

The image is a dark, atmospheric cover for the Batman Arkham Origins instruction manual. It features a close-up of Batman's cowl, with the iconic pointed ears. The lighting is dramatic, highlighting the texture of the mask and the contours of his face. In the lower-left corner, a group of Gotham City Police Department officers in tactical gear is visible, looking towards the viewer. The background is a light, hazy grey with a subtle snow or rain effect. At the top, the word 'BATMAN' is written in a stylized, metallic font within a bat-shaped emblem. Below it, 'ARKHAM ORIGINS' is written in a simple, spaced-out serif font. At the bottom, the words 'INSTRUCTION MANUAL' are printed in a clean, white, sans-serif font.

BATMAN

ARKHAM ORIGINS

INSTRUCTION MANUAL

TABLE OF CONTENTS

BLACK CHRISTMAS.....	02
SYSTEM REQUIREMENTS	03
CONTROLS	03
PLAYING THE GAME	04
GAME OPTIONS.....	15
PAUSE MENU	16
INVISIBLE PREDATOR ONLINE.....	17
CUSTOMER SUPPORT & WARRANTY	25

BLACK CHRISTMAS

It has been almost two years since Bruce Wayne returned to Gotham. Crime rates have skyrocketed, and a corrupt police force does little to stem the violent tide. Our hero fights to maintain order and deliver justice when others will not. But he still has much to learn. Not yet the refined and focused Dark Knight, he has trouble controlling his temper and insists on doing everything himself..

Batman's current target is a man named Roman Sionis (AKA Black Mask), a criminal mastermind who has taken control of much of the city's underworld. After a long day of following leads, our hero has returned to Wayne Manor. It's Christmas Eve, you see – and he intends to spend a nice quiet evening with Alfred. But all that is about to change. A massive storm front has moved in over Gotham, bringing with it more than just nasty weather..

SYSTEM REQUIREMENTS

MINIMUM:

OS: 32-bit: Windows Vista, Windows 7, Windows 8

Processor: Intel Core 2 Duo, 2.4 GHz | AMD Athlon X2, 2.8 GHz or better

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 8800 GTS | AMD Radeon 3850 or better with 512 MB of VRAM

DirectX®: DirectX® 9.0c

Hard Drive: 20 GB HD space

Other Requirements: Broadband Internet connection

Additional: Windows XP and DirectX® 9.0b and below not supported.

RECOMMENDED:

OS: 64-bit: Windows Vista, Windows 7, Windows 8

Processor: Intel Core i5 750, 2.67 GHz | AMD Phenom II X4 965, 3.4GHz or better with 768 MB+ of VRAM (DirectX 11 Compatible)

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 560 | AMD Radeon HD 6950 or better
DirectX®: 11

Hard Drive: 20 GB HD space

Other Requirements: Broadband Internet connection

Additional: Windows XP and DirectX® 9.0b and below not supported.

ULTIMATE:

OS: 64-bit: Windows Vista, Windows 7, Windows 8

Processor: Intel Core i5 750, 2.67 GHz | AMD Phenom II X4 965, 3.4GHz or better

Memory: 8 GB RAM

Graphics: NVIDIA GeForce GTX 780

DirectX®: 11

Hard Drive: 20 GB HD space

Other Requirements: Broadband Internet connection

Additional: Windows XP and below not supported.

CONTROLS

Move	W / A / S / D
Look around	mouse
Run	SPACE (hold)
Evade	W / A / S / D + SPACE, SPACE
Strike	left-click
Cape Stun	middle-click
Counter	right-click
Detective Vision	X
Grapnel Gun	F
Aim Gadget	right-click (hold)
Quickfire Batarang	1 (tap)
Crouch	LCTRL
Use Gadget	left-click
Select Gadget	mouse wheel
WayneTech	TAB
Pause	ESC
Zoom	Z

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. When the green bar is filled he may purchase an upgrade from WayneTech.

2. Health/Armor: The blue bar underneath the XP gauge displays Batman's health. Purchase upgrades from the WayneTech menu to add additional armor to the Batsuit, making it more resilient to gunfire or melee attacks.

3. Compass: The compass can be found at the top of the screen. Waypoints appear on here, indicating the direction Batman should travel in to reach his objective.

