PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01207

BATMAN BEYOND

RETURN OF THE JOKER

™

™

™

KEMCO

Ubi Soft

www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



This service will provide you with exclusive tips and game play secrets for Batman Beyond™.

Call is $.95 per minute. You must be 18 or have parental permission to use this service.

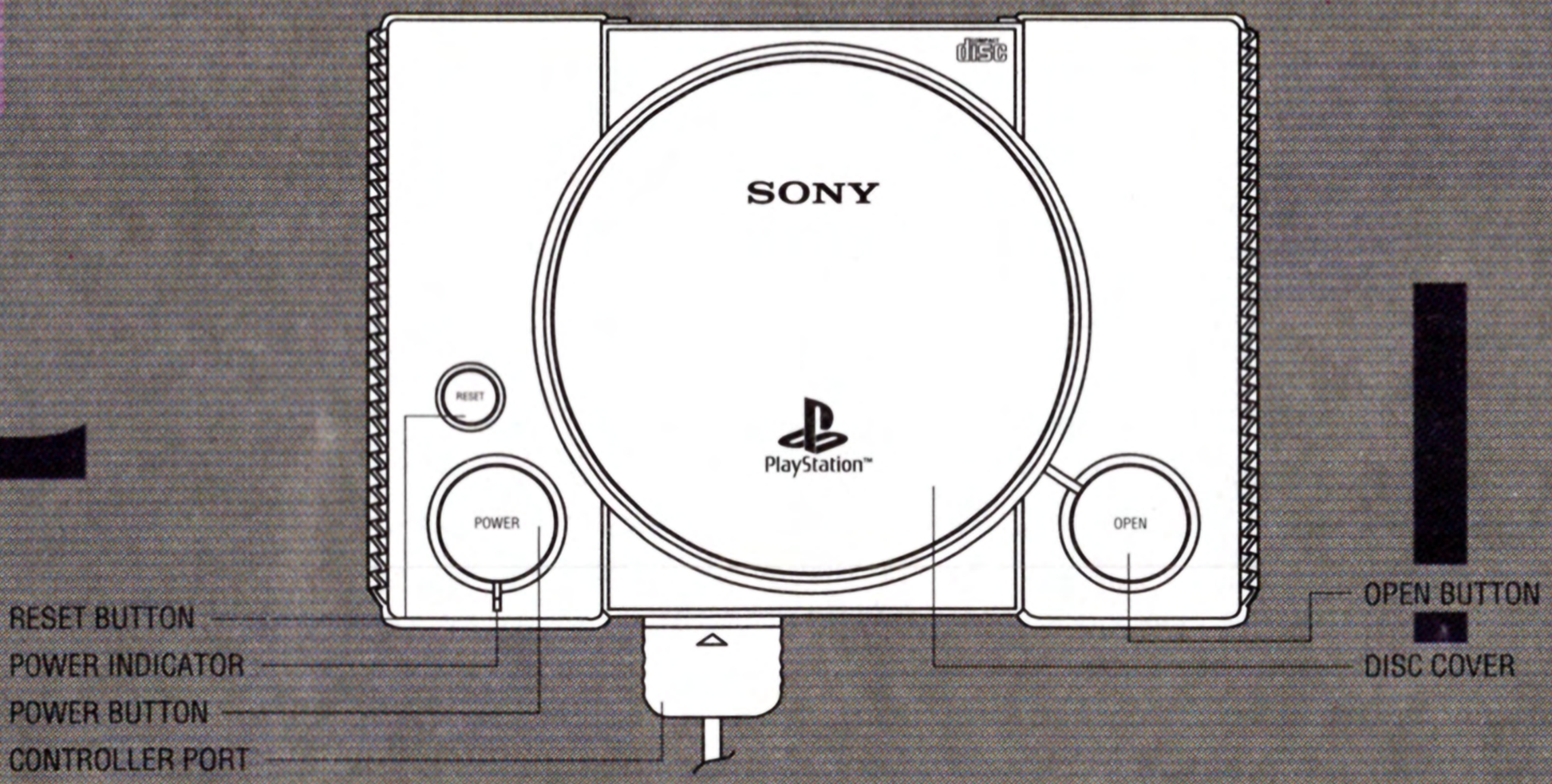


Contents

DECK SETUP 2
CONTROLLER 3
THE LAST LAUGH? 5
GAME SETUP 6
BATSUITS 7-9
GADGETS 10-11
WEAPONS 14-15
ITEMS 16-17
CRIMINAL ELEMENTS . . 19-23
WARRANTY 25

