

Batman FAQ/Walkthrough

by Seraph 0

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

Game: Batman
System: Genesis
Genre: Action/Beat'em Up
Author: Seraph 0
E-Mail: Seraph_0@Hotmail.com
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Table of Contents

1. Introduction
2. Story
3. Controls/Tips
4. Item List
5. Enemy List
6. Boss/Mid-Boss List
7. Walkthrough
 - Gotham City Street
 - Axis Chemical Factory
 - Flugelheim Museum
 - Gotham City Street - Part A
 - Gotham City Street - Part B
 - In the Sky over Gotham City
 - Gotham Cathedral - Part A
 - Gotham Cathedral - Part B
8. Review
9. Copyright

1. Introduction

I never really liked DC Comics very much, mainly because most of the characters created were quite stupid in my opinion, {like Wonder Woman and her Invisible Jet}. However, I did enjoy the Batman of the 90s, {not the campy 70s version}, and this is an entertaining videogame based on the 1989 "Batman".

2. Story

If you seen the movie then you should have any problem. However, if you have not, there is the intro if you wait for a minute on the main menu.

Scene: Gotham City

The citizens of Gotham City are gearing up for the city's 200th anniversary festival. Head of the crime syndicate, Carl Grissom, and right-hand man, Jack Napier, don't see eye to eye.

Scene: Batman

Because of their differences, Grissom sets up Jack Napier by notifying the police that there is a break-in at the axis chemical factory. Batman arrived on the scene to help the police apprehend Napier. As Napier tries to escape, he accidentally falls into a vat of liquid waste. The cape crusader departs and Napier is nowhere to be found.

Sill alive, Jack's appearance has been altered dramatically. His flesh was bleached bone-white, hair colored seaweed green, checks torn and puckered, and his mouth twisted in a hideous grin. Jack's altered persona emerges as the Joker. His first dirty deed is to do in Grissom

Scene: The Joker

Next, the Joker tries to bring Gotham City to its knees by poisoning the people with a "DDID Nerve Gas". However, Batman is wise to the Joker's scheme and finds an antidote to DDID Gas. The Joker is furious because his plot his foiled and swears vengeance against Batman.

Scene: Vicki Vale

Shortly thereafter, Bruce Wayne figures out that the Jack Napier, {the Joker}, was the one who gunned down his parents when he was young. As the Batman, Bruce vows to put a stop to the Joker.

Once again, Batman stops the Joker from creating Havoc during the Gotham City Festival and trails him to the Cathedral for the final battle.

3. Controls/Tips

Side-Scrolling Levels
=====

- D-Pad - Move Batman
- Start Button - Pause
- A Button - Batarang
- B Button - Punch
- C Button - Jump

- Tapping the C Button will result in a Small Jump
- Batarangs will travel across the screen horizontally and cause the same amount of damage as a normal Punch would. Although, sometimes it seems to do more damage.
- Press Down on the D-Pad to Crouch
- Press Up on the D-Pad and the C Button to launch the Grappling Hook
- Hold the B Button to Block. Note that Block only works on projectiles, not close range attacks like knife thrusts
- Press Down on the D-Pad, then the B Button to Sweep Kick
- Press the C Button, then press the B Button to Air Punch
- While continually pressing either Left or Right on the D-Pad, press the C Button and when you reach maximum height, press the C Button again for a Double Jump
- On certain platforms, you can jump down by holding Down on the D-Pad and pressing the C Button
- You can hurt enemies by jumping

Vehicle Levels

=====

- D-Pad - Move Batmobile/Batplane
- Start Button - Pause
- A Button - Twin Homing Missiles
- B Button - Twin Vulcan Cannons

- Twin Vulcan Cannons fire bullets horizontally
- Twin Homing Missiles fire two missiles that will home on the nearest enemy by moving vertically. Seems to have six times the strength of one shot from the Twin Vulcan Cannons.

4. Item List

- 1-Up - Appears as Batman's head on a yellow background. Gives you an extra life.
- Batman Emblem - Appears as a spinning Batman symbol. In the Side-Scrolling Levels, you will receive five Batarangs. In the Vehicle Levels, you will receive five Twin Homing Missiles
- Heart - Appears as a yellow spinning heart. Picking this up will restore all you health in either type of level.

5. Enemy List

Note that this is based on normal difficulty setting and may vary if you play in hard difficulty setting. Listed by appearance.

Side-Scrolling Levels
=====

Goon
Points = 100
HP = 1

These are the first enemies you encounter in Gotham City. They look like your typical bad boy look, with black sunglasses, green short-sleeved shirt, biker gloves, green boots and a knife for a weapon. They run onto the screen and then pause to pull out their knives from the back of the pants. They then walk up to you and try to thrust their knives into you. Take advantage of their slow speed and attack. Also, if you get attack by more then one Goon, Sweep Attack so that you can avoid their knife thrusts.

