

Batman Beyond: Return of the Joker FAQ/Walkthrough

by _MJ_

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This walkthrough was originally written for Batman Beyond: Return of the Joker on the PSX, but the walkthrough is still applicable to the N64 version of the game.

B A T M A N
B E Y O N D

Return of the Joker

Walkthrough by MJ

(=====C o n t r o l s=====)

D-pad - Up/down: Select Suit
Left/Right: Select gadget

L Shoulder - Run or Walk

R Shoulder - Jump

Z button - Block

B button - Punch

A button - Kick

C buttons - Left - Special
Right - Crouch

Start - Pause

Analog - Movement

(=====I t e m s=====)

Keycards/Keys - Open doors (wow!)

1 up - Gives Batman an extra life.

Bat disc - fill up on discs

Medkits - Heals HP. Comes in 2 versions, big and small.

(=====B a t S u i t s=====)

Standard - Normal suit. Gadgets are available for this suit only.

Weapons: Bat disc - 15 discs to start with. It's useless.
Staff - good when you get surrounded by enemys.
Nun Chaku - Hold the special button to charge it. Does a
lot of damage when fully charged.

Offensive - Offensive orientated. Various power attacks available.

Weapons: Rolling Kick - use Special button.
Low Kick - crouch button close to opponent.

Defensive - Defensive suit uses powerful dark knight shield to protect from enemy attack.

Weapons: Shield Punch - use Special button while moving. You'll be using this one the most.
Block - Special button or crouch button. Can block missiles which locks on and punches.

Nimble - Jump-orientated suit. This suit enables higher and longer jumps.

Weapons: Jumping kick - use kick button while moving.
Double jump - use jump button twice.
Glide - hold jump button.

(=====W a l k t h r o u g h=====)

Stage 1 - Gotham Air & Space

First stage, nothing to hard. I would use the Defensive Suit since the Shield punch does great damage and kills most enemies within a few hits. Plus having block is great for the robots that shoot missiles.

Destroy the boxes and pick up the Nimble or Standard suit and keycard. Enter the door and run to the other side of the room to fight some Jokerz and Robot. Pick up the keycard the robot leaves and use it on the door. If you were damaged then pick up the medpack at the begining of the room (or sometimes it's a extra life the game drops are random and never the same item everytime).

In the next room run across the room before the pillar drops. Use crouch just to be sure. Run next to the guy running the machine and attack. Use crouch before the crate drops and resume attack. Afterwards jump down the hole.

Jump all the way down to fight another robot. Sometimes it's a Blue Robot or a Yellow Mech will appear. If you have the Standard Suit switch to it and charge the Nun Chaku. Then head down and hit the Yellow Mech which will kill it in one hit. Afterwards head to the door at he bottom.

The box will have a 1 up or a medpack inside. Jump over the pipes and head to the next room to find another available suit (Offensive). Head back to the room where you fought the Mech (or Blue robot) and jump up by the purple beam to reach the upper door. Theres no need to go through the steam pipes.

Attack all the enemies and pick up the medpacks and keycard. Again use the Nun Chaku to destroy the Mech in one hit. If you don't have the Standard Suit use

the Shield Punch on the Defensive Suit which takes the Mech down in a few hits.
Enter the next room to fight the boss.

Boss: Bonk

He has several attacks. One is the spinning punch, which you can't block. You can block his regular punch and kicks. The other is a shockwave move that surrounds him. Best thing to do is to hit and run Shield punches. Run up and Shield Punch and then run away before he does anything. After a few hits you can beat him. If you don't have Defensive then use the Nimble Suit and do run away Jump Kicks, but it takes more hits to take him down than Shield Punch. Stage complete!

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Stage 2 - Wayne Enterprises Building

Use Defensive Suit again here. Robots laser attacks can be blocked with it. Sometimes a 1 up will appear on the floor here. Fight the enemies and grab the medpack (if it appears!). You can destroy the object in front of the broken door to reveal a hidden room. Inside there's a suit available. Go back and enter the elevator.

You'll fight your first Hyena here. They are fast so wait for them to come near you and block. After they finish their punches quickly use shield punch and run away and repeat until dead. Sometimes they will use their Leap Attack, which can't be blocked but does less damage. Sometimes the bat discs will appear here if you're lucky. Grab the keycard and get the medpack. Enter the elevator.

You'll see a medpack on the floor but don't grab it yet! Go to the other side of the room to fight a new enemy and some others. The big Hyena is slow so hit and run tactics work here. Kill the Jokerz at the end of the room and if you need the medpack go grab it and then enter the elevator for the miniboss.

Before exiting the elevator charge up the Nun Chaku and then approach the Mech and attack it. This will knock the boss HP to 68! Then switch to Shield Punch which can interrupt the Sword Slash attack so use that. Grab the keycard and enter the elevator.

The crate has bat discs in it. Fight the enemies and get the keycard. The next room is the Hyena boss.

Boss: Woof

His spikes can be blocked. If you're far away he will use this constantly. His punches can't be blocked. Use Shield Punch over and over and it should die. You should have enough lives to finish him off.