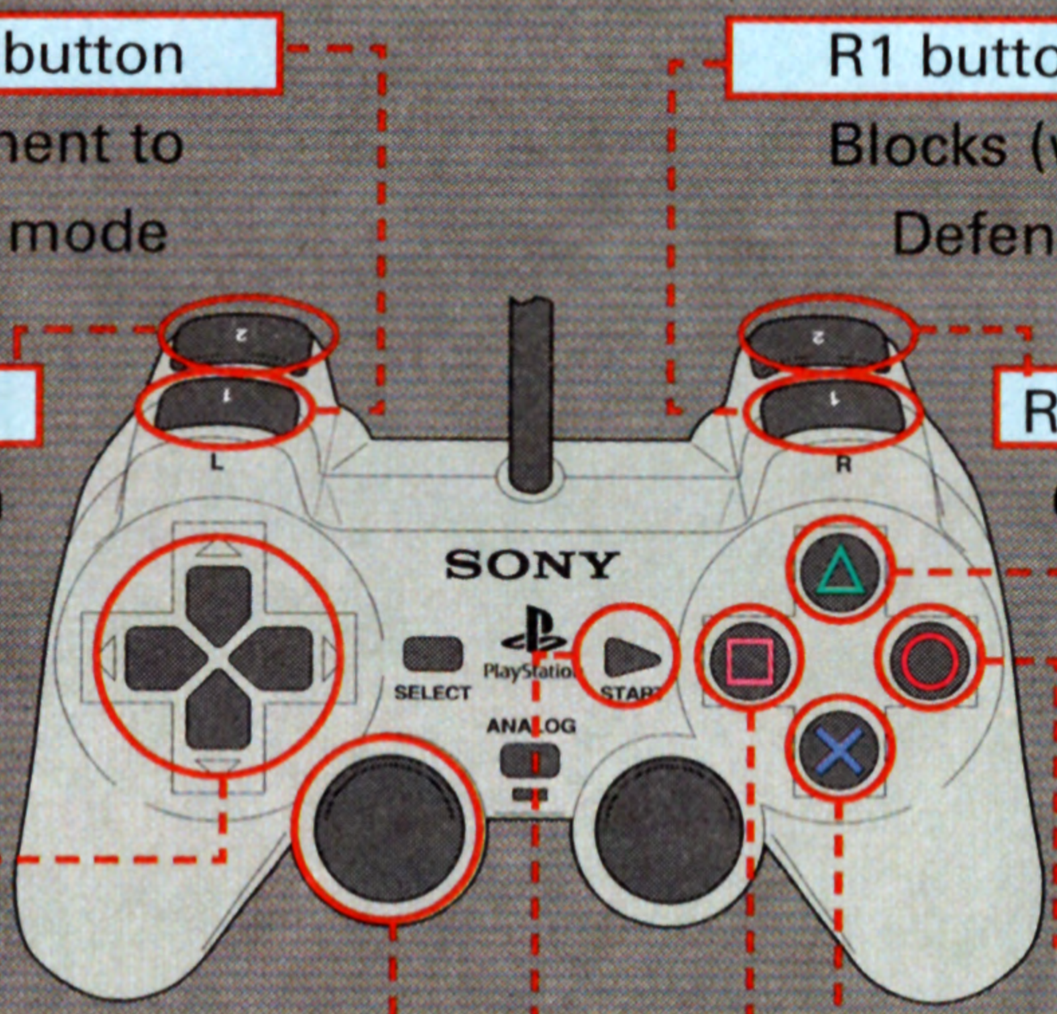
Deck Setup

Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure that the power is OFF before inserting or removing a compact disc. Insert the Batman Beyond™ disc and close the CD door. Insert the game controller and turn ON the PlayStation® game console. Follow the on-screen instructions to start a game.



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:



L1 button
Changes movement to stealth mode

L2 button
Changes weapon or gadget (with Standard Suit)

Directional buttons
Moves

Left Stick
Moves

START
Pauses game

R1 button
Blocks (with Defensive Suit)

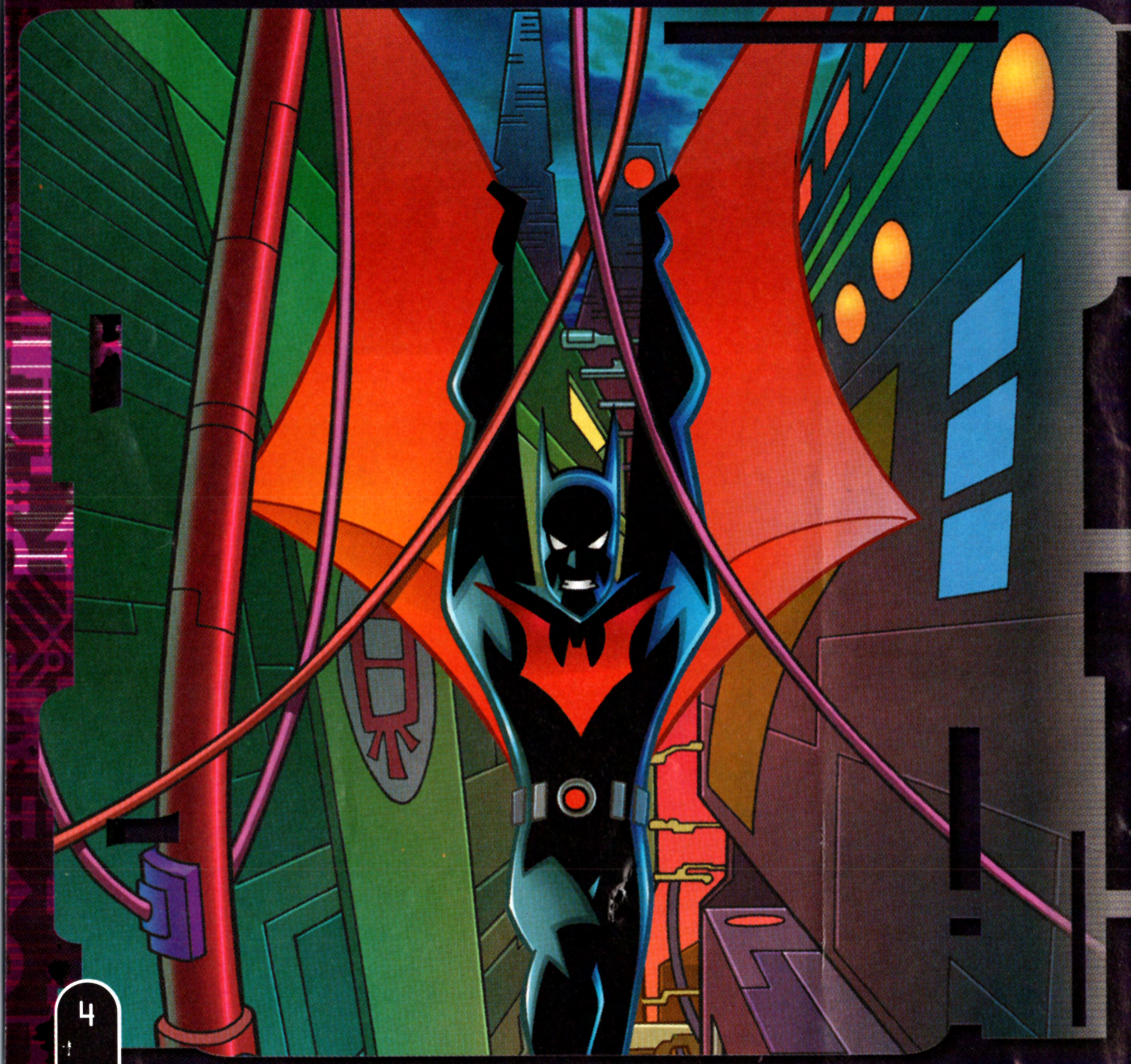
R2 button
Crouches

△ button
Uses key/opens door

○ button
Jumps

✕ button
Kicks

□ button
Punches





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, 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: Return of The Joker features two challenging modes of play: Story Mode, featuring the main game, and Time Attack, an excellent combat training mode.





Options Menu

You can customize Story Mode at the Options Menu. Here you can reconfigure your controller buttons, adjust the difficulty level and modify other settings.



