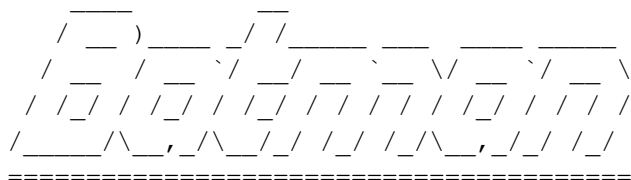


Batman FAQ/Walkthrough

by Beautiful Affair

Updated to v1.00 on Jun 27, 2014

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



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Batman (Genesis)
FAQ/Walkthrough

Version: 1.00
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Version History

Version 1.00 | 13 January 2013
* The first, complete posted version of this FAQ/Walkthrough.

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=====
i. Introduction
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Hello and welcome to my FAQ/Walkthrough for Batman. This file contains a full beginning-to-end walkthrough and complete lists for the various items, along with the enemies and bosses you will face as you adventure through Gotham City. In this game you take control of the protagonist, Batman, and your aim is to find and defeat The Joker before he hatches his evil plans to overrule Gotham City. With Batman's handy gadgets and vehicles it's up to you to help Batman save the day. This is a somewhat short, but challenging game to play, and one I would suggest for anyone who has a Genesis.

=====
1. STORY [0100]
=====

The citizens of Gotham City are preparing for the city's 200th anniversary. Even as the celebration is being planned, evil doers are at work plotting to take control of Gotham City.

What menace could possibly be behind such an evil scheme? None other than the Joker himself! The citizens of Gotham City are at the mercy of this fiendish foe. Now the citizens call for help from the Caped Crusader to save them from crime, violence and total destruction.

Batman has learned that the Joker and his henchmen have captured the beautiful photographer Vicki Vale in order to lure him into a deadly trap.

Batman is armed with acrobatic strength, the Batmobile, the Batwing and many other surprises. He must use all his super powers to defeat the Joker.

It's up to Batman and you to rescue Vicki Vale and save Gotham City before it's too late. Will evil prevail.....?

=====
2. GAME OVERVIEW [0200]
=====

D-Pad: Down: Move bat-cursor down to select various game options
 Kneel (can press B while doing this to kick)

 Left/Right: Make Batman move in the corresponding directions

 Up: Move bat-cursor up to select various game options

Start: Bring up Start/Option on title screen
 Begin the game from title screen when START is selected
 Enter Options menu when OPTIONS is selected
 Exit Options menu
 Pause the game while playing; resume when paused

A: Throw Batarang (Action Stage)
 Shoot missiles (Shooting Stage)

B: Punch (Action Stage)
 Use machine guns (Shooting Stage)
 Kick while kneeling

C: Jump; press again while holding Left or Right in mid-air to somersault in
 that direction
 Use the Batman Grappling Hook while holding Up
 Jump downward from ledges while holding Down

o-----o
 | Game Screen |
 o-----o

Score: The 8-digit number shown in the bottom-left corner of the screen.

Batman's Power Life Meter: The yellow blocks to the right of the letter "B"
 (for "Batman") at the bottom-centre of the screen.

Bosses' Power Life Meter: The orange blocks to the right of the letter "E" (for
 "Enemy") at the bottom-centre of the screen. This
 appears only during boss fights. Most bosses have
 eight blocks to start with.

No. of remaining missiles or Batarangs: Shown in the bottom-right corner of the
 screen; the number beside the
 Batarang/Missile symbol (depending on
 which type of stage you are playing
 in).

No. of remaining players: The number of lives you have left. This is displayed
 between the life meter and missile/Batarang counter.
 Displayed to the right of Batman's portrait.

o-----o
 | Options |

o-----o

Title Screen

START: Start the game.

OPTION: Enter the Option Select Screen.

Option Select Screen

PLAYERS: Choose how many lives with which you are given to try and beat the game. You can choose from between 3, 5 and 7.

LEVEL SELECT: This is the game difficulty. You can select between NORMAL and HARD.

MUSIC SELECT: Listen to any of the game's various music sound tracks. There are 13 in total, which you can also FADE OUT or STOP.

S.E SELECT: Listen to any of the game's various sound effects. There are 45 in total.

o-----o

| Stage Types |

o-----o

Action Stage

The more common of the game's two stage types, in Action mode you control Batman and walk, jump, climb, fight and throw to combat your enemies. Here's a quick rundown of commands that can be performed in Action Stages:

Batarangs: Press A to throw a Batarang - it moves right at a quick speed to harm any enemy it hits.

