Games for Windows LIVE

INSTRUCTION MANUAL

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.

For more information, visit **www.ESRB.org**.

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GAMES FOR WINDOWS–LIVE

Play online for free! With Games for Windows–LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows–LIVE games. Plus, you can download game content from Games for Windows–LIVE Marketplace. Get connected and join the PC gaming revolution!

CONNECTING TO LIVE

To connect to Games for Windows–LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows–LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to **www.gamesforwindows.com/live**.

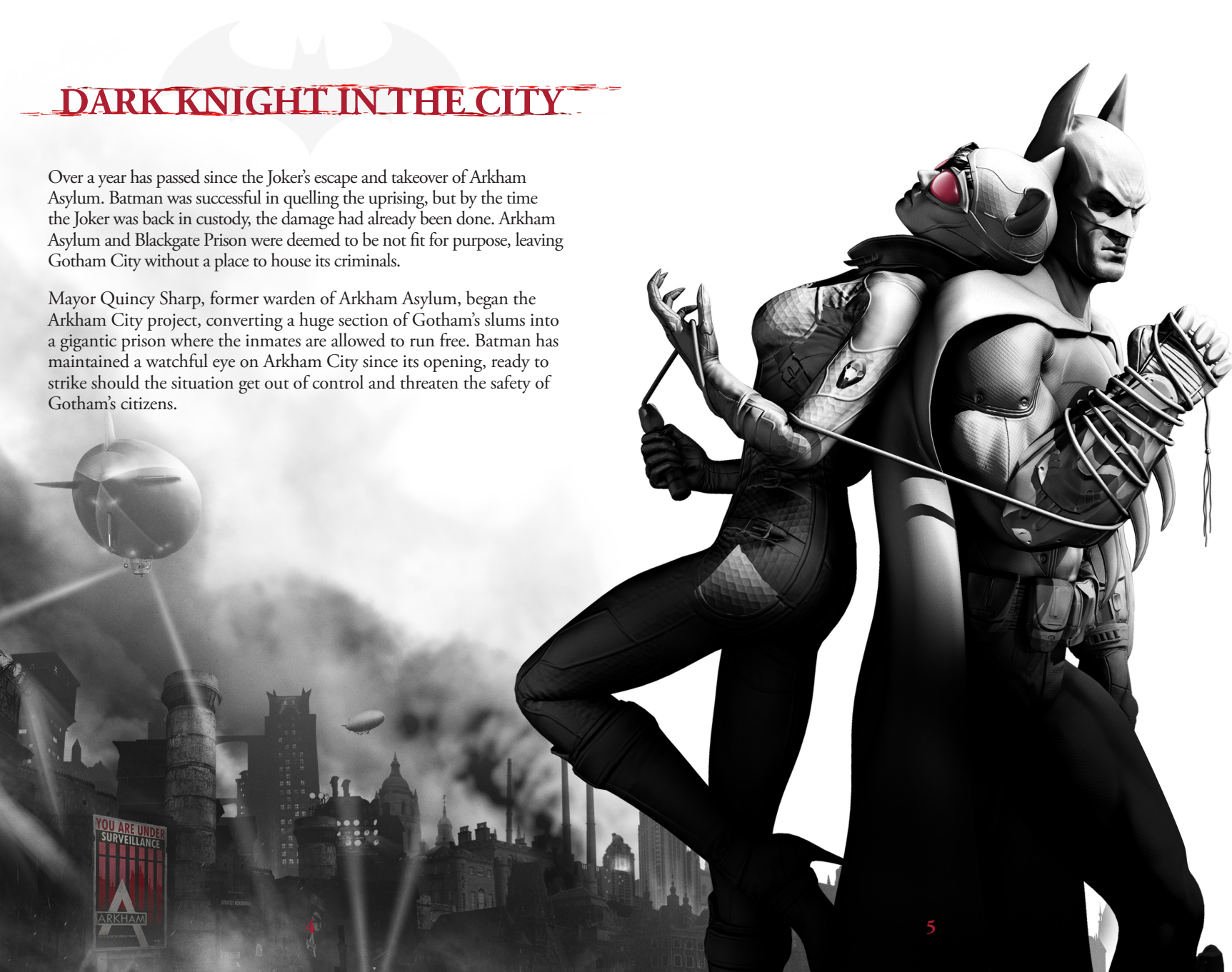
FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to **www.gamesforwindows.com/live/familysettings**.

