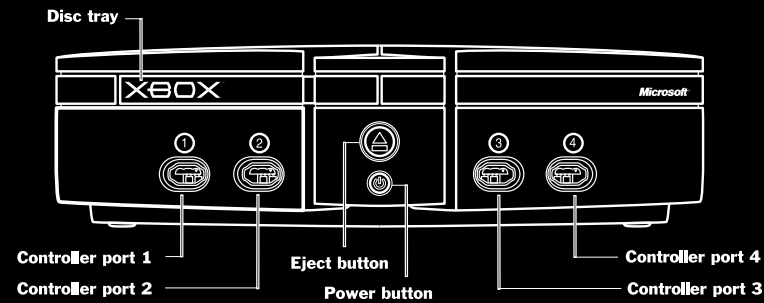


The logo for 'Batman Vengeance' is centered at the top of the page. It features the word 'BATMAN' in a large, bold, metallic font with a jagged, bat-like outline behind it. Below 'BATMAN', the word 'VENGEANCE' is written in a smaller, similar font. The entire logo is set against a dark, textured background that resembles a night sky or a cave interior.

USING THE XBOX™ GAME SYSTEM.....	02
USING THE XBOX CONTROLLER.....	03
STARTING THE GAME .....	04
PROLOGUE .....	05
GAME CONTROLS.....	06
SPECIAL MOVES.....	08
VEHICLES .....	10
THE CHARACTERS .....	11
GAME INTERFACE SCREEN.....	14
COMBATS.....	15
WEAPONS & ITEMS .....	16
INVENTORY .....	18
PUZZLES.....	20
CHEATS .....	22
GAME OVER.....	23
SAVING THE GAME.....	23
CHECKPOINT .....	24
CREDITS .....	25
TECHNICAL SUPPORT .....	37

## USING THE XBOX VIDEO GAME SYSTEM

THANK YOU FOR PURCHASING UBI SOFT'S BATMAN™: VENGEANCE. BEFORE PLAYING, PLEASE READ THIS MANUAL CAREFULLY TO ENSURE CORRECT USE.



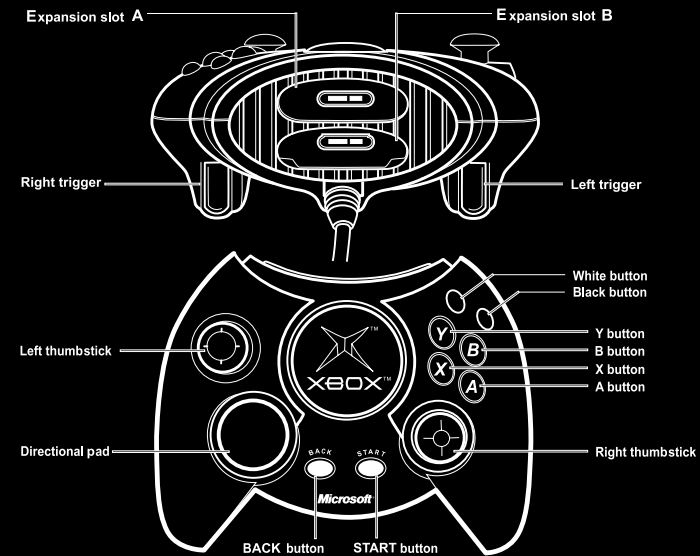
1. SET UP YOUR XBOX VIDEO GAME SYSTEM BY FOLLOWING THE INSTRUCTIONS IN THE XBOX INSTRUCTION MANUAL.
2. PRESS THE POWER BUTTON AND THE STATUS INDICATOR LIGHT WILL LIGHT UP.
3. PRESS THE EJECT BUTTON AND THE DISC TRAY WILL OPEN.
4. PLACE THE BATMAN: VENGEANCE DISC ON THE DISC TRAY WITH THE LABEL FACING UP AND CLOSE THE DISC TRAY.
5. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR MORE INFORMATION ABOUT PLAYING BATMAN: VENGEANCE.

### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- INSERT ONLY XBOX-COMPATIBLE DISCS INTO THE DISC DRIVE.
- NEVER USE ODDLY SHAPED DISCS, SUCH AS STAR-SHAPED OR HEART-SHAPED DISCS.
- DO NOT LEAVE A DISC IN THE XBOX CONSOLE FOR EXTENDED PERIODS WHEN NOT IN USE.
- DO NOT MOVE THE XBOX CONSOLE WHILE THE POWER IS ON AND A DISC IS INSERTED.
- DO NOT APPLY LABELS, STICKERS, OR OTHER FOREIGN OBJECTS TO DISCS.

## USING THE XBOX CONTROLLER



1. INSERT THE XBOX CONTROLLER INTO ANY CONTROLLER PORT ON THE FRONT OF THE XBOX CONSOLE. FOR MULTIPLE PLAYERS, INSERT ADDITIONAL CONTROLLERS INTO AVAILABLE CONTROLLER PORTS.
2. INSERT ANY EXPANSION DEVICES (FOR EXAMPLE, XBOX MEMORY UNITS) INTO CONTROLLER EXPANSION SLOTS AS APPROPRIATE.
3. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR MORE INFORMATION ABOUT USING THE XBOX CONTROLLER TO PLAY BATMAN: VENGEANCE.

## STARTING THE GAME

### ENTER GAME

LETS YOU SELECT LEVEL YOU WANT TO START IN

### OPTIONS

- SOUND
  - MUSIC: ADJUSTS THE MUSIC LEVEL
  - VOICE: ADJUSTS THE VOICE LEVEL
  - HEADPHONE: LETS YOU CHOOSE BETWEEN HEADPHONES OR SPEAKERS
- INTERFACE
  - BASIC OR FULL
- CONTROLS
  - INVERT CROSSHAIR (ON/OFF)
  - VIBRATION MODE (ON/OFF)



### CINEMATICS

SELECT THIS OPTION TO WATCH THE HIGH-RESOLUTION CINEMATICS FROM THE LEVELS YOU'VE ALREADY FINISHED.

### CREDITS

- WBIE CREDITS
- UBI SOFT CREDITS

### QUIT

QUIT GAME

## PROLOGUE

AS THE CITIZENS OF **GOTHAM CITY** SLUMBER UNDER THE SOFT DARKNESS OF THE NIGHT, **BATMAN** STANDS WATCH OVER THE CITY.

FROM THE ROOFTOPS AND ORNAMENTAL STATUARY THAT HANGS HIGH OVER THE NIGHT DRAPED STREETS, THE **DARK KNIGHT** IS EVER VIGILANT, ALERT FOR THE SLIGHTEST BREACH OF THE PEACE OR THREAT AGAINST THE CITIZENRY OF **GOTHAM CITY**. THIS NIGHT, **BATMAN** WILL FIND THE PEACE NOT ONLY BREACHED... BUT SHATTERED BY EXPLOSIVE FURY SET IN PLACE BY THE VERY PERSONIFICATION OF EVIL. IT BEGINS WITH A WOMAN THE **CAPED CRUSADER** DISCOVERS BOUND AND GAGGED, THE REMAINDER OF HER LIFE MEASURED BY THE CLOCK COUNTING DOWN THE SECONDS TO THE DETONATION OF THE BOMB BESIDE HER.

