

GAME OF THE YEAR EDITION

BATMAN
™
ARKHAM
CITY



rocksteady™



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.

Precautions to take during use

- Sit a good distance away from the monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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TABLE OF CONTENTS

2.....	DARK KNIGHT IN THE CITY
4.....	INSTALLATION
5.....	GETTING STARTED
7.....	CONTROLS
10.....	PLAYING THE GAME
30.....	ADDITIONAL CONTENT
31.....	CATWOMAN
32.....	MAIN MENU
34.....	OPTIONS
35.....	PAUSE MENU
36.....	TECHNICAL SUPPORT
37.....	WARRANTY
37.....	CREDITS



DARK KNIGHT IN THE CITY

Over a year has passed since the Joker's escape from 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 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 as a solution to the problem, 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.



YOU ARE UNDER
SURVEILLANCE
ARKHAM

INSTALLATION

As part of the Steam purchasing process, the game has already been installed on your computer. Read the **Getting Started section** to start playing the game.

GETTING STARTED

1. Double-click on the **Steam application icon**. By default this is located in the **Applications folder** on your computer's hard drive.
2. If you are not already signed in, the **Steam Login dialog** will appear. Enter your account name and password, then select **Login**.
3. The **Steam application** will launch. Select the **Library tab**.
4. In the library, highlight **Batman: Arkham City GOTY** in the list of games on the left-hand side of the window, then select **Play**.
5. The *Batman: Arkham City Game of the Year Edition* pre-game **Options window** will appear. Click on the **Play button**. The game will launch.
6. After the splash screens the **Start screen** will appear. Select an input device by pressing either the **Return (↵) key** on the keyboard or the **Start button** on your gamepad.
7. You will be asked to select a location for your save game files. Highlight an empty slot on screen and press the **Return (↵) key**.
8. A dialog box will appear informing you that your game will be autosaved. Press the **Return (↵) key**.
9. The **Main Menu** will appear. Select **New Game** to start playing.
10. The **New Game Options menu** will appear; here you can customize your gameplay options. If this is your first time playing, we recommend you select either the **Normal** or **Easy** difficulty setting.
11. When you are happy with your settings, highlight the **Start Game button** and press the **Return (↵) key**.
12. You will find yourself in the depths of Arkham City, where Harvey Dent is about to get cat-burgled...





CONTROLS

You can play using either a keyboard and mouse or a gamepad. The instructions in this manual assume you are using a mouse and keyboard, but if you wish to use a gamepad please refer to the gamepad control section (see p.9).

KEYBOARD AND MOUSE

Move	W / A / S / D keys
Look around	Mouse (move)
Run	Space bar (hold)
Evade	Space bar (press twice in quick succession)
Strike/Use Gadget	Left Mouse button / V key
Cape Stun	Mouse wheel (click) / Q key
Counter	Right Mouse button
Detective Mode	X key
Grapnel Gun	F key
Aim Gadget	Right Mouse button (hold)
Gadget Secondary Feature	Mouse Wheel (click) / G key
Crouch	Control (ctrl) key (hold)
Select Gadget	Mouse wheel (scroll) / Number (1, 2, 3 etc) keys / Minus (-) key , Equals (=) key
WayneTech	Tab (→) key
Pause	Escape (esc) key
Zoom	Z key

The instructions above refer to the default keyboard and mouse controls. To customize your keyboard and mouse controls, select the **Controls tab** from the pre-game **Options window**. If you remap the controls, the listed key commands will no longer apply. To check the controls you are using at any point during play, pause the game and select **Options**, then select **Controls**.

CONTROLS

Note: The instructions in this manual assume that you are using a two-button mouse with a scroll wheel to control the game. If you are using a Trackpad or a Magic Mouse instead, you will need to enable the secondary click function before playing. To do this, follow the instructions below:

1. Open **System Preferences** (Apple Menu → **System Preferences**)
2. Click on **Mouse** or **Trackpad** (depending on whether you are using a Magic Mouse or a Trackpad)
3. Select the **Point & Click** tab
4. Check the **Secondary click checkbox**

The secondary click function will now be enabled on your device.

