

OUCH!

Flip over your *Batman The Caped Crusader* cassette and there's another adventure awaiting the Dynamic Duo (erm, and you as well, so perhaps we'd better make that the Turbo-Terrific Trio, though it doesn't have quite the same ring to it, does it?). This time you're up against that foul feathered fiend the Penguin, so you're going to need all the help you can get. And you're in the right place for that...

From the start: L • get FALSE NOSE • D • L • get BATARANG • R • R • get LOCKPICK • R • R • get HAND GRENADE • L • U • L • get CONTROL DISK • U • get SET OF TOOLS • D • L • use SET OF TOOLS • use CONTROL DISK • R • U • U • L • L • get DOOR KEY • R • R • R • R • R • get SWEET • R • get TRAINIES • L • L • climb UP • get ROPE • R • R • use LOCKPICK • go through door • use

DOOR KEY • go through door • R • U • R • R • get LIFT KEY • L • L • D • stand on lift • use LIFT KEY • U • R • R • D • L • D • L • get TOAST • get DART • R • R • R • R • get GAMES DISK • U • L • U • L • get FRIED EGG • use ROPE • climb UP • get MAGNET • use DART • get PASS CARD • D • R • D • R • D • L • L • L • U • R • U • L • L • D • stand on lift • use LIFT KEY • U • R • R • D • R • R • R • D • L • L • L • D • L • L • climb DOWN • L • L • L • L • L • L • L • L • climb UP • R • R • get LEMONADE • R • R • get FLASHLIGHT • L • L • L • L • L • climb DOWN • R • R • use PASS CARD • U • use FLASHLIGHT • L • L • get VIDEO TAPE • R • R • R • R • R • U • L • L • use VIDEO TAPE • U • L • L • U • get CUP CAKE • R • R • R • R • D • L • D • L • get DAGGER • R • R • R • U • R • U • R • get BANANA • L • D • R • U • L • U • get TRUMPET • R • use GAME DISK to finish the game.

Excellently done, you've rummaged the Penguin's plot and saved Gotham City! Again. You're beginning to make a habit of this. But if you pride yourself on a job well done and you want to achieve a full percentage rating in either of the games, try to use every object at some point. If you're still struggling then check out the listings we printed in CF20 and CF24 — they give you infinite supplies of everything in both plots. Talk about making things easy for you!

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MANSSION



HOLY RIDICULOUS EXCLAMATIONS

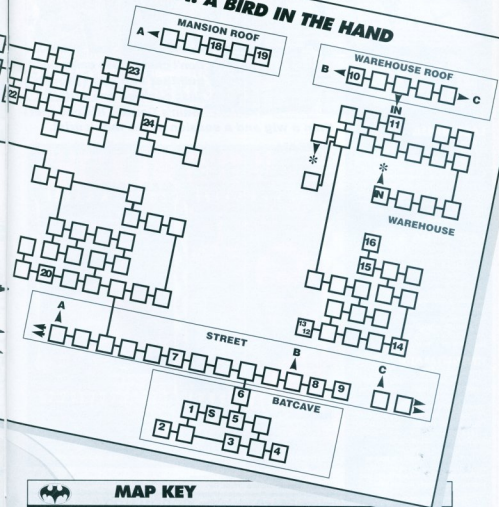
During the course of the 60s *Batman* TV series (the one with Adam West, Burt Ward and the 'Dinner-dinner-dinner-dinner' theme tune) Robin made over 340 different 'Holy something-or-other' exclamations, and here are just a few of the more bizarre ones (they really were all used, honest!):

- Holy priceless collection of Etruscan Snoods.
- Holy one-track Batcomputer mind.
- Holy hardest metal in the world.
- Holy known-unknown flying objects.
- Holy uncanny photographic mental processes.
- Holy journey to the centre of the earth.
- Holy contributing to the delinquency of the minors.
- Holy interplanetary yardstick.
- Holy underwritten Metropolis.
- Holy bouncing boiler plate.
- Holy astringent pomite fruit.

And while we're at it here are some genuine, one-hundred per cent real, kosher, true, for-real, definitely-used-in-the-program *Batflight* words that flashed up on the screen: AWKKKKKK! KER-SPLOOSH! QUNCKKK! THWACKIE! WHACK-ETH! OUCH-ETH! FLRBBBBB! and, indeed, BONK!



PENGUIN PLOT: A BIRD IN THE HAND



MAP KEY

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|-----------------------------------|---------------------------------|
| 1 - FALSE NOSE (disguise) | 13 - DART (opens safe) |
| 2 - BATARANG (weapon) | 14 - GAMES DISK (stops Penguin) |
| 3 - LOCK PICK (opens doors) | 15 - FRIED EGG (energy) |
| 4 - HAND GRENADE (weapon) | 16 - MAGNET (stops robots) |
| 5 - CONTROL DISK (bat computer) | 17 - PASS CARD (opens mansion) |
| 6 - SET OF TOOLS (fixes computer) | 18 - LEMONADE (energy) |
| 7 - DOOR KEY (opens doors) | 19 - FLASHLIGHT (illuminates) |
| 8 - SWEET (energy) | 20 - VIDEO TAPE (use in video) |
| 9 - TRAINIES (extra speed) | 21 - CUP CAKE (energy) |
| 10 - ROPE (climb up it) | 22 - DAGGER (weapon) |
| 11 - LIFT KEY (moves lift) | 23 - BANANA (energy) |
| 12 - TOAST (energy) | 24 - TRUMPET (dinner, dinner) |