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INSTALLING Batman: Arkham Asylum

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\Square Enix\Batman Arkham Asylum GOTY`. 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 > Programs > Square Enix > Batman Arkham Asylum GOTY > Uninstall
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 GOTY" 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.

GETTING STARTED

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](http://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](http://www.gamesforwindows.com/live/familysettings).
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.

Extra Content
Access extra Game Of The Year Edition challenges.

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

INSTALLATION (USING WINDOWS VISTA)
To install Batman Arkham Asylum GOTY, 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 GOTY, 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 GOTY 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 GOTY 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.
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.

PC Controls

### BATMAN MOVEMENT CONTROLS

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Mouse Movement]</td>
<td>Rotate camera</td>
</tr>
<tr>
<td>[Left Control]</td>
<td>Crouch/Drop Down</td>
</tr>
<tr>
<td>[Space Bar]</td>
<td>Run/Climb/Glide/Use</td>
</tr>
<tr>
<td>[Space Bar]x2</td>
<td>Evade</td>
</tr>
<tr>
<td>[Z]</td>
<td>Zoom</td>
</tr>
<tr>
<td>[F]/ Mouse Thumb Button 1</td>
<td>Grapple</td>
</tr>
<tr>
<td>[Space Bar] (when crouching by a corner)</td>
<td>Corner cover</td>
</tr>
</tbody>
</table>

### Combat

#### BATMAN COMBAT CONTROLS

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Left Mouse Button]</td>
<td>Strike</td>
</tr>
<tr>
<td>[Right Mouse Button]</td>
<td>Counter/Silent Takedown</td>
</tr>
<tr>
<td>[E] (Middle Mouse Button)</td>
<td>Cape Stun</td>
</tr>
<tr>
<td>[Shift] + [Left Mouse Button]</td>
<td>Throw (Requires upgrade)</td>
</tr>
<tr>
<td>[Shift] + [Right Mouse Button]</td>
<td>Takedown (Requires upgrade)</td>
</tr>
<tr>
<td>[Space Bar]x2 When pressing towards an enemy</td>
<td>Redirect</td>
</tr>
<tr>
<td>[Left Control] + [Right Mouse Button]</td>
<td>Ground Takedown</td>
</tr>
<tr>
<td>[Q] / Mouse Thumb Button 2</td>
<td>Quick Batarang</td>
</tr>
<tr>
<td>[C]</td>
<td>Quick Batclaw (Requires upgrade)</td>
</tr>
</tbody>
</table>

### Item Controls

#### BATMAN ITEM CONTROLS

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Right Mouse Button]</td>
<td>Ready Gadget</td>
</tr>
<tr>
<td>[Left Mouse Button]</td>
<td>Use Gadget</td>
</tr>
<tr>
<td>[R] / (Middle Mouse Button)</td>
<td>Detonate Explosive Gel</td>
</tr>
<tr>
<td>[X] (Tap)</td>
<td>Toggle Detective Mode</td>
</tr>
<tr>
<td>[X] (Hold)</td>
<td>Environment Scan</td>
</tr>
<tr>
<td>[Mouse Scroll Up]</td>
<td>Next Gadget</td>
</tr>
<tr>
<td>[Mouse Scroll Down]</td>
<td>Previous Gadget</td>
</tr>
<tr>
<td>[1-8]</td>
<td>Gadget Quick Select</td>
</tr>
<tr>
<td>[Tab]</td>
<td>Map/Level Up</td>
</tr>
</tbody>
</table>

### Xbox 360 Controller for Windows

- LEFT TRIGGER
- BACK BUTTON
- RIGHT TRIGGER
- LEFT BUMPER
- X BUTTON
- Y BUTTON
- A BUTTON
- B BUTTON
- C BUTTON
- RIGHT STICK
- XBOX GUIDE BUTTON
- DIRECTIONAL PAD
- LEFT STICK
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.

Movement

**BATMAN MOVEMENT CONTROLS**

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>▼</td>
<td>Movement - Sneak, Walk, &amp; Run</td>
</tr>
<tr>
<td>▼</td>
<td>Rotate camera</td>
</tr>
<tr>
<td>▼</td>
<td>Crouch</td>
</tr>
<tr>
<td>▼</td>
<td>Drop Down (when hanging from ledge)</td>
</tr>
<tr>
<td>▼</td>
<td>Run/Climb/Glide/Use</td>
</tr>
<tr>
<td>▼ x 2</td>
<td>Evade</td>
</tr>
<tr>
<td>▼ Click</td>
<td>Zoom</td>
</tr>
<tr>
<td>B</td>
<td>Grapple</td>
</tr>
<tr>
<td>▼ Click</td>
<td>Centre camera</td>
</tr>
<tr>
<td>▼ + A</td>
<td>Corner cover</td>
</tr>
<tr>
<td></td>
<td>(when standing by a corner)</td>
</tr>
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</table>

Combat

**BATMAN COMBAT CONTROLS**

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<tr>
<td>▼</td>
<td>Counter/Silent Takedown</td>
</tr>
<tr>
<td>▼</td>
<td>Cape Stun</td>
</tr>
<tr>
<td>▼ + x</td>
<td>Throw (Requires upgrade)</td>
</tr>
<tr>
<td>▼ + y</td>
<td>Takedown (Requires upgrade)</td>
</tr>
<tr>
<td>▼ x 2</td>
<td>When pressing towards an enemy Redirect</td>
</tr>
<tr>
<td>▼ + y</td>
<td>(Next to a prone enemy) Ground Takedown</td>
</tr>
<tr>
<td>▼ [tap]</td>
<td>Quick Batarang</td>
</tr>
<tr>
<td>▼ x 2</td>
<td>Quick Batclaw (Requires upgrade)</td>
</tr>
</tbody>
</table>

Item Controls

**BATMAN ITEM CONTROLS**

<table>
<thead>
<tr>
<th>Control</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>▼ [hold]</td>
<td>Ready Gadget</td>
</tr>
<tr>
<td>▼</td>
<td>Use Gadget</td>
</tr>
<tr>
<td>▼ [tap]</td>
<td>Detonate Explosive Gel (Requires Unlock)</td>
</tr>
<tr>
<td>▼ [hold]</td>
<td>Toggle Detective Mode</td>
</tr>
<tr>
<td>▼ [hold]</td>
<td>Environment Scan</td>
</tr>
<tr>
<td>▼</td>
<td>Select Gadget</td>
</tr>
<tr>
<td>▼</td>
<td>Map-Level Up</td>
</tr>
</tbody>
</table>

**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.
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.

### COMBAT

### 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.

### 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.

### 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.
WayneTech

A variety of abilities are also available as you gain XP from defeating enemies and find secrets within the asylum. Environmental Analysis is vital to locating and solving all of the challenges left by Edward Nigma AKA the Riddler.

Environmental Analysis is activated by holding <X> on your keyboard.

IN-GAME MENUS

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 accessed from the in game menu with <Tab> and cycling to it with <->.

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 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>.
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 are 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.

Eidos Customer Support
PO Box 68927, London, EC2P 2BU