Goon, Armed
Points = 300
HP = 2

The second enemy you encounter are the same as Goons, but slightly altered of course. They wear orange boots and an orange shirt, instead of green and are armed with an revolver. They usually jump down from a higher elevation then fire a bullet every two seconds. Either Block or Crouch to avoid harm, then walk up and attack.

Skidder
Points = 200

HP = 1

These enemies can be a bit of a pain. They wear a brown sleeveless shirt, brown boots, sunglasses, gray biker gloves and gray pants. They run across the screen and when they get close, they jump and slide across the floor. The main problem with these guys is the when to Sweep Kick them, but after a few tries, you should get the hang of it. Also, they usually come in pairs, so you may need to jump to avoid the second Skidder.

Turret

Points = 300

HP = 1

These spherical turrets are stationary and mounted on walls. They have an orange light emanating for the center and have a single cannon aimed down/left at a 45* angle. It fires and long laser beam that rebounds of the floor, every four seconds are so. The beams are not difficult to avoid and the all you have to destroy the Turrets is to get close enough to punch it.

Merc

Points = 2000

HP = 4

Mercs are muscular men carrying a RPG Launcher on their shoulders. They are in a stationary crouched position and fire every four seconds or so. They wear dark gray pants, boots, and wristbands, sunglasses and a army green sleeveless shirt. You can Block their attack, but make sure that all the smoke and fire disappear before you move on. Either Block or Crouch down to avoid their RPG and attack them with Sweep Kick.

Mohawk

Points = 100

HP = 1

These goons are either wearing a strange helmet or have a Mohawk hairstyle. They wear a gray jacket, sunglasses, black pants and carry a firearm, {a revolver I believe}. They try to keep their distance from who and fire, then walk away from you and fire again. If you continually approach them, they will continue moving until you stop and then fire. They sometimes, {but rarely}, crouch and shoot It is best to wait for them to attack, then walk up to them and attack.

Axman

Points = 1000

HP = 8

The large bearded foes carry a one-handed, double-bladed axe. They wear a white sleeves shirt, gray pants, and brown boots. They will first walk up to you try to slash you with their axe, and will continue to do so if you are close by. However, if you run away, they will jump and throw their axe at you in an angle. So it is best to quickly run up to them and Sweep Kick them.

Mime

Points = 100

HP = 1

Looks like your ordinary mime with black shoes, black suspender pants, white shirt and gloves, black hat and their faces painted white with red lipstick. The will walk up to you, then back flip. Then they back flip twice and then jump kick you. They will also just walk up to you and jump kick you. Just keep

walking up towards them until they stop to back flip, then just attack. Also, when there is very little room for the Mimes, they will continually jump kick back and forth.

Mime, Fat

Points = 1000

HP = 2

The Fat Mimes look exactly like the regular Mimes, except for being fat of course. They are stationary and every two seconds or so, they cup their hands around their mouth and breath a short stream of fire. Wait for them to stop breathing of stream of fire, then quickly run up to him and attack. Note that crouching will not avoid the stream of fire.

Merc, Elite

Points = 2000

HP = 9

The Elite Mercs are similar in appearance to the original Mercs, but wear a blue shirt instead of green. Other than that, same strategy applies for these Elite Mercs, so read the info on the Mercs if you are having trouble.

Mohawk, Elite

Points = 200

HP = 3

The Elite Mohawk are similar in appearance to the original Mohawks, but wear a dark green/yellow shirt. They are the same as the originals, so just read the info on the Mohawks.

Mohawk, Grenadier

Points = 100 - 200

HP = 1

The Grenadier Mohawk is similar looking to the other Mohawks, but wear a red jacket. They move back and forth, then crouch to throw their grenade. Like the other Mohawks, they will avoid you as much as possible. You can block their bombs, but it is difficult so I suggest you crouch. Other than that, just walk up to them and Sweep Kick them.

Vehicle Levels

=====

Jokermobile

Points = 100

HP = 1

A purple car with a yellow hood. These vehicles will be moving at a slower pass than you, so you will have to either destroy them or avoid them. They usually move vertically, {back and forth}, at different speeds, but sometimes the move straight. Nothing really to worry about.

Joker Van

Points = 800

HP = 3

These vans are purple on the bottom portion and the top portion is yellow. The vans will match your speed and stay on the right side. They will then open the back doors and throw a bomb or two, then drive away. Either avoid them or destroy them, although it is easier just to avoid them.

Mortar Tank

Points = 2500

HP = 12 - 18

These long, armored vehicles are army green in color and have a large mortar cannon on the back. They fire spherical explosive ammunition in arcs and in rapid succession. Because of the speed and the amount of ammunition launched, it is better to launch two Twin Homing Missiles than to try to destroy it with Twin Vulcan Cannons. If you wish to avoid it, then get under the arc of ammunition. Note that the mortar cannon does not move, so it will always fire horizontally. Also note that they start from the top of the street then go down, until they disappear.

