

Batman Returns FAQ/Walkthrough

by Punisher_x

Updated to v0.1 on Nov 16, 2011

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| Title: Batman Returns |
| System: Sega Genesis/Mega drive |
| Guide type: FAQ/walkthrough |
| Guide version: 1.0 |
| Writer: Punisher_x2 |
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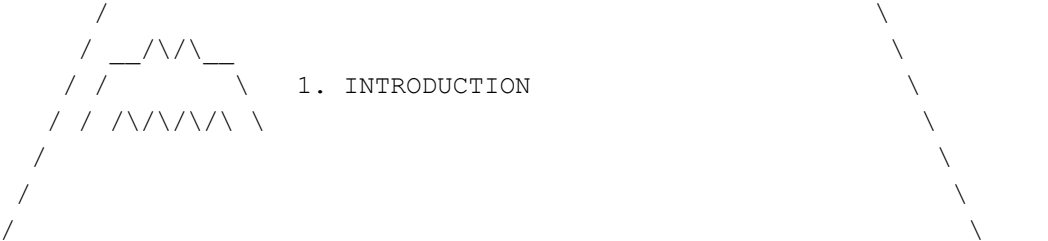
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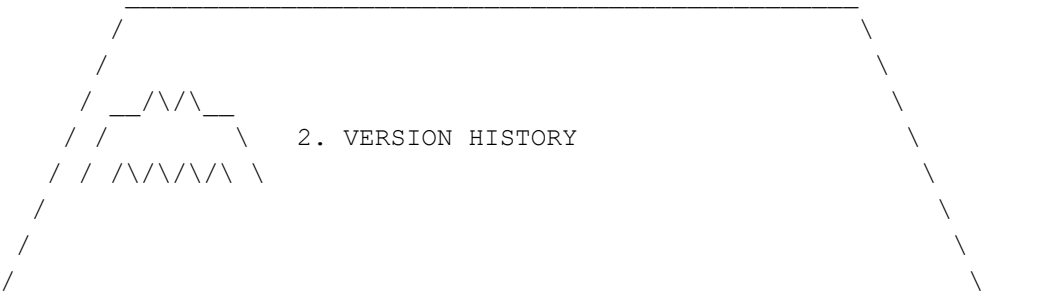
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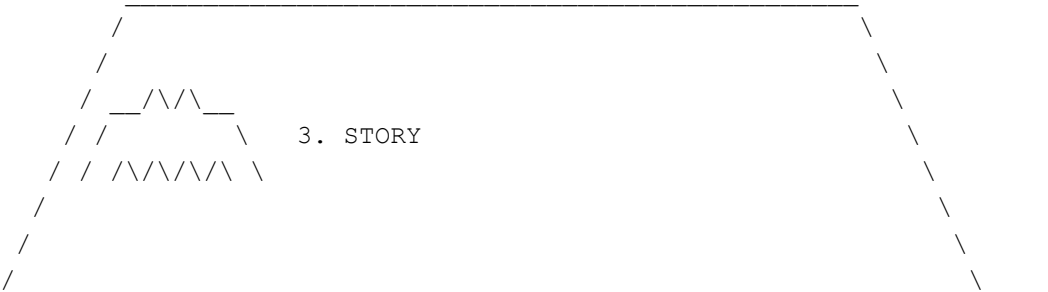
1. INTRODUCTION

Welcome to the 12th Punishing X Guides guide and we write for yet another Genesis game called Batman Returns. It's based of the movie of the same name but it isn't as famous as the super Nintendo one but still a good game. Now I should warn you that if you haven't played this game, it's really difficult and writing an FAQ for this is no easy task. I will do my best to make this game atleast a little easier so you can enjoy it more. Enjoy the game!



