

INSTRUCTION BOOKLET

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BATMAN
BEYOND

RETURN OF
THE JOKER™

EVERYONE



CONTENT RATED BY
ESRB



Ubi Soft

www.ubisoft.com

NINTENDO⁶⁴



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Console Setup

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

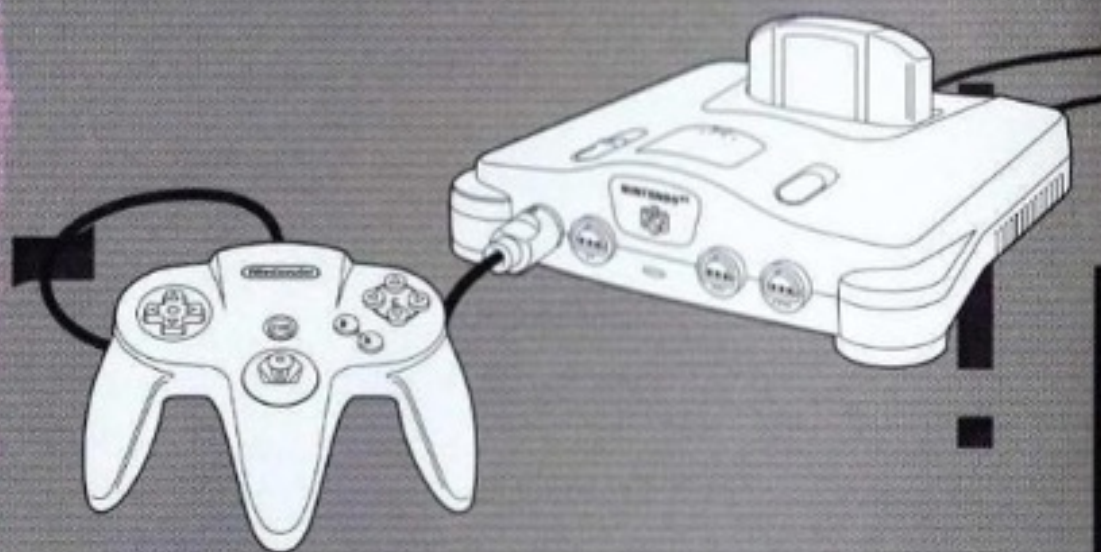
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.