Punch: Press B to punch.

Kick: Hold Down to crouch, and press B to kick.

Defend: While holding Down on the D-Pad, Batman can block attacks coming in from the front.

Jumping: Press C to jump. If you hold Left or Right on the D-Pad, you can move in those directions in midair in a jump. Also, pressing C again when jumping to the left or right makes Batman perform a somersault, which helps him cover more distance, and this comes in very helpful when it comes to crossing huge gaps.

Grappling Hook: Hold Up on the D-Pad and Press C to shoot the grappling hook upwards. If the hook gets a solid surface, you can press C again to climb up to that surface.

Shooting Stage

In shooting stages, you control one of Batman's vehicles (the Batmobile or the Batwing). Taking a side view, your vehicle is on the left-hand side of the screen as you travel non-stop throughout the stage in chase of enemy vehicles. Here are some general controls and commands for shooting stages:

Missiles: Press A to fire homing missiles that do a lot of damage to enemy vehicles.

Machine Guns: Press B to fire your basic weapon directly across the screen.

Movement: Use the D-Pad to manoeuvre the vehicle in any direction.

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o-----o
| Other Basics |
o-----o
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Game Over/Continue

When Batman has lost all his lives, it is Game Over. You are then taken to the Continue screen, where you can choose from one of the two options:

CONTINUE: Begin at the start of the level where Batman lost his last life. You can continue up to 4 times in the game.

END: End the game and go back to the Title screen. Better luck next time!

Power Life

In the Options menu, you can choose to start with 3, 5 or 7 lives on the PLAYERS sub-category. Now, when you begin the game, you'll notice that at the bottom-centre of the screen is batman's life meter - the yellow blocks beside the letter "B". It looks something like this:

```
+-----+ Now, it goes without saying that picking up Heart items
| E           | will fill this meter up, and as Batman is attacked and
| B [][][][] | injured by enemies or hazards, you will lose sections.
+-----+ When the life meter is fully depleted, Batman loses a
           | life. If you lose all your lives, it's Game Over.
```

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3. WALKTHROUGH [0300]

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NOTE: This walkthrough was written based on the NORMAL difficulty setting.

3.1. Level 1 - Gotham City Streets [0301]

The game starts with Batman dropping in from the top of the screen, and you gain control. Begin by walking right and trying out your fists with the various

Thugs you encounter. As you progress, it begins raining but this isn't anything to be concerned about; just adds to the atmosphere, I suppose. Remember to keep an eye out on the ledges above, too - as Thugs also drop down from here and if you aren't aware of them you could get surprised. Also, keep an eye out for a Weapon pickup (has a Batman symbol on it) that appears above some ways into the level - jump to get this and you will be awarded 5 extra Batarangs. After getting this and clearing the area of any more Thugs, walk right to the end of the stage to reach the next area.

You will now have your first boss encounter of the game; this enemy is known as the Kick Boxer.

