

BATMAN

THE CAPED CRUSADER™



APPLE IIe, IIc, IIGS (in IIe mode)
5 1/4" Disk
Joystick Required
Double Hi-Res. Color Graphics
128K Memory Required

406-0205-00

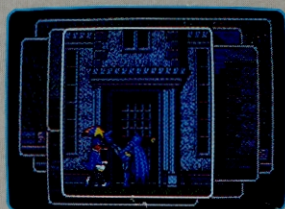
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BATMAN™

THE CAPED CRUSADER™



The Penguin is back, and he's set himself up as a respectable umbrella merchant. Or has he? Could the umbrella factory be just a cover for his plot to take over the world with an army of robotic penguins? As Batman you must match clues you've collected to locate the master computer and – POW! ZAP! CRUNCH! – put an end to the demented sqawkings of that over-weight birdbrain.

But that's not all! As soon as you've taken care of the Penguin, the Joker pulls off his greatest feat of sleight of hand – he kidnaps Robin! At the scene of the crime, you must gather all the facts. Then, while the trail is still hot, you're off on a crime solving adventure. Grab your batarang and rev up the Batmobile – because if you don't reach Robin in a hurry, the last laugh will be on you! HA, HA, HA, HA!

It's all right here in Batman, The Caped Crusader.



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 470 Needles Drive
 San Jose, California 95112



90 Days Limited Warranty.
 See Instruction Manual
 or your dealer for details.

MADE IN THE USA

BATMAN

THE CAPED CRUSADER™



APPLE
IIG, IIG, IIGS
BATMAN
DBL HI-RES.
128K REQD.

Apple

BATMAN™

THE CAPED CRUSADER

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406-0230-00

BATMAN™

THE CAPED CRUSADER™

Apple II Series Instructions

SYSTEM REQUIREMENTS

To play Batman on an Apple IIe or IIc, you need:

- At least 128K RAM and Double High Res
- A single disk drive
- 2-button joystick

GETTING STARTED

1. Place Disk (LABEL SIDE UP) in the drive
2. Turn your computer and monitor on.
3. The introductory screen will appear and the game will load automatically.
4. The BATMAN symbol will appear, offering the options of playing the BATMAN A or B plot. Select A for the Penguin plot or B for the Joker plot.

From that point on, the game plays as per the COMMODORE instructions included in the BATMAN manual.

To toggle the sound on and off go to the Utility Screen and click on the musical note.

To Quit or Pause the game go to the Utility Screen and click on the large icon in the middle on the left that resembles a keyboard. The game will ask you "Quit Y or N?" Y will return you to start of game. N will return you to where you left the game or CTRL-R will restart the game.

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[Grid for age]