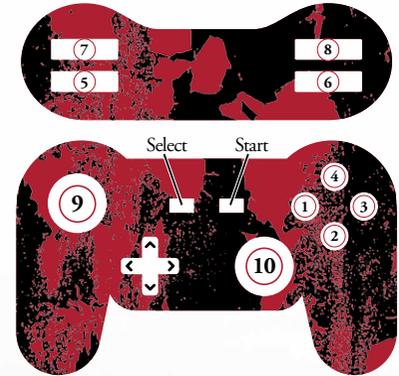
If you are using a Magic Mouse or Trackpad, you will need to use the alternative keyboard commands for **Use Gadget**, **Cape Stun** and **Gadget Secondary Feature** (the **V**, **Q** and **G** keys, respectively). This is because these commands are frequently used at the same time as **Aim Gadget**, which is mapped by default to the **Right Mouse button**.



CONTROLS

GAMEPAD

Batman: Arkham City Game of the Year Edition works fine with your Mac's keyboard; however, we recommend using a dual analog stick gamepad with at least 10 buttons. The diagram to the right is based on a standard controller layout; all gamepads have similar buttons but some may differ in layout from those shown.



Move	9 analog stick (move)
Look around	10 analog stick (move)
Run	2 button (hold)
Evade	2 button (press twice in quick succession)
Strike	1 button
Cape Stun	3 button
Counter	4 button
Detective Mode	5 button
Grapnel Gun	6 button
Aim Gadget	7 button (hold)
Crouch	8 button (hold)
Use Gadget	8 button
Gadget Secondary Feature	6 button
Select Gadget	^ / v / < / > buttons
WayneTech	Select
Pause	Start
Zoom	10 analog stick (click)

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 add 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 in 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 when they are being selected or used. 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. Click the **Left Mouse button** to strike.

Countering Attacks

When an enemy is about to attack Batman, a lightning bolt icon appears above their head. Before the icon disappears, click the **Right Mouse button** 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

Leap over enemies or dive out of the way of attacks by pressing the **Space bar** twice in quick succession.

PLAYING THE GAME

Quickfire Gadgets

Some of Batman's gadgets can be fired off quickly during combat without having to manually aim them. In order to do this, press the gadget's hotkey twice in quick succession. Below is a list of gadgets that can be quickfired, followed by their default hotkeys.

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

See the "Gadgets" section (p.22) for more details on each item's function.

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, misses an attack or takes too long to land the next hit, then the multiplier ends.

To learn more about XP, please refer to the "Game Screen" section (p.10).

PLAYING THE GAME

DETECTIVE MODE

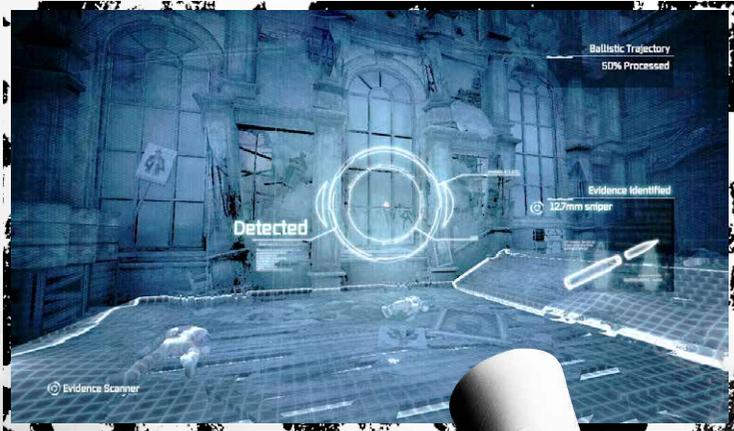


Press the **X** key to activate Detective Mode at any time. Detective Mode gives Batman an alternate view of his surroundings, enabling him to spot enemies, hiding spots and structural weaknesses in his surrounding environment.

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.

