

Batman: Revenge of the Joker FAQ/Walkthrough

by merc for hire

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## 1. C O N T R O L S

0001

D-Pad - Moves your character

A - Fire

B - Jump

C - Kick

Start - Pause/Information Screen

Select - Not Used

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## 2. W A L K T H R O U G H

0002

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Level 1-1 LV11  
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You start off with a crate on one side and a gargoyle on your other. Destroy the crate to get your first weapon pick up. Continue to the right to fight a soldier. There will be a second crate here that also drops a new weapon should you want to switch.

Do NOT run into the hallway. Instead walk slowly up to the entrance so that a mace falls down from the ceiling. Once it goes up stand at the second column and wait for a second mace to drop. Once it drops go up to the third column and wait for the third mace to reset.

Once its clear run into the next room. Destroy the gargoyle so that it doesn't harm you when you climb onto the ledge. Jump to the ledge with a crate then to the elevator platform. Ride it up and kill the soldier to the left near the top.

Jump onto the ledge he once occupied then to the moving platform. Take out the soldier on the next ledge above you. Jump up to the flood above and a soldier will drop down from the ceiling. Defeat him then continue your climb up. Move quickly on the smaller platforms as they will start to slowly drop.

At the top go through the door on the right. This bridge is very tricky because these gargoyles seem all but invincible. However a swift kick will cause them to come crumbling down. Continue along to the bridge destroying gargoyles and you will eventually stop to watch a blimp in the background.

-----  
Level 1-2 LV12  
-----

This is a very linear level. The screen will be constantly moving to the right so avoid getting stuck on the side of a building. There will also be thugs appearing on screen apparently for you to take care of. On top of this is the bombs being sent from the blimp.

The best method for avoiding these bombs is to stand in one spot when they fire the bomb then quickly move. Along the way will be some crates you can break for new weapons. Eventually you will come to a stop and will now have to fight a boss.

-----  
Boss Fight 1 BF01  
-----

This game has the most unusual boss fights I've ever encountered. To start with your health bar has been replaced with a "Power" Bar. You start with 80,000 points and will lost points if the boss damages you. For this fight the boss has 24000.

The boss has three attacks. The first is that he sends out a wave of bullets in one direction. Before he does this he jumps around like a grasshopper on speed. This is your chance to get behind him to avoid his shots by sliding with down on the d-pad and kick. His jumps also count as an attack as if he hits you, you will take damage.

His last attack is that he calls in three drones that moves closer and closer to you unless you destroy them. Luckily they are very weak and can be one shoted for the most part. Just keep a good pace on damage done to him and he will drop quickly.

-----  
Level 2-1 LV21  
-----

Jump over the crate and then onto the moving platform. Get onto solid ground as soon as you can to avoid being carried down into a pit. There will be two enemies on either side of an electirical current. A third flying enemy will fly in around this part as well.

On the next platform will be another flying enemy. Take him out then hop onto the moving platform. Ride it to get closer to the hallway leading into the next room. In the next room you will instantly face two enemies. Continue to the right until you come to an elevator above an electrical current.

Get off at the platform to the left. Keep moving left until you come to an elevator. Ride it up to find an enemy to the right. Take some time to line up your jump so you don't over jump the platform over the electric current. Also don't spend too long on this platform as it will slowly drop.

Head into the next room. Two enemies will jump into the room. They will be on the floor below you. Defeat them and then use the moving platforms to reach the other side of the electric current. Wait for the moving platform to get across the bottomless pit. On the other side go through the door.

-----  
Level 2-2 LV22  
-----

For this level you will have a Bat-Jetpack. This is a fairly self-explanatory level. Enemies will line the walls. Small bombs will come in a line and attempt to hit you. There will also be maces on the walls to avoid. There are small jets that will form a wall and fire at you as well as jetpack soldiers.

-----  
Level 3-1 LV31  
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There will be a steel box buried in the snow. Hop over the gap to fight an

ice wizard. Continue up the path to encounter another wizard. Do NOT walk over the bridge, jump it because there is a hole in the middle. There's a steel crate on the other side.

On the next bridge shoot at the ice wizard. Look for the areas beneath the bridge lacking coils. These are the holes in the bridge so land on the coiled areas. On the other side will be an ice wizard. Keep moving until you reach icy platforms. Keep going left to fight another three ice wizards and for the exit.

-----  
Level 3-2 LV32  
-----

This is a more booby trap centered level. Wait for the circular saw to be out of the way then slide under it to the other side. Be careful at the treadmill as a stalactite will drop down. Use the moving platform to reach an enemy. Kill him then slide under another spinning blade.