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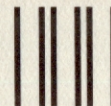
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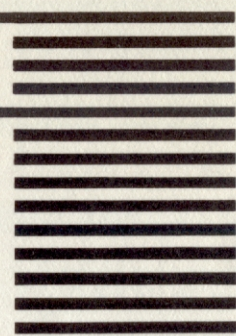
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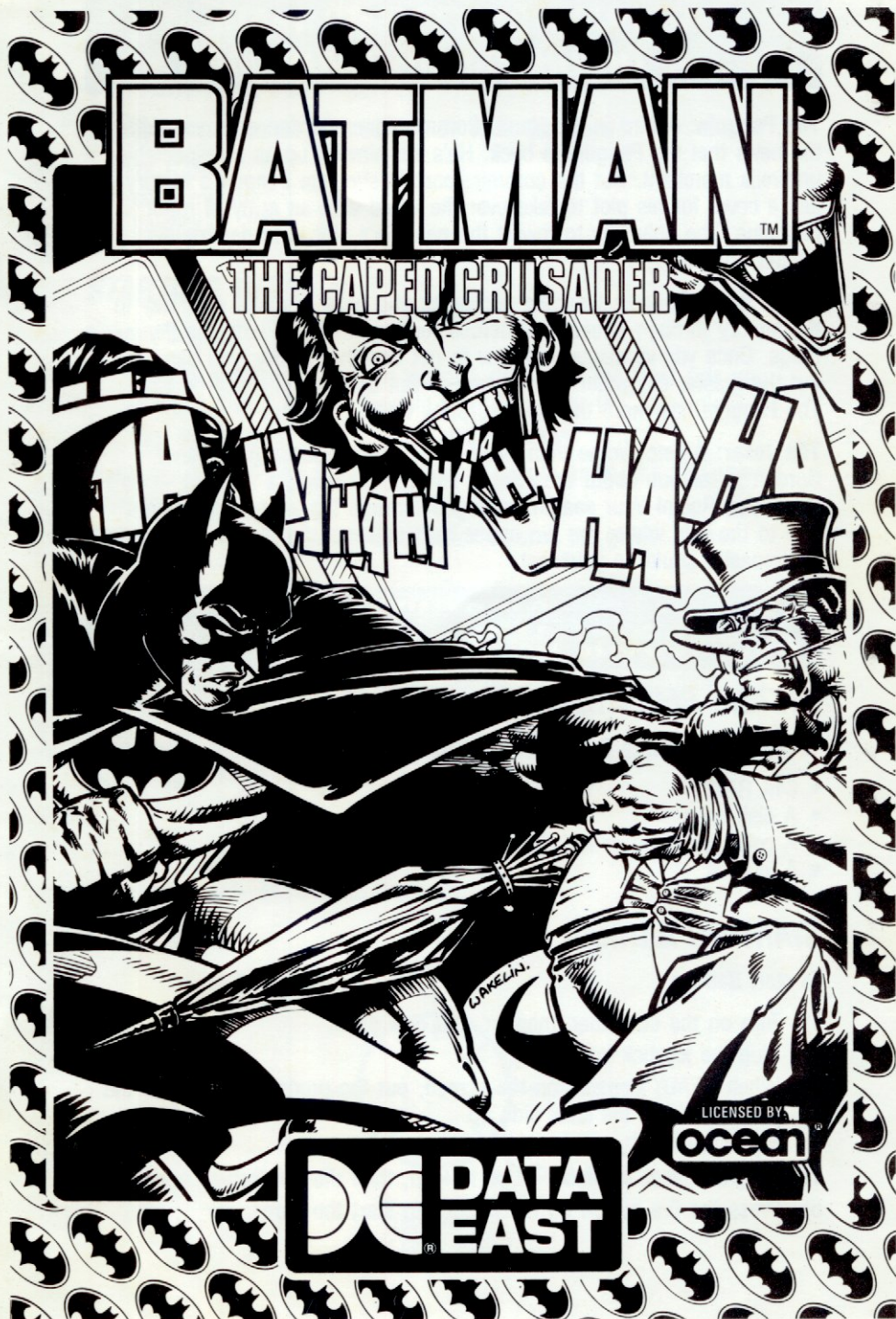


<http://www.cvxmelody.net/AppleUsersGroupSydneyAppleIIDiskCollection.htm>

INSTRUCTION MANUAL

BATMAN™

THE CAPED CRUSADER



DC DATA EAST

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BATMAN INSTRUCTION GUIDE

A TROUBLESOME TWOSOME

The Penguin: A Bird in the Hand. Commissioner Gordon calls you with the news that the Penguin is back. He's set himself up as a respectable umbrella merchant. But the commissioner is sure the Penguin's factory is just a cover for his plot to take over the world with an army of robot penguins. The only way to thwart the penguin's plot is to destroy his master computer.

To get to the Penguin's master computer, you have to make your way to the factory through streets and across rooftops crawling with the Penguin's thugs. Once you've discovered how to get into the factory, you can search out the master computer and destroy it. But don't think it will be easy. The Penguin has more than one surprise waiting for you.