The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

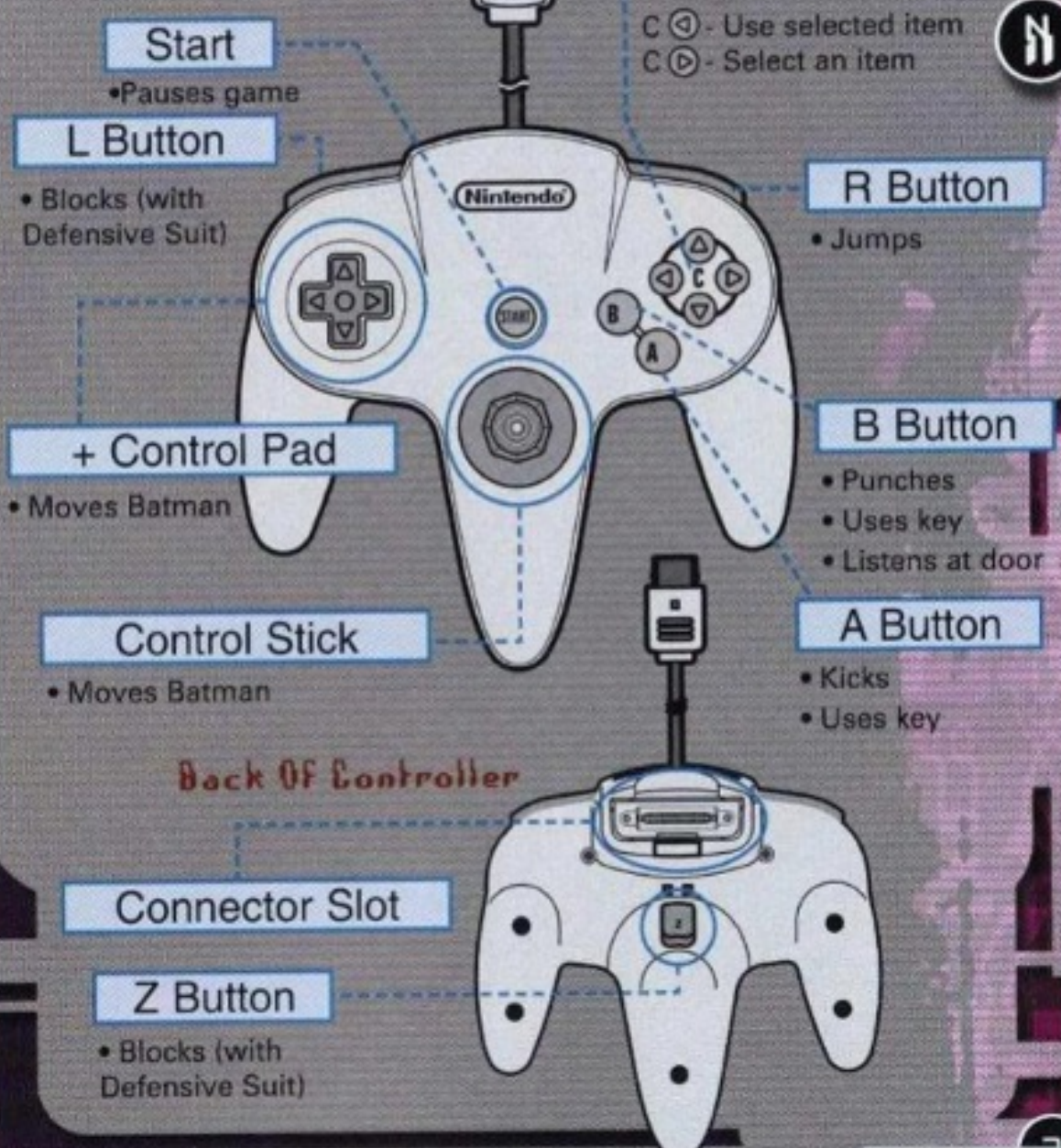




Controller

You can't fight crime unless you know how to dodge a punch and dish out a few of your own.

Below is a basic overview of your controller functions:





The Last Laugh?

In the mid 21st century, **Bruce Wayne** has retired from crime-fighting and the last known sighting of **Batman** occurred over twenty years ago. But evil never rests in **Gotham City**. Now, a menacing street gang known as the **Jokerz** terrorizes innocent citizens. But when the **Jokerz** burglarize several computer operating systems for their high-tech components, Wayne suspects someone else is the mastermind behind their schemes. Wayne reluctantly agrees to let his new teenage protégé **Terry McGinnis**, the new

Batman Beyond, investigate the recent chaos. McGinnis is barely on the case when Wayne is nearly killed by **The Joker** at a shareholder meeting for **Wayne Enterprises**. How could **The Joker**, the seemingly immortal **Clown Prince of Crime**, still be alive and stronger than ever? The secret rests in what transpired the night **Batman** fought **The Joker** for the last time. Now it's up to you to find out and avenge your mentor before **The Joker's** last laugh is on you.





Game Setup

Batman Beyond: The Return of The Joker gives you the freedom to customize your game to match your skill level.



Difficulty

The game features two difficulty levels: Normal and Hard. Play the Normal level until you've completed the game.



Options

Customize the way you fight crime! Crank the tunes or adjust the screen brightness and Control Stick sensitivity on this menu.



Button Configuration

Switch your button configuration using the command at the bottom of the Options menu.

Press the A Button to select a command, choose the new location, and press the A Button again.