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Stage 3 - Arkham Asylum

Any suit will do I guess but I always stick to Defensive. Go and fight the first enemies which a new enemy will appear. This is a slow enemy so you can use the charged Nun Chaku on it to kill it fast. Enter the second opening to find an item inside. Head back out and above you will see a platform on top

with a opening. Use the Nimble suit to jump up. Inside theres a item or a enemy sometimes. On the other side of the room theres a platform you can jump on to find a 1 up (sometimes). Head back out side and kill some more enemies. Enter the bottom opening to find some crates then head back to the upper opening to progress.

Equip the Nimble suit for this area. Kill the enemy and jump up on the left. Avoid the flames and grab the medpack and crate item. Jump up and you can see a other medpack to grab. The jump is rather tricky and you can potentially damage yourself from the flames below if you fall so grab it if you want, Enter the next area.

Fight the new joker Punks and enter the next door. Kill all the enemies and grab the medpacks and enter the next room for the boss.

Boss: Ghoul

You can block all his attacks except his pumpkin spin move. If you don't kill him fast enough he will use the flame shooters on the wall. Use crouch to avoid them (on Defensive suit). Once again use the Shield Punch to make quick work of Ghoul. Also the flames can hurt Ghoul too. It doesn't do that much damage but it's funny to see him die from his own flames. Ha!

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Stage 4 - Tim Drake's Laboratory

Run pass all the moving parts which isn't hard, just take your time and watch for gaps. At the end of the room there is a turret that shoots at you. Just kill the display that is holding the key to destroy it. Grab the medkit first and then open the door to the final stage. Well that stage was short wasn't it?

(=====)

Final - Jolly Jack Candy Factory

Kill the striped box to find a key inside. Fight some Jokerz along with a new Flame Joker enemy. The Flame Jokerz can kill the other enemies! Just block and wait for the Jokerz to walk into the flames. You can find a 1 up on the next box (or a medpack). You'll face a new enemy up ahead. These Brutes are not hard to take down. shield Punch works best on them. To the next area.

Find another 1 up in the box. Kill all the baddies and head to the right. You can find another 1 up in the box if your lucky. Jump on top of the smilie faces to find a hidden room. Inside you can find another 1 up! Head back and hit all the smilie faces to uncover more rooms.

The second room has an enemy along with a 1 up on top of the box at the left of the room. The third room has a random item inside. Head to the first room to fight the mini boss Chucko.

You can block hit gun bullets and rocket launcher but you can't block his kick attack. The quickest way to kill him is to charge the Nun Chaku and run around the room until it's fully charge and attack him. If you get hit by his bullets it will cancel the charge and you have to start over. 3 fully charge attacks takes him down. Afterwards grab the key and head back to the door and open the

door on the right side of the room.

Avoid the ball shooters and quickly make your way to the room. Grab the key in the box, grab the medkit and open the door.

This is another room of enemies. Make sure to grab the medkits if you really need them. Kill them all and enter the next room. Kill the computer to get rid of these girls and get the key. To the next room to fight the joker!

Boss: Joker

What a pathetic boss fight this is. You should have enough lives to just rush Joker down with Shield Punches which takes him down within a few hits. His attacks consist of the satellite beam which will track you down. So run around the room to avoid it. His other moves are projectile base which can be blocked. The little robot that follows you around can't be killed. When it's sparking run away from it. Be careful not to get stuck in a corner with it or you will be stuck, if you do then jump out of the corner. Jokers other attacks are just a kick and punch combination which can be blocked.

After you beat him then you completed this atrocious game! Congrats!

(=====E n e m i e s=====)

Jokerz - HP: 30/35 on Final Stage
Attack: Punch

Blue robot - HP: 30
Attack: Missles
Tips: Block button auto blocks the missles even when the robot moves around.

Machine operator - HP: 120
Attack: Machines

Yellow mech - HP: 60
Attack: Punch/Spin
Tip: You can jump on top of them and attack. Could be a emulator only glitch but it can work on console too. Shield punch works best.

Grey robot - HP: 60
Attack: Lasers
Tip: Lasers can be blocked. Wait for it to do the air Lasers then run up to it and attack then run away and block and repeat.

Hyena - HP: 60
Attack: Punch/Leap Kick
Tip: Leap Kick can't be blocked.

Big Hyena - HP: 90
Attack: Punch/Hammer Fists/Headcharge
Tip: Headcharge can't be blocked. You can interupt the punch with a Shield Punch.

Red Mech - HP: 150
Attack: Missles/Sword Slash
Tip: Missles can be blocked but not Sword Slash. Shield Punch

can interrupt the Sword Slash attack so use that.

Puker - HP: 70
Attack: Gas/Punch
Tip: Gas can be blocked.

Punk - HP: 60
Attack: Kick/Jump Kick
Tip: Both moves can be blocked.

Turret - HP: 100
Attack: Laser

Flame Jokerz - HP: 50
Attack: Flame/Kick/Gun Swing
Tip: Flame can be blocked. Along with his other moves.

Brute Jokerz - HP: 80
Attack: Punch/Lunge Punch/Hammer Fists/Kick
Tip: Lunge Punch can't be blocked

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