Centurion Tank

Points = 2500

HP = 12 - 18

Looks exactly like the Mortar Tank, but with the more recognizable revolving cannon head. Unlike the Mortar Tank, they move back and forth on the street and fire the cannon twice every four seconds or so and stay on the screen for a longer period of time. The cannon fires in the direction it is facing, so you have to keep moving. Other than that, it is the same deal with the Mortar Tank were you have to fire two Twin Homing Missiles to destroy it. Although it is easier to destroy it with Twin Vulcan Cannons, than the Mortar Tank.

Ballistic Tank

Points = 2500

HP = 6

Similar looking to the Mortar Tank, the Ballistic Tanks cannon faces the rear and fires large projectiles horizontally. Unlike the other tanks, you can destroy it with your Twin Vulcan Cannons with more ease. However, keep just below their line of fire if you wish to use the Twin Vulcan Cannons.

Blitz Tank

Points = 3000

HP = 12 - 18

The Blitz Tank is similar to the Centurion Tank, but has a two large cannons facing the left direction. They fire a spread shot, so you really have to stay on the opposite side of the road and stay close by the Tank, were the spread shot is at its lowest radius. Again with other tanks, use Twin Homing Missiles to take care of it quickly.

Helicopter

Points = 200

HP = 1

These green helicopter fly on screen, fire a missile, then leave the level. Sometimes they come in waves, in a line formation, or one at a time. Not a serious threat, but do watch out for their missiles because they do have a small amount of homing capabilities.

Clown Balloon

Points = 4000

HP = 6

These parade balloons start off small, but then inflate to a large size. They have a red and white striped suit, yellow gloves, yellow pointy hat, and have a

large nose. Try to avoid them if you want, but you can destroy with Twin Vulcan Cannons if you are quick or just a single Twin Homing Missile.

6. Boss/Mid-Boss List

*Listed by appearance.

*Note that this is under normal difficulty setting and may vary if you play in hard difficulty setting.

Pug
Points = 20000
HP = 14

This guy can be a pain in the ass. He wears a blue sleeveless shirt and pants, black sunglasses, gray boots and gloves. If you are close by, he will move slowly up to you then continually try to punch you. If you are crouching, he will continually try to uppercut you. If you are far away, he will dash in a crouched position, then uppercut you when you are close. Begin by grabbing a Heart if you wish, then move to the middle/right side of the screen and wait in a crouched position. Hopefully Pug will dash towards you and you can attack a few times. After a few hits, Pug will begin to attack continually, so move away from him. When he dashes again, quickly crouch and attack him a few times again. Repeat until he is killed. However, if you reach the left side of the screen and you are trapped, either Double Jump over him or use your Batarangs to get him far enough so he uses his dash uppercuts again.

Jack Napier
Points = 20000
HP = 1

There are two rooms and Jack will be in the second room.

First Room

First you have to take care of some henchmen first, before you can take him out. The first room has a Merc, {that's why I told you to Crouch}, a Turret and a pair of Skidders. Take out the Skidders first, then quickly jump up and attack the Turret above the conveyer belt. Then attack the Merc, and continue down the empty hallway, {although sometimes a pair of Skidders will come through it so watch yourself}.

Second Room

Jack will be and the top right corner, wearing his black trench coat, shoes, hat, gloves and brown pants. He is armed with a revolver and will fire every two seconds or so at a down/left angle, or fire every second horizontally. He will also be protect by a Turret at the top left side of the screen and a Merc at the bottom right side of the screen. Also, be careful of any moving gears and the two vats of liquid waste. Jump on the first conveyer belt, then jump straight up and Air Punch the Turret. Try to land on the left platform or jump again when you get the chance. You do not have to bother with the Merc, so grab the Batman Emblem and either use one Batarang to attack Jack, or jump near him and attack him. Jack Napier will fall into the vat of liquid waste, thus the Joker is born.

Bolo
Points = 10000
HP = 6, see below

Bolo brandishes a large single-bladed sword, wears black pants, shoes, and wristbands. He also has green hair like the Joker. This Mid-Boss is too difficult to hit up close, because he always swings his sword in rapid succession. The only way to attack him is to jump on him, but make sure you have for his head. Other than that, it is best to hit him with Batarangs from a distance.

Bruiser

Points = 20000

HP = 10

While the Joker and Vikki watch, Bruiser walks into the level and is ready to fight you. Wearing a white sleeves shirt with a red collar, purple pants, black wristbands, boots and sunglasses, he will first throw the boom box on his shoulder when you get to close to him. Then he becomes somewhat of a wrestler. If you are close by, he will jump in the air and try to slam you into the ground. If you are to far away, he will shoulder charge you. This battle is not to difficult. When he jumps in the air, run under and get behind him. Now continually walk and punch him, until he jumps again and you can repeat the process. When he shoulder charges you, jump over him and try to get close so he jumps in the air.