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|                                     |
|               - BOSS: Kick Boxer -   |
|                                     |
o-----o
| Strategy: As you will notice at either side of the screen are Heart      |
| ----- pickups, so if at any time the going gets tough, you can grab one |
| of these to completely replenish Batman's life meter. This guy's        |
| punching is impossible to outrange with your own punch and kick        |
| moves, so the best strategy is to get him to about the centre of       |
| the screen, leap towards and then somersault over him. Then            |
| quickly, while he is still facing away, turn round and get a           |
| punch in on the back. Quickly get back after doing so, as Kick        |
| Boxer's moves can actually do considerable damage. Again,             |
| somersault over him and hit, and repeat the process until his         |
| life meter is completely depleted.                                       |
o-----o
```

After you win this boss fight, you have beaten the first level of the game.

3.2. Level 2 - Axis Chemical Factory

[0302]

Walk right and jump onto the crates so as to avoid the Sliders that appear to attack you from the right hand side of the screen. From the crates, leap onto the bronze-coloured pipe to the upper-right, and watch out for the laser gun that fires as you get near. Jump over it, and beware that the pipe will start to burst at the right hand side and start disappearing, so as the explosions get close, leap right and somersault to avoid being hit by the steam. You'll now notice that to the right is a large stack of crates, but it is too large to clear with a normal jump. So, avoiding the Sliders, if you stand directly beneath the section that was on the end of the pipe you just leapt from, then hold Up and press C, you'll use the grappling hook to climb up onto it, then from there you can jump and somersault right to get over the crates.

Go down and right, and you can use the two crates to avoid the Sliders if they are still hanging around. However, beware of the well-hidden laser gun behind the green pillar on the right, as you'll be right in its firing range. Anyway, from here, walk right and as you approach an opening, beware of another couple of Sliders. Stand on the crates to avoid their attacks, and keep going right as far as possible, and you'll see a part of the floor above is indented. Stand underneath this, look up and shoot the grappling hook, then climb up to that floor and now head left. Beware of a laser gun as you go left, and take out the Bazooka-wielding enemy. Use the grappling hook to get to the next floor up, and go right a little, climb to the next floor up, go left and defeat another Bazooka enemy. Climb up, and avoid the laser being shot from the cannon to the

upper-right as you go right and use the grappling hook to get up to the next floor.

Now, walk right into the next room, where you'll be on some conveyor belts. Walk off the end and drop down the hole at the end of this room, and you'll land on a bronze pipe. Hold Down and press C, and Batman will jump down to the ledge below. Do the same again, and watch out for a Bazooka enemy on the left. You can go over there to take him out, and grab the Weapon pickup just above where he was standing. Now head right along the pipes, and as you leap from the third set of pipes along to the fourth, watch out for another Bazooka enemy (it's best to kneel and kick to defeat them here). As you jump onto the next pipe, it will start bursting from the right so walk right and just before the steam hits you, you should be able to jump right and reach the next pipe ledge.

Now, when the Laser Cannon on the right is not shooting, jump and somersault right to land on the pipe below it, then go right and defeat a Bazooka enemy. Leap onto the next pipe and walk right, but beware that it starts bursting from the left. As it catches up with you, you can jump down to land on one of the two pipes below, and when the pipe stops bursting, you can jump up and right to land on the small segment of pipe that is left, then from there leap and somersault right onto the next segment of pipe. Quickly jump to the ledge to the lower-right (as that pipe bursts) and defeat the Bazooka enemy there. From here, leap across various pipes as you make your way right, and keep an eye out for a Laser Cannon and Bazooka.