Time Attack

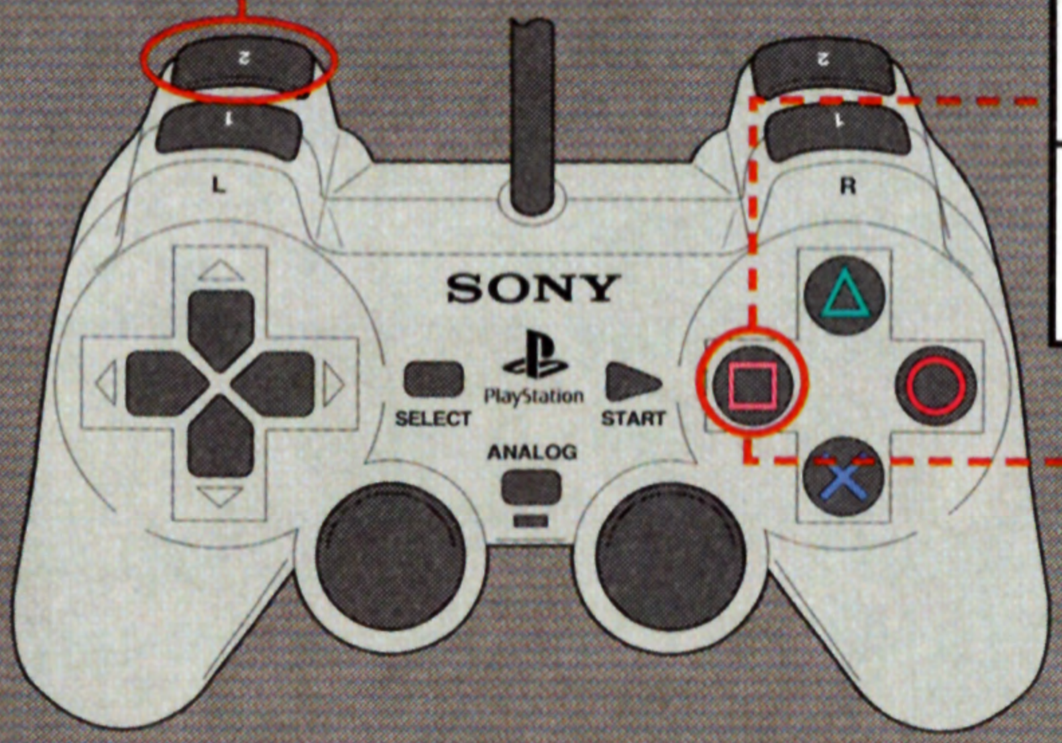
Can you fight like a bat? Take on three bad guys simultaneously in Time Attack Mode. First, choose your suit and your opponents, and then see how fast you can take the fight out of crime.

Batsuits

At any point during the game hit the Select button to cycle through Standard, Offensive, Defensive and Nimble **Batsuits**. Until you're familiar with each stage and the enemies, the Standard and Defensive suits are your best bets for success.

Standard

L2 button-Change Gadget
Cycles through inventory



□ button-Use of Gadget
You must have the gadget in hand.

□ button-Use Nun Chaku
Hold button to charge up

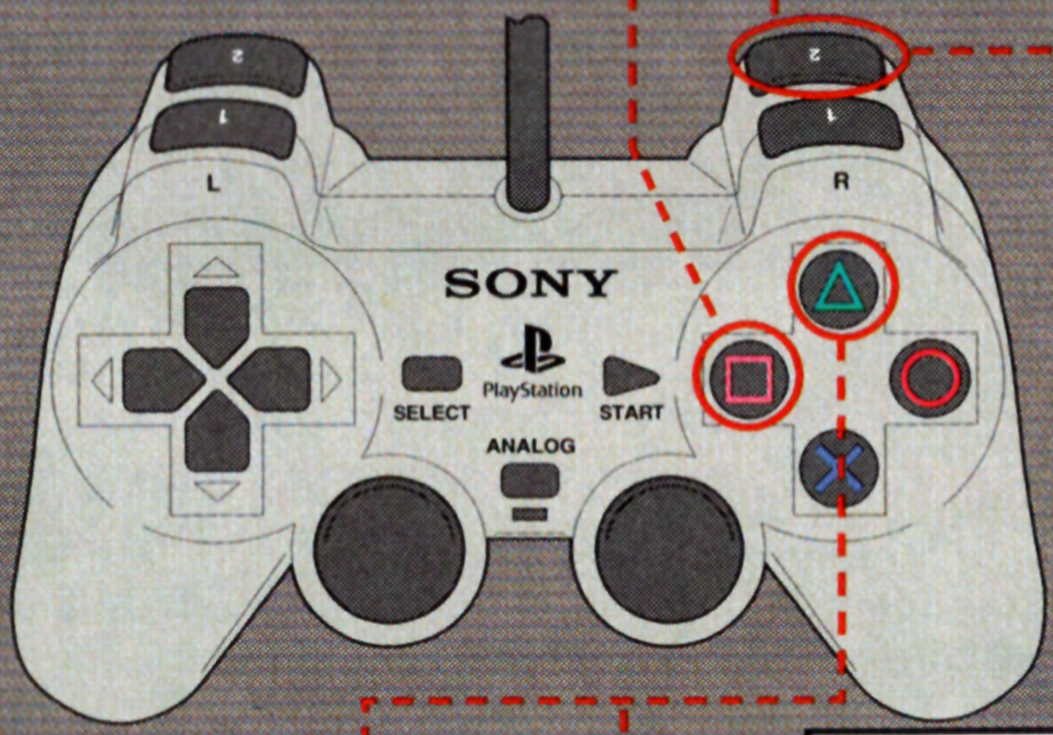
Offensive

□ button-Jumping Kick

Need space to jump

R2 button Spin Kick

Must be close to target



Defensive

△ button-Block

Minimizes damage

L2 button Crouch & Block

Excellent on aggressive enemies

△ button-Banging

Charge with shield

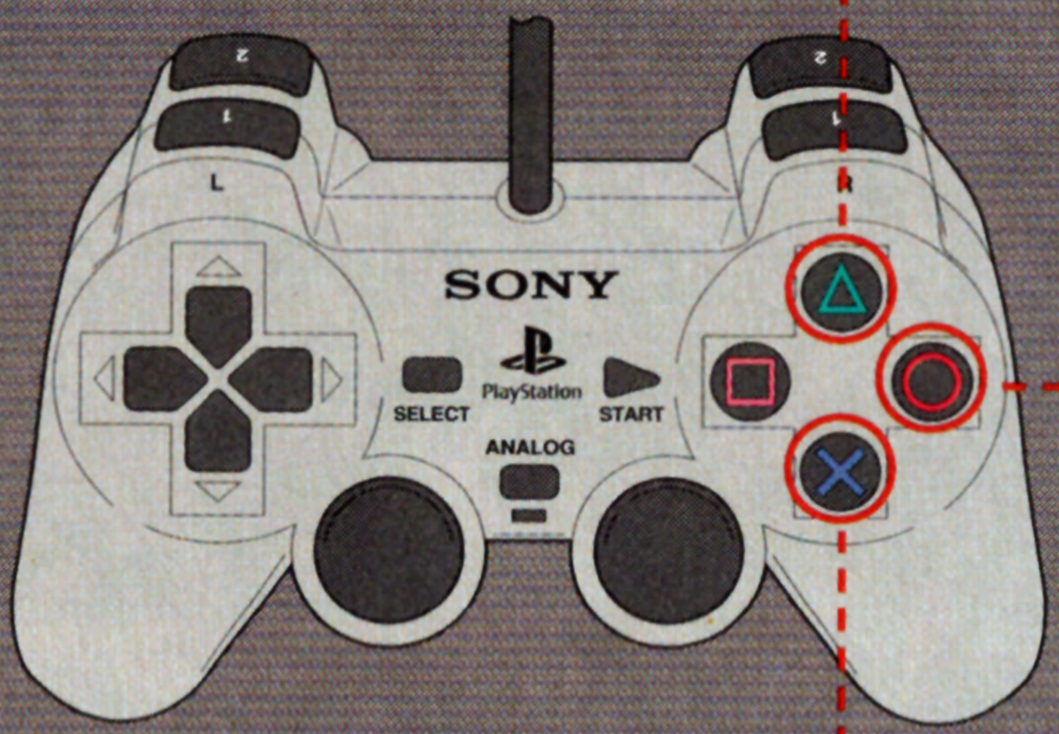
Nimble

△ button
Rolling Forward

Good for attacks

△ button
Rolling Backward

Excellent for defense



○ button
Jump & Glide

Clears pits and obstacles. For a double jump hit the button twice.

