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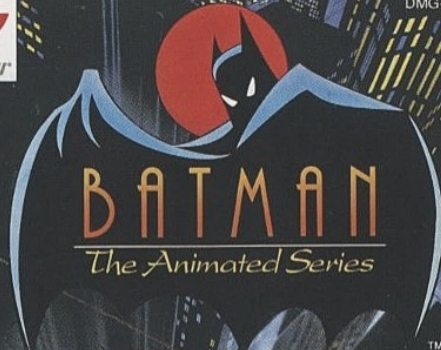
Printed in Japan

Nintendo

GAME BOY



DMG-XM-USA



INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Congratulations

People everywhere are tuning in to the hit TV show **Batman™**: **The Animated Series**. Now Konami brings you the exciting Game Boy® video game. You assume the role of the **Dark Knight**—and **Robin**—and tackle **Gotham City's** toughest criminals. Before you hook on your utility belt, though, we suggest you read this manual to get the most enjoyment from your game.

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Q: How do you scare a thief?

A: SAY "HEY, THERE'S BATMAN."

It works everytime in **Gotham City**. Your garden-variety villain will high-tail it out of town at the mere mention of **Batman's** name. Better to run, they figure, than actually have to face the **Dark Knight** himself.

Of course, there are some who don't learn too easily. **The Joker** is one. And **The Scarecrow**. They keep coming back for more, figuring that one day they can defeat **Batman**.

Then there's **The Penguin**—talk about a stubborn bird. First he was a crook, then he got caught and sent to prison. When he got out he said he was reformed, but then he turns to crime again. And of course, **Batman** was there to foil his plans. You can bet **The Penguin** will show up again, though, as sure as it snows at the North Pole.



And speaking of snow, frost has been found at some recent crime scenes. That means one of two things: either the city is going to have a huge air conditioning bill this month, or **Mr. Freeze** is back in town.

With all those foes to tackle, you would wonder if a guy like **Batman** gets any leisure time at all. I'm sure **Catwoman** would like to get him alone for awhile, but the results might be cat-astrophic. Those two have had a hot feud going for some time now.

As you can see, **Batman** commands a lot of respect and fear from most criminal types. The ones who don't fear him yet are in for a big suprise. Are you tough enough to lead the **Dark Knight** and **Robin** to victory and save **Gotham City**?



How to play



The game is composed of five (5) episodes. In each episode you must guide **Batman** and **Robin** and stop some of **Gotham City's** most infamous criminals; **The Joker**, **The Scarecrow**, **Mr. Freeze**, **Catwoman** and more.

As you play the game, keep these rules in mind:

- When you get hit you will receive some damage and lose energy. When your energy meter is empty you lose your life and the game is over.
- You may continue play from the beginning of the area you were in, but the CONTINUE feature can only be used twice.
- When you resume play with the CONTINUE feature, you will lose any points or weapons you have accumulated up to that point.



Beginning the game

With the Game Boy turned off, insert the game pak into the unit. Now turn the power on. After a few seconds you will see the title screen (or you can press the Start button to speed things up). You can now start the game or go to the configuration screen.

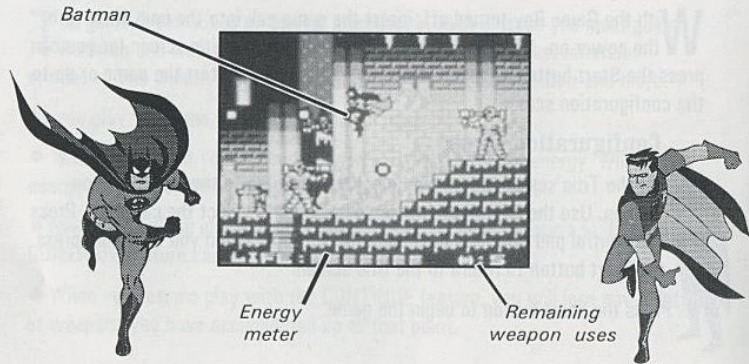
Configuration screen



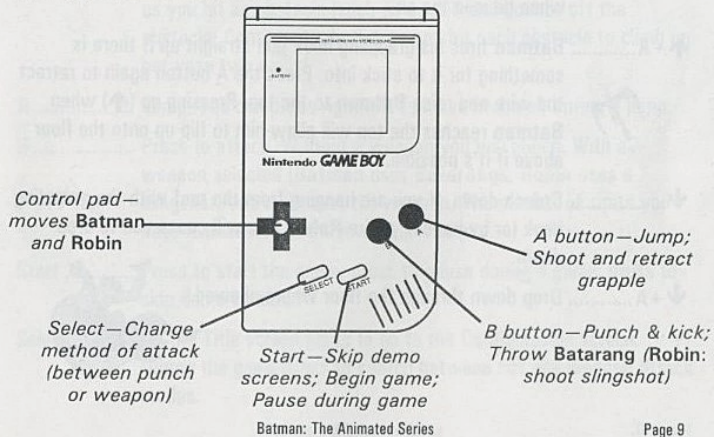
At the Title screen, press the Select button to go to the Configuration screen. Use the control pad to move up/down to select the category. Press the control pad right/left to change the settings. When you are done, press the Start button to return to the title screen.

Press the Start button to begin the game.

The game screen



Using the controls



←or→ Controls character movement. You can also move a character when he is in the air.

↑ + A **Batman** fires his grappling hook gun straight up if there is something for it to stick into. Press the A button again to retract the wire and raise **Batman** to the top. Pressing up (↑) when **Batman** reaches the top will allow him to flip up onto the floor above if it's possible.



↓ Crouch down. If you are hanging from the roof with the grappling hook (or by hand if you're **Robin**) this will cause you to drop down.

↓ + A Drop down through the floor where allowed.



←or→ + A .. When you jump by pressing the A button, you can press it again as you hit an obstacle (such as a wall) and bounce off the obstacle. Continue to do this as you hit each obstacle to climb up between two walls!

A Jump. You can press right/left to move in the air during a jump.

B Press to attack. Without a weapon you will punch. With a weapon selected (**Batman** uses **Batarangs**; **Robin** uses a slingshot) you will shoot the weapon. The number of shots you have is indicated in the lower right corner.



Start Press to start the game; press to pause during a game; press to skip demo screens.

Select On the Title screen press to go to the Configuration screen. During the game press to switch between fist and weapon attack modes.

The Rogues' Gallery



Mr. Freeze



Catwoman



Poison Ivy



The Riddler



The Scarecrow



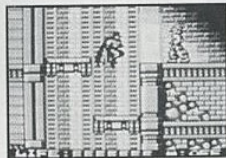
The Penguin



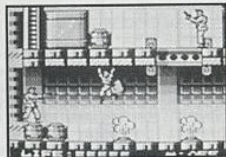
The Joker



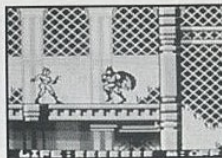
Episode guide



*Episode 1—The
Joke's On You*



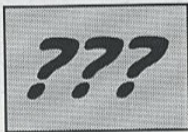
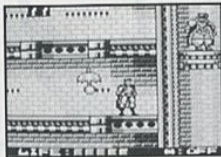
*Episode 2—The Chill of
a Lifetime*



*Episode 3—The Green
Menace*



Episode 4—Bank Robbing is a Gas



Episode 5—The Joker's Last Laugh?



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