Use the grappling hook to climb up the pipes just to the right of the Laser Cannon, and keep jumping straight up to climb through the tunnel, using the ledges. At the top, head right, and through the opening into the next room. Jump onto the conveyor belts and avoid the laser being shot from the cannon at the right side of this room, as well as a Bazooka enemy who is lying in wait at the end of the conveyor belts. After getting past these, advance through the passageway to reach the last room of this level. You'll notice the level boss, Jack Napier, is in the top-right area of this room.

```
o-----o
|                                     |
|               - BOSS: Jack Napier - |
|                                     |
o-----o
| Strategy: Napier is on the platform in the upper-right corner of the last |
| ----- room of the level. Simply climb the conveyor belts and onto the |
|           little ledge sticking out of the left wall, and from there, jump |
|           onto the ledge next to the Laser Cannon, then jump and somersault |
|           right and onto Napier to knock him down into the vat of acid |
|           below and he is easily defeated. |
|                                     |
o-----o
```

After you have knocked Napier into the acid vat below, you have beaten this level.

3.3. Level 3 - Flugelheim Museum

[0303]

As you walk right, beware of Hitmen appearing to shoot at you - you can duck or jump to dodge their bullets. Also, beware of the falling chandeliers - walk underneath and past them as they draw back up. After clearing the first few chandeliers, you'll encounter an Axel enemy. He's quite tough and takes a few hits to defeat, so it's just better to jump over them and keep heading along.

Next, you'll have to cross a pit with the use of a horizontally-moving platform. When it is close enough to you, you can jump onto it, then when it goes right, a well-timed jump and somersault onto the head of the Hitman enemy on the right should take him out. Remember to be careful and take your time, as falling into the pit results in the needless loss of one life.

Walk right (don't worry about the next chandelier above; it won't fall), then cross a second pit by leaping across the vertically-moving red platforms. However, there are chandeliers that drop down on the other side of this pit, so a well-timed jump and somersault to the right as the chandelier draws up should see you get past it. Walk underneath a second chandelier, then you'll get to a chimney-like part. You can find a 1 Up just to the right, but it is risky to go for it as it is well-guarded by Hitmen, and there is the risk of falling through the bottom of the chimney to lose a life. Anyway, make your way up with the use of the red ledges (don't jump or you may hit the spikes on their undersides), then jump onto a green ledge. You'll see a yellow-coloured spike block moving from side to side just above - you can use the grappling hook to pull yourself straight up but make sure you do when the spike block is to the left. Another couple of ledges up and you'll be on the next floor.

If you can take out the Axel on the right, then you can grab a Heart pickup to fill your life meter. Now begin making your way to the left, and fight another Axel and some Hitmen. Jump to get an extra ten Batarangs. Further left, cross a large pit with the use of the red platforms, but be quick and watch out for the chandelier on the ceiling - it'll drop and may knock you into the pit below if you're not quick. Get a Heart pickup as you cross a second pit with more vertically-floating platforms. Crouch and repeatedly kick the Axel on the small bit of ground after this, then continue to cross a third pit on the left, and again with a fourth.

Ignore the guys on the left and just climb up the chimney with the use of the moving platforms. When you reach the next floor up, climb out and go right. Head through the room and fight any Hitmen you encounter, and watch out for the falling chandeliers. As you enter the next room, jump up to get a Heart pickup to replenish your life meter. You can also use the grappling hook to get up to the balcony above and you won't have to worry about the enemies on the ground (however there are also enemies on the balcony you'll have to contend with). Advance as far right as you can go, get the Weapon pickup for 5 extra Batarangs, then drop off at the end (hold Down + jump). Now walk right and into the next room.

Here, you'll have an encounter with a mini-boss; a guy with a big sword. This enemy is quite easy to beat, however - just jumping on his head quickly and repeatedly works well. You could also throw Batarangs at him to finish the fight quickly, too. When you beat this enemy, you are then automatically taken to the boss area, where you take on Bob the Goon, with the fight being observed by The Joker and Vicki Vale.