4. GADGETS: Batman's arsenal is displayed in the lower left corner of the screen. Progress through the story to unlock additional gadgets.

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

COMBAT



To survive the night, Batman must utilize all of his training and keen instincts to disable his foes. 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, right-click to counter the attack..

STUN

Middle-click 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.

QUICKFIRE GADGETS

Quickfire Batarang	1 (tap x2)
Quickfire Batclaw	2 (tap x2)
Quickfire Explosive Gel	3 (tap x2)
Quickfire Concussion Defonator	- (tap x2)
Quickfire Glue Grenade	5 (tap x2)

EVADE

Batman can leap over enemies or dive away from attacks by pressing SPACE SPACE.

COMBOS

String together strikes, counters, gadgets, stuns, and evasive 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.

DETECTIVE VISION



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

Hiding spots, such as gargoyles and grates, and other objects of interest, like security cameras and doors, appear orange in color. Enemies with weapons also appear orange, while unarmed enemies are blue. Structurally unsound

walls that Batman can break through or destroy appear translucent, with an "explosion" icon superimposed over them.

While using Detective Vision, Batman also receives tactical information on enemies and 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.

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 Enigma Datapack locations for future retrieval.

CRIME SCENES



The GCPD have set up Crime Scenes to investigate suspicious deaths throughout the streets of Gotham City. Batman can solve these crimes by searching the area for clues and holding SPACE to recreate the sequence of events. Left-click and hold to scrub back, or right-click and hold to scrub forward through these reconstructions and review the Crime Scenes for any vital clues to the investigation.

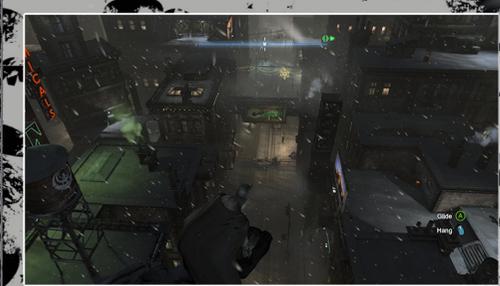
INVISIBLE PREDATOR

During his time away from Gotham, Batman trained to become an expert at hunting from the shadows and striking fear into the minds of his enemies. Tonight, those techniques and tools will be put to the test.



VANTAGE POINTS

The gargoyles keeping watch over Gotham make the perfect spot for Batman to avoid detection and survey his enemies. Combined with Detective Vision, crouching on a vantage point provides 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.

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 right-click to initiate the takedown with the target in range.



SILENT TAKEDOWN

To knock out an enemy without alerting nearby foes, hold LCTRL to crouch and sneak up behind the target. Once in position, right-click to initiate a 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 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, stand on or hang from the gargoyle/vantage point and 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, right-click to leap out and knock them unconscious. This move is noisy, and will cause other enemies to investigate the grate.



LEDGE TAKEDOWN

While hanging from a ledge, 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 nearby enemies.

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

NAVIGATION



Use W/A/S/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 over long distances. When in the air, Hold SPACE to deploy Batman's cape and use the mouse to guide his descent.



DIVE BOOST

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



GRAPNEL GUN

Batman's grapnel gun is an essential tool for speedy navigation. 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 Glides, Batman can cover huge distances without ever 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, he can perform a Drop Attack if a Bat symbol appears above their head. Left-click when the symbol appears to drop down on an enemy.



GLIDE KICK

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



GADGETS



Batman is well known for his arsenal of crime-fighting technology. Properly utilizing Batman's gadgets is crucial for surviving the night. He begins the evening with a small number of gadgets, but can acquire more by defeating certain enemies, completing side missions, and purchasing upgrades through WayneTech. Gadgets are selected with the mouse wheel.

BATARANG

Batman's signature weapon can be used to stun foes or hit out of reach objects. Right-click and hold to aim, and left-click to throw the Batarang. Alternatively, tap 1 to quickly fire a Batarang. Up to three Batarangs can be thrown in succession.



REMOTE CONTROLLED BATARANG

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



Auto Level

middle-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. Right-click and hold to aim, and left-click 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 destroy structurally weakened objects. Right-click and hold to aim, and left-click to place a charge of Explosive Gel. To detonate the gel, Middle-Click while holding Right-Click. Up to three charges may be placed before detonation.