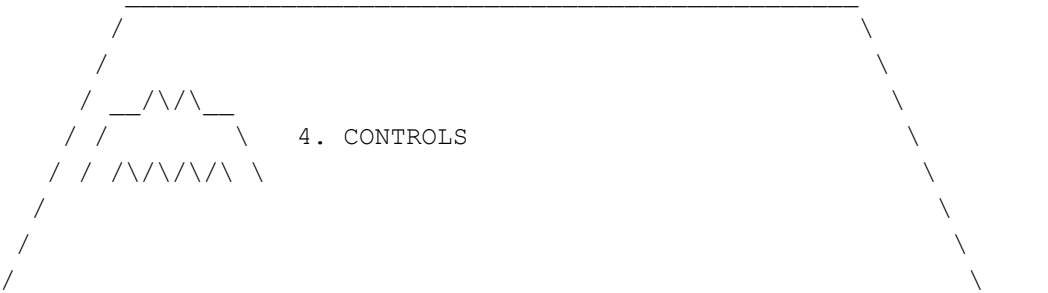
2. VERSION HISTORY

Version 1.0 (15.4.10) - Guide created and uploaded

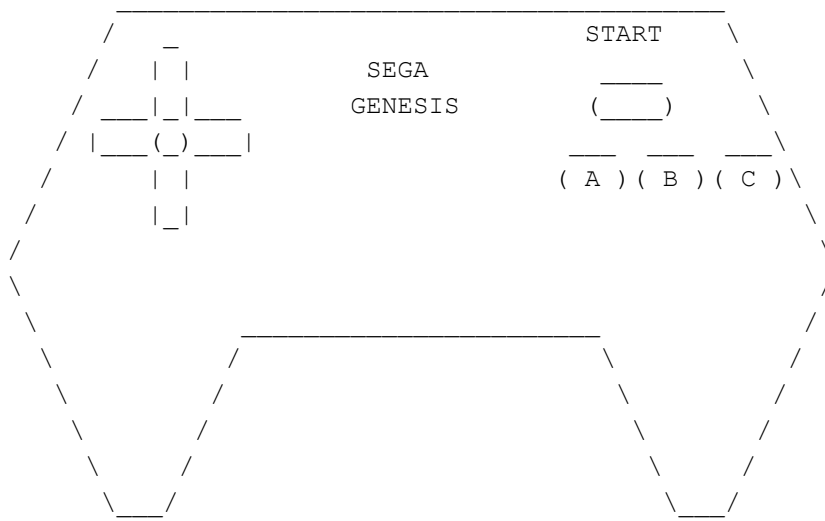


3. STORY

The game follows the movie but with no cutscenes instead we go to locations which appeared in the movie. The game starts right when the Penguin kills the Ice Princess and blames Batman for this. The rest is a chase around the city to capture and defeat the Penguin and also the deadly Catwoman.



4. CONTROLS



Basic controls:

D-pad - Move, crouch

A button - Use weapon

B button - Punch

C button - Jump

Start - Pause the game and bring up the equipment menu

Advance controls:

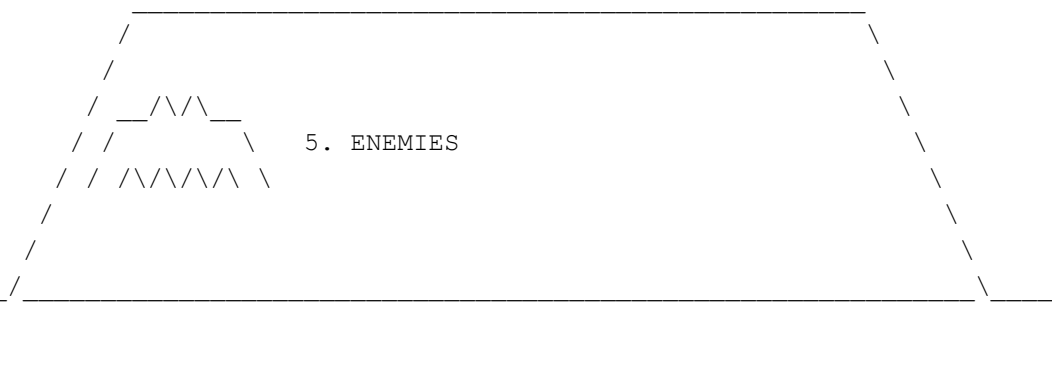
D-pad + B button - Kick

D-pad up - Aim grappling hook

C button + D-pad up - Aim grappling hook in the air

C button + A Button - Use cape to glide in the air

D-pad down + B button - Crouch attack



Here is a list of all the enemies in the game:

Acrobats - An acrobat that jumps around you

Gargoyles - Statues that come to life if near them

Rolling clowns - Clowns with guns on a bike

Horn gunner - A small guy with horns that shoots in many directions

Motorcycler - A motorcycler that come out of nowhere

Base ballers - Guys with bats on rollers

Indian women - Indian women who throw knives

Clown baller - Throws metal balls

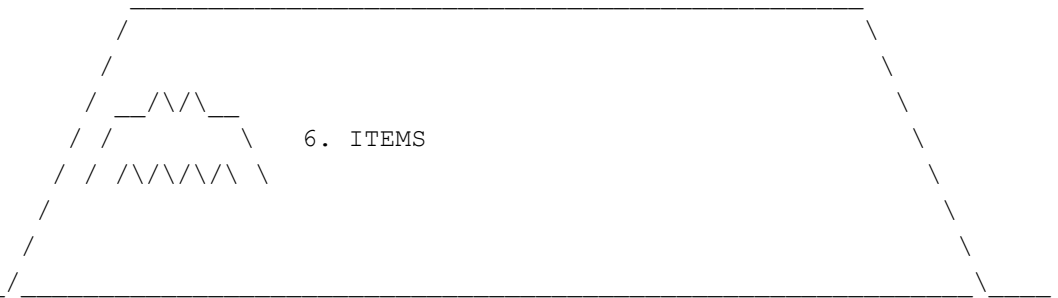
Devil flamethrower - A guy dressed in a devil suit that shoots fire

Fire ball clown - Throws fire balls and shrinks into a hat

Rocket clowns - Laughing clown that shoot rockets if not attacked

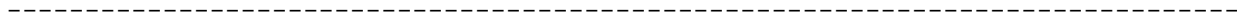
Fen fatal - Grabs out a knife out of her mouth and attacks

Surprise clowns - They use music boxes for turrets. Attack when they are reloading



Here is a list of all the items in the game:

Health items:

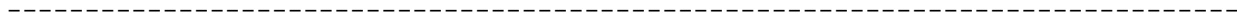


Small hearts - Restores a fair amount of health

Big hearts - Restores whole health

Mirror - Gives one extra life

Weapons:



Batarang icon - Batarang ammo

Smoke bomb icon - Smoke bomb ammo

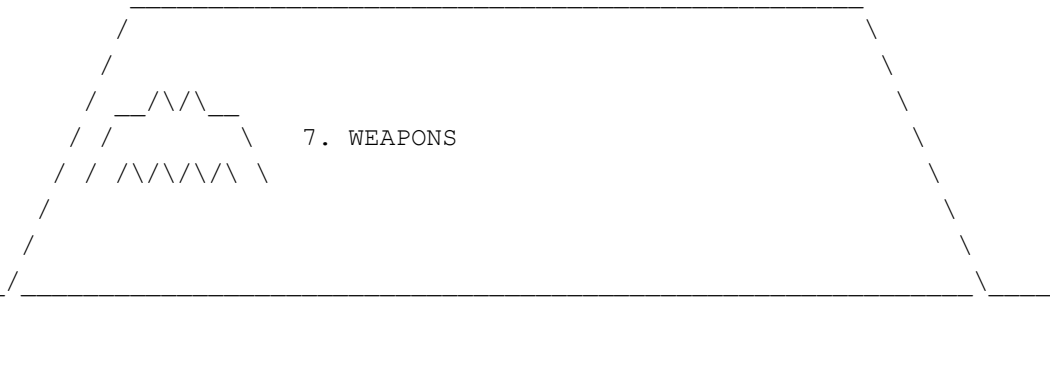
Batman icon - Bats ammo

Wire gun icon - Wire gun ammo

Giant batarang icon - Giant batarang ammo

Other:

Bat icon - Restores cape power



Here is a list of all the weapons in the game:

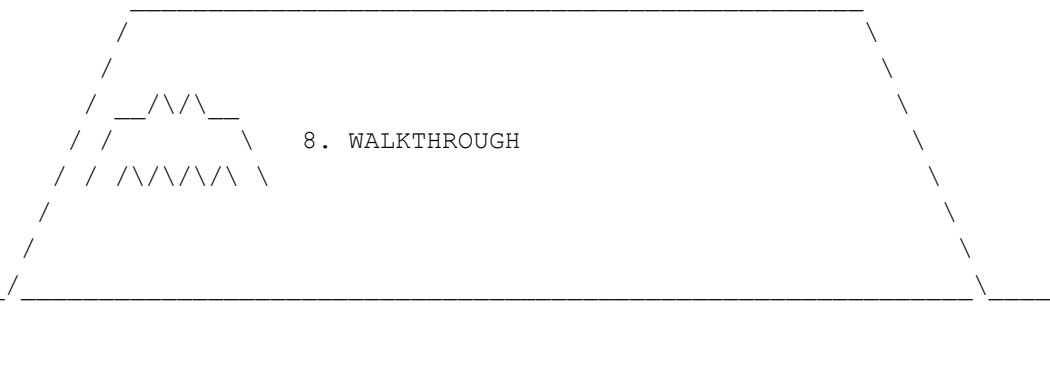
Batarang - Bat-shaped throwing weapon

Smoke bomb icon - Cause a smoke that freezes the enemy

Batman - Bats that swarm all over the enemy

Wire gun - Shoots a long wire

Giant batarang - Razor sharp batarang



From here the walkthrough begins.

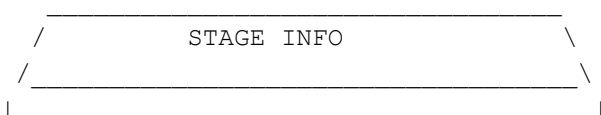
Note:

This is a difficult game so don't get mad if you can't beat a boss or something because I have problems with it too.

Use weapons only when I tell you because they are very important in the game.