HER NAME IS **MARY FLYNN**. THE VILLAIN WHO LEFT HER FOR DEAD IS **THE JOKER**, THE TWISTED **CLOWN PRINCE OF CRIME** WITH AN EXPLOSIVE SENSE OF HUMOUR. THE **JOKER** HAD TAKEN HER YOUNG SON **TOBY** HOSTAGE, HOLDING HIM FOR A RANSOM THE FRIGHTENED MOTHER COULD NEVER HOPE TO RAISE.

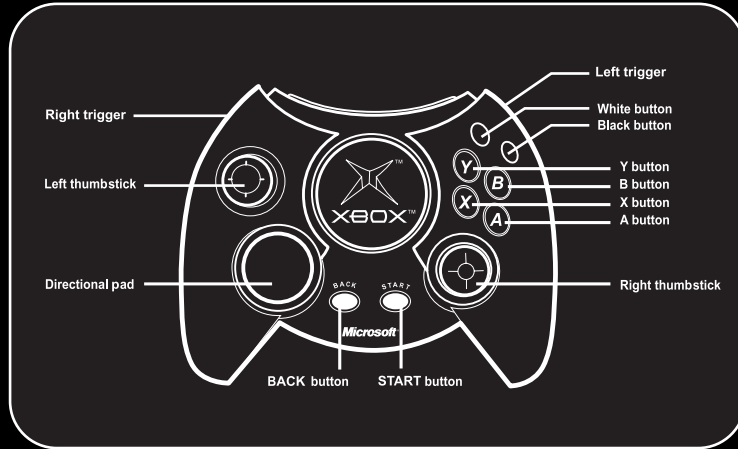
AT LEAST, THAT'S THE STORY **MARY FLYNN** TELLS!

BUT THE TRUTH IS FAR MORE INSIDIOUS THAN EVEN **BATMAN** CAN IMAGINE, AND BEFORE THIS NIGHT IS DONE, THE **DARK KNIGHT** WILL FIND HIMSELF ENTANGLED IN A PLOT THAT THREATENS FAR MORE THAN A SINGLE CHILD. THE **JOKER'S** SCHEME WOULD LIGHT UP THE NIGHT WITH FIERY DEATH AND DESTRUCTION, LEAVING **GOTHAM CITY** A SMOULDERING RUIN THAT NONE WOULD SURVIVE.

MARSHALLING ALL HIS WITS, STRENGTH AND TECHNOLOGY, **BATMAN** MUST SAVE **GOTHAM CITY** FROM IMPENDING DISASTER BY MAKING SENSE OF THE MASSIVE CRIMEWAVE THAT'S SWEEPED THROUGH THE CITY.

IN THE COURSE OF HIS INVESTIGATIONS, **BATMAN** WILL ENCOUNTER A HOST OF THIEVES, THUGS, AND DEADLY COSTUMED VILLAINS WHO MUST BE STOPPED. MIND-TWISTING PUZZLES AND DEADLY TRAPS ARE THROWN IN HIS PATH TO SABOTAGE HIS EFFORTS, BUT WITH HIS ASSEMBLAGE OF HIGH-TECH WEAPONS AND DEVICES, **BATMAN** MUST CRACK THE MOST DEADLY AND BIZARRE CASE OF HIS CRIME-FIGHTING CAREER.

# CONTROLS



## MOVING SYSTEM CONTROLS

TO MOVE BATMAN	DIRECTIONAL PAD OR LEFT THUMBSTICK
PUNCH	X BUTTON
BLOCK / DUCK	B BUTTON
ACTION	Y BUTTON
JUMP / GLIDE	A BUTTON
BAT-COMMUNICATOR	BACK BUTTON
PRESS AND HOLD TO PAUSE GAME, SELECT GADGET AND ENTER FIRST PERSON VIEW	RIGHT TRIGGER
RESET CAMERA	LEFT TRIGGER
FLASH BOMBS	WHITE BUTTON
INVENTORY	START BUTTON

## FIGHTING SYSTEM CONTROLS

TO MOVE BATMAN	DIRECTIONAL PAD OR LEFT THUMBSTICK
PUNCH	X BUTTON
BLOCK	B BUTTON
KICK	A BUTTON
FLASH BOMBS	WHITE BUTTON
ACTIVATE POWER MOVES	LEFT TRIGGER
INVENTORY	START BUTTON

## FIRST PERSON CONTROLS

TO MOVE BATMAN	DIRECTIONAL PAD OR LEFT THUMBSTICK
ZOOM IN	X BUTTON
ZOOM OUT	A BUTTON
DUCK WITH WEAPON	B BUTTON
EXIT FIRST PERSON VIEW	Y BUTTON
SHOOT SELECT GADGET	LEFT TRIGGER
CYCLE GADGET ON THE FLY	BLACK BUTTON
CYCLE THROUGH GADGETS FOR SELECTION	DIRECTIONAL PAD OR LEFT THUMBSTICK WHILE HOLDING THE LEFT TRIGGER
BREAK COMBAT MODE	Y BUTTON
INVENTORY	START BUTTON
AIM WEAPON	RIGHT THUMBSTICK

## BATPLANE CONTROLS

CONTROL BATPLANE	DIRECTIONAL PAD OR LEFT THUMBSTICK
FIRE ELECTRICAL SPIKES	X BUTTON
FIRE ELECTRICAL PODS	Y BUTTON
TURBO BOOST	A BUTTON
ROLL LEFT	LEFT TRIGGER
ROLL RIGHT	RIGHT TRIGGER
INVENTORY	START BUTTON

## BATMOBILE CONTROLS

CONTROL THE BATMOBILE	DIRECTIONAL PAD OR LEFT THUMBSTICK
ACCELERATE	A BUTTON
FIRE SPIKES	X BUTTON
FORCED LEFT TURN	LEFT TRIGGER
FORCED RIGHT TURN	RIGHT TRIGGER
INVENTORY	START

## SPECIAL MOVES

### FREE FALLING

FREE FALLS THRUST YOU HURLING TOWARDS THE GROUND FROM FRIGHTENING HEIGHTS LIKE BRIDGES OR BLIMPS. KEEP YOUR REFLEXES SHARP; YOU'LL HAVE TO SAVE MORE THAN JUST YOURSELF IN THESE MID-AIR TRIPS. WHEN FREE FALLING, CATCH THE FALLING VICTIM. TO DO SO, COLLIDE WITH THE VICTIM AND BATMAN AUTOMATICALLY CATCHES HIM/HER AND GRAPPLES TO SAFETY.

- Y BUTTON TO ACCELERATE
- X BUTTON TO SLOW THE FALL DOWN



### LEANING ON WALLS

TO MOVE WITH STEALTH, YOU CAN HUG THE WALLS AND SNEAK AROUND CORNERS UNDETECTED.