DARK KNIGHT IN THE CITY

Over a year has passed since the Joker's escape and takeover of Arkham Asylum. Batman was successful in quelling the uprising, but by the time the Joker was back in custody, the damage had already been done. Arkham Asylum and Blackgate Prison were deemed to be not fit for purpose, leaving Gotham City without a place to house its criminals.

Mayor Quincy Sharp, former warden of Arkham Asylum, began the Arkham City project, converting a huge section of Gotham's slums into a gigantic prison where the inmates are allowed to run free. Batman has maintained a watchful eye on Arkham City since its opening, ready to strike should the situation get out of control and threaten the safety of Gotham's citizens.



GETTING STARTED

MINIMUM SYSTEM REQUIREMENTS

OPERATING SYSTEM: Microsoft Windows XP, Vista, or 7.

CPU: Dual core CPU 2.4 Ghz

RAM: 2GB

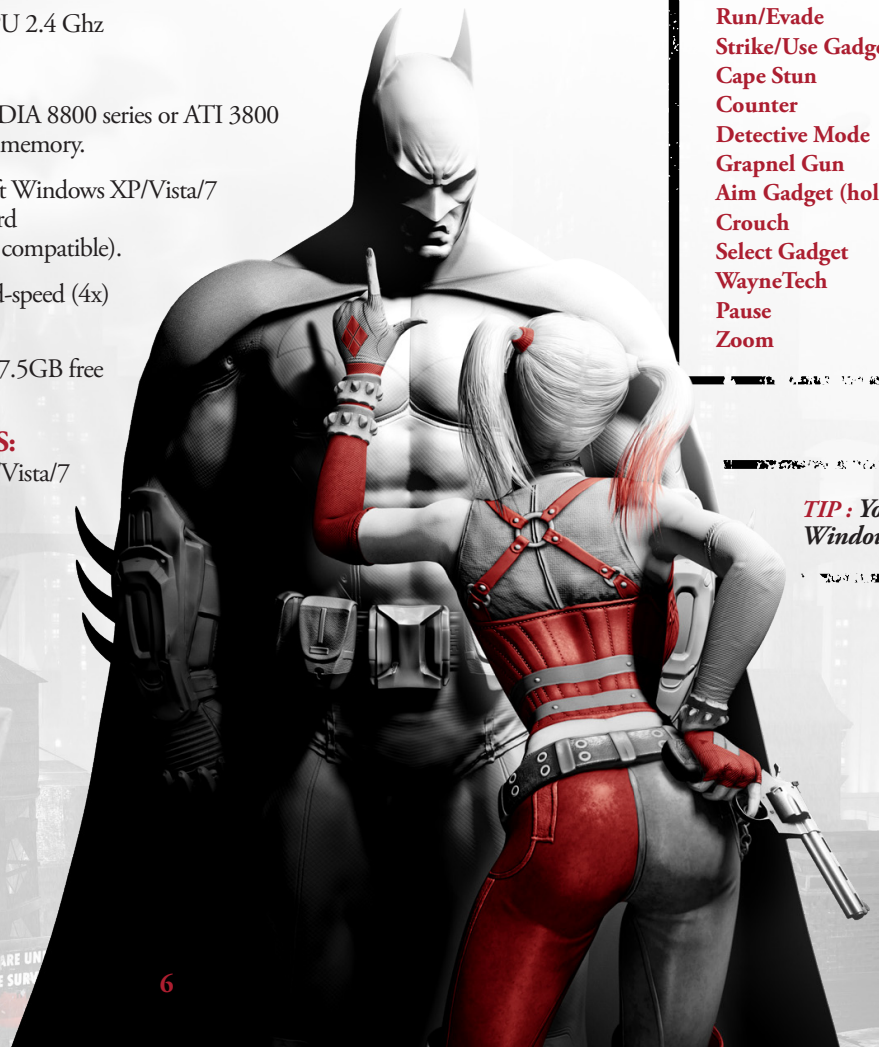
GRAPHICS: NVIDIA 8800 series or ATI 3800 series, 512MB video memory.

