

A	-	Not Used
B	-	Jump
X	-	Not Used
Y	-	Shoot
Start	-	Pause
Select	-	Not Used
B + Down	-	Slide

2. W A L K T H R O U G H

0002

```

+-----+
|           Stage 1           |
|                               |
+-----ST01-----+

```

Take this moment to get use to your controls. Head to the right and stop when you come to the short wall. Jump onto it and then drop off to the left and duck. A thug will jump onto the wall and begin firing. You should be low enough that he won't be able to hit you but you can hit him.

With the thug defeated hop over the wall and stop when you come to a hallway. Move closer and closer to the hall until a spiked ball drops from the ceiling. If you went slowly enough then the ball will have missed you. Move a few more inches slowly to the right for another ball to drop.

Continue to go slowly down the hall for the third, and final, spiked ball to drop from the ceiling. After passing it you can then walk/run at your preferred speed. When you reach the next building stop when you are below the first ledge.

Shoot the thug thats on the ledge above you to defeat him. Now jump onto the platform on the right and then onto the elevator. When the elevator goes as high as it will jump onto the platform on the left. From the ledge shoot at a thug thats on a ledge a bit higher than where you are.

After that thug is defeated hop onto one of the higher ledges on the left and shoot upwards to take out a thug on the left platform. When this thug is defeated jump onto the moving platform and then the platform to the right and then left.

On the left platform destroy the box to get the C Weapon. Continue to climb ledges. Stop righ beneath the ledge that extends all the way from the left to right. Kill the thug that is on this ledge then hop up onto it. Hop onto the platform, but be quick because it will begin to drop to the right ledge.

As soon as you jump onto the moving platform a thug will drop down from above. From the ledge on the right jump to the elevator to the left. At the top a thug will drop down from the top of the screen. Ignore him and jump onto the top right ledge.

Destroy the two crates to get an S Weapon. Run along the next bridge. Be careful for each statue. As soon as you get close enough its mouth will open and send out electricity. At the end of the bridge you'll see a blimp.

Stage Clear!

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+-----+
|           Stage 2           |

```

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| |
+-----ST02-----+
```

This is a simple, linear level. Keep running to the right. Take out any Grunts that will hop off of the blimp along the way. Break any crates you may find to get more Weapons that will help you combat the Grunts. Also try to stay on the top section of the level.

Stage Clear!

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+-----+
|   Boss Fight 1   |
|                   |
+-----BF01-----+
```

This level is only a boss fight. You and the boss both have a number which is 50,000. You have to attack him until he has no health left. If your number counter hits zero you will die. The Boss has one main attack. He will shoot out a stream of fire balls.

As well as having to watch out for this attack he can also summon a small army of robots to come down from the sky. As long as you strike quickly you will damage him more than you. After he is defeated you will have completed yet another stage.

Stage Clear!

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+-----+
|   Stage 3   |
|             |
+-----ST03-----+
```

Jump over the fire and land on the moving platform. Wait until it reaches the the highers part of the trach jump over the fire to the right. Go to the edge of the pit where theres an electric current in and crouch down and shoot to the right. You should have hit a barrel which will come flying towards you.

Hop over it right as it is about to hit you. Now jump the electric current. As soon as you reach the other side a thug will jump onto the screen. Defeat him and jump onto the next moving platform. Wait for the closest/highest spot on the track.

Once the platform reaches it jump to the right. On the next platform hop over the small ledge and land on another moving platform. Just as it is about to go down jump to solid ground. Another thug will jump onscreen. Defeat him and continue to the right.

At the end of the hall will be a barrel and a thug. Defeat the thug and should you accidently shoot the barrel be ready to jump it. Enter into the next room and watch the floor above for any thugs. If you spot a thug shoot through the floor and at them.

When you reach another electric current jump over it and on the other side ride the elevator up to the next floor. On the next floor kill the thug on the top right corner. Go to the left and kill the thug next to the elevator on the next floor. Ride the elevator that is in between fires to the next floor.