- Y BUTTON WHEN FACING A WALL



### CLIMBING LADDERS

YOU'LL NEED TO CLIMB LADDERS IN ORDER TO GET OVER CRATES AND WALLS.

- Y BUTTON WHEN FACING A LADDER



### SLIDING

ON CERTAIN SURFACES, LIKE ICE, IT'S FASTER TO SLIDE ACROSS THAN WALK



### GLIDING

INSTEAD OF JUMPING FROM ONE PLACE TO ANOTHER, YOU CAN USE THE CAPE. AFTER JUMPING, YOU CAN CONTROL ITS TAUTNESS TO TRAVEL IN MID-AIR.

- BUTTON WHEN IN MID-AIR



### HANDCUFFING

USE BATCUFFS TO LOCK UP KNOCKED OUT THUGS. POSITION YOURSELF OVER THE DEFEATED OPPONENT AND PRESS THE Y BUTTON. CLEVER PLAYERS CAN EVEN SNEAK UP ON THUGS AND CUFF THEM FROM BEHIND.

- Y BUTTON WHEN OVER A KNOCKED OUT THUG



### GRAPPLING

MAKE YOUR WAY THROUGH THE CITY BY GRAPPLING FROM ONE BUILDING TO THE NEXT. A GLOWING BAT APPEARS WHEN A GRAPPLING POINT IS AVAILABLE. PRESS AND HOLD THE RIGHT TRIGGER AND SELECT THE BATGRAPPLE ICON WITH THE DIRECTIONAL BUTTONS. AIM AT THE GLOWING BAT WITH THE RIGHT THUMBSTICK AND PUSH RIGHT TRIGGER OR THE X BUTTON TO RELEASE THE BATGRAPPLE. MOST OF THE TIME, THE GRAPPLE RELEASES ONTO A SURFACE WHERE BATMAN AUTOMATICALLY CLIMBS. HOWEVER, ONCE IN A WHILE, THE PLAYER MUST GLIDE ONTO A LEDGE IF HE WANTS TO COMPLETE HIS JUMP. IF THE CROSSHAIR DOES NOT TURN RED WHEN ABOVE THE TARGET, STRAFE AROUND THE TARGET UNTIL IT DOES SO.



## VEHICLES

### BATMOBILE

BLAZE THROUGH THE STREETS OF GOTHAM CITY IN A BREAKNECK PURSUIT OF CROOKS ON WHEELS. USING THE BATMOBILE'S WEAPONS, YOU CAN FIRE CHARGES AT ENEMY TIRES AND LAUNCH SMOKE BOMBS INTO WINDOWS. OH, AND WATCH OUT FOR CIVILIAN CARS.



#### CONTROLS:

ACCELERATE.....● BUTTON  
FIRE SPIKES.....⊗ BUTTON  
FORCED LEFT TURN:.....LEFT TRIGGER  
FORCED RIGHT TURN:.....RIGHT TRIGGER  
INVENTORY:.....START  
USE LEFT THUMBSTICK TO DRIVE THE BATMOBILE

### BATPLANE

HELM THE BATPLANE AND PERFORM HIGH-SPEED AEROBATICS DURING NIGHT MISSIONS OVER GOTHAM CITY.



#### CONTROLS:

FIRE ELECTRICAL SPIKES .....Ⓜ BUTTON  
TURBO BOOST .....● BUTTON  
FIRE ELECTRICAL PODS .....⊗ BUTTON  
ROLL RIGHT:.....RIGHT TRIGGER  
ROLL LEFT:.....LEFT TRIGGER  
USE THE LEFT THUMBSTICK TO FLY THE BATPLANE  
A DOUBLE TAP ON THE LEFT TRIGGER/RIGHT TRIGGER MAKES THE BATPLANE PERFORM A SPIN TO THE LEFT OR RIGHT.



## THE CHARACTERS

### BATMAN

THE DARK KNIGHT DETECTIVE HAS PLEDGED HIS VERY LIFE TO KEEPING GOTHAM CITY SAFE FROM THE CRIMINALS WHO THREATEN IT.



### ALLIES

#### BATGIRL

ONCE AGAIN, BATGIRL IS HELPING BATMAN ON HIS MISSION. SHE IS AT THE BATCAVE, ALWAYS ON STANDBY.



### VILLAINS

#### THE JOKER

IS BATMAN'S NEMESIS AND THE CLOWN PRINCE OF CRIME IS ONCE AGAIN ON THE LOOSE. HIS PLOT: KILL BATMAN AND DESTROY GOTHAM CITY...LAUGHING ALL THE WAY TO HELL!



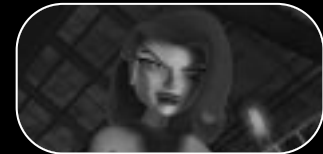
#### MR. FREEZE

HAS TAKEN CONTROL OF GOTHAM INDUSTRIAL AND TURNED IT INTO AN ICEBOX. HE'S ALSO HOLDING ISAAC EVERS, A SCIENTIST, HOSTAGE.



#### POISON IVY

IS AS DANGEROUS AS EVER. SHE DEVISES A SPECIAL POISON TO TAKE CONTROL OF GOTHAM'S MOST WEALTHY AND INFLUENTIAL MEN, BRINGING THEM DOWN TO THEIR KNEES.



#### HARLEY QUINN

IS ALL READY TO HELP OUT HER PUDDIN' WHEN IT COMES TO DEFEATING BATMAN. THIS TIME, THE JOKER'S MAIN SQUEEZE TAKES ON AN EVEN BIGGER ROLE.



### THUGS

TAKE A GLIMPSE INTO THE GOTHAM CITY UNDERWORLD, AND THE DREGS WHO SUSTAIN IT.

#### THE THUGS

ARE BACK AND MEANER THAN EVER BEFORE. THEY ARE READY FOR A FIGHT - JUST NAME THE TIME AND PLACE. THEY HIT ANYTHING THAT MOVES, JUST AS LONG THEY GET THEIR MONEY.



#### IVY'S THUG

APPEARS TO BE HUMAN ...HE WEARS A TRENCH-COAT AS A DISGUISE, BUT WHEN IT COMES OFF...



#### ICE MAIDENS

TAKE PLEASURE IN KILLING FOR MR. FREEZE, AND PROTECT THEIR BOSS AT ALL COSTS.



#### GREEN MONSTER

THE RESULT OF CONTACT BETWEEN POISON IVY'S CREATURES AND ACID, THIS HIDEOUS CREATURE HAS BUT ONE INSTINCT: FIND BATMAN, AND PUNISH HIM.



#### ROCKET THUG

THIS THUG IS MUTE AND SIMPLE. HE LIKES HIS CANNONS - HE BECOMES THE CANNONS.



### CIVILIANS

#### COMMISSIONER GORDON

STICKS TO THE RULES BUT OFTEN FINDS AN ALLY IN BATMAN.