SOUND: Microsoft Windows XP/Vista/7 compatible sound card (100% DirectX 9.0c compatible).

DVD-ROM: Quad-speed (4x) DVD-ROM drive.

HARD DRIVE: 17.5GB free disk space.

INPUT DEVICES: 100% Windows XP/Vista/7 compatible mouse and keyboard.



CONTROLS

Move	W/S/A/D
Look around	move mouse
Run/Evade	SPACE (hold)/SPACE+SPACE
Strike/Use Gadget	left click
Cape Stun	mouse wheel (click)/Q
Counter	right click
Detective Mode	X
Grapnel Gun	F
Aim Gadget (hold)	right click
Crouch	LCTRL
Select Gadget	mouse wheel/number keys, -, =
WayneTech	TAB
Pause	ESC
Zoom	Z

TIP : You can also use an Xbox 360 Controller for Windows to play the game.

PLAYING THE GAME

GAME SCREEN

1. XP: The green bar in the upper left corner shows Batman's current experience (XP) level. Batman can earn XP by defeating criminals, and when the green bar is filled he may purchase an upgrade from WayneTech.

2. HEALTH/ARMOR: The gray bar underneath the XP gauge displays Batman's health. Upgrades can be purchased from the WayneTech menu that adds additional armor to the Batsuit, making it more resilient to gunfire or melee attacks.

3. COMPASS: At the top of the screen lies the compass. Waypoints appear on the compass, indicating which direction Batman must travel to find his objective.

4. GADGETS: Batman's arsenal of Gadgets is displayed in the lower left corner of the screen. More Gadgets unlock as Batman progresses through the story.

5. RETICLE: The targeting reticle appears whenever there is a nearby ledge for Batman to grapple to, or when he is manually aiming a Gadget.

PLAYING THE GAME

COMBAT

To survive in the mean streets of Arkham City, Batman needs to utilize all of his martial arts training and keen instincts to take down his foes. Press **left click** to strike.

Countering Attacks

When an enemy is about to attack Batman, a lightning bolt icon appears above their head. Before the icon disappears, press **right click** to counter the attack.

Stun

Click the **mouse wheel** to cape stun an enemy. In their confusion, Batman can land a beatdown attack, aerial attack, or make a quick getaway using the grapnel gun. Some enemies must be stunned before they can be attacked.

Evade

Batman can leap over enemies or dive out of the way of attacks by pressing **SPACE+SPACE**.

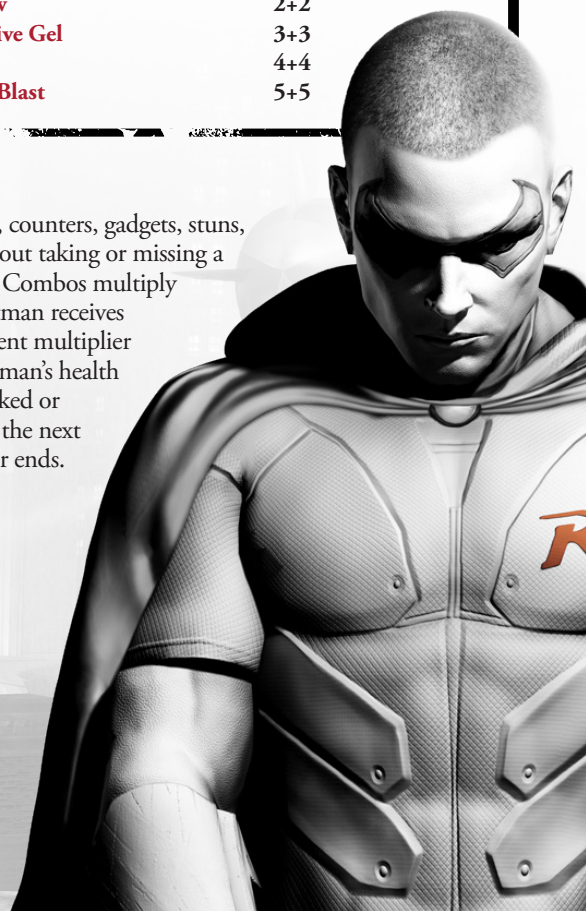
Quickfire Gadgets

Some of Batman's gadgets can be fired off quickly during combat without having to manually aim. Please see the Gadgets section of the manual for more details on each item's function.

