

BATMAN

ARKHAM ASYLUM



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INTRODUCTION

It's going to be a long night...

After a seemingly random attack by The Joker at the Mayor's office, Batman is returning his greatest nemesis to Arkham Asylum, Gotham City's institute for the criminally insane.

But The Joker has a plan and escape is only the beginning. By the time the sun rises over Gotham he will have turned Arkham Island into his twisted playground, and broken the **Dark Knight** himself.

Can even Batman survive a night locked up with all of Gotham's freaks and madmen?

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

Family Settings in Games for Windows – LIVE and Windows Vista® parental controls work together. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the LIVE service. And set time limits on how long they can play. For more information, go to www.gamesforwindows.com/live/familysettings.



GETTING STARTED

INSTALLING Batman: Arkham Asylum

INSTALLATION (USING WINDOWS XP)

To install **Batman: Arkham Asylum**, insert the game disc into your drive.

After a few seconds, the Launch Panel will appear. If the Launch Panel does not appear when you insert the disc, double-click the My Computer icon, then double-click the DVD-ROM icon to display the Launch Panel.

This program will guide you through the installation process via onscreen prompts.

or

- Click the Start button.
- Choose Run from the pop-up menu.
- Type d:\setup in the box provided (d: designates your DVD-ROM drive letter).
- Click the OK button to begin the install program.
- When prompted, select the path and directory on your hard drive where you want to install the game.

The default is C:\Program Files\Eidos\ **Batman: Arkham Asylum**. If you wish, you may change this to your preferred location. Click the Readme button to view important information about **Batman: Arkham Asylum**.

Note: To run **Batman: Arkham Asylum** on your PC you will need to have DirectX 9 or later installed.

To install DirectX 9 on your PC:

Select 'Install DirectX 9' from the **Batman: Arkham Asylum** Autorun program.

UNINSTALLING (USING WINDOWS XP)

To uninstall **Batman: Arkham Asylum**, from your desktop

Select Start → All Programs → Eidos → **Batman: Arkham Asylum** → **Play Batman: Arkham Asylum**

When prompted, click "Yes" to remove **Batman: Arkham Asylum** from your computer.

TO RUN BATMAN: ARKHAM ASYLUM (USING WINDOWS XP)

Once the game is installed and you are ready to play, click the

"Play **Batman: Arkham Asylum**" button on the Launch Panel to start the game.

To begin playing the game at a later date, insert the disc into the DVD-ROM drive. After a few seconds, the **Batman: Arkham Asylum** Autorun program will appear via the AutoPlay feature.

Click the Run button to start the game.

or

• Select Start → All Programs → Eidos → **Batman: Arkham Asylum** → **Play Batman: Arkham Asylum**. To leave the game, click the Exit button.

INSTALLATION (USING WINDOWS VISTA)

To install **Batman: Arkham Asylum**, insert the game disc into your drive.

The disc should autorun and take you to the installation screen.

When the 'User Access Control' option appears choose the 'Continue' option.

UNINSTALLING (USING WINDOWS VISTA)

To uninstall **Batman: Arkham Asylum**, from your computer select

Windows Button → Control Panel → Programs and Features → Select **Batman: Arkham Asylum** and click on the Uninstall button

TO RUN BATMAN: ARKHAM ASYLUM (USING WINDOWS VISTA)

At the end of the installation, select OK from the Setup screen. To begin playing the game at a later date, insert the disc into the DVD-ROM drive.

After a few seconds, the **Batman: Arkham Asylum** Autorun program will appear via the AutoPlay feature.

• Click the Run button to start the game.

or

Click the Windows Button. Open the Games Explorer by clicking on the option that reads 'Games' and then click on the **Batman: Arkham Asylum** icon to start the game. View the readme file and view related websites from within the Games Explorer menu.

Menu Selection

Use the arrow keys to view and cycle through the different game options.

Use the [Return] button to select something, accept changes to an option setting or progress to the next screen.


Use the [Escape] button within a sub menu to return to the previous screen.

TITLE MENU

| | |
|---------------------------|--|
| Press Start | Choose this option to start a new game. |
| Profile Select | Select one of four player profiles to record your saves and settings. |
| Main Menu | Select between Story Mode, Challenge Mode, Character Bios, Character Trophies and Options. |
| Story Mode | Play the main Batman: Arkham Asylum story mode [Starting a new game will give the option of Easy, Normal, or Hard Gameplay] |
| Challenge Mode | Unlock a variety of challenges and test your skills against the best in the world. |
| Downloaded Content | Access new and exciting content. |
| Character Bios | Access a variety of unlockable Character Bios about Batman's allies and enemies, all with unique artwork from DC Comics' WildStorm Productions. |
| Character Trophies | View a gallery of character trophies. Collect additional trophies by playing through the main story. |
| Options | Select options to change the following in game settings: |
| Game Options | |
| Invert Look: | Toggle invert on/off |
| Invert Rotation: | Toggle rotation on/off |
| Invert Flight: | Toggle on/off |
| Vibration: | Enable or disable controller vibration |
| Camera Assist: | Enable or disable camera assist |
| Brightness: | Adjust the brightness of the game |
| Audio Options | |
| Subtitles: | Turn the subtitles on/off |
| SFX Volume: | Adjust the sfx volume |
| Music Volume: | Adjust the music volume |
| Dialogue Volume: | Adjust the dialogue volume |



Saving and Loading the game

Every level in the game has a number of checkpoints to pass. This icon  will appear on the screen informing you when **Batman** has passed a checkpoint and the game is saving your progress. Please do not turn off your console for the duration of the icon being on screen or your progress may be lost.