Jump onto the platform and then to the next hall. Quickly run to the moving platform above the electric current then drop into the hole. Be quick so that you don't get hit by a barrel that comes from the right and left. Kill the

each platform will be a diver. Wait for them to jump out of the water and then attack. With them defeat continue along. When you stand in water the current will pull you along.

Also be careful for any mines that should drop down from the waterfalls. You can walk past them but if they drop off screen they will explode and the explosion will rise and may hurt you. At the last ledge run off screen to the right.

Stage Clear!

```
+-----+
|           |
|           |
|           |
+-----ST09-----+
```

This is the same as level 4. For this level you will have a hover bike. This is a straight forward level. Fly through/destroy all of the mines. Don't get too close to them after destroying them because they may produce a purple gas that will damage you.

After the mines will be thugs on hover bikes. After the bikes will be soldiers with jet packs. Once past the soldiers with jet packs you'll have to fight mech soldiers. The screen will stop and mech soldiers will appear. Keep firing at them while avoiding their rockets.

Stage Clear!

```
+-----+
|           |
|           |
|           |
+-----ST10-----+
```

This is a simple level. Crouch in the bottom left corner of the screen and let the screen move you. Most of the barrels will bounce over your head. For the ones that don't keep shooting at them to bounce them away. Occasionally some thugs will jump onto the screen.

When you reach some force fields slide under each bar. Once past all of them jump to each platform. Some of them are moving platforms and others will begin to drop the moment you step on them. When you reach the brick building run off screen to the right.

Stage Clear!

```
+-----+
|           |
|           |
|           |
+-----ST11-----+
```

For this level you will be chased down by a giant tank moving to the left. Stay underneath the demo man throwing pipe bombs over the side and shoot up at him. Be careful for the spiked balls that will occasionally drop in the front of the tank and fire in the back.

Stage Clear!

```
+-----+
|           |
|           |
|           |
```

This is an extremely short level. Kill any thugs that cross you way and be careful for the line of droids that will occasionally come from the top of the screen and form an arch. Avoid these because if they touch you, you will instantly die.

Stage Clear!

+-----+
| Boss Fight 3 |
+-----BF03-----+

The first boss fight against the Joker. He will be in a robot clown head that moves back and forth. A wall of fire will appear on either the left or right side and will shoot out three fire balls. Run in the opposite direction and after the third ball jump over it towards whatever direction the wall is.

After avoiding several walls of fire the robotic clown face will move it and Joker will begin to toss bombs out of the mouth of the face. Stand below him and shoot upwards. You can also destroy some of the bombs by shooting at them. You will have to go through several phases until he dies.

Stage Clear!

+-----+
| Boss Fight 4 |
+-----BF04-----+

Ah the final confrontation with the Joker. This is a simple boss fight as long as you attack first and quickly. Climb the bars on the left or right and shoot at the clown robot's mouth. If the laser sword blocks your shots move to a different spot and then shoot from there.

Thanks to Batman, the good citizens of Gotham City can sleep peacefully, knowing that the Joker is now locked away where he can never work his evil again...or is he?

3. W E A P O N S

0003

Type	Description
B	Shoots out a single shot.
C	Shoots out a single shot that explodes. Hold down to create four shots to send out at once.
S	Sends out three Shurikens. Hold down to produce a swarm of Shurikens around you.
N	Sends out two shots at the same time. Hold down to send out a stream of shots.

| R | Rapid fire used on the hover |
| | bike. |

0004

4. C O D E S

0004

Stage Passwords

DNCN = Stage 02
MCHT = Stage 03
DDPP = Stage 04
LDRN = Stage 05
KLTT = Stage 06
CRLB = Stage 07
LKCM = Stage 08
DVWH = Stage 09
TTKR = Stage 10
BTMR = Stage 11
VNGF = Stage 12

5. D I S C L A I M E R

0005

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