Quickfire Batarang	**1+1**
Quickfire Batclaw	**2+2**
Quickfire Explosive Gel	**3+3**
Quickfire REC	**4+4**
Quickfire Freeze Blast	**5+5**

Combos

String together strikes, counters, gadgets, stuns, and evade moves without taking or missing a hit to create a combo. Combos multiply the amount of XP Batman receives from a fight. The current multiplier is displayed under Batman's health bar. If Batman is attacked or takes too long to land the next hit, then the multiplier ends.



PLAYING THE GAME

DETECTIVE MODE

Press **X** to activate Detective Mode at any time. Detective Mode gives Batman an alternate view of his surroundings, enabling him to spot enemies, hiding spots, and structural weaknesses in his surrounding environment.

Hiding spots, such as gargoyles and grates, and other object of interest, like security cameras and doors, appear orange in color. Enemies with weapons also appear orange, while unarmed enemies are colored in blue. Structurally unsound walls that Batman can break through or destroy appear translucent, with an "explosion" icon superimposed over them.

While in Detective Mode, Batman also can get tactical information on enemies or objects, such as what weapons or equipment an enemy has or the specific function of a control panel, such as security systems or door locks.

***TIP:** Detective Mode can also be used to spot hidden clues left by the Riddler. Keep an eye out for his telltale question mark in the environment.*

Scanning

By holding **X** in certain situations, Batman can scan the area for clues. Use this tool to analyze evidence, or mark out-of-reach Riddler trophy locations to find later on.

INVISIBLE PREDATOR

Batman has trained for years to become an expert at hunting from the shadows and striking fear into the criminals of Gotham City. The techniques and tools he's developed over the years are put to the test in Arkham City.

TIP : All takedown moves are initiated by pressing right click.

Vantage Points

The gargoyles keeping watch over Arkham City make the perfect spot for Batman to avoid detection and survey enemies. Combined with Detective Mode, crouching on a vantage point is an excellent opportunity to strategically plan the best way to take out foes.

PLAYING THE GAME

WARNING: Some enemies are equipped with thermal scanners that can detect Batman's presence on a vantage point.

Corner Cover/ Corner Cover Takedown

While hidden in Corner Cover, Batman can take out any approaching, unaware enemy when they move into close proximity. While crouching, press **SPACE** to take cover and press **right click** to initiate the takedown.

Silent Takedown

To knock out an enemy without his allies becoming aware, hold **LCTRL** to crouch and sneak up behind the target. Once in range, press **right click** to initiate the takedown.

Knockout Smash

During a Silent Takedown, Batman can instantly render an enemy unconscious by pressing **left click**. However, this move is noisy and will attract nearby enemies.

Double Takedown
Move silently behind two unaware enemies and press **right click** to dish out a skull-cracking move that knocks them both out simultaneously.

Inverted Takedown
If Batman is perched atop a gargoyle, and an enemy wanders underneath Batman, press **right click** to ambush them. Note that this move is not silent and will attract nearby enemies. Be prepared to move!

Grate Takedown
If an unaware enemy wanders by while Batman is hiding under a floor grate, press **right click** to leap out and knock them unconscious. This move is noisy, and will attract other enemies to investigate the grate.

Ledge Takedown
While hanging from a ledge, press **right click** to reach up and grab an enemy on the walkway above, pulling them over the edge and knocking them out. This takedown is noisy and will attract other enemies.

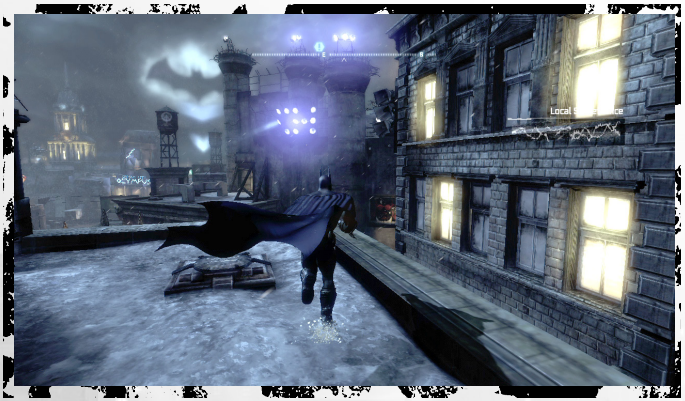
PLAYING THE GAME

Hanging Ledge Takedown
If Batman is standing on a ledge or perched on a railing directly above an enemy, he can drop down and use his legs to silently choke the enemy unconscious.