#### GOTHAM CITY'S MAYOR HILL

MIGHT NOT ALWAYS SUPPORT THE DARK KNIGHT'S VIGILANTE EFFORTS, BUT THIS NIGHT, WITH HIS OWN LIFE AT STAKE, EVEN THE MAYOR WILL ALLOW BATMAN TO DO AS HE MUST!



#### ISAAC EVERS

A RADICAL SCIENTIST, INVENTED THE MIRACLE COMPOUND PROMETHIUM - BUT WHO IS FUNDING HIS RESEARCH?



## GAME INTERFACE SCREEN

### HEALTH/STATUS BARS

INDICATES BATMAN'S TOTAL HEALTH OR VEHICLE/OBJECT STATUS.

- **BATMAN'S HEALTH BAR:**  
BATMAN'S HEALTH BAR IS ALWAYS DISPLAYED ON THE TOP LEFT CORNER OF THE SCREEN. ONCE BATMAN'S HEALTH LEVEL REACHES A DANGEROUS LEVEL, THE BAR TURNS RED.
- **CAPE STATUS BAR:**  
WHEN BATMAN USES HIS CAPE TO PROTECT HIMSELF, THE CAPE'S STATUS BAR APPEARS UNDERNEATH BATMAN'S OWN.
- **BATMOBILE AND BATPLANE:**  
THE VEHICLES' STATUS BAR REPLACES BATMAN'S HEALTH BAR.
- **BATGIRL'S HEALTH BAR:**  
APPEARS AT THE BOTTOM CENTRE OF THE SCREEN WHILE SHE IS CAPTURED. IF ALL HER ENERGY RUNS OUT, BATMAN HAS LOST THE GAME.



#### ENEMY BAR

DISPLAYS THE THUG'S REMAINING HEALTH.

#### SCORE

ACCUMULATE POINTS THROUGHOUT THE GAME TO PERFORM POWER MOVES.

#### DEVICE INDICATOR

ENABLES YOU TO SCROLL THROUGH ALL THE DEVICES AVAILABLE.

#### DEVICE QUANTITY

DISPLAYS THE DEVICE QUANTITY.

#### DEVICE SELECTED


DISPLAYS THE DEVICE SELECTED.

## COMBATS

### BASIC ATTACKS

BATMAN HAS AT HIS DISPOSAL AN ARSENAL OF KICKS AND JUMPS TO DEFEAT THUGS AND BOSSES WHILE IN ONE-ON-ONE COMBAT MODE.

- **PUNCH:** USE THE  BUTTON TO PUNCH.
- **KICK:** USE THE  BUTTON TO KICK.
- **BLOCK:** USE THE  BUTTON TO BLOCK

BY PRESSING THESE BUTTONS, YOU WILL NOTICE THAT COMBINATIONS CAN BE ENTERED AND BATMAN'S MOVES ARE MORE CHOREOGRAPHED. PRESSING THE  BUTTON WILL BREAK COMBAT

### POWER MOVES

POWER MOVES ARE SPECIAL MOVES THAT CAN BE PERFORMED BY ACCUMULATING A CERTAIN AMOUNT OF POINTS. THEY KNOCK OUT NEARLY ALL OF THE THUGS. BY HOLDING DOWN THE LEFT TRIGGER KEY AND ENTERING THE KEY SEQUENCE, BATMAN GOES INTO ACTION.



THE HAMMER (10 PT.)



CLEAN SWEEP (20 PT.)



SPIN-OUT (40 POINTS)



THE TAKE DOWN (80 POINTS)



LIGHTS OUT (120 POINTS)



## THE CHARGE BAR

THE CHARGE BAR POWERS UP THE MORE BATMAN FIGHTS. ONCE HE DISENGAGES FROM A FIGHT, THE CHARGE BAR RESETS TO ZERO. BATMAN CAN EXECUTE MORE ADVANCED POWER MOVES AS HIS CHARGE BAR FILLS UP TO FULL CAPACITY.

THE BUTTON COMBINATIONS:

### POWER MOVES

HOLD THE LEFT TRIGGER + X BUTTON	THE HAMMER
HOLD THE LEFT TRIGGER + A BUTTON	THE CLEAN SWEEP
HOLD THE LEFT TRIGGER + B BUTTON	SPIN-OUT
HOLD THE LEFT TRIGGER + B BUTTON + A BUTTON	THE TAKE DOWN
HOLD THE LEFT TRIGGER + A BUTTON + X BUTTON	LIGHTS OUT

## WEAPONS & ITEMS

TO SELECT ANY WEAPON OR ITEM PRESS AND HOLD THE R2 BUTTON TO BRING UP YOUR WEAPON SELECTION, THEN SELECT THE DESIRED WEAPON OR ITEM WITH THE DIRECTIONAL BUTTONS.



**BATARANGS** ARE MULTI-PURPOSE THROWING WEAPONS THAT CAN BE USED ALMOST ANYWHERE WHEN BATMAN IS IN TROUBLE.



**ELECTRIC BATARANGS** HAVE MORE OF A KICK THAN THE OTHERS. IN SOME INSTANCES WHEN THE REGULAR ONES DON'T WORK, TRY THESE OUT.



THE **BATGRAPPLE** LETS BATMAN SWING OR HOIST HIMSELF OVER LONG DISTANCES THROUGH GOTHAM CITY.



THE **BATLAUNCHER** THROWS NETS AND CHARGES AT ENEMIES.



ONCE **ELECTRIC STUNNERS** ARE LAUNCHED BY THE **BATLAUNCHER**, THEY RENDER OPPONENTS HELPLESS FOR A FEW MOMENTS.



THE **NETS** ARE FIRED WITH THE **BATLAUNCHER**. MOST OPPONENTS WON'T BE ABLE TO GET FREE OF THE NETS – BUT SOME CAN!



**REMOTE CHARGES** CAN ONLY BE PLACED ONE AT A TIME – KNOCKING OUT PASSING OPPONENTS.



WHEN **FLASH BOMBS** ARE USED, ENEMIES ARE STUNNED FOR A FEW SECONDS, LEAVING BATMAN TIME TO ESCAPE OR CUFF THEM.



THE **BATSCOPE** LETS BATMAN VIEW FROM A DISTANCE. THERE IS ALSO ONE ON THE **BATMOBILE**.







YOU CAN CUFF KNOCKED OUT THUGS WITH **BATCUFFS** TO LEAVE THEM FOR THE **GOTHAM CITY POLICE**.



THE **BATCOMMUNICATOR** IS THE MAIN LINK BETWEEN BATMAN AND **BATGIRL**. SHE GIVES TIPS AND HINTS THROUGHOUT THE GAME. PRESS THE **BACK BUTTON** TO ACTIVATE.

## INVENTORY

PRESS THE START BUTTON TO DISPLAY BATMAN'S INVENTORY. CYCLE BETWEEN SECTIONS OF THE INVENTORY BY EITHER USING THE DIRECTIONAL PAD OR THE LEFT THUMBSTICK. TO EXIT THE INVENTORY SYSTEM, PRESS THE  BUTTON.