Batsuits

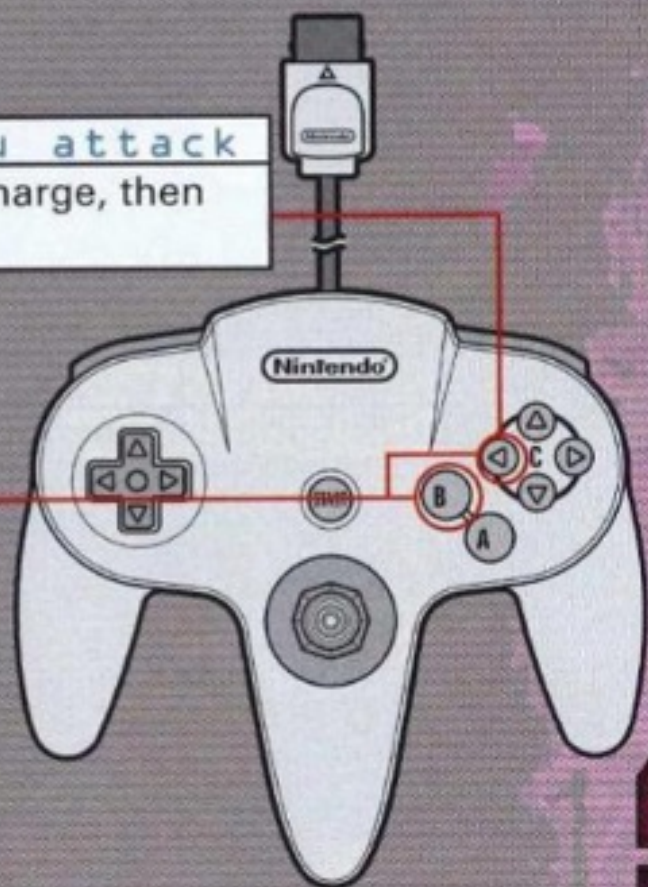
Choose from four suits at the start of each stage: Standard, Offensive, Defensive and Nimble. Until you're familiar with each stage and the enemies, the Standard and Defensive suits are your best bets for success.

