



BATMAN QL

The programme runs on the Sinclair QL with at least 640K, with Trump Card or any floppy disk controller for the floppy version. It also runs on QL FPGA clones like Mister QL core. Working on JS ROM and Minerva ROM all versions tested. Using Super Gold Card is recommended for smoother movement.

QIMSI Gold not supported.

(Note: I don't have a QIMSI Gold card and can't test the keystroke capture functionality, although it should work fine if you use the IPC ROM routine option in the game menu. If someone could send me a QIMSI Gold card to test the code, I might be able to get it working.)

LOADING

1. Insert your floppy on the drive flp1 and starts the QL and press F1/F2.
2. Use BatmanQL.win file version for Mister FPGA clone.
3. Due to the variety of hardware available for the QL, I cannot guarantee proper operation in all its variants. If you have any questions or experience any malfunctions, please contact me.

CONTROL

THE MENU SYSTEM

Use any key other than ENTER to move the Bat-cursor. Use ENTER to select the entry indicated by the Bat-cursor. Where appropriate, return to main menu by pressing shift.

Joystick Menu (Joystick menu is not available cause the game support joystick anyway)

Main Menu

- (a) PLAY THE GAME. This will either start a new game or if an old game is in progress, will offer the chance to resume it.
- (b) LIST THE KEYS. This allows you to list the available keys.
- (c) ADJUST SOUND. Choice of 3 sound modes.
- (d) SELECT IPC ROUTINE. Allows a selection of IPC routine for sound (Rom routine/Bat-routine) , keyboard uses ROM anyway.

NOTE

- (i) The Joystick controls use the port 1.
- (ii) *Important* Space is defined as JUMP and CARRY, this allows both actions with a single key depression and is essential for expert control - (See Hints and Tips later).
- (iii) Abort feature is available by pressing PAUSE. Screen message will then appear.

THE GAME



The Caped Crusader(TM) is in the Batcaves beneath Gotham City(TM). Robin has been captured by Batman's adversaries, principally the Joker and with some cunning assistance from the Riddler. The only hope for escape is to assemble the trusty Batcraft whose parts lie scattered round the deadly catacombs beneath and then speed off to rescue Robin.

The Joker and the Riddler will do their utmost to prevent him from rescuing Robin and will place in his way a variety of deadly henchmen and confusing obstacles which will exert all his powers, both physical and mental, to achieve his task.



The Joker and the Riddler do not appear "in person" in the game, as Batman is all too familiar with their image. The henchmen they have selected are unfamiliar to Batman and this further complicates his task.

He slides down the Batpole into his lair but before he can leave he must collect his equipment, which includes Batboots, Batbelt and Batbag which he will need to meet the challenge ahead. Until he has completely collected these items he will be unable to commence his search for the pieces of the Batcraft.

The Joker will launch all manner of unfamiliar villains against Batman whilst he searches for the pieces of the Batcraft. As he makes his way through the variety of unfamiliar catacombs, some 150 or so, the Riddler will present him with many puzzles and objects he is equally unfamiliar with. Some of these objects will need to be collected for use on the mission and certain others will prove fatal. Batman will have to use all his power as a super sleuth to decide which objects to collect and which to ignore as he searches for the Batcraft and the ultimate goal of being able to rescue Robin.



Once the 7 missing parts of the Batcraft are located Batman will then have to search for the launch pad whereupon he can fire up the engines and commence the rescue. To help Batman in his most formidable of tasks he will on his travels be able to pick up extra powers. These powers are not everlasting but will allow Batman a temporary push of energy. Needless to say the Riddler has confused matters further by placing likenesses which are indistinguishable and should they be picked up they will negate any extra energies that Batman has been able to collect.



Batman can either increase his lives, run faster, jump higher or be completely shielded from the Joker's henchmen. Should he collect an article placed by the Riddler he will immediately lose all these extra powers and have to search further to renew them.

The successful assembly of the Batcraft is the object of the game.

BAT EQUIPMENT

These 4 items must be collected before Batman can begin his task. They are indicated at the bottom right of the playing screen and will automatically be highlighted when collected.



BATBOOTS - These will allow Batman to jump.



BATBAG - This enables Batman to pick up and carry items around a location - Press Carry again to drop them. (Note: items may not be moved from the location they start in).



BAT-THRUSTER - This lets Batman have horizontal control when falling, but has no effect on the speed of his descent.



BATBELT - This is a low gravity device which halves the speed of descent.

EXTRA POWERS

Batman is able to collect extra powers on his journey. These powers are not everlasting but will help Batman do battle with the henchmen. The extra powers status is displayed on the bottom left hand side of the screen.

There are four extra powers and a fifth neutralizing power which Batman must try and avoid.



EXTRA LIFE - This increases the number of lives. (The total number of lives is indicated under the Batsign Icon on the bottom left of the screen).



ENERGY - Collecting one of these enables Batman to travel at greatly increased speed for a short time. The number of highspeed steps remaining is indicated under the lightning flash Icon on the status display.



SHIELDS - These make Batman invulnerable for a short time. The time remaining is indicated under the shield Icon.



JUMP - These enable Batman to jump twice the normal height. The jumps remaining are indicated under the spring Icon.

NEUTRALIZER - These should be avoided. Collecting one of these will cancel all Batman's extra powers.

BAT-SIGNALS

Distributed at several locations are Bat-Signals.



Touch one and it will vanish - as it does, it will store the state of play (number of lives left, Batcraft parts collected etc). This allows one to restart the game at this point (see MAIN MENU - PLAY THE GAME) should you lose all your lives - this feature is nested so each time a Bat-Signal is located the state of play is stored for future use.

Game play takes place over 150 rooms spread over 9 different levels and the game is perfectly mappable.

HINTS and TIPS

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- (1) It is a good idea to use the space bar for both pickup and jump.
 - (2) To make certain jumps it is necessary to hang by the "mearest thread" on the edge of the Carbon Re-inforced Batcloak - you may need practice to perfect this feature!
 - (3) Remember to pick up the Bat Signals at strategic points during the game so that if you lose all lives you can restart at that point (nested chronologically).
 - (4) To pick up an object you need to be on top of it.
 - (6) Differentiate between pick up and push (special objects merely have to be touched to push them). The seven parts of the Bat Craft must be pushed, for instance, in order to be teleported to the launchpad.

BATMAN

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading.

Program designed and written by Jon Ritman and Bernie Drummond
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Rewritten for Motorola 68k code and colored by Joan Gayon (c) 2025.

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Please, stay tuned for future releases.