Kaiser Tank

Points = 20000

HP = 5, see below

This large tank takes two lanes up and moves back and forth on the far right end, while firing its two turrets. The upper turret is the Blitz Tank turret, which of course fires a spread shot. The bottom turret is a Centurion Tank turret, which of course aims for you and fires two rounds every four seconds or so. It is quite useless to try to destroy it with your Twin Vulcan Cannons, so do not bother. Keep away from the upper lane to avoid the Blitz Tank turret, while at the same time keeping an eye out for the Centurion Tank turret. It only takes five Twin Homing Missiles to destroy it.

Blade

Points = 20000

HP = 16

This guy can be a pain in the ass, if you do not know what to do. Blade wears black pants with a yellow belt, blue shoes, blue shirt, blue beret, silver shoulder pads and is armed with two swords. He will first jump into the middle of the screen, then charge you while madly slashing about. If you are too close, he will slowly back away from you. The best way to attack is to wait near when of the metal pillars in the background, because he will always stop their after his attack. When he begins his attack again, face the direction he is facing then jump when he gets to close. Attack when you land and he will jump back to the middle of the screen. He will then start the cycle again, so continue the pattern. Sometimes he will go off screen and disappear for a second or two, then jump back near the pillar. Attack him once this happens and he will return to the original routine. This battle will take a while, so be patient and you will be victories. Use the Heart when necessary, or get it after the battle.

Warhawk

Points = 20000

HP = 5, see below

The Warhawk is a large green helicopter that fires a stream of six missiles,

{with limited homing capabilities}, while moving up and down. Like the Kaiser Tank, it is difficult to destroy it with Twin Vulcan Cannons, because of the low damage. It is best to stick close by the Warhawk, wait for it to hit its highest or lowest altitude and launch a Twin Homing Missile. You will have to avoid the stream of missiles while you do this of course.

Bolo, Elite

Points = 10000

HP = 11, see below

The Elite Bolo is similar in appearance to the other Bolo, except he has red hair not green. Like Bolo, you can only attack him by jumping on his head, because it is too difficult to avoid his sword. Other than that, attack with eleven Batarangs if you can from a distance.

Pug, Elite

Points = 20000

HP = 16

The Elite Pug is similar in appearance to the original Pug, but has red boots and red gloves. Fighting him is no different than the last Pug. Remember you have to make him charge you, then Sweep Kick when he gets close. Read the strategy on Pug for more info, if you have forgotten.

Blade, Elite

Points = 20000

HP = 16

The Blade Elite is similar in appearance to the original Blade, but wears a red shirt, red beret and red boots instead of blue. Like the original Blade, Blade Elite will jump into the middle of the screen and charge you, while madly slashing about with his two swords. First, move into the middle of the stone pillar and face the right side. Now wait for Elite Blade to run to towards you and jump straight up. Elite Blade will stop and you and punch him when you land. He will then jump into the middle of the screen again and repeat the cycle. Like the original Blade, Elite Blade will also disappear off screen then jump back in again to repeat the cycle.

Joker, The

Points = 100000

HP = 11, see below

The Joker can be quite difficult. He wears purple shoes, teal pants with purple poka-dots, white gloves, purple jacket with green tie, and of course, he has green hair, white face, and red smile. The Joker is armed with two weapons. One is his long barreled magnum, which fires large projectiles horizontally. He only fires this when you are too far away. His second attacks is the joy buzzer, where he raises his fist, surrounds his fist with blue electrical energy, then sends a shockwave across the floor. He does this when you get too close. I really recommend just using your Batarangs, and if you do not have a lot, you can let yourself die and regain five more. If you choose to fight him up close, I suggest jumping on his head. You have to get in the rhythm of jumping on his head, then jumping over his shockwave and one his head again. This will take a while and is more difficult, considering it only takes eleven Batarangs. Other than that, good luck.

7. Walkthrough

*Note that I played this game on normal difficulty and may vary if you play on hard difficulty.

*Note that despite the intro, you basically start at the beginning of the movie.

*Note that the vehicle missions will be written in shorter sections, due to its easiness

Gotham City Street

Enemies - Goon

Goon, Armed

After descending into the street, begin moving forward and two Goons and Armed Goon will appear. Take care of them and continue forward. After two more Goons, watch from both sides, because a Goon will come from either side. Also, watch out for another Armed Goon. Continue across the screen and will begin to rain. After crossing the street and killing three more Goons, watch out for another Goon from behind. Continue forward and after two Armed Goons and a Goon, another Goon will come up from behind. Continue forward and after two Goons and an Armed Goon, another Goon will appear from behind. After two Goons and an Armed Goon, you will reach the end of the level and find a Batman Emblem. After picking up the Batman Emblem, exit the level and prepare for Pug.