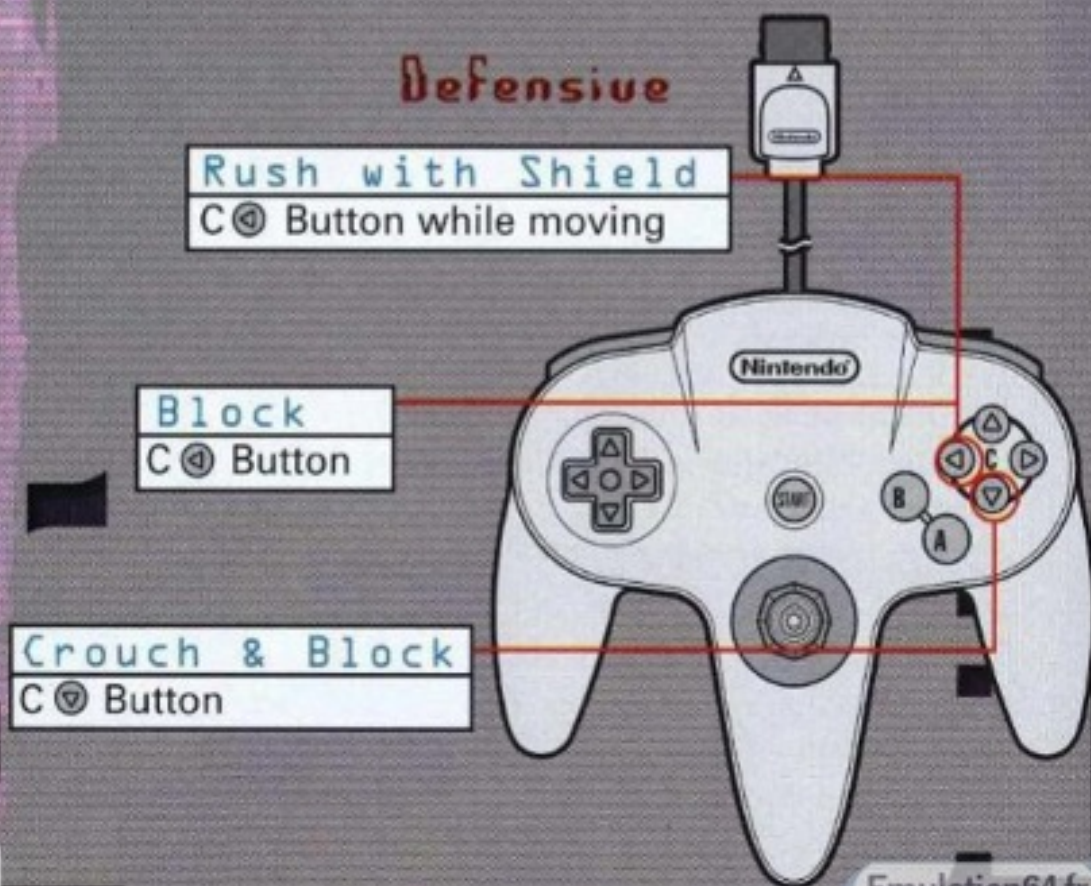
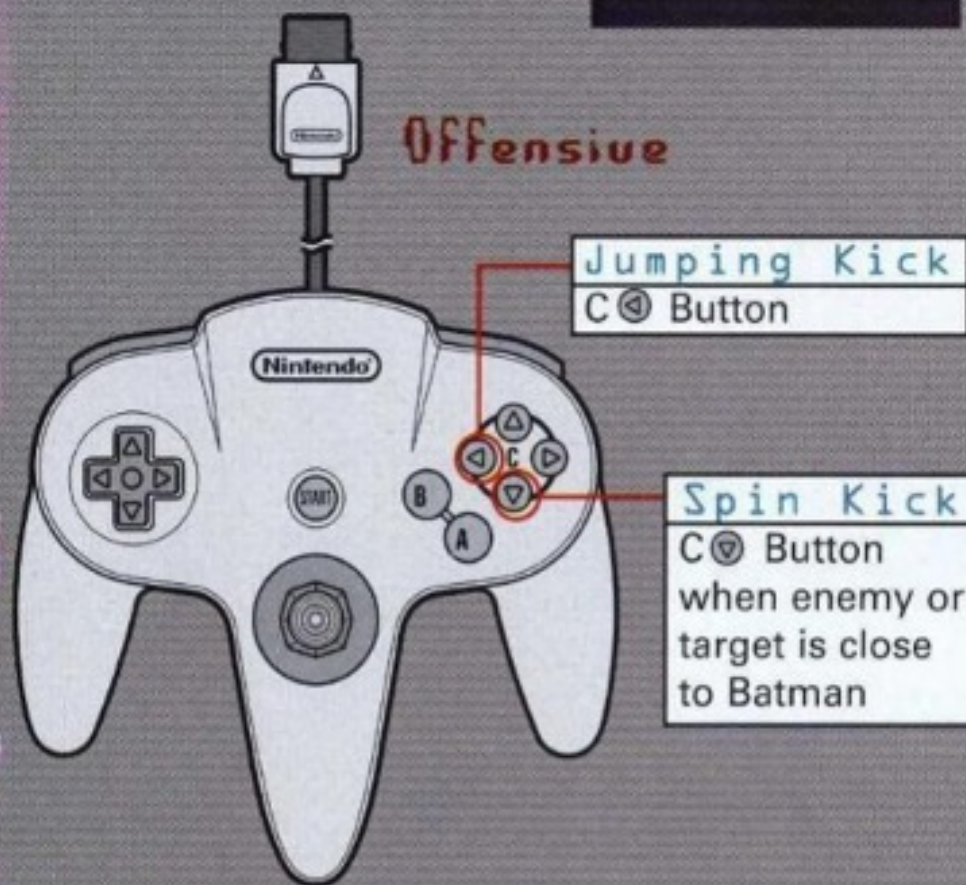


Standard

Use Nun Chaku attack
Hold C (C) Button to charge, then let go to attack

Use an item
B Button or C (C) Button when the item is selected





Nimble

Roll Forward

C (Ⓢ) Button while moving

Sideways Roll

C (Ⓢ) Button while standing

Double jump

Press the R Button twice

Glide

Press the R Button and
move the Control Stick

Jumping Kick

A Button while moving



Gadgets



The latest technology won't do you any good if you don't know how to use it. Here are the futuristic batcave secrets revealed:

Flight

Retractable wings in the Nimble Suit allow Batman to temporarily glide over obstacles.