Window/Wooden Wall Takedown
When Batman finds himself on the opposite side of a window or weakened wall from an enemy, he can smash through and instantly knock out his opponent. This move generates a lot of noise and will attract any nearby enemies.

***TIP:** Only the Silent Takedown, Corner Cover Takedown, and Hanging Ledge Takedown are silent attacks. Be prepared to move quickly when performing one of the other takedowns.*

NAVIGATION



Use **W/S/A/D** to move Batman through the environment. Holding **SPACE** while moving causes Batman to run. While running, Batman automatically jumps and climbs over obstacles.

Glide

Batman's cape is specifically designed to allow gliding through the air for long distances. When in the air hold **SPACE** to deploy Batman's cape and use the mouse to guide his descent.

PLAYING THE GAME

Dive Boost

Hold **LCTRL** while gliding to make Batman dive straight down and then pull up to gain a boost in speed and height. Use this increase in speed to glide longer distances, or catch unsuspecting enemies with a brutal tackle.

Grapnel Gun

Batman's grapnel gun is an essential tool in his navigational skills. Simply tap **F** and Batman will instantly grapple and climb to the nearest ledge. Press **LCTRL** at any time during a grapple to disengage the hook. The grapnel gun can be upgraded to boost the speed of the grapnel line, launching Batman high in the air. Combined with Dive Boosts and Glide, Batman can cover huge distances without touching the ground.

Slide

While running, press **LCTRL** and Batman will perform a slide kick. Sliding can be used to navigate under small gaps, instantly remove vent covers, or initiate combat.

Drop Attack

When Batman is above an enemy, Batman can perform a Drop Attack if a bat symbol appears above their head. Press **left click** when the symbol appears to drop down on the enemy.

Glide Kick

While gliding or perched on a high vantage point, Batman can initiate a Glide Kick on any enemy in range. When the bat symbol appears above an enemy's head, press **left click** and Batman will automatically glide down and attack.

PLAYING THE GAME

GADGETS

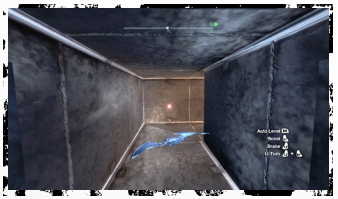
Batman is also well-known for his arsenal of crime-fighting technology. Properly utilizing Batman's gadgets is crucial for survival in Arkham City. The Dark Knight starts out with a small number of gadgets, but can acquire more by defeating certain enemies, completing side missions, or purchasing upgrades through WayneTech. Gadgets are selected with the **number keys**, or by scrolling the **mouse wheel**.

Batarang

Batman's signature weapon can be used to stun foes or hit objects that are out of reach. Hold **right click** to aim, and press **left click** to throw the Batarang. Alternatively, tap **1+1** quickly to fire a Batarang. Up to three Batarangs can be thrown in rapid succession.

Remote Controlled Batarang

The Remote Control Batarang is useful for hitting switches and objects that are out of reach. Batman can control the speed and direction of this Batarang as it flies through the air. This gadget can be upgraded to fire a pre-programmed Batarang that will loop back on itself and hit an enemy from behind.



Auto Level	**mouse wheel (click)**
Brake	**right click**
Boost	**left click**
U-Turn	**left click + right click**

Batclaw

The Batclaw is used primarily to interact with out of reach objects and pull them towards Batman. Hold **right click** to aim, and press **left click** to fire the Batclaw. The Batclaw can be upgraded to disarm gun-wielding enemies.

PLAYING THE GAME

Explosive Gel

Batman's Explosive Gel is used to temporarily incapacitate enemies or explode through structural weaknesses. Hold **right click** to aim, and press **left click** to place a charge of Explosive Gel. To detonate the gel, hold **right click** and click the **mouse wheel**. Up to three charges may be placed before detonation.