On the other side on a pillar will be an enemy. There will be spikes to drop from the ceiling. Slide under some more spinning blades. On the other side of a drop will be an enemy. In the next room there will be a ceiling of spikes moving up and down. Run off the ledge to land on the next platform.

On the next few platforms will be spiders. Jump on the moving platform when the spiked ceiling is at its peak. Once on the moving platform wait for the ceiling to move upwards again before jumping to the solid ground to the right. Head through the door to the next boss.

-----  
Boss Fight 2 BF02  
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For this fight the boss will have 80000 power as well. He has two main attacks. The first is shooting out lasers in a cemicircle formation. The second is how he flies towards you. When he does slide under him to the other side. The best spot to shoot him from is in the small nooks on both sides of the room.

-----  
Level 4-1 LV41  
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This is another linear fight. You will be running along the roof top of the train the whole fight. There are two main enemies, they are small shelled robots that are on the train and flying enemies.

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Level 4-2 LV42  
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You will be heading to the right by jumping from platform to platform. Along the way will be an enemy on a higher ledge. Head through the doorway and you will be on an elevator. Flying enemies and walking enemies will appear as the elevator rises. A small turret will appear from time to time as well.

The small turrets are indestructible so just avoid their shots. At the top go through the door on the left. Make your way to the doorway on the left to enter another elevator. At the top of the elevator you will automatically move onto the next boss.

-----  
Boss Fight 3 BF03  
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For this fight the boss will have 10000 power. This fight has a lot of activity going on that you will have to pay attention for. The most important thing to look for is the meter in the top middle. If this fills up then the boss will send out a ball of energy that does a lot of damage.

This bar can be depleted by shooting at the boss. There are two turrets in the two top corners of the room that fire a single laser. This is an easy attack do dodge by staying to the sides of the room. The last thing to pay attention for are small droids that come from the sides of the room.

-----  
Level 5-1 LV51  
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Another linear level. Basically go slow and be cautious of the bombs that come down from the ceiling. There will also be scuba enemies to take care of along with land enemies. Towards the end there will be some moving platforms. Take your time when jumping as to avoid falling into water.

-----  
Level 5-2 LV52  
-----

Another jetpack level. I won't go into too much detail here as it's impossible to get lost. The bomb enemies that lined the walls of the first jetpack level will now be in the center of the screen. There will also be more jetpack enemies. This level is also a lot shorter.

-----  
Level 6-1 LV61  
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Head to the left taking out any enemies on the way. You will eventually enter a tunnel with what appears to be rocket engines lining the ceiling and floor. They will send out bars of energy so avoid these at all cost. Once in the open jump from falling platform to platform. Head through the door.

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Level 6-2 LV62  
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Not much to this level. Keep moving right and try not to stop for anything. Jump the mines that drop and grenades will be occassionally tossed at you so move around a bit to avoid them. You will eventually be able to run through a door and to the next boss.

-----  
Boss Fight 4 BF04  
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This boss has 12000 power. For this fight Joker will be flying around in his hovercraft throwing bubbles down at you. Run to the opposite side that he is on and jump and shoot at him. If you have the "C" shot weapon charge it and shoot it up or to the side to damage him.

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Level 7-1 LV71  
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For the first part of this stage take out enemies and avoid the swarm of robots by ducking. Keep moving until you get into the cave. Inside you will have bubble turrets and laser turrets to avoid. Wait for the bubbles to stop coming out then run by.

For the lasers they come at an angle. Eventually you will come to red and yellow striped platforms. These will slowly drop the longer you stand on them.

The second platform you come to will go to the right under spikes and into spikes.

Duck while standing on it then quickly jump onto the solid platform to the right once clear of the spikes. Jump to another moving platform and quickly jump onto the treadmill track. Run to the right then to solid ground and go through the doorway.

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Boss Fight 5 BF05  
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Joker has 250000 power for this fight. The fight starts with Joker behind a shield that drops purple orbs right in front of it. There are also four turrets that send out fireballs in your direction. I stood in a corner for this fight and just kept shooting Joker's shield.

Eventually the shield and turrets break. There will be four lower turrets now and Joker will occasionally throw a purple orb around the room. Through out the fight it is possible to jump the fireballs and purple orbs. Kick attacks do a large amount of damage to Joker.

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### 3. W E A P O N S

0003

| Type | Description                                                                                 |
|------|---------------------------------------------------------------------------------------------|
| B    | Shoots out a single shot.                                                                   |
| C    | Shoots out a single shot that explodes. Hold down to create four shots to send out at once. |
| S    | Sends out three Shurikens. Hold down to produce a swarm of Shurikens around you.            |
| N    | Sends out two shots at the same time. Hold down to send out a stream of shots.              |

0004

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### 4. D I S C L A I M E R

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