Radio Receiver

A radio receiver implant in all of the suits gives Terry two-way contact with Bruce Wayne.

Neuralmuscular Amplification

It's just a fancy term for why the Dark Knight always wins--his special suit magnifies his natural power!

Built-in Failsafe Device

In the unlikely event that any Batsuit would ever fall into the wrong hands, the wearer would be paralyzed.





Shotgun Microphone

Sensitive fingertip radio receivers in the Batsuits will pick up distant sounds. This is an excellent tool for locating foes behind closed doors.

Special Armaments

Depending on the suit that you've selected, you'll find special Bat-gadgets that release from the wrists. You'll find that the Standard Suit carries the most gear.



Boot Jets

Rocket thrusters in your boots. Press the A Button after you find the Jets power-up used to activate this item.



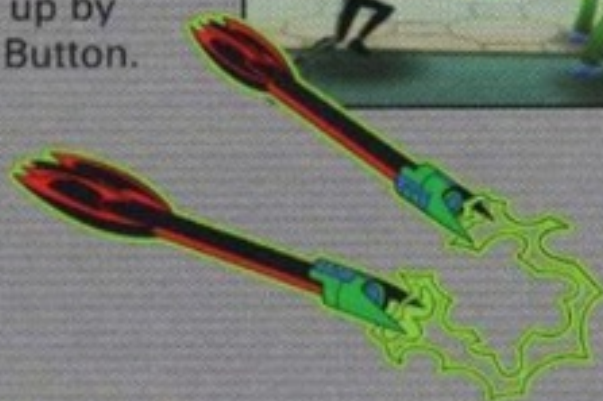


Weapons

You may only use the weapons that Bruce has equipped in your **Batsuit**. You may find replacements hidden in some game levels.

Magnetic Nun Chaku

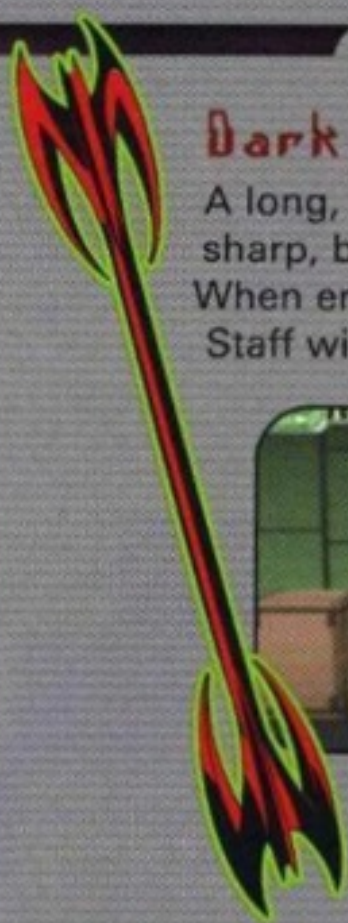
An electrified martial arts weapon. Use it for quick, fast blows, or power it up by holding the Left C Button. In the hands of a master, the Magnetic Nun Chaku is unbeatable.



Dark Knight Discus

An explosive ranged weapon, the Discus is ideal for dispatching distant criminal foes. If you run out, look for more in the boxes throughout the stages.





Dark Knight Staff

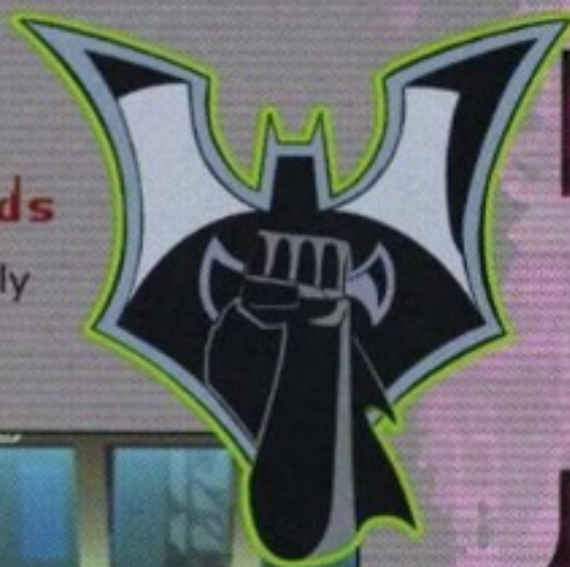
A long, powerful staff reinforced with sharp, bat-shaped blades at both ends. When employed properly, the **Dark Knight Staff** will simultaneously neutralize



approaching enemies both in front of you and behind you.