Pug

Points = 20000

HP = 14

This guy can be a pain in the ass. He wears a blue sleeveless shirt and pants, black sunglasses, gray boots and gloves. If you are close by, he will move slowly up to you then continually try to punch you. If you are crouching, he will continually try to uppercut you. If you are far away, he will dash in a crouched position, then uppercut you when you are close. Begin by grabbing a Heart if you wish, then move to the middle/right side of the screen and wait in a crouched position. Hopefully Pug will dash towards you and you can attack a few times. After a few hits, Pug will begin to attack continually, so move away from him. When he dashes again, quickly crouch and attack him a few times again. Repeat until he is killed. However, if you reach the left side of the screen and you are trapped, either Double Jump over him or use your Batarangs to get him far enough so he uses his dash uppercuts again.

After the battle, quickly grab any Hearts if there is any left.

Axis Chemical Factory

Enemies - Skidder

Turret

Merc

Begin moving forward and when you jump onto the boxes, two Skidders will be coming from the right. You can ignore them or Sweep Kick them in the head when they get up from their slide attack. When you jump onto the next set of boxes, watch out for a Turret high above. Also, another two Skidders will come from the right, but you can ignore them. Take care of the Turret when you get the chance and if you decide to walk on the pipe, it will explode. Continue forward until you are under the broken pipe and watch out for two Skidders from the right. Use your Grappling Hook to launch yourself onto the pipe, then use your Double Jump to reach the boxes. Jump down and quickly jump onto the next box you see and pause. There is a Turret on the nearby wall and four Skidders will come from the right. Take out the Turret when you get the chance, then attack the next two Skidders then come from the right side. Continue forward and another two Skidders will come from behind. Now quickly jump on the next set of

boxes to avoid four Skidders. Continue forward and jump on the next set of boxes, either to avoid to attack the pair of Skidders from the right. Continue forward and use your Grappling Hook on the indent in the floor, to launch yourself and continue to the left. Take out the Turret, then Crouch or Block the Mercs RPG and Sweep Kick him when you get the chance. Continue using the Grappling Hook and you will encounter another Merc and then a Turret. When you reach the top, either go to the left to take out a Merc to get a Heart, or continue to the right. After the conveyer belt, a Turret will be above the pit you must fall in. Either take it out, or just wait for your chance to slip into the pit. When you reach the bottom, jump down the platforms and go left for a Merc and a Batman Emblem. Continue to the right and fight off another Merc. Now watch for the next long pipe you land on, because it will blow up. So make sure to double jump at the right time and avoid losing a life. When you reach the next pipe, another Turret and Merc will be waiting for you. The next long pipe you land on will be another exploding one, so be careful. Also, the small pipe you land on next will explode after a few seconds. Take out the Merc and continue to forward. The next exploding long pipe you encounter will only explode in the sections you are standing on. Also, be wary of the Turret above the pipe and the Merc below. Once you dealt with them, climb up the pipe using your Grappling Hook and you will reach the end of the level. When you enter the doorway, Crouch to avoid an RPG.

Jack Napier

Points = 20000

HP = 1

There are two rooms and Jack will be in the second room.

First Room

First you have to take care of some henchmen first, before you can take Jack out. The first room has a Merc, {that's why I told you to Crouch}, a Turret and a pair of Skidders. Take out the Skidders first, then quickly jump up and attack the Turret above the conveyer belt. Then attack the Merc, and continue down the empty hallway, {although sometimes a pair of Skidders will come through it so watch yourself}.

Second Room

Jack will be at the top right corner, wearing his black trench coat, shoes, hat, gloves and brown pants. He is armed with a revolver and will fire every two seconds or so at a down/left angle, or fire every second horizontally. He will also be protected by a Turret at the top left side of the screen and a Merc at the bottom right side of the screen. Also, be careful of any moving gears and the two vats of liquid waste. Jump on the first conveyer belt, then jump straight up and Air Punch the Turret. Try to land on the left platform or jump again when you get the chance. You do not have to bother with the Merc, so grab the Batman Emblem and either use one Batarang to attack Jack, or jump near him and attack him. Jack Napier will fall into the vat of liquid waste, thus the Joker is born.

Flugelheim Museum

Enemies - Mohawk

Axman

Begin moving forward and when a Mohawk appears, continue to move towards him and Sweep Kick him. Continue forward and watch out for the falling/rising chandeliers. You will cross four falling/rising chandeliers, and a few Mohawks