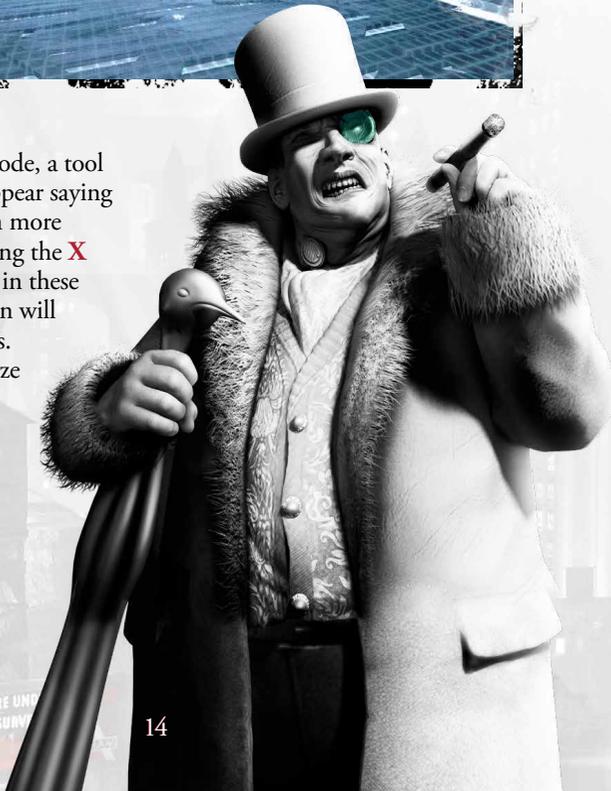
While in Detective Mode, Batman can also see tactical information on enemies and objects, such as an enemy's weapons or the specific function of a control panel such as a security system or lock.

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

While in detective mode, a tool tip will sometimes appear saying that Batman can gain more information by holding the **X key**. Hold the **X key** in these situations and Batman will 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.

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 plan the best way to take out foes.



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

PLAYING THE GAME

PLAYING THE GAME

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 the **Space bar** to take cover and click the **Right Mouse button** to initiate the takedown.



Silent Takedown

To knock out an enemy without his allies becoming aware, hold the **Control (ctrl) key** to crouch and sneak up behind the target. Once in range, click the **Right Mouse button** to initiate the takedown.



Knockout Smash

During a Silent Takedown, Batman can instantly render an enemy unconscious by clicking the **Left Mouse button**. However, this move is noisy and will attract nearby enemies.

Double Takedown

Move silently behind two unaware enemies and click the **Right Mouse button** to dish out a skull-cracking move that knocks them both out simultaneously.

TIP: All takedown moves are initiated by clicking the **Right Mouse button**.

Inverted Takedown

If Batman is perched atop a gargoyle and an enemy wanders underneath him, click the **Right Mouse button** 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, click the **Right Mouse button** to leap out and knock them unconscious. This move is noisy and will attract other enemies to investigate the grate.



PLAYING THE GAME

Ledge Takedown

While hanging from a ledge, click the **Right Mouse button** 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.

Hanging Ledge Takedown

While standing on a ledge or perched on a railing directly above an enemy, click the **Right Mouse button** and Batman will 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, press the **Right Mouse button** and he will 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 after performing any of the other takedowns, as they are sure to attract attention!

PLAYING THE GAME

NAVIGATION



Use the **W, A, S** and **D keys** to move Batman through the environment. Holding the **Space bar** 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 the **Space bar** to deploy Batman's cape and use the mouse to guide his descent.



PLAYING THE GAME

Dive Boost

Hold the **Control (ctrl) key** while gliding to make Batman dive straight down and then release the **Control (ctrl) key** and use the mouse to 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 grapple gun is an essential tool in his navigational skills. Simply press the **F key** and Batman will instantly grapple and climb to the nearest ledge. Press the **Control (ctrl) key** at any time during a grapple to disengage the hook. The grapple gun can be upgraded to boost the speed of the grapple 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 the **Control (ctrl) key** and Batman will perform a slide kick. Sliding can be used to navigate under small gaps, instantly remove vent covers or initiate combat.



PLAYING THE GAME

Drop Attack

When Batman is above an enemy, he can perform a Drop Attack if a bat symbol appears above their head. Click the **Left Mouse button** 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, click the **Left Mouse button** and Batman will automatically glide down and attack.



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 the **Right Mouse button** to aim and click the **Left Mouse button** to throw the Batarang. Alternatively, press the **1 key** twice in quick succession to fire a Batarang. Up to three Batarangs can be thrown in rapid succession.