The Joker: A Fete Worse than Death. You don't need Commissioner Gordon to tell you about the Joker's latest feat of sleight of hand — he's kidnapped Robin! Your search leads you through the sewers of Gotham City to the Fair, where the fun house isn't so much fun and a ride on the rollercoaster could be your last.

COMMODORE 64/128: GETTING STARTED

SYSTEM REQUIREMENTS

To play Batman on a Commodore 64 or 128, you need:

- 64K RAM
- A disk drive
- A color television or monitor
- A joystick

STARTING BATMAN

To start Batman:

- 1) Turn on the computer, monitor, and disk drive.
- 2) Plug the joystick into port 2.
- 3) When READY appears on the screen, put the program diskette in the disk drive with the label side up.
- 4) Type LOAD "*" , 8,1 and press RETURN.

The program takes a minute or so to load, then the title screen appears.

- 5) Press the fire button on the joystick to start the game.

ATARI ST: GETTING STARTED

SYSTEM REQUIREMENTS

To play Batman on an Atari ST 520 or 1040, you need:

- 512K RAM
- A color monitor
- A joystick

STARTING BATMAN

To start Batman:

- 1) Put the program diskette in the disk drive with the label side up. (Choose disk 1 for the Penguin plot, disk 2 for the Joker plot.)
- 2) Turn on the computer, monitor, and disk drive.

The program loads automatically. After a minute or so, the title screen appears.

- 3) Press the fire button on the joystick to start the game.

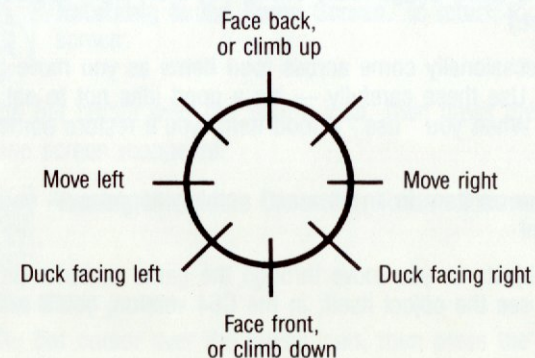
CONTROLS

To display the status screen, hold down the fire button and move the joystick down.

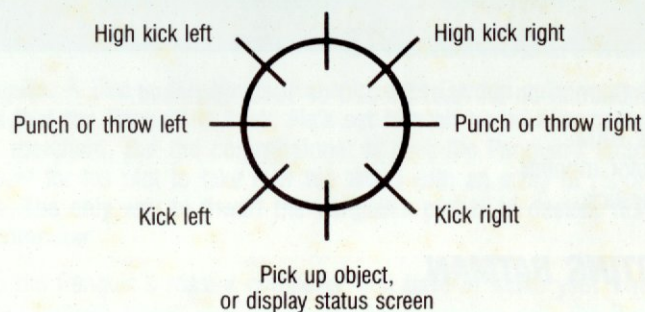
To return to the current game screen from the status screen, click the Return icon:



Joystick controls without the fire button pressed:



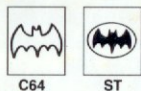
Joystick controls with the fire button pressed:



STATUS SCREEN

The percentage at the top of the screen shows how much of the game you've completed.

The small pictures on the status screen are called icons. There are two type of icons on the status screen: object icons and action icons. Object icons are things you need at some point during the game. Action icons let you use objects, restart the game, and turn the music off and on.



Bat Cursor. Use the joystick to move the Bat cursor to the icon you want to choose. Press the fire button to choose the icon.

Getting an Object. As you play **Batman**, you will need to pick up items that can be used later to solve a puzzle, open a door, give you more power, and the like. A few examples will make this easier to understand.

- 1) In certain parts of the game, you may enter a completely dark room. You need to look for light-producing items in the rest of the game, then use one of them in this room to be able to see what's there. (And just to make things really sticky, not every light source works in every room.)
- 2) You will occasionally come across food items as you move throughout the game. Use these carefully — it's a good idea not to eat too much too soon. When you "use" a food item, you'll restore some of your power.