from either side. When you past the fourth chandelier, you will encounter an Axman. Quickly Sweep Kick him and continue forward. You will soon reach a pit where you have to jump on a moving platform, to reach the other side. A Mohawk will be waiting for you at the other side, so I suggest that you try to time your jump to avoid the bullet. Continue forward and another pit will appear with two moving platforms. On the other side are a pair of falling/rising chandeliers and a Mohawk. Soon will reach a shaft where you have to climb up moving platforms, while trying not to get hurt from the spikes on the bottom of the platforms. There is a 1-Up on the other side of the shaft, but it is difficult to jump their and it is guarded by a Mohawk. Carefully climb the platforms and you will reach a moving spiked block. Carefully move to the edge of the platform and wait for your chance to jump. Quickly continue up and a Axman will be waiting for you. Kill the Axman, grab the Heart and continue left. You will encounter another Axman, {and probably a Mohawk}, with a pair of Batman Emblems above the Axman. The next part is a series of pits and moving platforms, with chandeliers that fall when you get under them. After the first pit is a Heart, then after the second, an Axman, then the last two have nothing. When you reach the end, another shaft will present itself and an Axman with a Batman Emblem above him, will be at the other side. Be careful climbing the shaft and time your jumps well. An Axman will meet you at the top, who is also protecting a Batman Emblem. Continue to the right and after two Mohawks, there will be a pair of falling/rising chandeliers. After another Mohawk, you will enter a viewing room, {the room with all the paintings}, where Mohawks will attack relentlessly. The Mohawks will crouch attack now and they will not stop coming until you exit the other side of the room. Also, you can using your Grappling Hook to launch yourself to the higher platform. Through out the room, you can also get Batman Emblems and a Heart. Once you leave the room, you will encounter a Mid-Boss.

Bolo

Points = 10000

HP = 6

Bolo brandishes a large single-bladed sword, wears black pants, shoes, and wristbands. He also has green hair like the Joker. This Mid-Boss is to difficult to hit up close, because he always swings his sword in rapid succession. It is best to hit him with Batarangs from a distance.

Bruiser

Points = 20000

HP = 10

While the Joker and Vikki watch, Bruiser walks into the level and is ready to fight you. Wearing a white sleeves shirt with a red collar, purple pants, black wristbands, boots and sunglasses, he will first throw the boom box on his shoulder when you get to close to him. Then he becomes somewhat of a wrestler. If you are close by, he will jump in the air and try to slam you into the ground. If you are to far away, he will shoulder charge you. This battle is not to difficult. When he jumps in the air, run under and get behind him. Now continually walk and punch him, until he jumps again and you can repeat the process. When he shoulder charges you, jump over him and try to get close so he jumps in the air.

You will get a cinema of Batman using a harpoon line to escape the Museum, just like the movie.

Gotham City Street - Part A

Enemies - Jokermobile

Joker Van
Mortar Tank
Centurion Tank
Ballistic Tank
Blitz Tank

Section 1

The first section is on a street and only have eighteen Jokermobiles, so you will not have any problems. There are two Hearts near the beginning, {one on either side of the street}, and also a Batman Emblem.

Section 2

The first part of the bridge has twelve Joker Vans. Then six Jokermobiles will come and be spread out like a wave across the road. A Mortar Tank will follow soon after, so I suggest you use Twin Homing Missiles. Afterward, another six Joker Vans will come in pairs.

Section 3

The first part of the street has four Joker Vans. Afterwards a Centurion Tank, with a two Jokermobiles, will appear so quickly take it out with Twin Homing Missiles. After another two Jokermobiles, you will encounter a Ballistic Tank. You will encounter an additional four more, before the next section.

Section 4

After two Joker Vans, you will encounter two Mortar Tanks. Five Jokermobiles will appear afterwards, then a Centurion Tank with four Joker Vans. Also, look for a Batman Emblem in the upper lane.

Section 5

Four Ballistic Tanks will appear, then a Mortar Tank. After four Jokermobiles, you will encounter a Blitz Tank. Quickly take it out and after two more Jokermobiles, you will enter the next section.

Section 6

After about two Jokermobiles, ten Joker Vans will appear in pairs. A Batman Emblem can be received if you stay on the bottom lane. Twelve Jokermobiles will follow, before the next section.

Section 7

After the bridge two more Jokermobiles will appear, then eleven Ballistic Tanks. Keep to the upper/middle lane, because some will appear in formation. You can also get a Batman Emblem in the same lane.

Section 8

Three Mortar Tanks will appear, {one after another}, then a Blitz Tank will appear.

Kaiser Tank

Points = 20000

HP = 5, see below

This large tank takes two lanes up and moves back and forth on the far right end, while firing its two turrets. The upper turret is the Blitz Tank turret, which of course fires a spread shot. The bottom turret is a Centurion Tank turret, which of course aims for you and fires two rounds every four seconds or so. It is quite useless to try to destroy it with your Twin Vulcan Cannons, so do not bother. Keep away from the upper lane to avoid the Blitz Tank turret, while at the same time keeping an eye out for the Centurion Tank turret. It only takes five Twin Homing Missiles to destroy it.

Gotham City Street - Part B

Enemies - Mime

Mime, Fat

Begin moving forward and a pair of Mimes will come from the right, and one from

the left. They will keep on coming, so just keep moving forward. When you reach the end, you will encounter a Fat Mime. Wait for him not to breath fire, then quickly Air Punch him from below the platform. Continue jumping from platform to platform, taking care of the Mimes as you go. When you reach the end, another Fat Mime stands in you way. After another Fat Mime, you will see Mimes with Fat Mimes, so be careful. For some reason, their is a bunch of Batman Emblems and Hearts, but die in the process and loose the Batman Emblems and Hearts anyways. Continue through the platforms, taking care of Mimes and Fat Mimes on the way. You will reach a platform where it seems you cannot go any further, but you can jump down and grab a Batman Emblem on the way. Beware of the Fat Mime when you land. When you reach the bottom, continue forward and after a few Mimes, you will reach the end of the level.