✕ button
Double Kick

Excellent offense

✕ button
Jumping Kick

Need space for jump

Gadgets

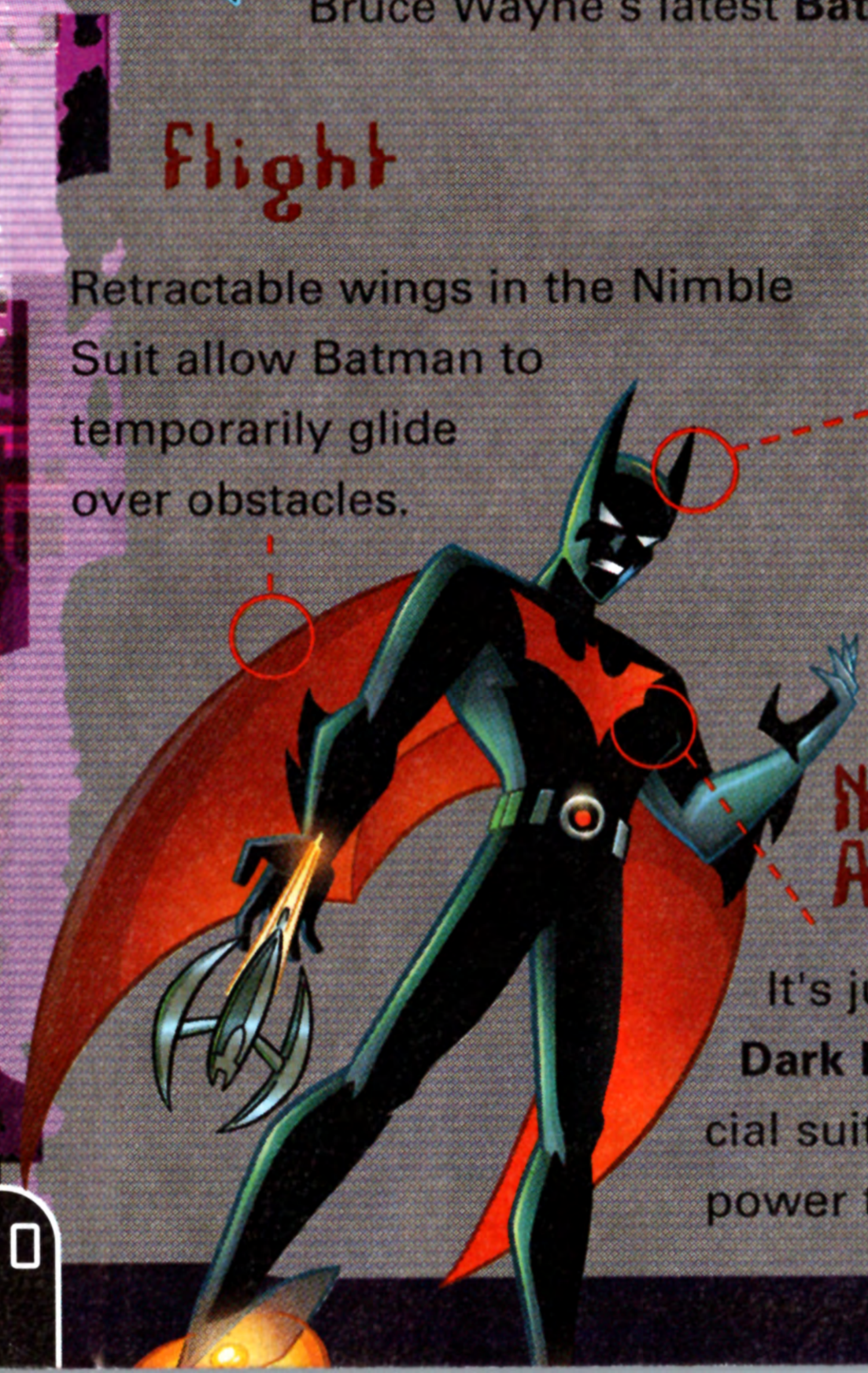
The latest in futuristic technology won't do you any good if you don't know how to use it. Here are some of Bruce Wayne's latest **Batcave** secrets revealed:

Flight

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

Radio

A near-microscopic radio receiver implant in all of the suits gives Terry McGinnis two-way contact with Bruce Wayne and the batcave information systems.



Neuromuscular Amplification

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

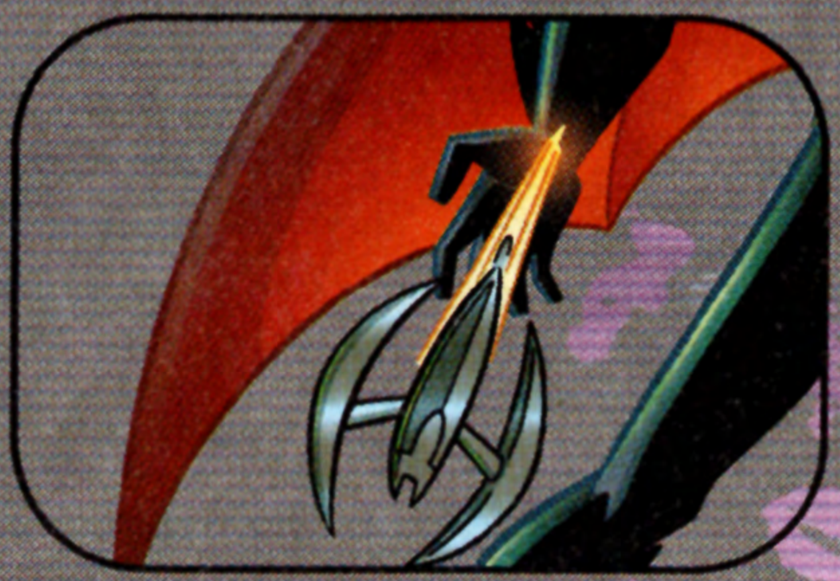


Shotgun Mic

All Batsuits feature sensitive fingertip radio receivers to pick up distant sounds. This is an excellent tool for locating foes behind closed doors or thick walls.

Armament

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





Jet boots

Special rocket thrusters found in the Batsuit boot soles. You'll need to find a power-up to activate this gadget. The Jet Boots are ideal for reaching the high ledges and hard-to-reach places.

Blast Into The Future With The Newest Guardian of Gotham City!

The first full-length feature movie!



Own it now on videocassette or DVD!

Available in stores October 24, 2000.

BATMAN BEYOND and all related characters, names and indicia are trademarks of DC Comics © 2000. © Warner Home Video.