Some parts of the walkthrough isn't finished so stay tuned for future updates

ACT 1: Gotham City



```
| Enemies: Acrobats, Gargoyles, |
| Rolling clowns, Horn gunners, clown |
| baller |
| |
| Secrets: At the rooftops beginning, |
| jump right and land on the platform. |
| Left of you is a small room with |
| weapons |
| |
| |
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Rooftops

As you begin, jump left to get the bat icon. Now the gargoyle will awaken and fly. As it strikes punch it and it will die. Jump down and kill the acrobat hiding in the barrel then jump on the platform on the right. Check the secret at the stage info and continue right. Kill the acrobat and stop for a second. The face on the wall will spit fire balls so wait three of them to fall and quickly move forward. Get the items on the right and use the grappling hook on the giant faces to move up. On the second face is a gargoyle so quickly kill it. At the top kill the two enemies and get on the edge of the roof. Wait for the rocket to fall and then jump. Kill the hiding acrobat and go beneath to collect some items. Get on the top again and use the cape to reach the small platform then jump right. Use the hook to go up but also kill the enemies. Get on the edge of the roof and slowly move up. Walk very slow because rockets might fall on your head. Now wait for the rocket to fall and then kill the gargoyle. Fall off without jumping but move a little and kill the acrobat once you land. Move up by using the bricked wall and move left. Wait for the face to spit the flame three times and move out. Kill the acrobat. Again use the faces to go up and kill the gargoyle. At the top destroy the barrel to get some smoke bombs. Jump off the building. Once you land get the heart and climb up. Don't forget to kill the enemies. Move to the next building and avoid the rockets. Jump all the way down by killing the acrobats. Now jump on the next building and kill the enemy. Also get the item in the middle on the pipe. Get on the top and jump from there right. Walk around the three platforms to get some weapon ammo and use the hook to grapple up and prepare for battle.

> Boss: Catwoman <

The first boss fight finally came :). Now Catwoman is a specialist at hand to hand combat which is a problem. She attacks mainly with the whip if you are close to her but if you run she will do this acrobatic move to hurt you. Also she can only be hit when she is standing in one place. So use a giant batarang two times here. After that get on the roof, attack then go down. Repeat this and she will go away.

Catwoman boss rating: 2/5

Ruined building

Ok now as you start go down the hole. Turn right and kill the clown and move on. This part has some pipes on the floor that release gas. Wait two times for the gas to come out and move. Kill the clown and repeat until you see a hole. Before going down get the item on the right side of the hole then go down. Throw a batarang at the clown. Wait three times at the pipe then move. Move slowly here to see the clowns. Once you do throw a batarang at them and continue. Again before leaving get the item next to the hole and turn around to kill a clown. Once you are down you will immediately be attacked

| |
Alley

This section has a really nice tune. Ok after walking four steps throw a batarang to kill the motorcycler that comes. This area is filled with them so I will warn you when they attack. Once you see a door another motorcycler will come falling from the sky and get behind you. Throw another batarang and continue. After a couple of seconds another will appear. After you get passed the lantern a shooting s entrance.

> Boss: Strongman <

Yay, a boss fight! First collect the weapon on the first window and leave the heart for now. This guy throws down some rocks so you have to keep moving to avoid getting hit. Sometimes he might throw a letter from the sigh above you so be careful. The only way to reach him is to use the hook on two holes from both left and right. Once you see them use the hook (make sure that you are away from him). Now fighting him with bare hands is suicidal so don't even think about it. Once you are up use the batarang and once he gets close jump down and go to the other side. You should beat him and enter the mall.

Strongman boss rating: 2.5/5

The mall