If you try to use an item in an area and nothing happens — you've got the wrong item!

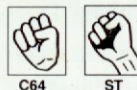
You will find objects as you move through the game screens. (In the ST version, you'll see the object itself; in the C64 version, you'll see a locked chest.)



To pick up an object:

- Position Batman over it, then hold down the fire button and move the joystick down.

In the ST version, when you've acquired an object, an icon appears on the status screen to show you what you've acquired; in the C64 version, a message appears on the screen to tell you what you've acquired.



Using an Object. To use an object:

- Go to the status screen.
- Move the Bat cursor over the icon of the object you want to use, then press the fire button.

The square around the icon flashes.

- Move the Bat cursor to the Use icon, and press the fire button.

When you use the right object at the right time, the percentage at the top of the screen increases to show you've solved part of the game.



Dropping an Object. Dropping an object leaves it where Batman is standing. You can't use an object you've dropped. You can carry only a limited number of objects, so drop the objects you don't think you need anymore.

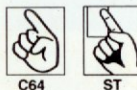
To drop an object:

- Go to the status screen.
- Move the Bat cursor over the icon of the object you want to drop, then press the fire button.

The square around the icon flashes.

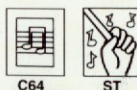
- Move the Bat cursor to the Drop icon, and press the fire button.

The icon of the object disappears from the status screen. The object reappears on the game screen.



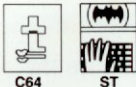
Returning to the Game Screen. To return to the game screen:

- Move the Bat cursor over the Return icon, then press the fire button. The game screen reappears.



Turning the Music On or Off. To turn the music on or off:

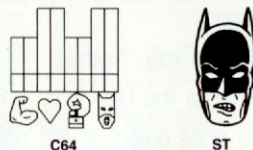
- Go to the status screen.
- Move the Bat cursor over the Music icon, then press the fire button. If the music is on, it goes off; if it's off, it comes on.



Restarting the Game. To start the game over at any time:

- Go to the status screen.
- Move the Bat cursor over the Restart icon, then press the fire button. The message appears that asks if you want to start the game over.
- Type y if you want to start over; or type n if you want to go back to the game where you left off.

Energy. At the bottom of the screen, the graph (on the C64 version) or Batman's face (on the Atari ST version) shows how much energy you have left. As you use energy, the bars on the graph get shorter or Batman's face slowly turns into a skull.



To get more energy, eat food objects you picked up.

To eat:

- Pick up food items (sweets, lemonade, and so on) throughout the game.
- Go to the status screen.
- Move the Bat cursor over the icon of the food object you want to eat, then press the fire button. The square around the icon flashes.
- Move the Bat cursor to the Use icon, and press the fire button. The bars on the graph grow longer, or part of the skull that's showing changes back to Batman's face.

HINTS AND TIPS

- 1) Don't eat too much too soon.
- 2) Some objects do more damage than good.
- 3) You can carry only a limited number of objects at a time. Drop objects you don't think you need anymore.
- 4) Duck to avoid bullets.
- 5) Continued punching of enemies can produce valuable food (ST version only).

THE PENGUIN: A BIRD IN THE HAND

When you learn from Commissioner Gordon that the Penguin is plotting to take over the world with an army of robot penguins, you rush to the Batcave. Before you leave, be sure to collect all the items you think you can use. When you reach the streets of Gotham City, keep an eye out for other useful items.

Watch out for the thugs that roam the streets—they may shoot at you. Punch, kick, or hit them with your batarang for temporary defense.

THE JOKER: A FETE WORSE THAN DEATH

To reach Robin, you first have to make your way through the sewers of Gotham City—not a pleasant prospect. Make sure you've collected the items you think you'll need before you plunge in. You'll come across many bombs in the sewers. You need to disarm them before you can leave the sewers—but it will take you a while to come across the tool you need to do the job, and you'll have to do a lot of backtracking to disarm all of them.

When you find the bat ears, use them to amplify your hearing.

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