LOOK FOR THESE TWO BATMAN BEYOND™ SOUNDTRACKS



BATMAN BEYOND RETURN OF THE JOKER™ SOUNDTRACK

Includes **"CRASH"** by MEPHISTO ODYSSEY featuring STATIC-X, End title featuring KENNY WAYNE SHEPHERD and score by KRIS CARTER. Available now on CD!



BATMAN BEYOND™ SOUNDTRACK

Soundtrack to the hit animated television series. Available now on CD & cassette!

RHINO

BATMAN BEYOND and all related characters, names and indicia are trademarks of DC comics © 2000.

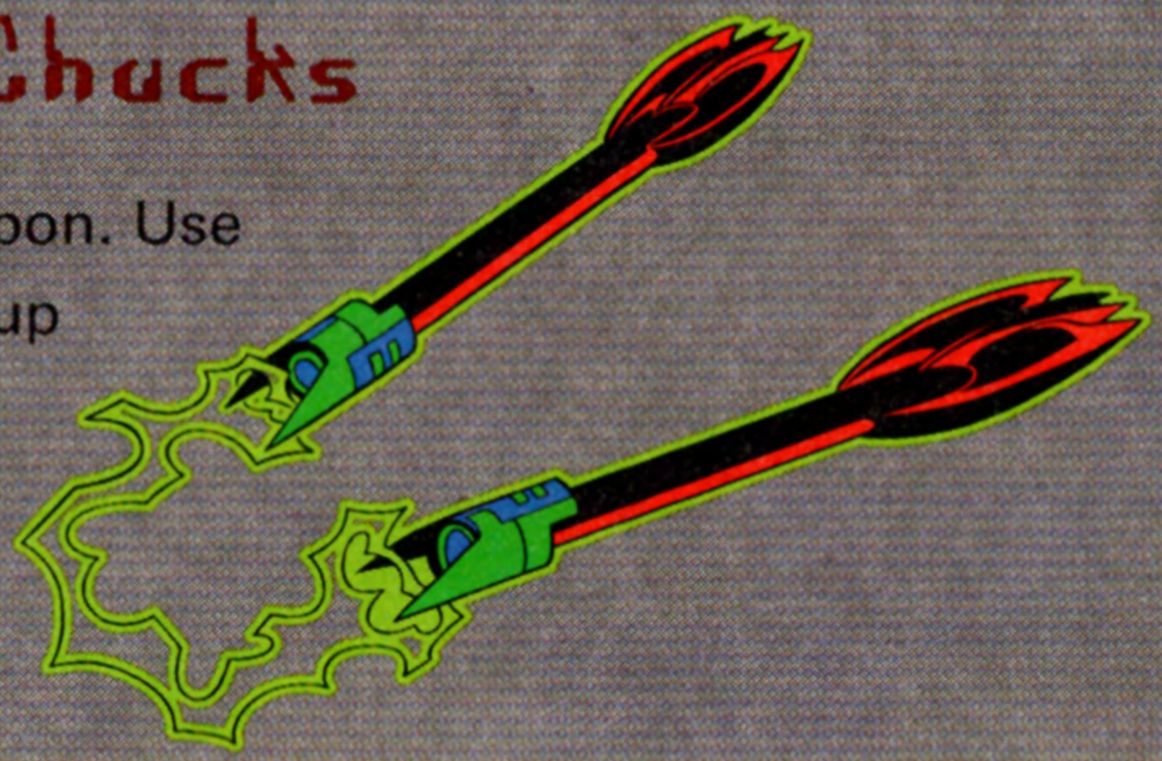
DC™

Weapons

Certain weapons are equipped in your Batsuit. Depending on the type of weapon used, you may find additional weapon caches hidden in some rooms throughout the game.

Magnetic Nun Chucks

An electrified martial arts weapon. Use it for quick blows, or power it up by holding the Square Button. In the hands of a master, this weapon is unbeatable.