When you reselect your profile at the start of a game it will load the last checkpoint passed.

CONTROLS

PC Controls

BATMAN MOVEMENT CONTROLS

| Control | Action |
|--|-------------------------------|
| [W,A,S,D] | Movement - Sneak, Walk, & Run |
| [Mouse Movement] | Rotate camera |
| [Left Control] | Crouch/Drop Down |
| [Space Bar] | Run/Climb/Glide/Use |
| [Space Bar]x2 | Evade |
| [Z] | Zoom |
| [F]/ Mouse Thumb Button 1 | Grapple |
| [Space Bar] (when crouching by a corner) | Corner cover |

Combat

BATMAN COMBAT CONTROLS

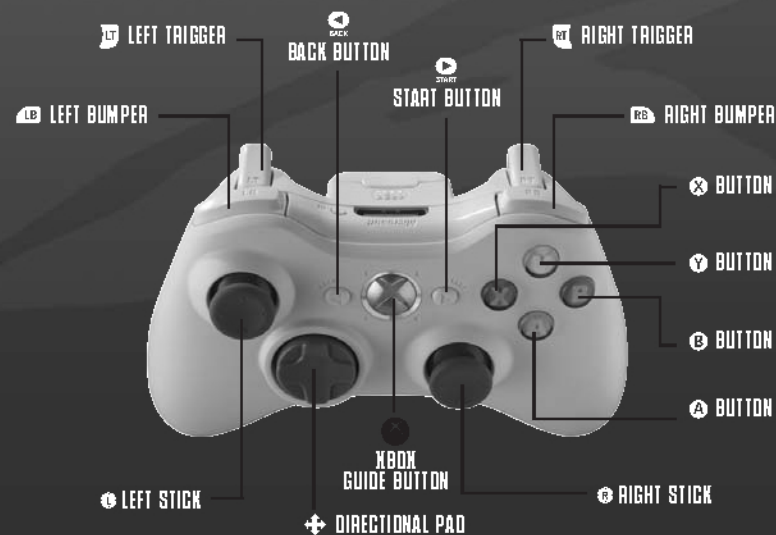
| Control | Action |
|--|---|
| [Left Mouse Button] | Strike |
| [Right Mouse Button] | Counter/Silent Takedown |
| [E]/[Middle Mouse Button] | Cape Stun |
| [Shift] + [Left Mouse Button] | Throw (Requires upgrade) |
| [Shift] + [Right Mouse Button] | Takedown (Requires upgrade) |
| [Space Bar]x2 When pressing towards an enemy | Redirect |
| [Left Control] + [Right Mouse Button] (Next to a prone enemy) | Ground Takedown |
| [Q]/ Mouse Thumb Button 2 | Quick Batarang |
| [C] | Quick Batclaw (Requires upgrade) |

Item Controls

BATMAN ITEM CONTROLS

| Control | Action |
|-----------------------------|---|
| [Right Mouse Button] | Ready Gadget |
| [Left Mouse Button] | Use Gadget |
| [R] / [Middle Mouse Button] | Defonate Explosive Gel (Requires upgrade) |
| [X] (Tap) | Toggle Detective Mode |
| [X] (Hold) | Environment Scan |
| [Mouse Scroll Up] | Next Gadget |
| [Mouse Scroll Down] | Previous Gadget |
| [1-8] | Gadget Quick Select |
| [Tab] | Map/Level Up |

Xbox 360 Controller for Windows



Movement

BATMAN MOVEMENT CONTROLS

| | |
|---|-------------------------------------|
| Control | Action |
| L | Movement - Sneak, Walk, & Run |
| R | Rotate camera |
| RT | Crouch |
| B | Drop Down (when hanging from ledge) |
| A | Run/Climb/Glide/Use |
| A x 2 | Evade |
| R Click | Zoom |
| RB | Grapple |
| L Click | Centre camera |
| RT + A (when standing by a corner) | Corner cover |

Combat

BATMAN COMBAT CONTROLS

| | |
|--|---|
| X | Strike |
| Y | Counter/Silent Takedown |
| B | Cape Stun |
| A + X | Throw (Requires upgrade) |
| B + Y | Takedown (Requires upgrade) |
| A x 2 When pressing towards an enemy | Redirect |
| RT + Y (Next to a prone enemy) | Ground Takedown |
| RT (Tap) | Quick Batarang |
| RT x 2 | Quick Batclaw (Requires upgrade) |

