventually, you'll fight a jet plane. So no mercy, and follow it's movements and destroy the missiles it fires, after it's destroyed, you'll get a small portion of health. Missiles will be fired at you next. The first wave splits into four, so the quicker you destroy them, the better. The second does nothing but try to hit you. They behind health, and lots of it, so be sure to stock up.

More black and red choppers will come, but as I said, they're easy now. You'll fight another jet plane, and more missiles will come out to play. The first wave splits into four, and the second does nothing special, just like the last time. After a small wave of copters, more missiles that split into four arrive, followed by some regular ones (Once again...).

Now you'll encounter three jet planes, one at a time. Get rid of it RIGHT AWAY or you'll be forced to have a second one jump in. Disregard the small wave of mini planes, they are there for distraction (Though you still get an item for killing them all). Afterwards, you're fighting the remainder of the zeppelin's defenses.

Now, it's time to take out that zeppelin. Here, your first line of defense will be the turrets, which are big and small. Needless to say, they fire shots and should be eliminated ASAP. You'll encounter a lot of them along the way, so move up and down to take out as many as you can.

Then some missile turrets will open up, fire at you, and close again. With maxed out bat bolos, they'll be gone before you know it. A moving turret that fires a spread shot will move up and down, and that has a weapon icon when destroyed. Try to avoid it, because it changes color, and it's hard to see what it is under the bar. You'll reach a mini boss.

Boss: Wave Cannon

Here, it'll fire waves of energy at you and two missile turrets will back it up. The missile turrets can be destroyed for health if you wish to stay alive. The first one tries to aim at you, and it can fire up to 3-4 times in succession. It's tricky to dodge the shots, so take care.

Thankfully, it'll leave behind a worthwhile amount of health when destroyed.

You'll go through more of the same here, and the next moving turret will leave behind a Quick Charge icon. You'll encounter another wave Cannon.

Boss: Wave Cannon 2

Similar to the previous encounter, but it has two big turrets and two missile turrets. Use the same tactics as before.

Once more, going through the same junk as always. The final turret will have a 1-up. Face the final wave cannon...

Boss: Wave cannon 3

Four missile turrets backing it up makes this LOADS harder. Remember that the turrets can be destroyed for health, but they sometimes don't bother to open.

After all that, you'll finally go face to face with Two-face (/Stupid joke).

Boss: Two Face

Yep. That's his escape plane. It'll have a spotlight on you, so it's nearly impossible to escape it. It'll follow you for a while, so keep away from it. Then it'll fire shots at you. from it's twin cannons. The spotlight will then change from white to blue, and it'll send out homing drones while following you. It's usually near dead by this point, so show no mercy and keep moving at all times. It should be destroyed by then.

His searchlight does go red to you at one point, but I'm uncertain as to what it does.

Level 3: Tea Time!

Enemies:

Shock Dolls: THE. MOST. ANNOYING. ENEMY. EVER!!! They appear in groups, whether by themselves, or joined together (Usually in circles or arches). They try to shock you, and do damage especially when several of these are together, so getting rid of them is important.

Rabbit bombs: When close, they explode next to you. As before, get rid of them ASAP. They're not as common as the Shock dolls, but just as dangerous.

Flying Tweedles (Dee or Dum): They usually carry shock dolls joined together or go by themselves. Not too much to worry about.

Teacups: They follow you around and try to bump into you. They are big and can take damage, so get rid of them quickly.

Sugar pots: Same as the teapots, but they also toss out sugar cubes in the process.

Section 1

You'll now start in the studio. To make life easier, hang on the poles with the lights on top so you won't have to deal with any of those annoyances you'll encounter here. Just beware of the ceiling lights that drop bombs on you (Which can be destroyed for items by the way, but only after the bomb is dropped.). Oh, and don't be nearby them when you destroy them, either. Soon, a present will drop on the left side, sending out those cursed shock dolls. Destroy that, and the dolls, keeping in mind that you'll have three more to deal with.

Soon, you'll deal with those dolls and presents, and more ceiling lights. The shock dolls that are connected like a wheel can be destroyed for health, so take advantage whenever possible. Soon, you'll deal several more shock puppets like this. Keep going and you'll encounter those rabbit bombs, and moving presents with shock dolls. Take note that only the dolls hurt you, not the presents. Keep moving... It's lengthy, but linear.

Once you stop, you'll see shock dolls connected in an arc pattern, and will try to come toward you. The number gets bigger everytime, which means they'll take longer to destroy the longer that chain is, so be quick about it.

After a little more progress, you'll encounter even bigger arc chains of shock puppets. Destroying them quickly isn't an option.

Section 2

(Your health doesn't recover to full here!)

Boss: Robo Cheshire Cat

Time for the curtains to rise... and display an annoying mini boss. This consists of a robotic cat. You only see it's face, and two paws.

The nose is it's weak point. It's attacks include slamming his paws and having junk fall to the ground, but once it hits the ground, you can safely pass through it with no damage. At first it'll be from one side of the screen to the other, but it'll be random after a couple of times. Also, if you stand under one of it's paws for too long, it'll hit you with it. You can tell when it'll do it when you see the claw vibrate.

It'll also get to a point where it'll fire shots from it's eyes, but you can stay in the middle to easily avoid it. Stand under it, throwing your bat bolos, moving only when junk is going to fall on you. If it's about to swat you with it's paw, move and jump kick away.