```
o-----o
|                                     |
|               - BOSS: Bob the Goon -               |
|-----o-----o
| Strategy: When Bob the Goon appears, walk towards him and when you get |
| ----- close enough, he'll throw the case he is carrying at Batman.    |
|           Quickly turn around and jump away so that you don't get hit by |
|           the case that explodes on impact. Bob now just leaps up and tries |
|           to slam down on Batman as he gets close. If you have Batarangs, |
|           make use of them when Bob is grounded, but not when he is      |
|           charging. A good strategy is to walk up close to Bob, then as he |
|           leaps up, walk underneath and past him, so that you're behind him |
```


| when he lands. When he gets up, quickly use a punch or kick, and |
| repeat until his life is entirely depleted, and you'll win the |
| fight. |

-----o
Once you defeat the boss, there is a little cutscene and you'll then advance to the next level.

3.4. Level 4 - Gotham City Streets [0304]

Level 4-1

Stay near the top of the road and avoid the Jokermobiles, and you should get a Heart pickup to fill your life meter. After this, shoot down a few more Jokermobiles, and stay near the top to get a Weapon pickup, which gives the Batmobile an extra 5 missiles. Next, some Joker Vans appear, so shoot away at them but move out of the way when they drop bombs out of the back as they can really quickly take your life away if you get hit by them. You'll really be having more of a tough time dodging their bombs than firing at them, but if the going gets tough, you can always shoot a missile or two.

Next, some Jokermobiles cover the road so shoot a couple down to clear a gap you can drive through. After this is an Assault Vehicle that shoots several bombs at once; avoid the blasts by getting close (so that you're within the blast range), and moving up as the tank goes down and off-screen. Following this are a few more Joker Vans, again you can shoot at them but try to keep out of the path of the bombs they drop. An Assault Tank appears next; use your missiles to destroy it. Some Rocket and Grenade Launchers attack next; either avoid their projectiles or fire a missile to defeat them.

After a few more enemy vehicles you should stay near the middle of the road for a Weapon pickup, and these will be of use as you fight some more Joker Vans and Rocket Launcher tanks. Next comes a tank that fires a wave of bullets; use missiles and your machine guns to destroy it. Stay near the middle of the road to see and get the next Weapon pickup for 5 more missiles. Fight or avoid the Joker Vans that appear next, and after a few more vehicles come some tanks and assault vehicles; and it would be best to use your missiles on these guys as they can completely cover the road. After this the boss, the Nuclear Power Blaster, appears.

-----o
| - BOSS: Nuclear Power Blaster - |
-----o

| Strategy: This vehicle not only shoots waves of bullets, but also shoots |
| ----- bullets straight at the Batmobile when you are directly in this |
| path. If you have a few missiles, use them and that should make |
| this a short fight; if not, get in line with the Nuclear Power |
| Blaster when it isn't shooting and just keep tapping away on the |
| B button to shoot the machine guns and get out of the way again |
| when it shoots. Keep doing this until all its life is gone. |

-----o
After you win, you get to the second part of this level.

Level 4-2

Walk right and fight a few Mimes until you see a ledge to the upper-right to jump onto, when the Fire-Mime isn't breathing flames. Climb up the various ledges, and at the top, jump right and defeat a Fire-Mime on the next ledge. Be careful not to fall as you continue to make your way right, jumping across the ledges and fighting enemies. When you reach a ledge where you can't see any others on-screen, jump right and somersault, and you should drop down and land on a ledge near the ground, right at the other side of the pit.

Continue right, and punch any Mimes you encounter to defeat them. When you reach the very end of the area, you'll then go to another screen, which is the boss area, where you fight the Sword Fighter boss.

o-----o
| - BOSS: Sword Fighter - |
o-----o
| Strategy: You'll notice that at the left side of the screen in this boss |
| ----- battle is a Heart pickup, so if at any time you get low on |
| health, grab this to quickly bump your life back up. The Sword |
| Fighter usually charges at Batman while swirling his swords over |
| his head, but when he reaches the side of the screen, he'll stop. |
| Therefore, the best strategy is to stay at the side of the |
| screen, let him charge at you, then jump so you land on his head |
| the moment he stops attacking with the swords. He'll take damage |
| and leap back across the screen, and attack again. Repeat the |
| process of jumping on his head when he charges and stops, and |
| eventually you'll beat him. |
o-----o

After you win this battle, you have beaten Level 4 altogether.

3.5. Level 5 - In The Sky Over Gotham City

[0305]

It's now time for another shooting stage as you take to the skies in the Batwing. The controls are exactly the same as those for Level 4-1 (the Batmobile stage). Anyway, from the off, use the machine guns to shoot down a few Joker Copters, and after a couple more waves of Joker Copters, fly low to get a Weapon pickup. Shoot down a DDID Balloon, then take on several more Joker Copters, again trying to keep out of the path of their rockets, which do pack quite a punch. From here it's pretty much all the same thing: just shooting and dodging Joker Copters and DDID Balloons.

Eventually, you'll confront the boss, the Turbo-Attack Copter.

o-----o
| - BOSS: Turbo-Attack Copter - |
o-----o
| Strategy: This fight will be VERY easy if you have missiles, so use them. |
| ----- If not, the battle will be considerably tougher. This boss shoots |
| long strings of rockets at the Batmobile, which can take two |

| blocks out of your life meter at a time, and you could end up |
| losing lots of lives. Shoot away at it and move up and down, |
| keeping your distance so as to have more time to dodge rocket |
| attacks. Remember, if you have a few missiles, use them. |

o-----o
When you defeat the boss, it's onto the last level of the game.

3.6. Level 6 - Gotham Cathedral

[0306]