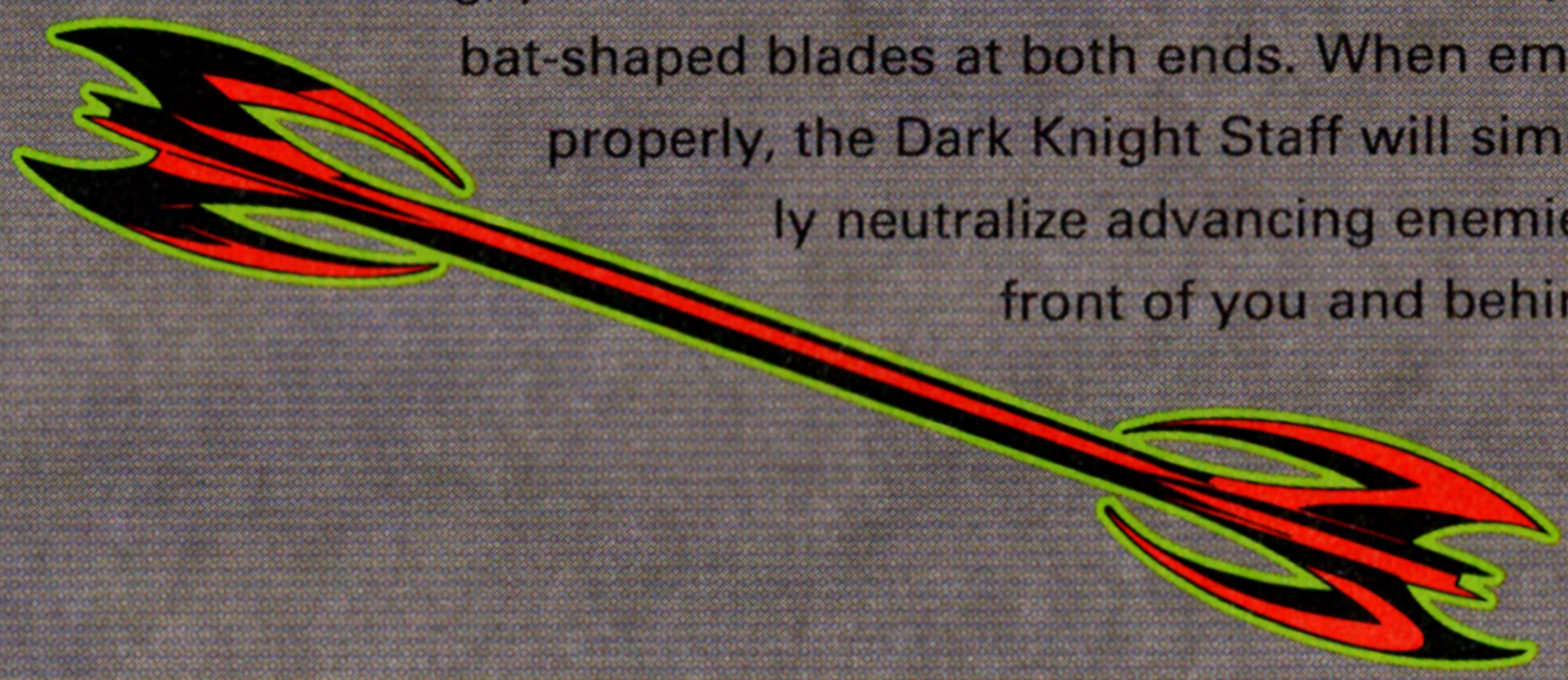


Dark Knight Discus

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

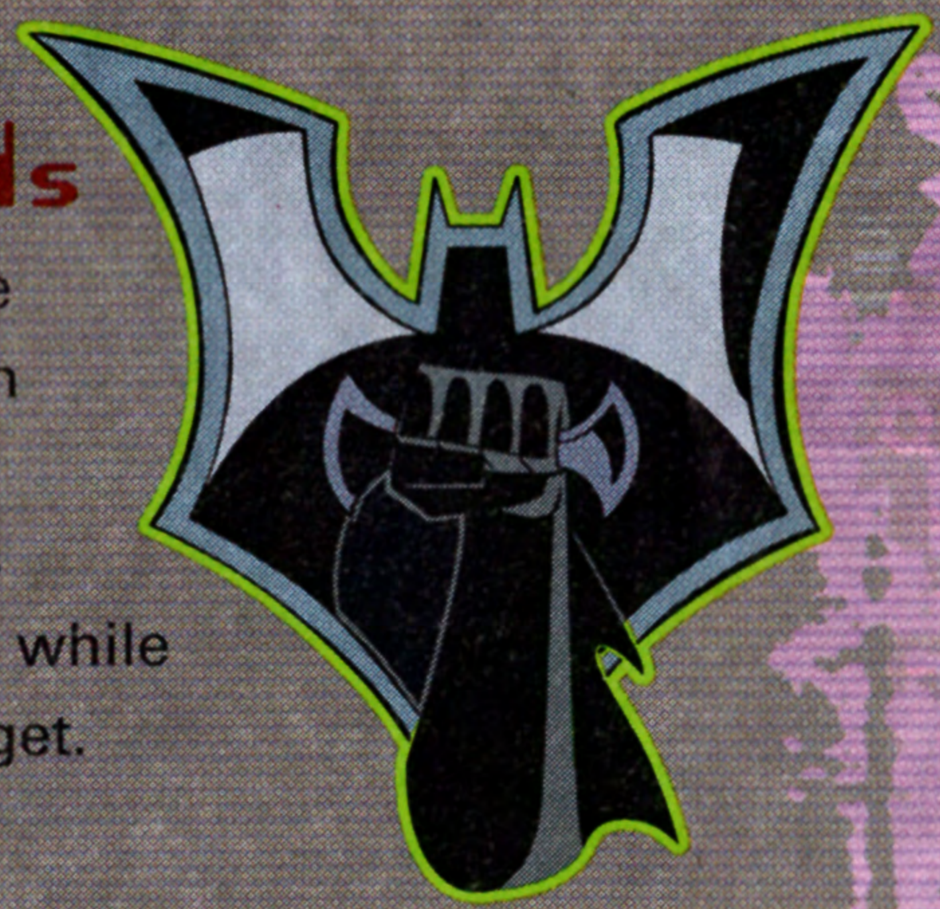
Dark Knight Staff

A long, powerful staff reinforced with incredibly sharp, bat-shaped blades at both ends. When employed properly, the Dark Knight Staff will simultaneously neutralize advancing enemies both in front of you and behind you.



Dark Knight Shields

Found exclusively on the Defensive Suit, the Dark Knight Shields are an outstanding offensive weapon. To attack with the Dark Knight Shields equipped, press the Square Button while moving towards your intended target.



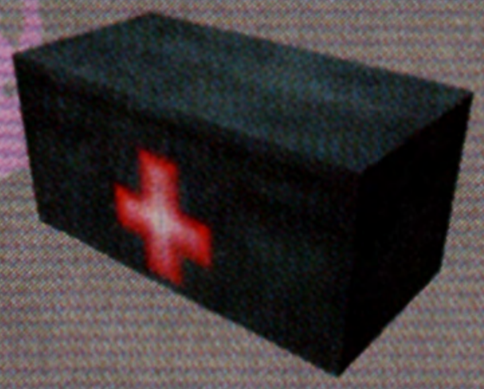
Items

A good crime-fighter is a resourceful one. That's why it's important to find these items in the game.



1-up

Increases Batman's life by one. Usually found in hidden rooms in many of the early game stages.



HP Recovery

Depending on the item, recovers some or all of your life bar. Look for these items inside of boxes throughout the game.



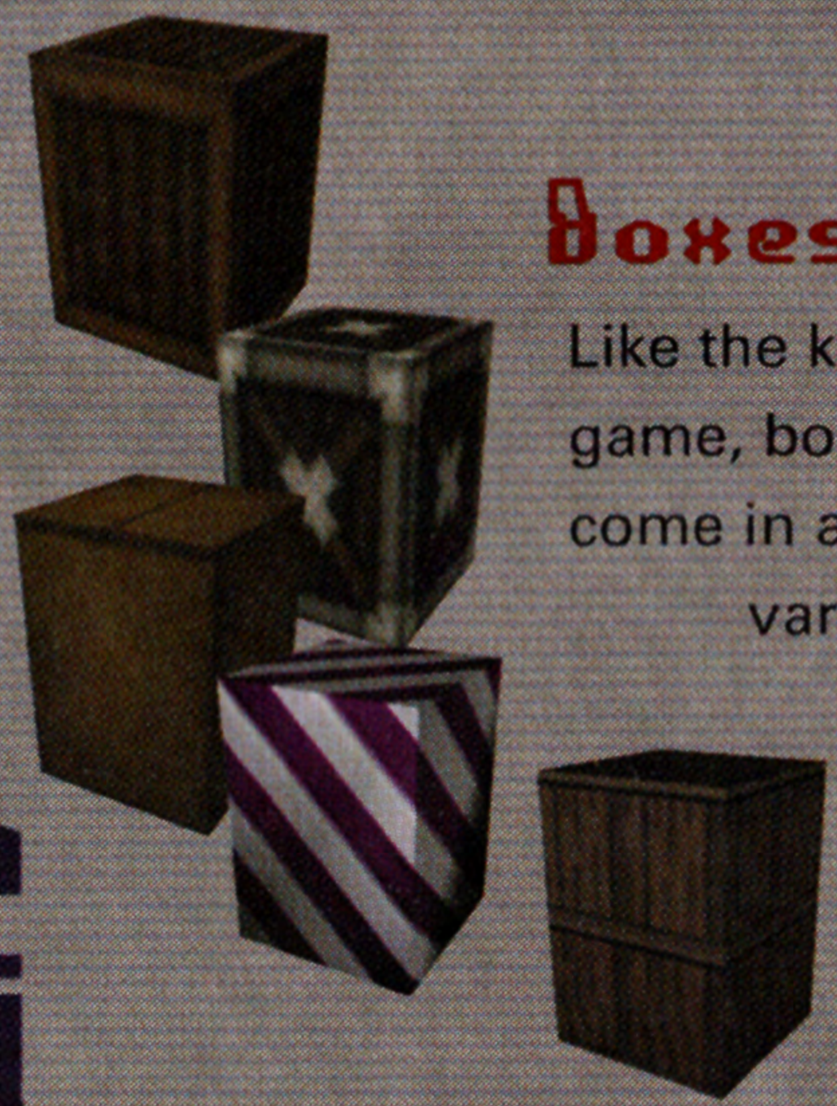
Discus Supply

Instantly replenishes your Dark Knight Discus supply. Your suit is limited to carrying ten Dark Knight Discuses at one time.