TO GET AN ITEM'S DESCRIPTION, PRESS  BUTTON TO SELECT AN ITEM. THE INFORMATION APPEARS ON THE LEFT-HAND SIDE OF THE INVENTORY SCREEN. PRESS  BUTTON AGAIN TO ACCESS THE ITEM'S DESCRIPTION AND TO SCROLL DOWN FOR EXTRA INFORMATION WITH THE DIRECTIONAL PAD IF THE DOWN ARROW APPEARS AT THE BOTTOM. PRESS THE  BUTTON TO EXIT THE INVENTORY.



### EQUIPMENT

THE EQUIPMENT SCREEN DISPLAYS ALL THE AMMUNITION AND GADGETS BATMAN HAS AT HIS DISPOSAL. THE NUMBER INDICATED ON THE RIGHT OF THE ICON SHOWS THE AMOUNT AVAILABLE. A DESCRIPTION OF EACH EQUIPMENT PIECE IS GIVEN ON THE LEFT-HAND SIDE OF THE INVENTORY DISPLAY. TO CYCLE THROUGH, USE THE DIRECTIONAL PAD OR THE LEFT THUMBSTICK.



### ITEMS

THE ITEM SCREEN DISPLAYS ALL QUEST ITEMS BATMAN HAS PICKED UP. THESE INCLUDE KEYS AND DISCS. A DESCRIPTION OF THE ITEM APPEARS ON THE LEFT-HAND SIDE OF THE INVENTORY SCREEN, EXPLAINING WHAT THE HIGHLIGHTED ITEMS ARE USED FOR.



### POWER MOVES AND CHEATS

THIS SCREEN DISPLAYS THE POWER MOVES AVAILABLE TO THE PLAYER AND THE COMBINATION REQUIRED TO PERFORM THEM. THE CHEATS DISPLAYS WHICH CHEAT ENVELOPE HAS BEEN DISCOVERED AND WHAT THEY CONTAIN.



### ACHIEVEMENT

THE SCREEN DISPLAYS THE POINTS YOU HAVE ACCUMULATED SO FAR. BY SCROLLING THROUGH THE PLAYED LEVELS, THE INVENTORY SYSTEM INDICATES HOW MANY POINTS WERE ACCUMULATED.



### OPTIONS

THIS SCREEN LETS YOU CUSTOMISE YOUR SETTINGS WHILE YOU PLAY BATMAN: VENGEANCE.

- **SOUND:** HERE, YOU CAN CUSTOMISE THE LEVEL OF THE SOUND IN THE GAME. THIS MEANS YOU CAN CHOOSE THE LEVEL OF THE VOICE, MUSIC AND SOUND EFFECTS TO YOUR LIKING.
- **INTERFACE:** BY CHOOSING BASIC, NO INTERFACE IS DISPLAYED ON THE SCREEN WHILE YOU PLAY. ANOTHER CHOICE YOU HAVE IS TO CHOOSE THE FULL INTERFACE OPTION.
- **VIBRATION MODE:** YOU CAN CHOOSE TO HAVE THE VIBRATION ON OR OFF ON YOUR CONTROLLER.
- **INVERT CROSSHAIR:** ADJUST THE WAY YOU AIM THE CROSSHAIRS TO THROW THE DIFFERENT GADGETS.
- **BRIGHTNESS:** ADJUST THE BRIGHTNESS OF YOUR MONITOR SCREEN.
- **QUIT GAME:** THIS OPTION LETS YOU QUIT THE GAME YOU ARE PRESENTLY PLAYING.

## PUZZLES

### ISAAC EVER'S LAB NETWIRE PUZZLE

TWIST AND TURN TO MATCH THE COLOURS.

LEFT THUMBSTICK:  
TURN THE CUBE FROM ONE SIDE TO THE OTHER.

● BUTTON:  
ROTATE THE WIRE SELECTION 90 DEGREES



### GOTHAM GASWORKS PUZZLE

SPIN THE WHEELS AND MATCH THE COLOURS.

Y BUTTON:  
HOLD DOWN TO TURN THE WHEEL AND RELEASE TO STOP IT.

LEFT THUMBSTICK:  
MOVE FROM ONE WHEEL TO ANOTHER.



### THE JOKER'S FUNNIBONES WAREHOUSE PUZZLE

SPIN THE WHEELS AND MATCH THE NUMBERS. FIND THE HIDDEN NUMBERS IN THE FUNNIBONES YARD. USE THE LEFT THUMBSTICK TO ROTATE THE WHEELS AND CHANGE BETWEEN WHEELS.

EXIT THE PUZZLE:  
● BUTTON

LEFT THUMBSTICK:  
MOVE FROM ONE BUTTON TO ANOTHER.



### THE JOKER'S BLIMP PUZZLE

MIX THE RIGHT COLOURS TO SAVE GOTHAM

● BUTTON:  
ACTIVATE BUTTONS

LEFT THUMBSTICK:  
MOVE FROM ONE BUTTON TO THE OTHER.



## CHEATS

THROUGHOUT HIS INVESTIGATION, BATMAN CAN FIND HIDDEN ENVELOPES THAT CONTAIN CHEATS. ONCE THE FIRST GAME IS COMPLETED, THE SECOND GAME UNLOCKS CHEATS AVAILABLE TO YOU.



### ENVELOPE A:

REFILLS ALL GADGETS TO FULL.



### ENVELOPE B:

ALLOWS PLAYER TO IMMEDIATELY MAX UP THE CHARGE BAR FOR POWER MOVES.



### ENVELOPE C:

REFILLS ALL OF BATMAN'S HEALTH.



### ENVELOPE D:

MAKES BATMAN DO DOUBLE DAMAGE TO HIS OPPONENTS, EXCEPT THE BOSSES.



### ENVELOPE E:

RENDERS BATMAN INVISIBLE TO ALL HIS OPPONENTS, EXCEPT FOR THE BOSSES.

## GAME OVER

THERE ARE THREE WAYS THAT THE GAME CAN END. BATMAN EITHER RUNS OUT OF HEALTH, HE FAILS THE LEVEL OBJECTIVE, OR FAILS TO COMPLETE A JUMP (EX: BETWEEN BUILDINGS OR CHASMS).



### QUIT:

IF YOU WANT TO QUIT THE GAME, YOU CAN SAVE YOUR PROGRESS AND CONTINUE LATER.

### CONTINUE:

CHOOSE THIS OPTION TO CONTINUE PLAY. YOU'LL START AT THE LAST CHECKPOINT OF THE GAME YOU PAST.

## SAVING THE GAME

BATMAN: VENGEANCE IS EQUIPPED WITH A MANUAL SAVE FEATURE. IF YOU WANT TO SAVE A GAME, YOU MUST QUIT THE GAME IN PROGRESS AND SELECT THE SAVE GAME OPTION IN THE MAIN MENU.