Dark Knight Shields

Dark Knight Shields are only equipped on the Defensive Suit. To attack using the shields, press the Left C Button while moving towards your target.





Items

Bruce Wayne knows that a good crime fighter is a resourceful one. You'll learn this as you find and use the many hidden items in the game.



Offensive (Attack) Suit

Switches your present suit to the Offensive Suit. The neuromuscular amplification makes it easy to break steel boxes.



Defense Suit

Switches your present suit to the Defensive Suit. An excellent item to use if you're fighting against a tough bunch.



Nimble (Jump) Suit

Exchanges your present suit for the Nimble Suit. Go for the Nimble Suit when you know you're going to be confronting a series of tough jumps in the stage.



1-up

Increases Batman's life by one. Usually found in hidden rooms.



Increased Discus

Replenishes your Dark Discus supply. Keep in mind that your suit can only carry ten Dark Discuses at one time. Use them wisely.





Full HP Recovery

Recovers a segment of your life bar or restores your entire life bar. You can usually find these items in boxes or in hidden rooms in every stage.



Key

Used to unlock doors in stages throughout the game. You'll usually find a key on the toughest enemy in a room.

Boxes



R&D Box. These boxes are very easy to break, although most don't have anything inside.



Wayne Building Box. Easily broken with punches. You'll usually find an HP Recovery inside.



Reinforced Wayne Building Box. The only way you'll break into these boxes is with the amplified power of the Offensive Suit. Most boxes are guarded.



Asylum Box. These decrepit old boxes are exceptionally easy to break with a kick or a punch.



Candy Factory Box. Most of these brightly wrapped boxes can be easily smashed with several well-placed kicks or punches.





Criminal Elements

Most of the rogues encountered in this gallery already have extensive criminal records. The police will round up the Jokerz after you knock them out.

Loe



A grinning goon with a misdemeanor record. A slow mover that's an even slower thinker. Rookie cops take these losers down daily.

Happy

Not a Rhodes scholar candidate. The only thing this goof learned before flunking out of his math class was that there is some safety in large numbers.



Thug 3



A street tough with a lot of muscle everywhere except between his ears. His slow reactions work to your favor.



Thug 4



Found in the Jolly Jack Candy Factory. Take him out while he takes a break between flamethrower blasts.

Thug 5

He looks skinny, but this mental case has a nasty kick. Try going evasive with a few jumps or take him out with a series of well-aimed Dark Discus attacks.



Robot 1



Wayne Building Security Robot. Reprogrammed by the Jokerz, these mechanical menaces are nothing more than hovering hoodlums.

Robot 2

A reprogrammed work robot. Use its slow speed to your advantage by maneuvering behind it before delivering several kicks.



Robot 3

This Security Robot has been reprogrammed to eradicate anything that vaguely resembles a bat. Shut it down with your Dark Knight Discuses or several kicks.



Mutant 1



It takes a sick mind to genetically create a Minotaur. This wild bull will charge and gore any slow-moving target. Watch out for the one-two punch, too.

Mutant 2

This lycanthropic lackey has a bite that's far worse than his bark. Teach this bad dog to heel with a kick or two.



Mutant 3



This genetically altered beast exhales a poisonous gas created inside its respiratory system and packs a devastating uppercut.





Bonk



This steel-toed menace stomps his feet, releasing a seismic attack that can sweep you off your feet. Hit Bonk as he moves, then jump away from the aftershocks.

Security Robot

The ultimate in Wayne Enterprises' high-tech security. Avoid the impact bombs by constantly moving around.



Crane Operator

This disgruntled employee needs to be retired. Avoid the falling cargo by moving as much as possible. Punch his clock and run away as fast as possible.