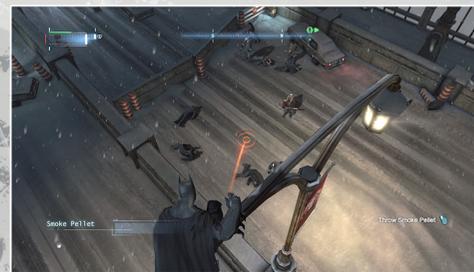
CRYPTOGRAPHIC SEQUENCER

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. Right-click and hold to aim, left-click to deploy the tool, and then use A/D and left-click/right-click to interact with the device.



SMOKE PELLETS

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. Right-click and hold to aim, left-click to throw a Smoke pellet, or tap 6 to drop a pellet at Batman's feet.



REMOTE CLAW

The remote claw can be used to creating new pathways for traversal. Right-click and hold to aim, and left-click to automatically deploy a tightrope between two anchor points, or middle-click to choose the 2nd target. The remote claw can also be used to attach two enemies to one another, or launch an object at an enemy.

The remote claw can be upgraded to allow Batman to perform takedowns while walking or ziplining across the tightrope. It can be further upgraded to allow Batman to suspend enemies from above. Tightrope capacity is limited, though it can be increased via upgrades.

CONCUSSION DETONATOR

This gadget can be used to temporarily disorient enemies. Tap - twice to quickfire the concussion detonator. After a brief delay, it will explode – stunning anyone caught within the blast.

This gadget can be upgraded to increase stun duration and area of effect.

GLUE GRENADE

Use this gadget to restrain a single enemy. Additionally, the unique chemical composition of the glue grenade means it can be used to create a temporary platform which will float on water. Right-click and hold to aim, left-click and hold to switch to cluster mode, and then left-click to throw a cluster.

This gadget can be upgraded to create glue clusters. These allow you to ensnare multiple enemies at the same time. Right-click and hold to aim the glue grenade, and then left-click to throw a cluster.

Both versions of the glue grenade can be upgraded further, allowing them to be used as proximity-triggered mines if thrown using a middle-click instead of a left-click.

DISRUPTOR

The Disruptor can be used to remotely disable firearms, signal jammers, and gun-boxes. Right-click and hold to aim, and left-click and hold to disable the targeted device. It may be used up to two times before requiring a recharge.

This gadget can be upgraded to disable mines as well as PA systems in predator rooms.

SHOCK GLOVES



The Shock Gloves can be used to provide electricity to unpowered generators and other devices, opening up new areas for Batman. When prompted, hold SPACE to charge a device. They can also be used to administer a non-lethal shock to enemies. When prompted in combat, right-click + left-click to activate the gloves, and left-click to deliver an electrified strike.

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 Q/E to switch between the five main Batcomputer functions.



MAP SYSTEM

Through sophisticated satellite technology, Batman has access to the full layout of Gotham City. Batman is able to see waypoints for his current objectives or side missions, and set custom waypoints.

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 Gotham City sky above the custom waypoint location.

MOST WANTED

Here Batman can access all of the latest information on opt-in missions spread throughout Gotham City. They are organized by the head of various criminal operations that Batman needs to track down.

Each Most Wanted File will bring up a map showing any known objectives that Batman has discovered thus far. With a known objective highlighted, press BACKSPACE to make it your current objective by setting it as your waypoint.

DARK KNIGHT SYSTEM

Always looking to improve upon himself, Batman has created a self-evaluation program that measures his performance in 4 key areas. Complete these challenges to unlock various upgrades in the WayneTech tree. Complete all challenges to unlock a new suit to use in story and challenge modes.



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.



Items are unlocked in the WayneTech tree by completing challenges in the Dark Knight System, acquiring new gadgets and by progressing through the game.

DATABASE

The Database is where Batman keeps personal notes on crimes, criminals and his investigations so far. Access this page to find out more about the world of Gotham City.

MAIN MENU



NEW STORY / CONTINUE STORY

Start a new Batman: Arkham Origins game from the beginning, or continue a story from the last saved checkpoint.

WARNING: Batman: Arkham Origins 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.