As you move throw 2 batarangs at the base baller. Walk slowly to see the indian woman. Once she jumps on the floor duck and kill her with batarangs. Then do the same with the next enemies that come but I suggest you duck and try to get near the indians and do a crouch attack to keep more batarangs. At the end you will see a horn gunner. Once he fires the first bullet jump over the second one and attack him. Use the hook to climb to the next floor. Now kill the indian that is on the tv screens the same way as the previus. Get on the escalator and use the hook to swing on the ceiling to get the batarangs. Once on the escalator keep jumping to avoid the baller on the platform next to you. At the end you might get hit but jump and attack the baller. Use the lamp to swing across. Kill the next baller and go down by the red metal platforms. Now a baller and a baseballer so use a smoke grenade to stun him and kill him then the baseballer. Get the gun and the bat icon for the cape and go up again. Swing on the lamp to get to the other side and jump over the flames and go down. Stun the horn gunner to get the smoke bombs behind him. On the floor beneath you keep attacking the horn gunner to avoid damage but be close to him and get the item behind the platform and get on the escalator. Now climb the metal platform and wait for the gunner to shoot the middle bullet then throw two batarangs at him. Go left and kill the indian to swing on the ceiling and get the gun safely. Use the hook to go up and use a razor to kill both the enemies above. If you need, go left, kill the indian woman and get a bat icon and return. Go up and go left. Keep moving by killing the enemie you should already know how. After you go through the door get ready to fight.

> Boss: Catwoman <

It's seems miss kitty decides to return and fight you. Now your health should be halfway down and you would want to beat her without taking too much damage don't you? Ok equip the bats (bat icon on belt) and use them 3 times on her. Remember to attack while she is still. She

First get on the x ropes and climb the top. The clowns might throw rockets so watch out. From there duck and attack them. Make sure to block the way they are heading and this way you will beat them.

Rolling clown team boss rating: 2/5

Trainride

Now you will find yourself on a train. Go left and get the items then continue right. You will see the first fen fatal encountered in the game. When she pulls out the knife from her mouth duck and wait for her to get close. Attack and in a few seconds attack the fire ball clown. Use the same method as before for these guys. Move ahead and kill the fen fatal and behind her you will see a heart. Continue and kill another one then jump on the next part and stop. See these white objects on the floor. Jump over them or they will smack you backwards and do big damage. Make sure to land between them. Jump over the next one the same way then kill the fen fatal and get the item. The next part you will see some blades on the floor that move back and forth. The only when to get passed them is to jump over them when they move. Like when one of them come wait for it to move away and jump. Next kill the fatal. Ok now you will notice a small part of the white objects you saw before. The problem here is that there is an object blocking your view so you can't see them so you have to judge when to jump. Kill the enemie and you will see more blades. Jump the same way as before over them then kill more enemies ahead. Collect the items and prepare for combat.

> Boss: Assassin clown <

ACT 4 AND BOSS INFO COMING NEXT UPDATE!

ACT 5: The Penguin's lair

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 /-----\
 |          | STAGE INFO          |
 /-----\
 |          |                     |
 | Enemies: | Horn gunners, Indian woman|
 | Rocket   | clown,              |
 |          |                     |
 |          |                     |
 | Secrets: | In the spot where it's  |
 | marked # | go left and smash the  |
 | wall left| of the spikes and brake |
 | the wall | to get items.          |
 |          |                     |
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The lair

In this level, don't walk to fast because the ice is slippery. First jump and use the hook to get over the water. If you fall it means instant death. Jump t stop moving until you see the indian woman. Kill her from your position and jump on the face. Don't stand to long on it or it will turn over and hurt you with ice spikes. Kill the horn thug and kill the indian by jumping