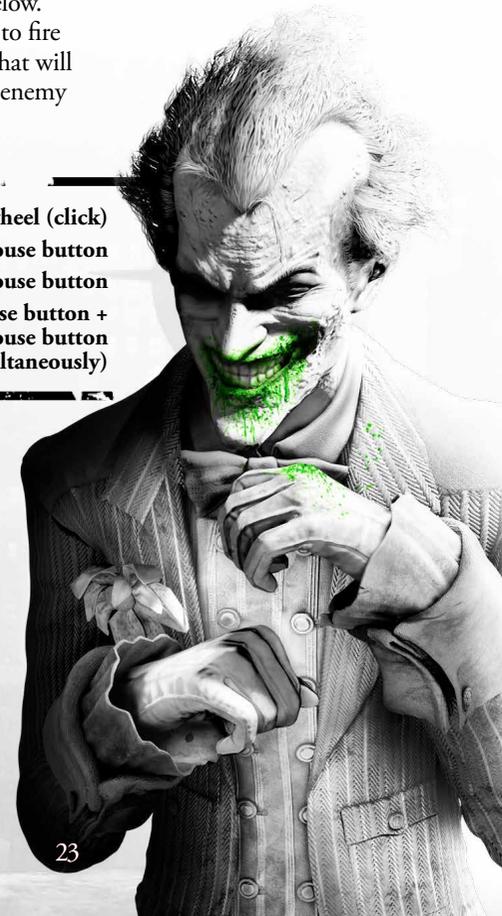


Remote controlled Batarang

The Remote controlled Batarang is useful for hitting switches and objects that are out of reach. After firing, Batman can control the speed and direction of this Batarang as it flies through the air, using the controls shown in the table below. 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 Mouse button
Boost	Left Mouse button
U-Turn	Left Mouse button + Right Mouse button (simultaneously)



PLAYING THE GAME

Batclaw

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



Explosive Gel

Batman's Explosive Gel is used to temporarily incapacitate enemies or explode through structural weaknesses in buildings. Hold the **Right Mouse button** to aim and click the **Left Mouse button** to place a charge of Explosive Gel. To detonate the gel, hold the **Right Mouse button** and click the **Mouse wheel**. Up to three charges can be placed before Batman detonates them. When he does, they will explode simultaneously.



Cryptographic Sequencer

The Cryptographic Sequencer comes in handy when Batman needs to decrypt a secure radio frequency, hack into a security console or break an electronic door lock. Hold the **Right Mouse button** to aim and click the **Left Mouse button** to deploy the tool. When hacking a security console use the **A** and **D keys** to move the letters on the left-hand side of the device and the **Left** and **Right Mouse buttons** to move the letters on the right-hand side. When decrypting a radio frequency, use the mouse to move the cursor over the unidentified radio signal and hold the **Left Mouse button** to decode it.

PLAYING THE GAME

Smoke Pellet

Smoke Pellets flood the area with a disorienting smoke. The smoke can be used defensively, allowing Batman to escape while under fire, or offensively to create confusion among enemies. Hold the **Right Mouse button** to aim and click the **Left Mouse button** to throw a Smoke Pellet or click the **Mouse wheel** to drop a pellet at Batman's feet. After Batman throws a Smoke Pellet, an indicator will appear showing the smoke density. The more dense the smoke, the more time Batman has to make his escape.



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 the **Right Mouse button** to aim and click the **Left Mouse button** to fire a positive charge or click the **Mouse wheel** to fire a negative charge. When Batman aims the REC at an object that uses electricity an indicator will appear on screen showing the effects that positive or negative charges will have on it.



PLAYING THE GAME

Line Launcher

The Line Launcher is a navigational tool that allows Batman to quickly move across a horizontal area. Hold the **Right Mouse button** to aim, click the **Left Mouse button** to fire a line and then Batman automatically zips across the line. Holding the **Right Mouse button** 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.

Freeze Blast

These grenades, based on Mr. Freeze's technology, allow Batman to temporarily hold enemies in place or freeze water at any temperature. Hold the **Right Mouse button** to aim and click the **Left Mouse button** 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 the **Right Mouse button** to aim and click the **Left Mouse button** to throw the cluster grenade.