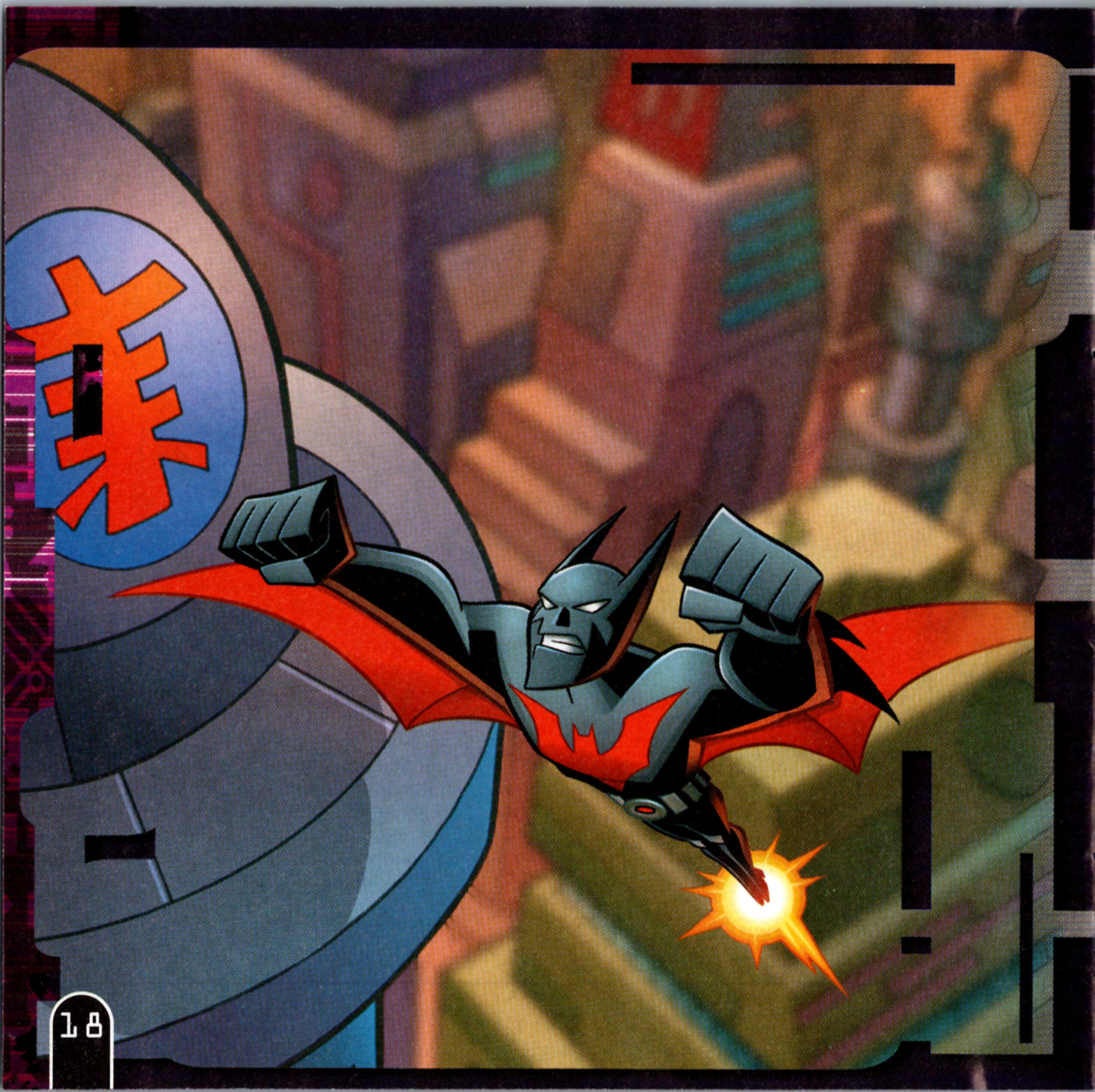
Key

Keys come in all shapes and sizes. You'll need them to unlock doors in all levels. The toughest foes usually possess the key that you need.



Boxes

Like the keys in the game, boxes come in all shapes and sizes and hold a wide variety of power-ups and other important items. Some boxes are reinforced and must be opened with the Offensive Suit. The boxes containing the best items are often guarded.



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.

Thug 1

A grinning goon with a misdemeanor record, this guy is a slow mover who never made the grade in life. Rookie cops take down losers like him daily.





Thug 2

Not a Rhodes scholar candidate. The only thing this goof learned before flunking out of math class was that there is some safety in large numbers. Divide him from the mob and conquer.



Thug 3

An ugly street tough with a lot of muscle everywhere including the space between his ears. Defeat him by making his slow reaction time work in your favor.

Thug 4

A thug with a burning desire to work in the Jolly Jack Candy Factory. The best way to take him out is to stand back while he takes a break from the heat in between his flamethrower blasts.