over her knives while climbing this time #. Move right on top of the place where the woman was standing. Use the hook on a barely visible platform and there jump right. Use a razor to kill the indian and get on her platform. Now kill the next indian and glide with your cape through the spikes. Once you are on a platform, jump right and use razors to kill the enemies above you. Go right into the hole and jump to get the heart when you see it. After that kill the indian woman in front of you then kill the horn thug. Once you fall of the platform move alittle right to land on a platform and duck too. Kill the indian with batarangs and kill the next two enemies and jump on the ice cube to go on.

Enemie assault

Here you will just have to stand in one place and kill all enemies coming out of the ice cubes. Collect items and make sure if a horn thug with a rocket launcher appears jump when he shoots. Good luck!

Batman vs. The Penguin

> Boss: The Penguin's duck machine <

Get all the items before reaching the Penguin. Equip the gun and once you see the duck shoot it until it's destroyed. Grab the heart and wait for the Penguin to escape. Go to the center and wait for platforms to appear.

Penguin's duck machine boss rating: 1/5

Jump on top of the platform and climb the platforms that come all they way up. Get the ammo on the ceiling before the fight.

> Boss: The Penguin <

The Penguin will come out of the wate with his yellow pigama and use two attacks on you. One, he will shoot white balls which freeze you and the he will shoot fire balls that hurt you alot. First equip the gun and jump over his attacks and wait for him to hide in the water. Jump on the far right side and attack by avoiding his attacks. Use the gun or the bats to drain all his health but he won't die. Jump on the pipes with the heart and destroy the air conditioner by attacking. Once it's destroyed the ice will start to melt and finish off the Penguin and you saved Gotham from the dreaded Penguin.

The Penguin boss rating: 3.5/5

BONUS:

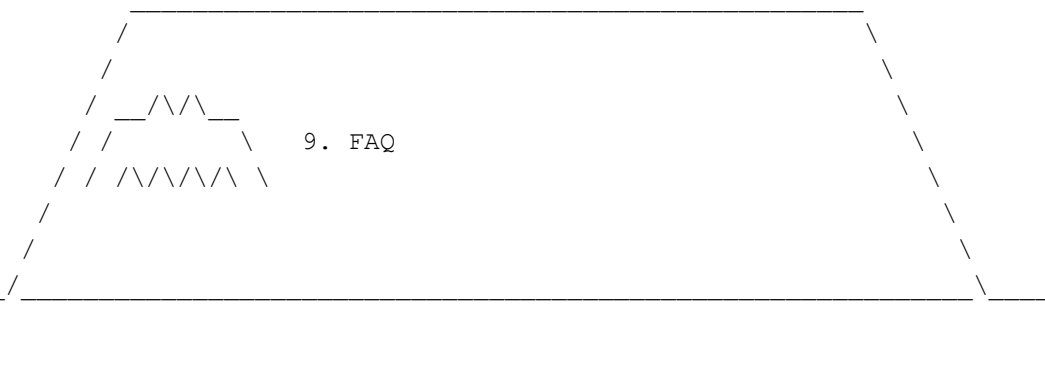
> Boss: Catwoman <

It's the last boss and once you fight you will see the credits roll. Don't go up or you will get hit by electricity. Kill Catwoman with every weapon you have.

Now there are two ending to this game. The good one is when you beat Catwoman and the Bad one is when she beats you so decide the ending.

Catwoman boss rating: 1.5/5

Congratulations! You beat one of the hardest Batman games ever!



Here is an FAQ with all kinds of questions realed to the game:

Q: Is this game better than the SNES version?

A: I can't say because the SNES version is a beat em up and the Genesis version is a platformer but I played the Genesis version first.

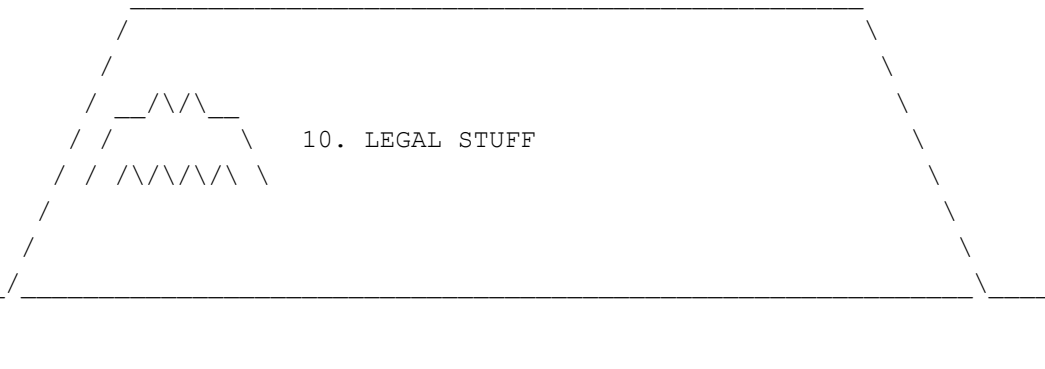
Q: I heard this game is hard, is it true?

A: Oh, you have no idea how frustrating the game could be sometimes.

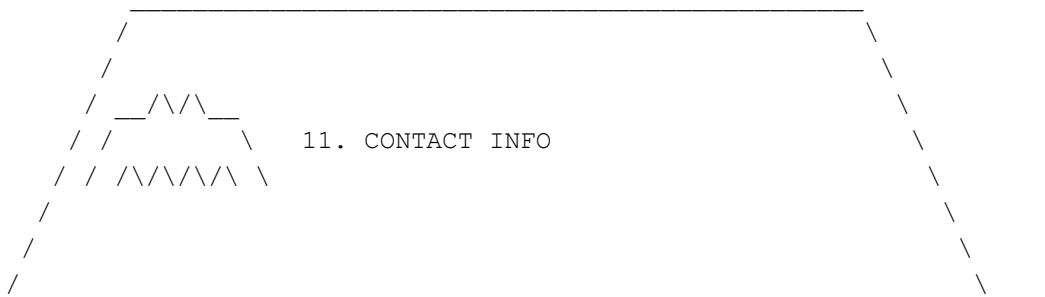
Q: Can I use this guide on my site?

A: Just ask me first.

If you have a question and want it to be posted in this FAQ then see the contact info section.



I am in no way associated with Malibu Interactive, DC comics or this game. Batman is created by Bob Kane and is pure property of DC comics and the game is made by Malibu Interactive.



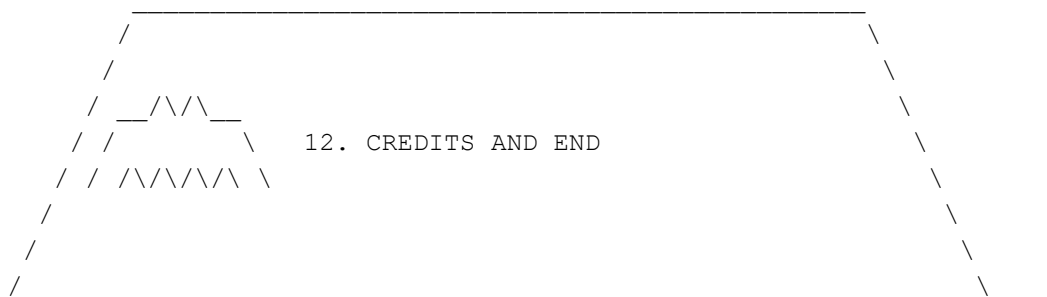
If you want to ask/tell me something, Inform me of any spelling mistakes, want permission to use this guide on your web site, then send me an E-mail to this address: the_punisher_x@mail.bg or visit my website: http://www.wix.com/The_punisher/punishing-x-guides

Don't forget that Punishing X Guides is on MySpace too:
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Follow direct updates at our Twitter:
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Make sure to become a fan at our Facebook page:
http://www.facebook.com/gettingstarted.php#!/pages/Sofia-Bulgaria/Punishing_X_Guides/340702081550?ref=ts

Note: If you ask me about emulators, roms or anything like that you won't get any awnsers.



Thanks goes to:

Malibu Interactive - For making this game

Bob Kane - For creating Batman

DC Comics - For publishing the Batman comics

Special thanks goes to:

My family - For supporting me

My friends - For the advice

You - For reading this guide

Important: If I missed something (item description, enemy info etc.) please tell me.

Support: If you like this guide, please send me an E-mail saying you want me to make more guides. Who knows, I might even add you to the credits section!

Advice: If you don't like the style or the way this guide is written, tell me and give me some advice on how to make this guide better.

Thank you for reading this FAQ/walkthrough

- Philip

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