CHALLENGE MODE

Take on challenges designed by Batman to test his abilities. Additional challenges are unlocked by progressing through the story.

RANKED CHALLENGES: Take on the Batman's challenges with no set modifiers.

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.

COMBAT TRAINING: Engage in training sessions focused on teaching advanced techniques.

STORY SYNOPSIS

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

CHARACTER TROPHIES

View 3D character models unlocked by progressing through the game.

OPTIONS

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

NEW GAME PLUS

Select New Game Plus to start a new game with the upgrades earned in your first playthrough of Batman: Arkham Origins. Players will not start with all gadgets, but once they are obtained, players can use the gadget's upgrade that were unlocked in the previous playthrough. 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.

I AM THE NIGHT

ONLY FOR THE HARDCORE. Start a new game — this time, however, **DEATH IS PERMANENT.** If you die, you will need to restart. You must complete the main story on New Game Plus to unlock this option. Are you ready for the challenge?

CONCEPT ART

View environment and character concept art. These can be unlocked by progressing through the game or by acquiring trophies during Challenge Mode.

WBID

Warner Bros. (WB) ID provides instant and personalized access to WB websites and applications so you can spend more time using them and less time trying to access them.

Sign up for WBID with a verified email address to unlock the exclusive content for use in game!

To learn more about WBID, visit <http://wbid.warnerbros.com>

ONLINE

Select this option to boot up the Invisible Predator Online. See the Invisible Predator Online section for more details.

IN GAME STORE

View and purchase downloadable content in the Batman: Arkham Origins In Game Store.

CREDITS

View the Batman: Arkham Origins credits.

GAME OPTIONS



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

INVERT ROTATION: Select to invert the controls while moving the camera right and left.

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.

BRIGHTNESS: Adjust the brightness of the game.

AUDIO OPTIONS

SOUND OUTPUT SELECTION: Optimize the sound output for Headphones, TV, Stereo, or Home Theater settings.

SUBTITLES: Select if you would like to display in-game subtitles.

SFX VOLUME: Adjust the volume for sound effects.

MUSIC VOLUME: Adjust the volume for the music of Batman: Arkham Origins.

DIALOGUE VOLUME: Adjust the volume for all dialogue in the game.

PAUSE MENU



Press the 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.

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.

INVISIBLE PREDATOR ONLINE

For the first time in an Arkham game, Batman: Arkham Origins has an Online mode that lets you play against other players as Batman, Robin, Thug Elites, Joker or Bane. And this time, Batman and Robin face even tougher opposition – the Thug Elites aren't just street punks, they're tough, smart ruthless professionals, armed to the teeth, equipped with an array of special tactical equipment.

The Thug Elites must wear down and finish off the other gang to win, while fending off Batman and Robin. The Heroes will be trying to build up enough Intimidation by using a variety of Takedowns while not getting caught in the process. Joker and Bane will want to enter the fray themselves, and the first player to let them in gets to wield their power.

GETTING INTO A MATCH JOINING A MATCH (QUICK MATCH):

Select this option to find a game, or start a new lobby if one cannot be found.



CREATING A PRIVATE MATCH (CREATE PRIVATE GAME):

Create a custom multiplayer lobby that only friends can be invited to, with the ability to set the Map and enable or disable Map Rotation.



DASH

Press or hold SPACE to sprint-dash for short distances. Releasing SPACE will stop your sprint-dash. You must wait a while before you can dash again.

COVER

Press LCTRL to enter cover, right-click to lean or pop up, and left-click to fire from cover. You can Dash into cover by sprinting and tapping LCTRL.



ENHANCED VISION

Press X to turn on Enhanced Vision. Enhanced Vision can spot Heroes and the other Gangs. Caution: after extended use the battery must recharge fully before you can use Enhanced Vision again.



JOKER GANG ABILITIES

1. Dual Wield lets you equip and fire two nailguns, akimbo-style, for some serious firepower.

2. Surprise, You're Dead! lets you drop a booby-trapped package provided by the Clown Prince of Crime himself. What does it do to the enemy? It's a surprise. Just not a pleasant one.

3. RC Airship lets you pilot a radio-remote-controlled explosive airship model. The airship will explode if you tap SPACE, if it takes too much damage from the enemy, or if it touches an enemy or anything else in the map.