Cryptographic Sequencer

The Cryptographic Sequence comes in handy when Batman needs to decrypt a secure radio frequency, hack into a security console, or break an electronic door lock. Hold **right click** to aim, press **left click** to deploy the tool, and then use **A/D** with **left click/right click** to interact with the device.

Smoke Pellet

Smoke Pellets flood the area with a disorientating smoke. The smoke can be used defensively, allowing Batman to escape while under fire, or offensively to create confusion among enemies. Hold **right click** to aim, and press **left click** to throw a Smoke Pellet, or click the **mouse wheel** to drop a pellet at Batman's feet.

REC (Remote Electrical Charge)

The REC provides electricity to unpowered generators and electromagnets, opening up new areas for Batman or creating a diversion. It can also be used to administer a non-lethal shock to enemies. Hold **right click** to aim, and press **left click** to fire a positive charge, or click the **mouse wheel** to fire a negative charge.

PLAYING THE GAME

Line Launcher

The Line Launcher is a navigational tool that allows Batman to quickly move across a horizontal area. Hold **right click** to aim, press **left click** to fire a line, and then Batman automatically zips across the line. Holding **right click** while zipping across the line allows Batman to fire another line and change directions.

This gadget can be upgraded to allow Batman to flip onto the line and use it as a tightrope. Once upgraded, click the **mouse wheel** while zipping to walk on the line.

These grenades, based on Mr. Freeze's technology, allow Batman to temporarily hold enemies in place or freeze water at any temperature. Hold **right click** to aim, and press **left click** to throw a grenade.

This gadget may be upgraded, allowing the Freeze Blast to be used as a mine by clicking the **mouse wheel**.

Freeze Cluster Grenade

This advanced Freeze weapon creates a large blast radius capable of freezing multiple enemies to the ground at once. Trapped enemies are free to move their torso and attack, so beware when freezing enemies with firearms. Hold **right click** to aim, and press **left click** to throw the cluster grenade.

Disruptor

The Disruptor is used to remotely detonate mines or shut down freeze-based weapons. Hold **right click** to aim, and hold **left click** to disable the targeted device. It may be used up to two times before a recharge period is required.

This gadget can be upgraded to disable standard firearms.

PLAYING THE GAME

BATCOMPUTER

Press **TAB** at any time to access the Batcomputer. From here Batman can set waypoints, review character dossiers, or access WayneTech to purchase new gadget upgrades and skills. Press **A/D** to switch between the three main Batcomputer functions.

Map/Objectives

Through sophisticated satellite technology, Batman has access to the full layout of Arkham City. Batman is able to see waypoints for his current objectives or side missions, and set custom waypoints to assist navigation to any point on the map.

Highlight an area on the map and press **BACKSPACE** to set a custom waypoint. A white marker appears on Batman's compass to guide the way, and the Bat-Signal appears in the Arkham City sky above the custom waypoint location.

Batcomputer Data

Here Batman can access data files on important people or stories he runs across in Arkham City.

WayneTech

With the WayneTech interface, Batman can use the XP earned in combat to purchase new skills or gadget upgrades. Each full bar of XP earned allows Batman to purchase one item from WayneTech.

Riddles

The Riddler has set up puzzles and trophies all over Arkham City, with the intent of testing Batman's wits to find them all. This section of the Batcomputer is used to track the trophies and puzzles in each district of Arkham City. Solve the Riddler's puzzles to unlock bonus content such as challenge rooms and concept art.

***TIP:** Certain criminals in Arkham City are working covertly for the Riddler, and appear with a green highlight. Knock out all of the thugs but the highlighted one and interrogate him to gain more information about the Riddler's master scheme.*

CATWOMAN

After completing Catwoman's story in the main game, keep an eye on the rooftops of Arkham City for groups of cats lounging together to switch characters. These areas are also marked on the Batcomputer map with a pink Catwoman marker. Approach these friendly felines and press **SPACE** to switch control to Catwoman.