- AN OPTIONAL MEMORY UNIT IS REQUIRED TO SAVE YOUR GAME.

- DO NOT PRESS THE RESET BUTTON OF YOUR MICROSOFT XBOX OR REMOVE THE MEMORY UNIT WHILE SAVING OR LOADING. DOING SO MAY DESTROY SAVED FILES ON THE MEMORY UNIT - BATMAN: VENGEANCE REQUIRES 15 BLOCKS OF FREE SPACE ON THE MEMORY UNIT IN ORDER TO SAVE A GAME.

### MEMORY DEVICE PROBLEMS:

IF THE MEMORY DEVICE YOU HAVE ENTERED IS RED, THIS MEANS YOU COULD HAVE ONE OF THE SEVERAL PROBLEMS:

- NOT ENOUGH SPACE: YOUR MEMORY DEVICE DOESN'T HAVE ENOUGH SPACE TO SAVE A BATMAN: VENGEANCE GAME. PLEASE, EXIT THE GAME AND FREE UP SOME SPACE. (WARNING: CURRENT BATMAN: VENGEANCE DATA MIGHT BE LOST BY EXITING THE GAME).

- CORRUPTED: YOUR MEMORY DEVICE CONTAINS A CORRUPTED BATMAN: VENGEANCE DATA AND NEEDS TO BE DELETED. PLEASE, EXIT THE GAME AND DELETE YOUR BATMAN: VENGEANCE DATA. (WARNING: ALL BATMAN: VENGEANCE DATA WILL BE LOST)

- CANNOT BE USED: AN UNEXPECTED PROBLEM HAS OCCURRED WHEN TRYING TO ACCESS THE MEMORY DEVICE. TRY TO FREE UP SOME SPACE AND RETRY LATER.

## CHECKPOINT

CHECKPOINTS HAVE BEEN INSERTED IN THE GAME TO HELP YOU ALONG. WHEN YOU RESTART A GAME, IT WILL PICK UP AT THE LATEST CHECKPOINT YOU ENCOUNTERED.

## CREDITS

### UBI SOFT ENTERTAINMENT

### XBOX™ GAME SYSTEM

EXECUTIVE PRODUCER  
ALAIN TASCAN

SENIOR PRODUCER  
REID SCHNEIDER

ASSOCIATE PRODUCER  
ROXANE GOSSELIN

PRODUCTION ASSISTANT  
DANIELLE LAJOIE

PLANNING COORDINATOR  
ERIC PEPIN

### GAME DESIGN

LEAD GAME DESIGNER  
PIERRE RIVEST

### PROGRAMMING

LEAD PROGRAMMERS  
DOMINIC GUAY  
STÉPHANE MORICHÈRE-MATTE

ENGINE PROGRAMMERS  
FRANCIS BOIVIN  
CHAO GU  
ERIC THIFFEAULT  
JEAN-FRANCOIS VALLEE  
ERIC ROBERT  
YANICK MIMÉE

3D PROGRAMMERS  
DAVID LAPOINTE  
YANNICK LETOURNEAU  
HUGO ALLAIRE

SOUND PROGRAMMER  
CHRISTIAN LACHANCE  
STÉPHANE RONSE

DATA MANAGER  
FRANCIS TREMBLAY

WITH THE COLLABORATION OF  
YANICK JOLY

### MODELING

XBOX TECHNICAL DIRECTOR-  
MODELING  
SEBASTIEN BEAULIEU

### ANIMATION

LEAD ANIMATORS  
JOSEPH NASRALLAH

ANIMATORS  
FRANÇOIS ROYER

RTC INTERGRATOR AND  
LOCALIZATION  
JONATHAN GOSSELIN

### QUALITY ASSURANCE

LEAD TESTER  
BRUNO "BAT-DUCK" BELLAVANCE

TESTERS  
MAX "LE FOU" BRICAULT  
ERIC "ELVIS" AYOTTE ST-JEAN  
STÉPHANE "COUGAR"  
CHARBONNEAU  
LUDOVIC "SPAWN2K1" MURAT  
FRÉDÉRIC "SKYZOFRED" OUELLET  
SÉBASTIEN "PRELAR" HÉBERT  
DOMINIC "DON COL" COLABELLI  
BRUNO "THONG" SAINT-LAURENT  
ANTOINE "ICEMAN" THISDALE  
FRANÇOIS "OZ" QUIDOZ  
MICHAËL "VALIUM" RICHARD  
ERIC "CPT RICO" LAPERRIÈRE  
LOUIS-PHILIPPE "JUSTDOIT-"  
BRISSETTE

**SOUND STUDIO**

**AUDIO DESIGNER**  
NICHOLAS DUVEAU

**SOUND PROJECT MANAGER**  
JEREMI VALIQUETTE

**LEAD SOUND ENGINEER**  
SIMON PRESSEY

**PRE-RENDERED CINEMATICS  
EDITOR**  
MIGUEL ANGEL MARTIN

**ORIGINAL CREDITS**

**EXECUTIVE PRODUCER**  
ALAIN TASCAN

**SENIOR PRODUCER**  
REID SCHNEIDER

**ASSOCIATE PRODUCER**  
ROXANE GOSSELIN

**PLANNING COORDINATOR**  
ERIC PÉPIN

**PRODUCTION ASSISTANT**  
DANIELLE LAJOIE

**SCRIPTWRITER**  
JT PETTY

**GAME DESIGN**

**LEAD GAME DESIGNER**  
PIERRE RIVEST

**GAME DESIGNERS**  
CHRIS FERRIERA  
MARC-ANDRÉ DEBLOIS  
PATRICK MELANSON  
MARTIN RAYMOND

**PROGRAMMING**

**LEAD PROGRAMMERS**  
STÉPHANE MORICHÈRE-MATTE

**ENGINE PROGRAMMERS**  
MATHIEU LAFORCE  
DOMINIC GUAY

**MECHANIC TOOLS**  
JEAN-FRANÇOIS LUSSIER  
STÉPHANE GIRARD  
DAVID CHABOT

**CONTENT  
PROGRAMMING**

**LEAD CONTENT  
PROGRAMMER**  
JEAN-FRANCOIS VALLÉE

**CONTENT PROGRAMMERS**  
ARIEL GAUTHIER  
CHRIS GRIPEOS  
ERIC KIANDER  
RICHARD DUMAS  
YANNICK JOLY  
YANNICK MIMMEE  
FRANCIS BOIVIN