When you arrive in the level, you'll be on the top part. Advance right and fight the Hitman, then go to the end and jump down to the floor below. Carefully jump through the gap, avoiding the spikes on the ceiling, then use your grappling hook to get back up to the upper ledge. Again, keep advancing right and use your punch/kick moves to defeat any Hitmen you encounter. When you reach the grey stone, jump down so that you can jump through another gap and continue progressing on, and again use your grappling hook to reach the upper level so that you can keep moving on. If the area gets too crowded, you can always switch levels, and keep a lookout for any pickups, too.

A ways into the level, you'll also see a Heart pickup on the top level, so be sure to get this to fill your Life meter. Then, you'll come to an area where you'll have to drop to the bottom area, then advance right into a room with spikes on the ceiling. Jump and punch the Hitmen standing on the grey stone pillars to kill them as you advance further on, and after defeating them, grab the 1 Up pickup you'll see to the right. At this point you'll have a mini-boss encounter with the samurai from Level 3; refer to that part of the walkthrough on how to defeat this enemy, and after you beat him, you can resume heading right through the cathedral.

The next part sees you fighting Fire-Mimes on the stone pillars; again, jump and punch to attack them, but only when they aren't breathing fire! When you get past them, you'll reach another mini-boss area, where you have to take on the Kick Boxer boss, who was first seen at the end of Level 1. Use the fighting strategy from the Bosses section to fight this guy until you beat him, and you can continue heading on. Only a single Bazooka enemy occupies the next set of stone pillars, so he can easily be disposed of. The next mini-boss room sees you take on the Sword Fighter boss from Level 4-2; again, refer to the Bosses section if you need help.

After winning, continue going right and dispose of a few Hitmen on the pillars, and keep going right until you end up taking on another mini-boss: Bob the Goon, from Level 3. Read the Bosses section for the strategy on beating him if you need help. When you defeat him, continue making your way right. Eventually, when you reach the end of the screen, you'll be taken to the next area of the cathedral, where you are now climbing up the tower.

From the start of this area, go left so you're underneath the area where there aren't any spikes, and using the grappling hook, haul yourself up to the next floor. Jump onto the nearby ledge just above and use a kneeling kick to kill the Dyno. Watch out for flames coming from the nearby gargoyle on the left. When it isn't firing, you can use the grappling hook to get up to the platform above, but make sure to try and keep away from the proximity mine you can see on that ledge. Jump to the ledge above that one and defeat a Dyno, then go to the lower-right ledge and take out another Dyno. Use the grappling hook to reach the ledge above that, then jump up to the next floor.

Defeat the sole Dyno on this floor, then go left and up to the next floor with the grappling hook. Defeat a Dyno here, then go to the right side of the room, use the grappling hook to get to the ledge above, then head right and through the opening to get outside. Defeat a Dyno here, and go right to get into the next tower. Jump and somersault onto the ledge on the right, defeat the Dyno, and use your grappling hook to get onto the ledge above, when the gargoyle isn't shooting fire. Leap and somersault to the ledge on the left and kill the Dyno, then grapple hook onto the ledge above, and kill another Dyno. Now carefully, when the Dyno isn't throwing bombs, jump and somersault to the upper-right ledge and quickly take him out. Climb to the ledge above with your grappling hook, then climb to the one above that and defeat the Dyno there. Jump onto the left ledge (underneath the gargoyle), and grapple to the one above.

From here, use the grappling hook to get onto the next ledge above and defeat the Dyno, and you can jump onto the ledge to the right to get a Weapon pickup - just beware of a proximity mine and fire-breathing gargoyle statue on either side of it. Grapple up to the ledge above the gargoyle, then jump to the upper-left ledge and defeat the Dyno. From there, jump left and hold Left to land on a small platform that leads to an opening. Head through it, fight another Dyno, and go left to be back in the original tower.

Leap and somersault onto the first floating stone block, and before it sinks, quickly jump left onto a second block, then shoot the grappling hook up to safely land on the ledge. Jump onto the ledge on the right, being careful to avoid the blast of the proximity mine, then grapple up a couple of ledges, taking out the Dynos occupying them as you go. Now grapple to the floor above, and defeat the Dyno here. Go to the left side of this floor, then use the grappling hook to pull yourself up to the next floor. Quickly use the grappling hook again to get onto a ledge with a Heart pickup to fill your Life meter. Grapple onto the ledge above that, and defeat a Dyno.

From here, you can grapple onto the stone ledge above for another Heart pickup, but beware that the stone ledges will fall under Batman's weight, so quickly jump and somersault over onto the ledge on the right. Grapple up to the ledge above and defeat a Dyno. From here, grapple up to the floor above, when the spiked block slides to the left of the room. Jump over it when it comes back, and fight a Dyno here. Go to the left of the room and grapple up to the next floor, where you are then taken to the next, and final area, for the showdown with the final boss of the game: The Joker.

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o-----o
|                                     |
|               - BOSS: The Joker -   |
|                                     |
o-----o
| Strategy: The Joker has two main attacks; his fireball gun and a blue spark |
| ----- that he sends charging along the ground, and both attacks can    |
|         take a huge chunk out of Batman's life if they hit him. If you    |
|         have Batarangs, get them used, and this will cut The Joker's life |
|         down by a considerable amount. Also, if you have a few lives to   |
|         spare, you could let The Joker kill you, and when you lose a      |
|         life, you'll be given an extra 5 Batarangs that you can use to    |
|         fight him with. Otherwise, just try to jump on him and get a     |
|         punch in if you can, and when his life is gone, you win!         |
o-----o
```