Item Controls

BATMAN ITEM CONTROLS

| | |
|------------------|--|
| RT (Hold) | Ready Gadget |
| RT | Use Gadget |
| RB | Defonate Explosive Gel (Requires Unlock) |
| LB (Tap) | Toggle Detective Mode |
| LB (Hold) | Environment Scan |
| + | Select Gadget |
| C | Map/Level Up |

EXPERIENCE AND UPGRADES

Defeating enemies, rescuing innocent civilians, gathering evidence, solving puzzles, and bringing villains to justice will all earn **Batman** experience points (XP). When enough XP have been earned you can choose from a range of upgrades to help you overcome the challenges of Arkham Island.






COMBAT

As **Batman** encounters enemies he can fight them with a variety of moves.

Strike: This is **Batman's** standard attack, unleashing a volley of blows to his enemy with the <LMB> button

Counter: When enemies display the  icon **Batman** can perform a counter move with <RMB> breaking their attack.

Cape Stun: This will temporarily stun any attacker. For armed melee enemies, **Batman** should stun them with <E> to break their block, leaving them open to the strike attack.

Redirect/Evade: Gain distance or jump over an enemy to attack from behind by double-tapping <SPACE>.

Gadgets: **Batman's** gadgets such as the **Batarang** can also be used to vary attacks with a mix of stun and impact moves.

With each successful attack **Batman's** multiplier increases; that in turn yields increasing XP rewards at the end of each encounter. Earning XP will also replenish **Batman's** health.

Unlocking abilities will also give access to unique moves that can provide new forms of attack or unleash devastating damage on opponents.



GADGETS

At the start of the game **Batman** has the following gadgets:

Batarang



The **Batarang** can be used to stun inmates, cut rope and disable equipment. It can be quickly thrown by tapping <Q>, or aimed and then thrown by holding <RMB> and pressing <LMB>.

Grapnel Gun



The Grapnel Gun allows **Batman** to move to higher areas of the environment and swing out of harm's way when under fire.



Grapple points are highlighted on your HUD with the Grapnel icon.

Gadgets can be selected by using the Mouse Scroll or quick keys and holding down the Right Mouse Button. Once selected use the Left Mouse Button to use.

Other gadgets

As **Batman** levels up you will be able to unlock unique gadgets and upgrades to progress deeper into the asylum and fully explore previous areas when you revisit them.



DETECTIVE MODE

Batman's cowl is a high-tech miracle of engineering. Aside from preserving his identity and providing protection, prototype computer systems, years ahead of anything in civilian use, continuously analyze visual data and log items to aid **Batman** in forensic investigations. Detective Mode allows **Batman** to filter this information in order to isolate evidence and forensic trails and provide tactical analysis on a situation.

To activate Detective Mode, press <X> on your keyboard.

During Detective Mode enemies are also analyzed to gauge their threat level depending on what items they have.



ENVIRONMENTAL ANALYSIS

Arkham Asylum is an old building full of history and intrigue. All of **Batman's** most dangerous foes have spent time here and left their mark. **Batman** can use Environmental Analysis to locate and store this information and in turn earn XP. Environmental Analysis is vital to locating and solving all of the challenges left by Edward Nigma AKA the Riddler.

This is activated by holding <X> on your keyboard.



IN-GAME MENUS

WayneTech

A variety of abilities are also available as you gain XP from defeating enemies and find secrets within the asylum.

This is accessed from the in game menu with <Tab> and cycling to it with <=> and <=>.

These can be used to level up and unlock or review new combat abilities, item features, and player upgrades.



Map and Objectives

The Map Screen provides a layout of Arkham Island, your current objectives, and **Batman's** location in the game world.

To zoom in and out of the map press <[> and <]>.

To jump to **Batman's** location press <Ctrl>.



The Riddler's Challenge

"My goal is simple! You complete a series of amusingly taxing challenges and, well, you'll see."

As if the situation at Arkham wasn't bad enough, Edward Nigma AKA The Riddler has littered Arkham Island with puzzles and challenges for **Batman** to solve. The Riddler believes he is **Batman's** superior; it is up to you to prove him wrong.

This is accessed from the in-game menu with <Tab> and cycling <-> and <=>. Each area can be accessed by cycling <[> and <[>.



Character Bios

As **Batman** meets key characters or gathers evidence about them, their details are unlocked in the Character Bios Section.



From here **Batman** can play audio records and cycle through Character Attributes.

To select an evidence recording, highlight the tape icon and press <Enter>.

To cycle character facts press <Ctrl>.



WARRANTY

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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
 - Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
 - Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SUPPORT TECHNICAL HELPLINE: 0870 9000 222

(NATIONAL RATE, UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

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