Blade

Points = 20000

HP = 16

This guy can be a pain in the ass, if you do not know what to do. Blade wears black pants with a yellow belt, blue shoes, blue shirt, blue beret, silver shoulder pads and is armed with two swords. He will first jump into the middle of the screen, then charge you while madly slashing about. If you are too close, he will slowly back away from you. The best way to attack is to wait near when of the metal pillars in the background, because he will always stop their after his attack. When he begins his attack again, face the direction he is facing then jump when he gets to close. Attack when you land and he will jump back to the middle of the screen. He will then start the cycle again, so continue the pattern. Sometimes he will go off screen and disappear for a second or two, then jump back near the pillar. Attack him once this happens and he will return to the original routine. This battle will take a while, so be patient and you will be victories. Use the Heart when necessary, or get it after the battle.

In the Sky over Gotham City

Enemies - Helicopter

Clown Balloon

After a second or two, five Helicopters will fly in a straight line, in the middle of the screen. Then another five on the bottom of the screen, and another five at the top of the screen. Note that sometimes they switch positions. Quickly move near the middle of the screen, because there is a Batman Emblem. Soon after a Clown Balloon will appear. These section is a bit of a pain. You will be bombarded with helicopters mainly, {too many to count}, as well has a few Clown Balloons. All I can do is tell you to keep moving and firing. They are one or two Batman Emblems in the middle of the screen. When you finally come out of it, you will encounter the boss.

Warhawk

Points = 20000

HP = 5, see below

The Warhawk is a large green helicopter that fires a stream of six missiles, {with limited homing capabilities}, while moving up and down. Like the Kaiser Tank, it is difficult to destroy it with Twin Vulcan Cannons, because of its low damage. It is best to stick close by the Warhawk, wait for it to hit its highest or lowest altitude and launch a Twin Homing Missile. You will have to avoid the stream of missiles while you do this of course.

Gotham Cathedral - Part A

Enemies - Mohawk

Mime, Fat

Merc, Elite

Mohawk, Elite

These last two levels are going to be the most difficult, mainly because you face most of the bosses and a mid-boss from previous levels, and some are stronger than before. The first area is pretty straightforward. You walk through a corridor with many obstacles to jump and Mohawks to fight. Make sure to avoid any spiked areas by using Small Jump, and use your Grappling Hook to jump to the higher platform when you can no longer go any further. Other than that, make sure to time your jumps to avoid enemy fire and you should get through this area with little harm. Also, remember you can jump on enemies and you can only attack one at a time. Make sure to get the Batman Emblem and Heart while moving through the corridor. You know when you reach the end of the area, when you can no longer reach a second platform. The next area has Mohawks standing on pillars, which requires to time your attacks and jumps, so you do not get hit by enemy fire. At the end is a 1-Up and you will encounter a mid-boss.

Bolo, Elite

Points = 10000

HP = 11, see below

The Elite Bolo is similar in appearance to the original Bolo, except he has red hair not green. Like Bolo, you can only attack him by jumping on his head, because it is too difficult to avoid his sword. Other than that, attack with eleven Batarangs if you can from a distance.

Continue down the corridor and after three Fat Mimes on pillars, you will encounter a stronger first boss.

Pug, Elite

Points = 20000

HP = 16

The Elite Pug is similar in appearance to the original Pug, but has red boots and red gloves. Fighting him is no different than the last Pug. Remember you have to make him charge you, then Sweep Kick when he gets close. Read the strategy on Pug for more info, if you have forgotten.

Continue forward and you will encounter two Elite Mercs. Afterwards, you will encounter another elite boss.

Blade, Elite

Points = 20000

HP = 16

The Blade Elite is similar in appearance to the original Blade, but wears a red shirt, red beret and red boots instead of blue. Like the original Blade, Blade Elite will jump into the middle of the screen and charge you, while madly slashing about with his two swords. First, move into the middle of the stone pillar and face the right side. Now wait for Elite Blade to run towards you and jump straight up. Elite Blade will stop and you can punch him when you land. He will then jump into the middle of the screen again and repeat the cycle. Like the original Blade, Elite Blade will also disappear off screen then jump back in again to repeat the cycle.

Continue forward and you will encounter three Elite Mohawks. Take care of them

and continue forward to the last boss.

Bruiser, Elite

Points = 20000

HP = 16

The Elite Bruiser is exactly the same as the original, so I am just going to copy and paste. Wearing a white sleeves shirt with a red collar, purple pants, black wristbands, boots and sunglasses, he will first throw the boom box on his shoulder when you get to close to him. Then he becomes somewhat of a wrestler. If you are close by, he will jump in the air and try to slam you into the ground. If you are to far away, he will shoulder charge you. This battle is not to difficult. When he jumps in the air, run under and get behind him. Now continually walk and punch him, until he jumps again and you can repeat the process. When he shoulder charges you, jump over him and try to get close so he jumps in the air.