Move	**W/S/A/D**
Look around	**mouse**
Run/Evade	**SPACE (hold)/SPACE+SPACE**
Strike/Use Gadget	**left click**
Whip Stun	**mouse wheel (click)/Q**
Counter	**right click**
Thief Vision	**X**
Climb	**F**
Aim Gadget (hold)	**right click**
Crouch	**LCTRL**
Select Gadget	**mouse wheel (scroll)/number keys**
WayneTech	**TAB**
Pause	**ESC**
Zoom	**Z**

New Story/Continue Story
Begin a new *Batman: Arkham City* game from the beginning, or continue a story from the last saved checkpoint.

> ***TIP:*** **Batman: Arkham City** ***automatically saves your progress at certain checkpoints. When the autosave icon appears on your screen, do not turn off the system or eject the disc.***

Statistics
View various gameplay statistics and track your overall progress through the game.

Riddler's Revenge
Take on several challenges set up by the Riddler to push Batman to his limits. Additional challenges can be unlocked by finding Riddler Trophies scattered throughout Arkham City.

RANKED CHALLENGES: Take on the Riddler's challenges with no set modifiers. Compare your skills against your friends, and the world, using the online leaderboards.

CUSTOM CHALLENGES: Select a map, and then add multiple modifiers to create a unique challenge.

CAMPAIGNS: Fight your way through a gauntlet of challenges, while tactically choosing which modifiers to use on each map. The only requirement is that you must have used every modifier by the end of the campaign.

MAIN MENU

Story Synopsis
Review your story progress on the game save currently in progress.

Character Trophies
View 3D character models unlocked by finding Riddler Trophies in the main game.

Options
Adjust game settings and view controls. Please see the Options section of the manual for more details.

New Game Plus
Start a new game with all of the gadgets and upgrades earned in your first playthrough of *Batman: Arkham City*. Enemies appear in different configurations and the overall difficulty is increased. You must complete the main story at least once on Normal or Hard difficulty to unlock this option.

Concept Art
View environment and character concept art. These can be unlocked by finding Riddler Trophies hidden in the main game.

Credits
View the *Batman: Arkham City* credits.

OPTIONS

GAME OPTIONS

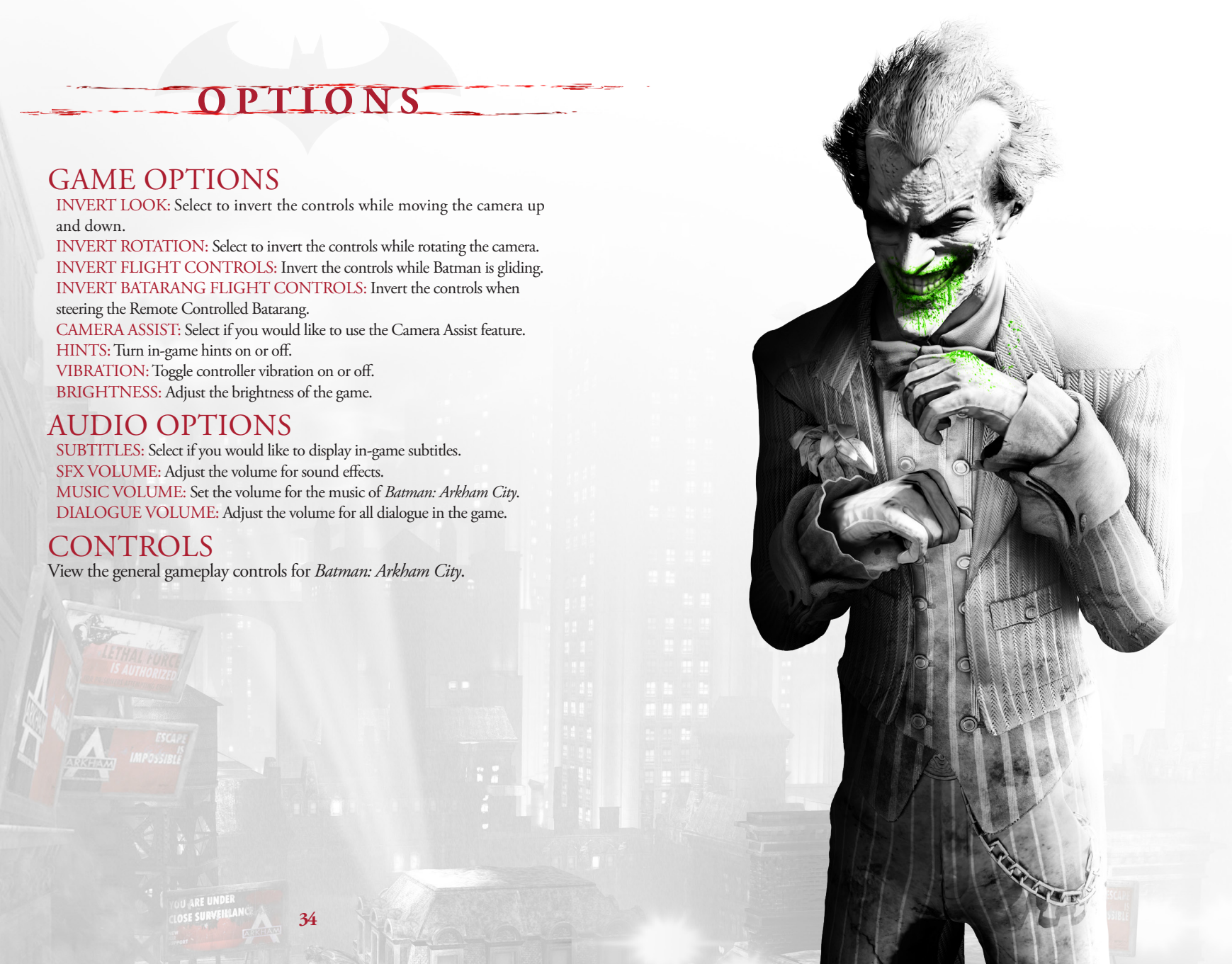
INVERT LOOK: Select to invert the controls while moving the camera up and down.
INVERT ROTATION: Select to invert the controls while rotating the camera.
INVERT FLIGHT CONTROLS: Invert the controls while Batman is gliding.
INVERT BATARANG FLIGHT CONTROLS: Invert the controls when steering the Remote Controlled Batarang.
CAMERA ASSIST: Select if you would like to use the Camera Assist feature.
HINTS: Turn in-game hints on or off.
VIBRATION: Toggle controller vibration on or off.
BRIGHTNESS: Adjust the brightness of the game.