**CONTENT PROGRAMMER  
INTERNS**  
ERIC BAILLARGEON  
DAVID GENDRON  
FREDERIC MARSOLAIS

**MODELING**

**LEAD MODELER**  
JEAN-SÉBASTIEN MORIN

**ART DIRECTOR-MODELING**  
HUGO DALLAIRE

**ASSISTANT ART DIRECTOR-  
MODELING**  
STÉPHANE BELIN

**TECHNICAL DIRECTOR-  
MODELING**  
CAROL BERTRAND  
CHRISTIAN SIROIS

**MECHANIC TOOLS**  
JEAN-FRANÇOIS LUSSIER  
STÉPHANE GIRARD  
DAVID CHABOT

**MODELERS**  
ERIC POULIN  
ISABELLE TREMBLAY  
MARJOLAINE ALLIE  
MATHIEU FECTEAU  
SÉBASTIEN BEAULIEU  
ZANDER REYNA

**ANIMATION (IN-GAME)**

**LEAD ANIMATOR**  
JOSEPH NASRALLAH

**ART DIRECTOR-ANIMATION**  
ALEX DROUIN

**TECHNICAL DIRECTOR-  
ANIMATION**  
ALEX VINET

**ANIMATORS**  
JAMES HUMPHREYS  
JONATHAN DUMONT  
MARC-ANDRÉ CARON  
STEVE DUPONT

**ANIMATION (REAL-TIME  
CINEMATICS)**

**LEAD ANIMATORS**  
FRANÇOIS ROYER  
MARTIN CAYA

**ANIMATORS**  
JONATHAN ABENHAIM  
STEPHEN GREENBERG  
BOURBAKI JOSEPH  
PATRICK PELLETIER  
STEVE DUPONT  
SUZANE LABREQUE  
CLINT LEWIS

**2D GRAPHIC ARTIST**  
MARJOLAINE ALLIE

**2D ARTIST**  
PATRICK DAUPHINAIS

**RTC DIRECTOR**  
VALÉRIE POUYANNEA

**STORYBOARDER**  
WAYNE MURRAY

**RTC INTEGRATOR**  
JONATHAN "DARKAGE"  
GOSSELIN

**LEAD LOCALIZATION  
INTEGRATOR**  
HENRY STOPEK

**DATA MANAGERS**  
FRANCIS TREMBLAY  
JUSTINA WANG

**QUALITY ASSURANCE**

**LEAD TESTER**  
BRUNO "BAT-DUCK"  
BELLAVANCE

**TESTERS**  
MAX "LE FOU" BRICAULT  
NATASHA "BABY BOO"  
BOUCHARD  
ERIC "ELVIS" AYOTTE ST-JEAN  
JEAN-FRANÇOIS "JEEJEE"  
DUPUIS  
STÉPHANE "COUGAR"  
CHARBONNEAU  
MARTIN "FOX" TAVERNIER  
LUDDOVIC "SPAWN2K1" MURAT  
ANTOINE "ICEMAN" THISDALE  
SÉBASTIEN "PRELAR" HÉBERT  
PATRICK "KRYPTÉ" BOUFFARD  
DOMINIC "DON COL" COLABELLI  
FRÉDÉRIC "SKYZOFRED"  
OUELLET  
DAVID "MIRKEMEN" GOYETTE  
BRUNO "THONG" SAINT-  
LAURENT

**SOUND STUDIO**

**AUDIO DESIGNER**  
NICHOLAS DUVEAU

**PRODUCER**  
JEAN MASSICOTTE

**SOUND DIRECTOR**  
NOEMIE DUPUY

**SOUND PROJECT MANAGER**  
JEREMI VALIQUETTE

**ADMINISTRATIVE MANAGER**  
FREDERIQUE CARBOU

**MUSIC COMPOSED AND PERFORMED BY**  
SHAWN K. CLEMENT

**LEAD SOUND ENGINEER**  
SIMON PRESSEY

**2ND SOUND ENGINEERS**  
OLIVIER GERMAIN  
GEORGE PELELKOUDIS

**SOUND EFFECTS & FOLEY ARTISTIC DIRECTOR**  
JOSUE BEAUCAGE

**FOLEY ARTIST**  
TCHAE MEASROCH

**FOLEY ENGINEER**  
SHAWN GALLAGHER

**SOUND EDITORS**  
LUC PRÉFONTAINE  
DOMINIC CABANA  
ANDRES NOREMBUENA  
AT LA MAJEURE STUDIO

**SOUND POST-PRODUCTION MANAGER**  
NICHOLAS GRIMWOOD

**SOUND POST PRODUCTION TEAM**  
MARTIN BERTHIAUME  
DARAN NADRA

**PRE-RENDERED CINEMATICS EDITOR**  
MIGUEL ANGEL MARTIN

**UBI MUSIC PUBLISHING**  
DIDIER LORD  
JULIE LACHANCE

**BATMAN FULL MOTION VIDEO**

**DIRECTOR**  
LAURENT JENNET

**PRODUCTION SUPERVISOR**  
MARIANNE SOULIEZ  
**PRODUCTION MANAGERS**  
ERIC PÉPIN  
SOPHIE PENZIKI

**ASSISTANT DIRECTOR**  
VALÉRIE POUYANNE  
**CHARACTER MODELING**

**DIRECTOR OF MODELING**  
EMILE GHORAYEB

**ARTISTS (FULL MOTION VIDEO & IN-GAME)**  
ARMAN AKOPIAN  
CHARLES BEIRNAERT  
DAVID BLAZETICH  
DAVID GIRAUD  
MARC BOUCHARD  
MÉLANIE CARON  
OLIVIER FOURNIER  
VÉRONIQUE LACOMBE  
VINCENT COLLOMBEL

**STORYBOARD**  
LAURENT JENNET  
CHRISTOPHE PITTET

**LAYOUT & PROPS MODELING**

**DIRECTOR OF LAYOUT AND PROPS MODELING**  
MATHIEU BREDA

**ARTISTS**  
AVLAMY RAMASSAMY  
CORINNE COUVIER  
YANN JOUETTE

**STORYREEL, DETECTION AND LIPSYNCH**  
AURORA MANTHE  
ETIENNE GOUESLAIN

**ANIMATION**

**SUPERVISOR**  
VARLERIE POUYANNE

**ANIMATORS**  
ALLAN TREITZ  
ANTONIN PLANTE  
BRYAN THEBERGE  
FRANÇOIS CÔTÉ  
JAMIE HELMAN  
JEAN THIERRY ROY

**COLOR DESIGNS AND BACKGROUND**

**DIRECTOR OF COLOR DESIGNS & BACKGROUND**  
GENEVIÈVE DUFOUR

**ARTISTS**  
CHRISTIAN LEMIRE  
DANIEL PERON  
EDOUARD KACHAAMI  
ISABELLE GAGNON  
KARIM ROUISSI  
MICHEAL YEOMANS  
STÉPHANE TURGEON

**LIGHTING AND RENDERING**

**DIRECTOR OF LIGHTING AND RENDERING**  
MICHEAL YEOMANS

**ASSISTED BY**  
EDOUARD KACHAAMI

**ARTISTS**  
CATHERIN NOLIN  
CHRISTIAN LEMIRE  
DANNY BERGERON  
ISABELLE GAGNON  
KARIM ROUISSI

**SPECIAL EFFECTS**

**DIRECTOR OF SPECIAL EFFECTS**  
CATHERINE NOLIN

**ARTISTS**  
ALLAN TREITZ  
DANNY BERGERON  
EDOUARD KACHAAMI  
FRANÇOIS CÔTÉ  
ISABELLE GAGNON  
JEAN THIERRY ROY  
KARIM ROUISSI  
MICHAEL YEOMANS  
STÉPHANE TURGEON

