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Sun Corporation of America, 11165 Knott Avenue, Cypress, CA 90630 (714) 891-4500
Printed in Japan

Nintendo

GAME BOY®

DMG-B5-USA

SUNSOFT®

BATMAN™ RETURN
OF THE JOKER™

INSTRUCTION BOOKLET

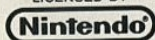
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Thank You



... for purchasing the SUNSOFT "Batman™ Return of The Joker™" Game pak. Read these instructions thoroughly before starting to play the game. In doing so, you will understand the game better and enjoy it even more. Also, keep these instructions in a safe place.

Precautions

- Be sure to turn the power OFF before inserting the pak or removing it from the unit.
- This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures.
- Do not bend, crush, submerge in liquids or attempt to take it apart.
- Avoid touching the connectors and be sure to keep them clean and dry.
- Take an occasional recess during extended game play.



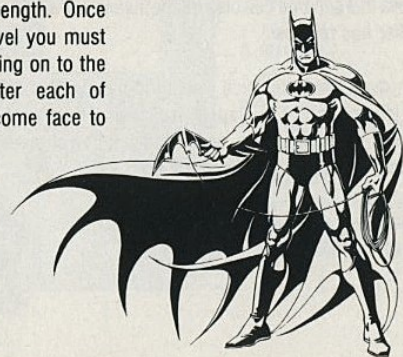
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Game Overview



Batman Return of The Joker for the Game Boy is based on DC Comics comic book series character "The Dark Knight™". It has 4 levels of game play in which Batman must defeat various enemies and overcome difficult obstacles by using his arsenal of weaponry and acrobatic strength. Once you have completed each level you must defeat a boss before continuing on to the next level. You must master each of Batman's skills in order to come face to face with The Joker.





Game Story

Precious metals are mysteriously missing from Gotham City™ mines. One of these metals has a highly toxic composition which is used to build explosives for missiles. Gotham City police have exhausted their efforts and frantically call to Batman for help. He knows this scheme can only be the insane workings of one criminal master mind... The Joker has returned!

Batman must follow the trail leading to the location of The Joker's secret hide-away before it's too late. The Caped Crusader™ must use all his weapons and powers; Batarang™, grappling hook, wall climb and power punch to overcome evil henchmen and defeat The Joker once and for all.

Gotham City is relying on you to stop the Return of The Joker!



Game Play Console



CONTROL PAD

Left/Right

- Move Batman left or right

Up

- Use grappling hook

Down

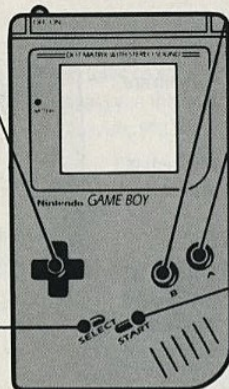
- Duck

SELECT BUTTON

- Not used

GAME RESET

- A + B, Select + Start



B BUTTON

- Punch
- Throw Batarangs/ when collected

A BUTTON

- Jump
- Wall Climb
- Release grappling hook

START BUTTON

- Start Game Play
- Pause Game Play



Title Screen

When you turn the game on, the title screen will appear. You can either begin game play or select options. Options to select from are Game Level and Sound Test.

Game Level — Press the control pad left or right to select from three levels of difficulty: Normal, Easy or Hard.

Sound Test — Use the A Button to hear all the sounds used in the game. These sounds cannot be selected. They can only be sampled.



Stage Select



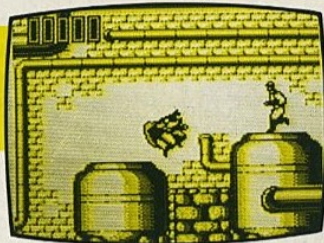
Once you have selected "Start" on the title screen, the Stage Select screen will appear. There are 4 levels making up the game. You may choose from levels 1 - 3 by pressing the control pad left or right. Once you have completed the level you have selected, the Stage Select screen will reappear giving you the option to select from the two stages remaining. Upon completion of all 3 levels, you will proceed onto level 4.