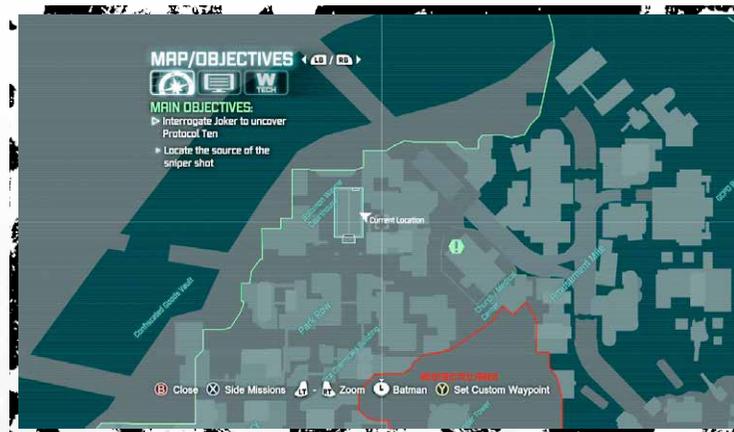
Disruptor

The Disruptor is used to remotely detonate mines or shut down freeze-based weapons. Hold the **Right Mouse button** to aim and hold the **Left Mouse button** 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 the **Tab (→)** key 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. Use the **Minus (-)** and **Equals (=)** keys to cycle backwards and forwards 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.

Use the **W, A, S** and **D** keys to move the cursor around the map and the **Square bracket ([and])** keys to zoom in and out. Press the **Return (↵)** key to switch between maps of Arkham City and Batman's current location.

Highlight an area on the map and press the **Backspace (←)** key 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.

PLAYING THE GAME

Batcomputer Data

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

Use the **Square bracket** ([and]) **keys** to switch between character bios and stories. Use the

W, A, S and **D keys** to highlight individual files and press the **Return** (↵) **key** to view a file.



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.

Use the **Square bracket** ([and]) **keys** to switch between different types of upgrade. Use the **W, A, S** and **D keys** to highlight individual upgrades and press the **Return** (↵) **key** to select an upgrade.



PLAYING THE GAME

Riddles

The Riddler has set up puzzles and trophies all over Arkham City as a test of Batman's wits.

The Riddles 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; they are easily identified because they are highlighted in green. Knock out all of the thugs except for the highlighted one, then interrogate him to gain more information about the Riddler's master scheme by clicking the **Right Mouse button**.*



ADDITIONAL CONTENT

The *Harley Quinn's Revenge* DLC adds an entirely new story to the main campaign, featuring additional areas and enemies. The adventure takes place two weeks after the events of the main story.

The *Nightwing* bundle pack enables you to play as Batman's ally Nightwing in the game's challenge maps, as well as adding two additional challenge maps. Nightwing comes with a choice of two skins.

The *Robin* bundle pack enables you to play as Batman's sidekick Robin in the game's challenge maps, as well as adding two additional challenge maps. Robin comes with a choice of three skins.

The *Challenge Map* pack adds a selection of new maps to the Riddler's Revenge challenge mode.

The *Arkham City Skins* pack adds a selection of alternative skins for Batman.

How to access the *Harley Quinn's Revenge* DLC

In order to play the *Harley Quinn's Revenge* DLC, select the **Harley Quinn's Revenge option** from the **Main Menu**. See "How do I access the additional content" in the FAQs for more details.

How to access the additional Challenge Map content

The additional characters, skins and maps contained in the *Nightwing*, *Robin*, *Arkham City Skins* and *Challenge Map* packs can all be accessed through the **Riddler's Revenge option** in the **Main Menu** (see p.32). See the "How do I access the additional content?" point in the FAQs for more details.

How to play the main story using an alternative Batman skin

You must first complete the main campaign on the Normal or Hard difficulty setting.

Once you have done this, you will be able to play the main campaign using an alternative skin for Batman by selecting **New Game Plus** from the **Main Menu**. You will then be asked to select a skin for Batman, simply highlight the one you wish to use, then press the **Return (↵) key**.

You can also explore Arkham City using an alternative Batman skin after you have completed the main story by selecting **Continue Story** from the **Main Menu** and then selecting an alternative skin for Batman.

CATWOMAN

Batman: Arkham City Game of the Year Edition contains four Catwoman missions, included in the main story. You will encounter these as you play through the storyline.