BANE GANG ABILITIES

1. Ultrasonic Pulse emits a sonic shockwave that temporarily stuns enemy players caught in its radius.

2. UAV lets you deploy a remotely-piloted UAV drone. You can fly the UAV around the map to attack your enemies, but it will self-destruct after a set time, or if hit by enemy fire.

3. The Tactical Dart will stick to any surface and then deploy like a mine that explodes if an enemy player passes near it, showering all nearby enemy players with tracking beacons. These will allow you to track the position of enemies on the battlefield, even through walls.

PLAYING AS SUPER-VILLAINS

Enter combat as the Clown Prince of Crime, The Joker or as the Bat-breaker himself, Bane.



Enter combat as the Clown Prince of Crime, Batman's most intimate foe, the Joker. Joker is deadly at both short and long ranges, and plays like an Elite character.

ACE OF SPADES

Joker's main weapon is incredibly powerful and accurate, and can vanquish enemies with a single shot.

KING OF HEARTS

Joker's secondary weapon unleashes a volley of explosive rounds.

JOY-BUZZER

Joker's melee attacks are enhanced by his paralyzing Joy-Buzzer, allowing him to directly execute his enemies.



Enter the battlefield as Batman's most fearsome foe - the Bat-breaker himself, Bane. Bane is highly mobile, and plays like a Hero character.

GROUND SMASH

Bane's melee attack can knock down multiple characters around him.

THROW/SLAM

Bane's equivalent to a Takedown allows him to pick up an enemy thug and throw them, or triggers a special execution if used against a Hero. Throwing an enemy Elite will knock out any other enemies if they are hit.

ROCKET LAUNCHER

Bane can also equip and fire a rocket launcher.

CUSTOMIZATION



Players can set up loadouts which allow them to quickly change weapons, abilities and their appearance in the lobby in between rounds. They are allowed to select one skin for when they play as Batman or Robin, and set up to 5 loadout configurations apiece at maximum Overall Level for when playing as an Elite in Joker or Bane's Gangs. The loadouts for Gang Elites allow players to choose a weapon, 2 faction abilities, and a full set of clothing.

PENGUIN'S BLACK MARKET

Earning XP in the game also earns players ARKHAM CREDITS, which they can then use in Penguin's Black Market. ARKHAM CREDITS can also be purchased by players using real currency.

Various sizes of Cobblepot Containers are available, which contain a random selection of per-round use consumables and Gang clothing items that are not available via Faction XP.



ONLINE OPTIONS

ELITE CONTROLS

Adjust Elite control schemes and options.

PROGRESSION

The more you play, the more your characters grow in power and flexibility. This is reflected at an overall level, and per villain faction.

OVERALL XP

XP accrues at account level regardless of what faction is being played. This type of XP unlocks Hero gadgets and gadget upgrades, Hero skins, loadout slots, and Enhanced Vision upgrades for playing as an Elite. Weapon proficiency is tracked by use through matches by eliminated opposing elites, super-villains and heroes.

FACTION XP

When playing as an Elite, players also get XP for the particular Gang they are playing as. This unlocks the Gang Abilities mentioned above, as well as faction themed clothing items that convey the player's dedication to the particular Super-Villain.

ARKHAM ONLINE RATING

A player's Arkham Online Rating represents their time and investment into the Batman: Arkham Origins multiplayer mode.

Arkham Online Ratings are composed of levels earned for all factions, and bonuses for Prestiging (detailed below).

A new profile starts with an Arkham Online Rating of 1.

When a player reaches the highest level with all factions, an option appears in the Customization interface allowing them to Prestige. If they do so, all factions are reset to 1, and a bonus of 60 is applied to the Arkham Online Rating. All progression is reset; but unlocked loadout configurations are saved even though they are locked once again; so players who have set up various loadouts and prestige have those same set ups available when they progress to the necessary account level again.

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Skypark 1 8 Elliot Place
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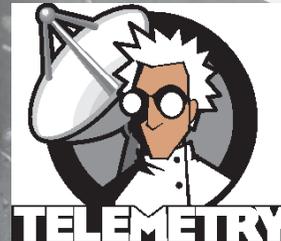
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