Once defeated, get to the side. It'll pull a nasty trick here...the face will fall on you for damage, so move to either side when the curtains rise up.

Section 3

You're now on another set, like a forest from Alice in wonderland. Hop along the mushrooms, avoiding the shock dolls and rabbit bombs. Flying Tweedles will give you items, but they'll also carry in those darn shock dolls. In fact, after a short trip, you'll be overwhelmed! Try not to fall! Two presents will drop, sending them out, and then another four with rabbit bombs.

Now you see flowers that fire a spray of bullets. Study their patterns

and jump when they stop firing. You'll then get to four mushrooms and those stupid chains of shock puppets will fall. They'll eventually jump off and try to knock you off. Not cool. A second player can be helpful here... After fighting more chains of shock dolls, flying tweedles will carry them lineked to each other. ARGH! Again, a second player is helpful here.

You'll now see more flowers. As before, study their patterns and jump when you're ready. An annoying present or two may drop down, though... Made it in one piece? Prepare for more of those stupid shock dolls carried by the flying tweedles! AAAAHHHH!!! That last one carrying two sets will give you a 1-up, though...

Now, the screen will break apart to reveal a rainbow background. Be sure to dodge the pieces when they come at you, and then...

This mini boss is...

Boss: Robo Pinnochio

This just hops around after you. The best to move is when it hops really high, but it still does good damage. Try to avoid getting hurt too badly...

Section 4

This is just you flying down some weird looking tunnel. All you'll encounter are flying tweedles with those shock dolls. They can be destroyed for weapons and health. Whee! Just remember that you can only throw the weapons in one direction, but you can still move around freely.

Section 5

(Your health doesn't recover to full!)

You're now on a lengthy tea table. Two presents will drop down and release shock dolls. After destorying those, keep moving, destroying those shock puppets connected like wheels (Certain ones stil give you health). Tea cups may pass by, stay in the center and destroy them or jump kick over them. Some may stick around and even throw out enemies. The sugar bowls won't hurt you, but the sugar cubes will. Destroy them quickly!

Section 6

(You health doesn't recover to full!)

Boss: Mad Hatter

Man, I hate this boss. Easy with two people, hard with one. Make sure you have the bat bolos, you'll obviously need them.

He's only vulernable when he pops out of his hat. He'll throw some rabbit bombs, and shock dolls which can't be destroyed. then pop out, filp the switch and start the loooooooooooooong path you're on.

With two people, you can stand under the hat, fire your bat bolos away and basically defeat him before you're forced to go through that obstable course. Since he takes a while to flip the switch, you can

score HUGE damage on him this way, saving you loads of trouble.

Otherwise, if you're playing alone, you're in trouble already. Even though it'll be awhile before he goes off screen and eventually come back, you're already having a hard time trying to hit him, mainly because of his obstable course. This road you're on will have you dodging pillars with his face on it every so often, and as the path gets faster, it gets harder with more pillars to dodge. Try to defeat him before he goes off screen and really give you a workout.

When he's down to 9 hit points, he'll start the path in reverse. Don't stop now, you've almost got him! And finally, once he's once, this nightmarish stage is finally over! Whoopee!

According to Kenneth Benge, if you destroy his hat when he dies, you'll get a lup. Make use of it!

Stage 4

Snow in July?

Enemies

Patrol Bots: When they get close to you, they'll explode. They frequently drop health and weapons.

Scanner bots: The color of their searchlight depends on the shots they'll fire, plus they're in midair. They also drop health and weapons.

Scientists: They'll pull out a flask of chemicals and toss it at you.

Tanks: They fire a spread of shots which are hard to avoid. They frequently give out weapons.

Freeze Machines: They blow snow everywhere. They also give out weapons.

Jet-pack Guards: These men in jet-packs fire shots at you. Some of them give away weapons.

Freeze Spheres: Fire bursts of snow at you. They give away health when defeated.

Section 1

Not much to say, destroy the partol and scanner bots you see around here. They're not much of a problem unless you have a weak weapon. Then again, I prefer to just run for the hills instead of staying and fighting.

Section 2

Another linear section. Scientists and tanks will appear, but the occasional patrol bot will appear with health when you defeat it. In the second half, you're dealing with freeze machines, so don't jump over them.

Section 3

Another flying level with jetpack guards and freeze spheres. Try not to be overwhelmed here. On the plus side, the only weapon they drop is the

bat bolo-YES! Of other note, these levels have gotten wayyyy to linear for me to write... If you need the Batrang's spread, hang onto it.

Section 4:

Boss: Mr. Freeze

He's easy. First, break the glass dome he's in. At first, he'll call on a freeze sphere or two to back him up. Once the glass dome is destroyed, you'll need to hit him. He'll fire his gun (He only does this when there are no freeze spheres), but don't be fooled by the huge spread-it can easily be dodged by those gaps. He'll call for a freeze sphere, then repeat the pattern. After hits hit points are at 15 or less, he'll hang from his hovercraft and try to get above you and freeze you from below. Keep hitting him and he'll go down before he calls for those scanner bots.

This game is now beaten. HA HA HA HA HA HA HA HA!

5. Credits

Myself - For writing this guide

Kenneth Benge-

Clockwork Tortoise - They made it...

6. Disclaimer

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PEACE!

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- "And that's the end of that chapter!" -

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