Once you have completed the main story, you will be able to switch between playing as Catwoman and playing as Batman as you explore Arkham City. To do this, look for groups of cats lounging together, you can switch between the two characters at these points by pressing the **Left Mouse button**.

These areas are also marked on the Batcomputer Map with a pink Catwoman marker.

Move	W / A / S / D keys
Look around	Mouse (move)
Run	Space bar (hold)
Evade	Space bar (press twice in quick succession)
Strike/Use Gadget	Left Mouse button / V key
Whip Stun	Mouse wheel (click) / Q key
Counter	Right Mouse button
Thief Vision	X key
Climb	F key
Aim Gadget	Right Mouse button (hold)
Crouch	Control (ctrl) key (hold)
Select Gadget	Mouse wheel (scroll) / Number (1, 2, 3 etc) keys / Minus (-) key , Equals (=) key
WayneTech	Tab (→) key
Pause	Escape (esc) key
Zoom	Z key



MAIN MENU

New Game/Continue Story

Begin a new *Batman: Arkham City Game of the Year Edition* game from the beginning or continue a story from the last saved checkpoint.

TIP: *Batman: Arkham City Game of the Year Edition* automatically saves your progress at certain checkpoints.

Riddler's Revenge

Take on several challenges set up by the Riddler to push Batman and other playable characters to their 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 (see "CAMPAIGNS" below). Test your skills against your friends and the world, using the online leaderboards.

CAMPAIGNS: Fight your way through a gauntlet of challenges, while tactically choosing which modifiers to use on each map. Modifiers affect either Batman's or his enemies' abilities. Depending on which modifiers you select, the challenge's difficulty will either be increased or decreased. You must have used every modifier by the end of the campaign.

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

You can take on the challenges as Batman, Catwoman, Robin or Nightwing. See "How do I access the additional content?" in the FAQs for more details.

MAIN MENU

Statistics

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

Story Synopsis

Review your story progress on the game save currently selected.

Harley Quinn's Revenge DLC

Access the *Harley Quinn's Revenge* DLC.

Character Trophies

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

Options

Adjust game settings and view controls. Please refer to the "Options" section (p.34) for more details. This menu contains a **Benchmark option** in addition to the options listed on p.34. Select this option to test the game's performance on your Mac using your current graphics settings.

New Game Plus

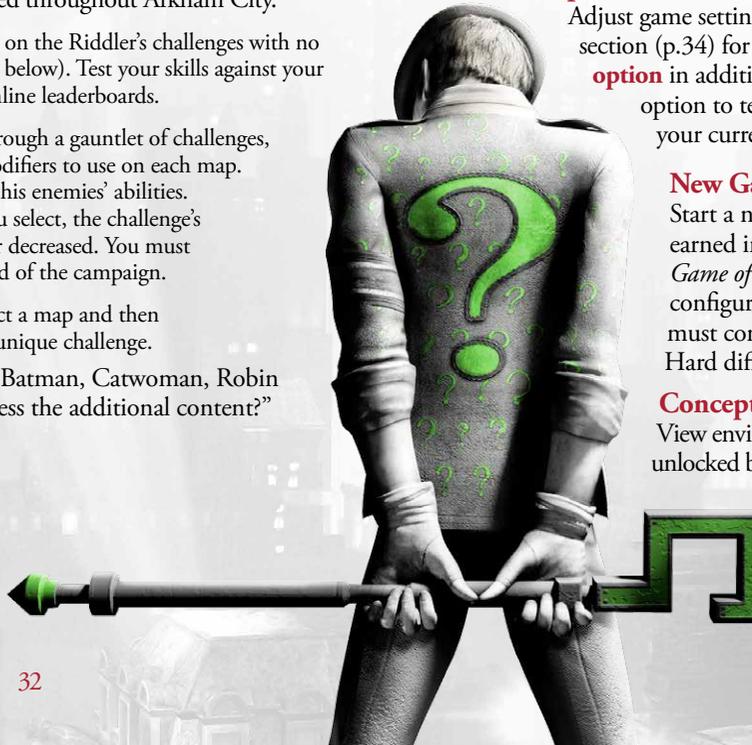
Start a new game with all of the gadgets and upgrades earned in your first playthrough of *Batman: Arkham City Game of the Year Edition*. Enemies appear in different configurations and the overall difficulty is increased. You must complete the main story at least once on Normal or Hard difficulty to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



OPTIONS

GAME OPTIONS

INVERT LOOK: Select **Yes** to invert the controls while moving the camera up and down.