Continue forward and exit the level.

Gotham Cathedral - Part B

Enemies - Mohawk, Grenadier

This level is a tower, were you have to use your Grappling Hook most of the time to get higher. Before you begin to move up, jump straight up and you will reveal the Grenadier Mohawk. Now carefully move up and kill the two Grenadier Mohawks. Watch out for the two dragonheads that spit fire. Also, the left platform has a mine on it, so make sure that you use the Grappling Hook on the far end. Continue up and soon you will see the exit to the tower. You can get a Batman Emblem on the left. Continue forward into the next tower and Double Jump onto the platform. Continue up and watch out for more dragonheads. When you reach the exit, you will see two Batman Emblems to get. One is protected by a mine, while the other has a collapsing platform. Double Jump over the mine, they walk off the platform to land on the collapsing platform. Quickly Double jump to the left and you should be fine. The Batman Emblems will regenerate if you want more. Continue up the platforms and jump off towards the left on the last one, so you land in the exit. The next part has collapsing platforms, and has a Heart and Batman Emblem on the bottom ones. Do not bother with the Batman Emblem and Double Jump to the middle platform. Then quickly fall off towards the left and under the left platform. You will land on a Heart. Now use your Grappling Hook twice to get away from these platforms. Watch out for the mine on the next platform and after a Grenadier Mohawk, use the Grappling Hook on the far right side of the platform. Continue up and watch out for more mines, dragonheads and collapsible platforms. You will reach a area were a spiked block will move back and forth. Take out the Grenadier Mohawk with a Batarang, and carefully Small Jump over the spiked block. When you finally reach the top, you will face off with the Joker.

The Joker

Points = 100000

HP = 11, see below

The Joker can be quite difficult. He wears purple shoes, teal pants with purple poka-dots, white gloves, purple jacket with green tie, and of course, he has green hair, white face, and red smile. The Joker is armed with two weapons. One is his long barreled magnum, which fires large projectiles horizontally. He only fires this when you are too far away. His second attacks is the joy buzzer, where he raises his fist, surrounds his fist with blue electrical energy, then sends a shockwave across the floor. He does this when you get too

close. I really recommend just using your Batarangs, and if you do not have a lot, you can let yourself die and regain five more. If you choose to fight him up close, I suggest jumping on his head. You have to get in the rhythm of jumping on his head, then jumping over his shockwave and one his head again. This will take a while and is more difficult, considering it only takes eleven Batarangs. Other then that, good luck.

Ending

Scene: Joker falls to the street, while grinning.

Scene: Joker lays lifeless in the cracked street.

Joker has slammed down into the ground from the top stair of the Cathedral. Now, Joker looks dizzy with his face ice-cold, yet his teeth stuck out, and his eyes directed aimlessly toward the star-sparkling sky.

Credits role.

Final Score: 483500

8. Review

Graphics = 4/5
Sound/Music = 3.5/5
Gameplay = 3/5
Overall = 3.5/5

Graphics = 4.5

For a being part of the first batch of games for the Sega Genesis, this games has an impressive amount of detail. The textures in the backgrounds and in the characters are amazingly done. Batman looks incredible, as well has his Batmobile and Batplane. The main enemies are quite detailed as well, but they are not that impressive. They seem a little plain and not original. Most of the enemies are wearing sunglasses, which would suggest they just copied and pasted, then altered the appearance a bit. And why would the enemies need sunglasses at night? As for the animation, there isn't much but it does not take anything away from the gameplay.

Sound/Music = 3.5

*Note that in my opinion, the Sega Genesis has the worst Audio Chip of the 16bit Era

Surprising good sound tracks. There are thirteen tracks and you will probably like them all, if not have one memorable one. It would have been better if they had more then one sound track for most of the boss battles. As for Sound FX, it is good enough. There is forty-five Sound FXs, but most are just higher or lower pitched versions of others. I would have like to give this a higher score, but the Sound FX department could have been much better.

Gameplay = 3

The Gameplay mainly feels like a normal side-scrolling Beat'em Up like Double Dragon, but adds a bit of platforming elements. You got your basic moves like punch and double jump, and one projectile weapon. This portion covers about 85% of the game and although it is entertaining, it will get repetitive. It would have been nicer to have more abilities and power-ups as well. The other 15% of the game is vehicle side-scrolling shooter levels, with the Batmobile and Batplane. This is a nice diversion from the other levels, but they are terribly long. Again, more power-ups and abilities would have been nice for these levels as well. This game is also not very challenging nor very long, compared to its Nintendo counterpart.

Overall = 3.5

Even for its problems, it is still an entertaining game to play though once and only take under three hours to beat. I would suggest though that you play the Nintendo version first or afterwards, because it is more challenging and fun like Ninja Gaiden.

9. Copyright

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