AUDIO OPTIONS

SUBTITLES: Select if you would like to display in-game subtitles.
SFX VOLUME: Adjust the volume for sound effects.
MUSIC VOLUME: Set the volume for the music of *Batman: Arkham City*.
DIALOGUE VOLUME: Adjust the volume for all dialogue in the game.

CONTROLS

View the general gameplay controls for *Batman: Arkham City*.



PAUSE MENU

Press **ESC** at any time during gameplay to enter the pause menu.

Resume
Return to the game currently in progress.

Game Options
Adjust gameplay and brightness settings.

Audio Options
Adjust volume and subtitle settings.

Resume
Return to the game currently in progress.

Controls
Review the basic gameplay controls.

Restart
Resume the game from the last saved checkpoint.

Exit
Quit the game and return to the main menu. Any unsaved progress will be lost.

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In the unlikely event of a problem with your Product, you may only need simple instructions to correct the problem. Please contact WB Games Customer Service Department by calling us at (410) 568-3680 or via email at support@wbgames.com or on the web at www. Batmanarkhamcity.com/support before returning the Product to a retailer. Please do not send any Product to WB Games without contacting us first.

Limited Warranty
WB Games warrants to the best of WB Games' ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of one hundred eighty (180) days from the original date of purchase. If a defect in materials or workmanship occurs during this one hundred eighty (180) day warranty period, WB Games will either repair or replace, at WB Games' option, the Product free of charge. In the event that the Product is no longer available, WB Games may, in its sole discretion, replace the Product with a product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate (to WB Games' satisfaction) that the Product was purchased within the last one hundred eighty (180) days.

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Notify the WB Games Customer Service Department of the problem requiring warranty service by calling (410) 568-3680 or emailing support@wbgames.com. If the WB Games service technician is unable to solve the problem by phone or on the web via email, he/she may authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof of purchase within the ninety (90) day warranty period to:

WB Games Customer Support
c/o e4e Technical Support
10720 Gilroy Road
Hunt Valley, MD 21031

WB Games is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customer.

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