After winning this boss fight, you have beaten the game.

Congratulations upon completing Batman!

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4. ENEMIES

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[0400]

This is a list of the enemies found in the game - their names, what stages they are found in, and a brief description.

Assault Tank

- * Stage(s): 4-1
- * Description: A tank that shoots bullets at the Batmobile.

Assault Vehicle

- * Stage(s): 4-1
- * Description: A tank that shoots red bombs at the Batmobile.

Axel

- * Stage(s): 3
- * Description: Big, burly guys who attack with axes in the Flugelheim Museum level of the game.

Bazooka

- * Stage(s): 2 & 5
- * Description: Guys kneeling while they point a Bazooka right at you. They fire quite infrequently, but just make sure you're out of their path when they do! Kneeling and kicking them is an easy and effective way to kill them.

DDID Balloon

- * Stage(s): 5
- * Description: A huge, inflatable clown balloon. It doesn't really have any sort of offensive attack, so just shoot it down with your machine guns.

Dyno

- * Stage(s): 6
- * Description: They throw pipebombs at Batman.

Fire-Mime

- * Stage(s): 4-2
- * Description: Street mimes that sneeze flames to attack Batman at close range.

Grenade Launcher

- * Stage(s): 4-1
- * Description: A large tank that fires arcs of several grenades at the Batmobile.

Hitman

- * Stage(s): 3, 5 & 6
- * Description: Gangsters in grey clothing who shoot at Batman with pistols. They are, however, reasonably weak and can be beaten with just a single punch or kick.

Joker Copter

- * Stage(s): 5

* Description: Green helicopters that fire rockets at the Batwing.

Joker Van

* Stage(s): 4-1

* Description: Purple vans with green roofs; they drop bombs out of their boots; so shoot only when they aren't doing so. If they are, move up or down to get out of the way!

Jokermobile

* Stage(s): 4-1

* Description: A purple car with a green roof. It just moves up and down but doesn't attack; a single shot from the Batmobile's machine guns will blow it up.

Laser Cannon

* Stage(s): 2

* Description: A cannon on a silver, circular hub that shoots lasers in downward, diagonal directions that will bounce off of nearby surfaces to chase Batman.

Mime

* Stage(s): 4-2

* Description: Street mimes that approach Batman, then back away with backflips. A single punch or kick usually defeats them. Some use jumping kicks to attack; they're a bit trickier to tackle.

Rocket Launcher

* Stage(s): 4-1

* Description: A large tank that fires twin rockets at the Batmobile.

Slider

* Stage(s): 2

* Description: They run towards Batman, then use a sliding tackle attack. It is best to jump over them; quite often there are crates lying around that are handy to stand on and you won't get hit by them.

Thug

* Stage(s): 1

* Description: General punks on the streets of Gotham City. They are the weakest of all enemies in the game and can usually be defeated with a punch or two.

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5. BOSSES

[0500]

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o-----o

| - Kick Boxer - |

o-----o

| Location: Level 1 |

| ----- |

| |

| Strategy: As you will notice at either side of the screen are Heart |

| ----- pickups, so if at any time the going gets tough, you can grab one |

| of these to completely replenish Batman's life meter. This guy's |

| punching is impossible to outrange with your own punch and kick |

| moves, so the best strategy is to get him to about the centre of |

| the screen, leap towards and then somersault over him. Then |
| quickly, while he is still facing away, turn round and get a |
| punch in on the back. Quickly get back after doing so, as Kick |
| Boxer's moves can actually do considerable damage. Again, |
| somersault over him and hit, and repeat the process until his |
| life meter is completely depleted. |

-----o
| - Jack Napier - |

o-----o
Location: Level 2

| Strategy: Napier is on the platform in the upper-right corner of the last |
| ----- room of the level. Simply climb the conveyor belts and onto the |
| little ledge sticking out of the left wall, and from there, jump |
| onto the ledge next to the Laser Cannon, then jump and somersault |
| right and onto Napier to knock him down into the vat of acid |
| below and he is easily defeated. |

o-----o
| - Bob the Goon - |

o-----o
Location: Level 3

| Strategy: When Bob the Goon appears, walk towards him and when you get |
| ----- close enough, he'll throw the case he is carrying at Batman. |
| Quickly turn around and jump away so that you don't get hit by |
| the case that explodes on impact. Bob now just leaps up and tries |
| to slam down on Batman as he gets close. If you have Batarangs, |
| make use of them when Bob is grounded, but not when he is |
| charging. A good strategy is to walk up close to Bob, then as he |
| leaps up, walk underneath and past him, so that you're behind him |
| when he lands. When he gets up, quickly use a punch or kick, and |
| repeat until his life is entirely depleted, and you'll win the |
| fight. |

o-----o
| - Nuclear Power Blaster - |

o-----o
Location: Level 4-1

| Strategy: This vehicle not only shoots waves of bullets, but also shoots |
| ----- bullets straight at the Batmobile when you are directly in this |
| path. If you have a few missiles, use them and that should make |
| this a short fight; if not, get in line with the Nuclear Power |
| Blaster when it isn't shooting and just keep tapping away on the |
| B button to shoot the machine guns and get out of the way again |
| when it shoots. Keep doing this until all its life is gone. |