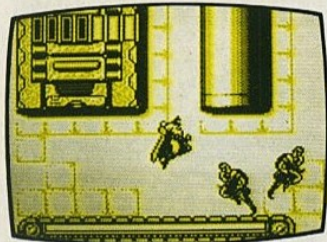


Stages

Level 1
The Sewers
Boss
Dark Claw

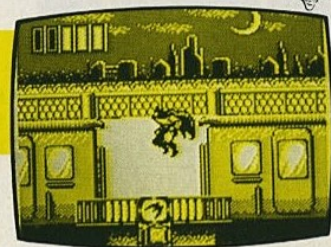


Level 2
Machine Shop
Boss
Shogun Warrior



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Level 3
The Train
Boss
Foul Ball

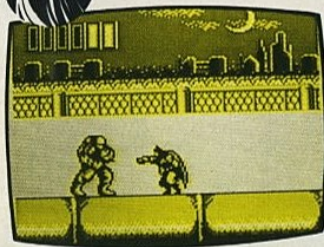


Level 4
?
Boss
?



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Attack Methods

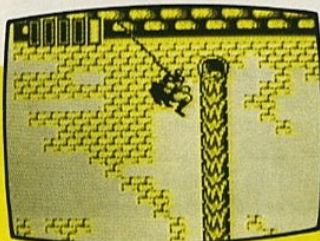


BATARANGS

To use Batarangs, you must first obtain the Batarang icon. Batman will throw Batarangs by pressing the B Button. However, if he is very close to an enemy or object he will punch, not throw Batarangs.

POWER PUNCH

To use the Power Punch, press the B Button.



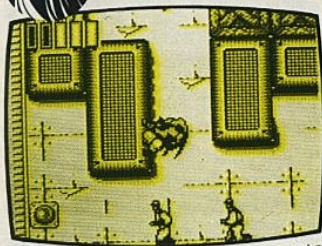
GRAPPLING HOOK

To use the grappling hook, press the control pad up. You must be close enough to an object or ledge in order for the grappling hook to latch on. Once it latches on, Batman will swing back and forth. If Batman bumps into an obstacle the grappling hook will automatically release and he will fall. If you wish to release the grappling hook, simply press the A Button.





Attack Methods CONTINUED



WALL CLIMB

To use the wall climb technique, first press the A Button to jump first. Then when Batman is close to the object you want to scale, press the A Button again. Keep pressing the A Button while pressing the control pad left and right to alternate from side to side.



Icons



— 10 Batarangs



— Gives you one extra life increment and fills up entire life gauge.



— Fills up to 3 life increments.



— Fills up 1/2 life increment. (Icon may not affect life gauge once obtained, but you will be able to take an extra hit point.)



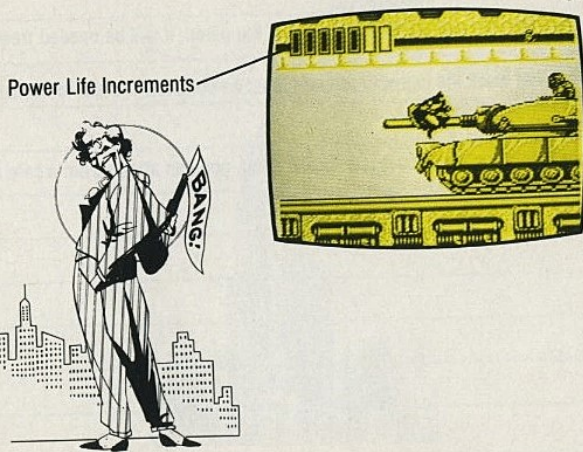
Power Life

Batman is equipped with only 1 power life. Each power life consists of 5 life increments. Once all life increments are lost the game is over.

Continue

Once the game is over, you will have the option to continue up to 5 times. When the continue screen appears, you will have the option to begin at the beginning of the level where you left off or select another level to begin playing.

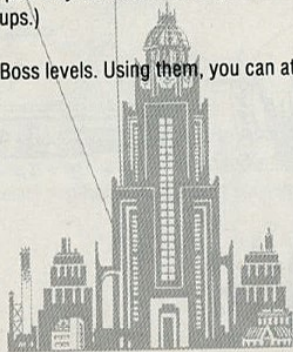
Game Play Screen





Tips

- Perfect the wall climb technique early in the game. It will be needed frequently.
- Boxes that block the pathway forward must be punched in order to eliminate them. (Find hidden power-ups.)
- Save Batarangs for Boss levels. Using them, you can attack from a safe distance.



Scores