**SPECIAL THANKS TO THE UBI SOFT TECH SUPPORT TEAM**  
PATRICK FILION  
NICOLAS DAVIDTS  
MOUDDINE DIALLO  
PASCAL LACOMBE  
PATRICK MARCIL

**PRESIDENT & CEO UBI SOFT**  
YVES GUILLEMDT

**CEO UBISOFT MONTREAL**  
MARTIN TREMBLAY

**VP CONTENT**  
GREG GOBBI

**VP STUDIOS**  
MICHEL CARTIER

**VP PRODUCTION**  
PAUL MEAGEN

**VP PROGRAMMING**  
KEN KLOPP

**DIRECTORS OF GRAPHIC STUDIO**  
MAXIME BÉLANGER  
GILLES MONTEIL

**DIRECTOR OF PROGRAMMING**  
NICOLAS RIOUX

**DIRECTOR OF TESTING**  
ERIC TREMBLAY

**DIRECTOR OF PLANNING**  
HENRI LAPORTE

**MARKETING RESEARCH  
COORDINATOR**  
MARC-ANDRÉ CHARRON

**WORLDWIDE HEAD OF CONTENT**  
SERGE HASCOET

**INTERNATIONAL CONTENT MANAGER**  
BENOIT GALARNEAU

**WORLDWIDE HEAD OF PRODUCTION**  
CHRISTINE BURGESS-QUEMARD

**WORLD LOCALIZATION MANAGER**  
CORALIE MARTIN

**LOCALIZATION PROJECT  
MANAGER**  
ANNE PERREAU

**FRENCH TRANSLATION**  
SANDRINE CONSTANT  
XAVIER KEMMLEIN

**MARKETING**  
**EUROPEAN MARKETING DIRECTOR**  
LAURENCE BUISSON-NOLLENT

**EUROPEAN GROUP MANAGER**  
LIDWINE VERNET

**EUROPEAN BRAND MANAGER**  
GABRIELLE ZAGOURY

**BRAND MANAGERS**  
AMANDA BUTT  
MARIANA RADICEVSKI  
SANDRINE SOULIER  
MICHIEL VERHEIDJT  
GIULIA PASQUIARELLO  
JOHANNE GRANGE  
KRISTINA MORTENSEN  
VERA SHAH

**SPECIAL THANKS TO**  
JACQUES LANGLOIS  
ANNICK DUMAIS  
SCOTT JACOBI  
TIM FELDER  
FERDINAAND TERADO  
BENOIT FRAPPIER  
JEAN-FRANÇOIS POIRIER  
CAROLINE MARTIN  
CHANTAL CLOUTIER  
MARTIN CARRIER  
WINN KEATEN  
ANN LEMAY  
CHRIS STAUCH  
TJ ALLARD  
MARTIN HAMEL  
CYRIL GERDET  
CAROLINE CANTIN

**THE NEW BATMAN  
ADVENTURES  
VOICE-OVER ACTORS**

**BATMAN-BRUCE WAYNE**  
KEVIN CONROY

**THE JOKER**  
MARK HAMILL

**BATGIRL**  
TARA STRONG

**HARLEY QUINN-MARY FLYNN**  
ARLEEN SORKIN

**MR. FREEZE**  
MICHAEL ANSARA

**POISON IVY**  
DIANE PERSHING

**COMMISSIONER GORDON**  
BOB HASTINGS

**ALFRED**  
EFREM ZIMBALIST, JR.

**MAYOR HILL**  
LLOYD BOCHNER

**VOICE-OVER DIRECTOR**  
ANDREA ROMANO

**RECORDED AT MONTEREY  
POST SOUND**

UNDER LICENSE BY WARNER BROS.  
INTERACTIVE ENTERTAINMENT  
ON BEHALF OF DC COMICS

**WARNER BROS.  
INTERACTIVE  
ENTERTAINMENT**

**PRODUCER**  
HEIDI BEHRENDT

**EXECUTIVE PRODUCER**  
BRETT SKOGEN

**ASSOCIATE PRODUCER**  
AMES KIRSHEN

**ART DIRECTORS**  
PETER TUMMINELLO  
ALLEN HELBIG

**CREATIVE MANAGER**  
CHARLES CARNEY

**MARKETING COORDINATOR**  
JIM MOLINARD

**SPECIAL THANKS TO**  
DC COMICS  
WARNER BROS. TV ANIMATION  
MICHAEL HARKAVY  
PHILIPPE ERWIN  
SCOTT JOHNSON

NOTE: USES BINK VIDEO.  
COPYRIGHT © 1997-2001 BY RAD  
GAME TOOLS, INC.



# DARK TIMES AHEAD FOR THE DARK KNIGHT!



AVAILABLE FROM TITAN BOOKS, THE BEST OF GOTHAM CITY'S WHITE-KNUCKLE LIFESTYLE AND A FEW NEW SHOCKS THAT'LL SEND YOU REELING! IMMERSE YOURSELF IN THESE ALL TIME CLASSICS, OR REACH OUT FOR ONE OF THE LATEST TITLES.

## CLASSICS



**BATMAN: YEAR ONE**  
1 85286 077 4  
£8.99



**BATMAN: NO MAN'S  
LAND (VOL 1)**  
1 84023 123 8  
£9.99



**BATMAN VS  
PREDATOR**  
1 85286 446 X  
£6.99



**BATMAN: DARK  
VICTORY**  
1 84023 417 2  
£14.99



**BATMAN: HUNTRESS  
- CRY FOR BLOOD**  
1 84023 395 8  
£10.99



**BATMAN: NINE  
LIVES**  
1 84023 358 3  
£24.99



**BATMAN: THE DARK  
KNIGHT RETURNS**  
1 85286 798 1  
£11.99



**BATMAN: KILLING  
JOKE**  
1 85286 082 0  
£5.99



**BATMAN: CRIMSON  
MIST**  
1 84023 072 X  
£10.99

## NEW

TO ORDER, SIMPLY CALL: 01536 76 46 46  
(OFFICE HOURS 8.30AM-5PM MON-FRI)  
QUOTING REF: UBIBAT/9909

FREE POSTAGE & PACKAGING. PLEASE ALLOW 28 DAYS FOR DELIVERY.

FOR A COMPLETE GRAPHIC NOVELS CATALOGUE EMAIL  
[READER.FEEDBACK@TITANEMAIL.COM](mailto:READER.FEEDBACK@TITANEMAIL.COM), AND TO SUBSCRIBE TO A  
REGULAR EMAIL NEWSLETTER PLEASE EMAIL [TITAN-NEWS@TITANEMAIL.COM](mailto:TITAN-NEWS@TITANEMAIL.COM).

BATMAN™ & © DC COMICS 2002 INC. ALL RIGHTS RESERVED.