- Sword Fighter -

Location: Level 4-2

| Strategy: You'll notice that at the left side of the screen in this boss |
| ----- battle is a Heart pickup, so if at any time you get low on |
| health, grab this to quickly bump your life back up. The Sword |
| Fighter usually charges at Batman while swirling his swords over |
| his head, but when he reaches the side of the screen, he'll stop. |
| Therefore, the best strategy is to stay at the side of the |
| screen, let him charge at you, then jump so you land on his head |
| the moment he stops attacking with the swords. He'll take damage |
| and leap back across the screen, and attack again. Repeat the |
| process of jumping on his head when he charges and stops, and |
eventually you'll beat him.

- Turbo-Attack Copter -

Location: Level 5

| Strategy: This fight will be VERY easy if you have missiles, so use them. |
| ----- If not, the battle will be considerably tougher. This boss shoots |
| long strings of rockets at the Batmobile, which can take two |
| blocks out of your life meter at a time, and you could end up |
| losing lots of lives. Shoot away at it and move up and down, |
| keeping your distance so as to have more time to dodge rocket |
attacks. Remember, if you have a few missiles, use them.

- The Joker -

Location: Level 6

| Strategy: The Joker has two main attacks; his fireball gun and a blue spark |
| ----- that he sends charging along the ground, and both attacks can |
| take a huge chunk out of Batman's life if they hit him. If you |
| have Batarangs, get them used, and this will cut The Joker's life |
| down by a considerable amount. Also, if you have a few lives to |
| spare, you could let The Joker kill you, and when you lose a |
| life, you'll be given an extra 5 Batarangs that you can use to |
| fight him with. Otherwise, just try to jump on him and get a |
punch in if you can, and when his life is gone, you win!

1 Up: A pickup with Batman's face on it. Rare to find, getting one of these will reward you with an extra life.

Heart: A pickup with a yellow heart on it. Picking up one of these will completely fill up Batman's life meter.

Weapon: A pickup with a Batman symbol on it. Grabbing one of these will give Batman an additional 5 Batarangs, or an additional 5 missiles (depending on what type of stage you are playing, of course).

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7. CHEATS

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[0700]

o-----o
| Secrets |
o-----o

Infinite Lives

In Level 3 (Flugelheim Museum), at some point in the level you should see a "chimney" that has an extra life to the right of it. You can grab this, then start climbing up the chimney with the use of the platforms in it. When you get up to about the third platform, where the screen rolls up, drop back down, and the 1 Up pickup should have reappeared, and you can collect it again for another life. You can keep doing this as many times as you want to get several lives.

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ii. Credits

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Batman instruction manual

- * Where I obtained the game story, names of the levels, enemies, bosses and items.

Dogg

- * Who contributed the "Infinite Lives" cheat to GameFAQs, which I used in this FAQ.

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iii. Legal Disclaimer/Contacting Me

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Contacting Me

For questions, suggestions, comments or useful information pertaining to this file or any of my other video game-related literature, please email me at the address: [rjhgamefaqs\[at\]gmail.com](mailto:rjhgamefaqs[at]gmail.com). Please make sure that what you are contacting me regarding is not already contained within this FAQ. Please make sure to read the FAQ thoroughly to make sure any questions haven't already been answered. For quick navigation, press Ctrl + F on your keyboard and type in a keyword, this may help. Any useful information sent to me will be included in a future update, with full credit given.

Thank you for reading my FAQ, and please feel free to read any of my other video game-related literature, which can be found at:

<http://www.gamefaqs.com/users/RJHarrison>

This file is dedicated to the memory of four late GameFAQs users, each of whom passed away well before their time. Chris MacDonald (d. May 17, 2004), Elliot Long (d. August 27, 2004), Mitchell Lee Stuekerjuergen (d. January 4, 2006), and Steve McFadden (d. June 28, 2011). The latter was one of my closest and dearest friends whom I had met through GameFAQs, and was one of the most well-known and prolific contributors to the site. Steve was an inspiration to myself to take up video game writing and always took the time to speak to me online about gaming or other interests, as well as comment on my writing. Rest in Peace guys, you will all be dearly missed.

<http://www.gamefaqs.com/users/!Kao+Megura>

<http://www.gamefaqs.com/users/!Ny0Cloud>

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