INVERT ROTATION: Select **Yes** to invert the controls while rotating the camera.

INVERT FLIGHT CONTROLS: Select **Yes** to invert the controls while Batman is gliding.

INVERT BATARANG FLIGHT CONTROLS: Select **Yes** to invert the controls when steering the Remote controlled Batarang.

CAMERA ASSIST: Select **Yes** to use the Camera Assist feature.

HINTS: Select **Yes** to turn in-game hints on.

VIBRATION: Select **Yes** to turn controller vibration on.

BRIGHTNESS: Use the slider to adjust the brightness of the game.

AUDIO OPTIONS

SUBTITLES: Select **Yes** to display in-game subtitles.

SFX VOLUME: Use the slider to adjust the volume for sound effects.

MUSIC VOLUME: Use the slider to adjust the music volume.

DIALOG VOLUME: Use the slider to adjust the volume for all dialog in the game.

CONTROLS

View the gameplay controls. Use the **Return (↵)** key to cycle through the **Navigation**, **Combat**, **Gadgets** and **Gamepad pages**.

PAUSE MENU



Press the **Escape (esc)** key 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.

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.

TECHNICAL SUPPORT

Every effort has been made to make *Batman: Arkham City Game of the Year Edition* as compatible with current hardware as possible. However, if you are experiencing problems when running *Batman: Arkham City Game of the Year Edition*, please read on.

The latest version of the FAQs can be found by selecting the **View FAQs button** in the **Support tab** of the *Batman: Arkham City Game of the Year Edition* pre-game **Options window** (this is the window that opens when you start the game) or by going straight to the Feral website: <http://support.feralinteractive.com>

Contacting Feral

If the FAQs and/or updates do not solve your problem, then please feel free to contact us. The following information must be obtained *before* contacting Feral Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A **Batman Arkham City GOTY Report.txt file**. This contains:
 - An Apple System Profiler Report of your Mac
 - Any Crash logs that exist for *Batman: Arkham City Game of the Year Edition*
 - A list of the game's contents

All the information required can be obtained by opening *Batman: Arkham City Game of the Year Edition* and clicking on the **Support tab** in the *Batman: Arkham City Game of the Year Edition* pre-game **Options window**. In the **Support tab**, click on the **Generate Report button**. Once the report is generated it will appear as a file in your **~/Downloads folder** (the "~" symbol refers to your home directory). Now click on the **Create e-mail button**. Remember to attach the **Batman Arkham City GOTY Report.txt file** to your e-mail.

In your e-mail, please include a brief description of the problem you have experienced with *Batman: Arkham City Game of the Year Edition*. We will do our best to help you.

E-Mail: support@feralinteractive.com

If you prefer to speak with a member of the support team, you may call on the following numbers:

North America Callers

Tel: **1-888-592-9925** (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

United Kingdom Callers

Tel: **020 8875 9787**

Available between 9.00am and 6.00pm, Monday to Friday.

International Callers

Tel: **+44 20 8875 9787**

Available between 9.00am and 5.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.

WARRANTY

Please check the warranty information provided by Steam.

CREDITS

Originally developed by:	Rocksteady Studios Ltd.
Originally published by:	Warner Bros. Interactive Entertainment, Inc.
Developed for the Mac by:	Feral Interactive Ltd.
Published for the Mac by:	Feral Interactive Ltd.

Move
Look around
Run
Evade
Strike/Use Gadget
Cape Stun
Counter
Detective Mode
Grapnel Gun
Aim Gadget
Gadget Secondary Feature
Crouch
Select Gadget

WayneTech
Pause
Zoom

W / A / S / D keys
Mouse (move)
Space bar (hold)
Space bar (press twice in quick succession)
Left Mouse button / V key
Mouse wheel (click) / Q key
Right Mouse button
X key
F key
Right Mouse button (hold)
Mouse Wheel (click) / G key
Control (ctrl) key (hold)
Mouse wheel (scroll) / Number (1, 2, 3 etc) keys /
Minus (-) key , Equals (=) key
Tab (→) key
Escape (esc) key
Z key