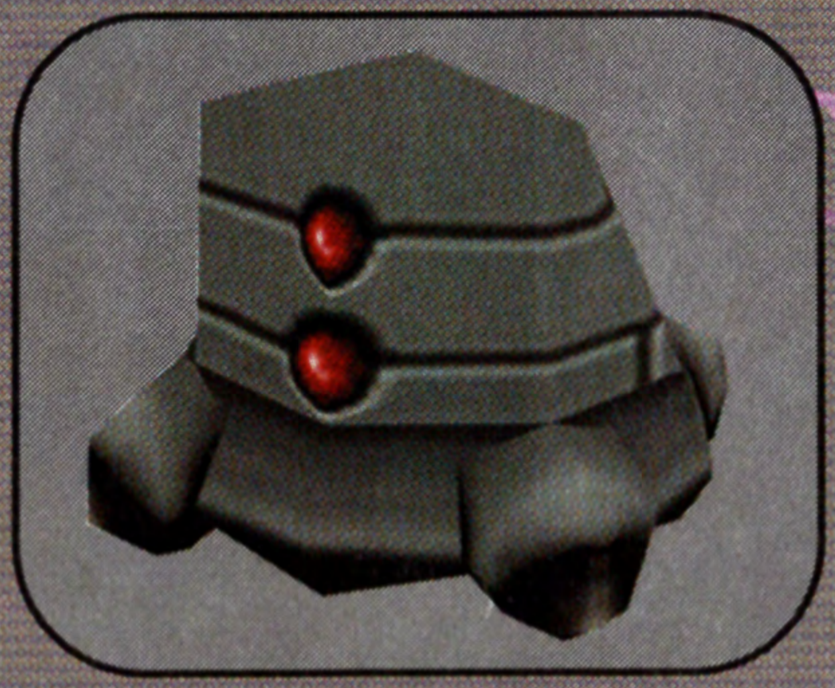


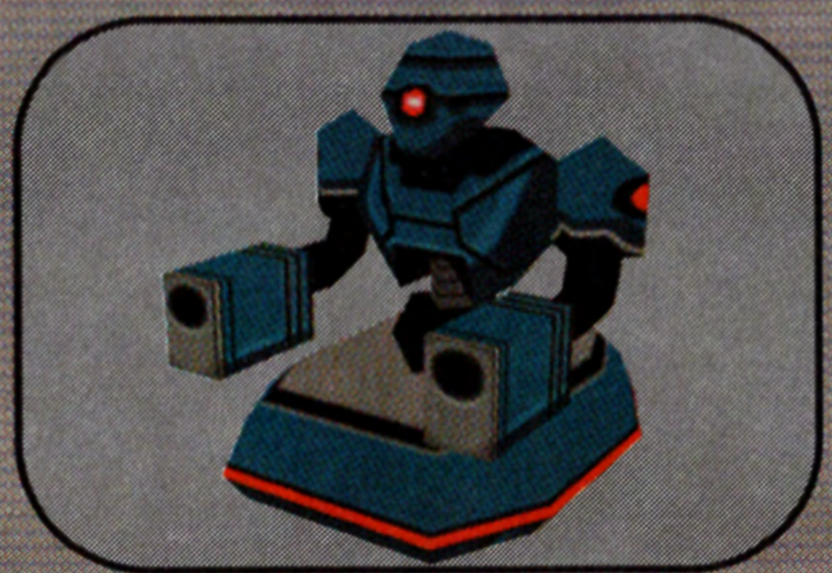
Thug 5

He looks skinny, but this deluded mental case has a nasty kick. Go evasive with jump kicks or take him out with a series of well-aimed Dark Knight Discus attacks.

Robot 1

A lightweight roving Wayne Building Security Robot. Once they are reprogrammed by the **Jokerz**, these mechanical menaces are nothing more than hovering hoodlums.





Robot 2

A reprogrammed work robot. To defeat it, use its slow mechanical 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 a couple of well-aimed Dark Knight Discuses or several quick kicks.





Mutant 1

It takes a sick mind to genetically reproduce a once-mythical Minotaur. This wild bull will charge any slow-moving target. Forget about a kick--watch out for the one-two punch, instead.

Mutant 2

This wolf-like lackey has a bite that's far worse than his bark. Teach this bad dog to heel with a series of kicks. It's important to remember that mangy mutts are nothing—unless they're in a pack.





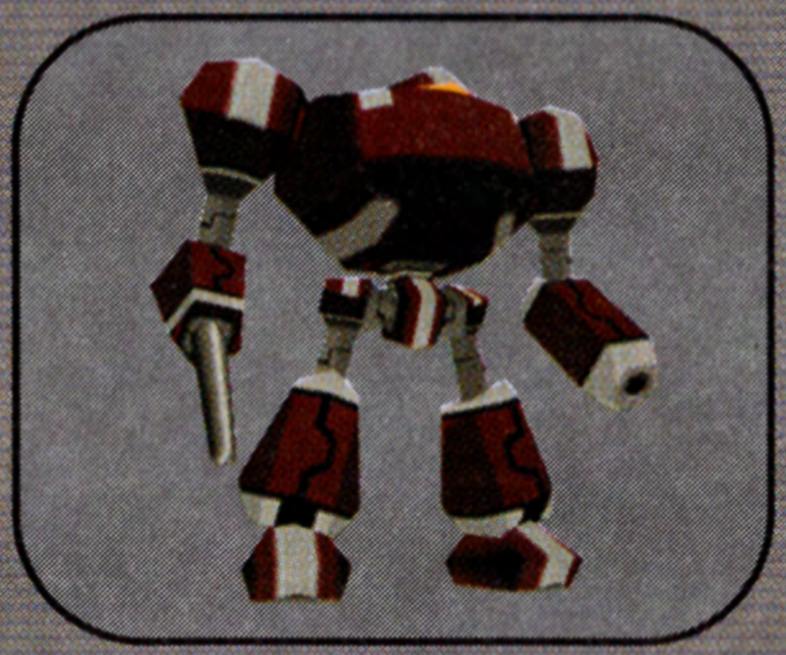
Mutant 3

This genetically altered beast exhales a poisonous gas at close range. Of course, the bad breath is nothing compared to his devastating uppercut.

Bonk

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





Security Robot

The ultimate weapon in Wayne Enterprises' security division, this reprogrammed robot is nearly invincible. Your best chance for survival is to avoid the impact bombs by constantly moving around.

Crane

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.



Proof Of Purchase

0 08888 31024 2

Batman Beyond™

0 08888 13012 2

BATMAN BEYOND and all related characters, names and indicia are trademarks of DC Comics © 2000. Game Software © 2000 Kemco. Published under license by Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc.

UBI SOFT ENTERTAINMENT, INC. LIMITED WARRANTY

Ubi Soft Entertainment warrants to the original purchaser that the optical media on which Batman™ Beyond is distributed is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Ubi Soft, Inc. software program is sold "as is", without express or implied warranty of any kind , and Ubi Soft is not liable for any losses or damages of any kind resulting from the use of this program. Ubi Soft, Inc. agrees for a period of ninety (90) days to replace defective media free of charge, provided you return the defective item with dated proof of payment to the store from which this product was purchased. This warranty shall not be applicable and shall be void if the defect in the Ubi Soft, Inc. software product has risen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS - This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Ubi Soft, Inc. Any implied warranties applicable to this software product, including its quality, performance, merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft, Inc. be liable for any direct, indirect, special, incidental, or consequential damages resulting from possession, use, inability to use or malfunction of this Ubi Soft, Inc. software product or documentation, even if advised of the possibility of such damages. In no case shall Ubi Soft, Inc.'s liability exceed the amount of the license fee paid. The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

TECHNICAL SUPPORT - If you need technical assistance with this product, call us at (415)547-4028 Monday through Friday between 9:00AM and 5:00PM, Pacific Standard Time, or write to us at the address noted below. You can also find support online at www.ubisoft.com/usa/support. No hints, tips, or codes are available from this phone number or address.

Ubi Soft ENTERTAINMENT®

www.ubisoft.com

Ubi Soft Entertainment, Inc. 625 Third Street, 3rd Floor, San Francisco, CA 94107

© 2000 Ubi Soft Entertainment, Inc.



UBI Soft Entertainment, Inc. 625 Third Street, 3rd Floor, San Francisco, CA 94107
BATMAN BEYOND and all related characters, names and indicia are trademarks of DC Comics © 2000.
Game Software © 2000 Kemco. Published under license by Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation®

Ubi Soft ENTERTAINMENT®
www.ubisoft.com