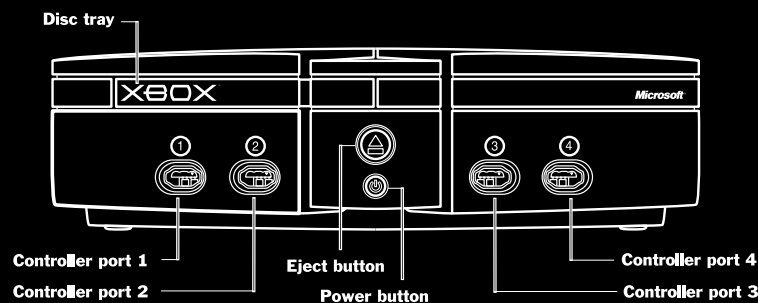




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USING THE XBOX VIDEO GAME SYSTEM

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



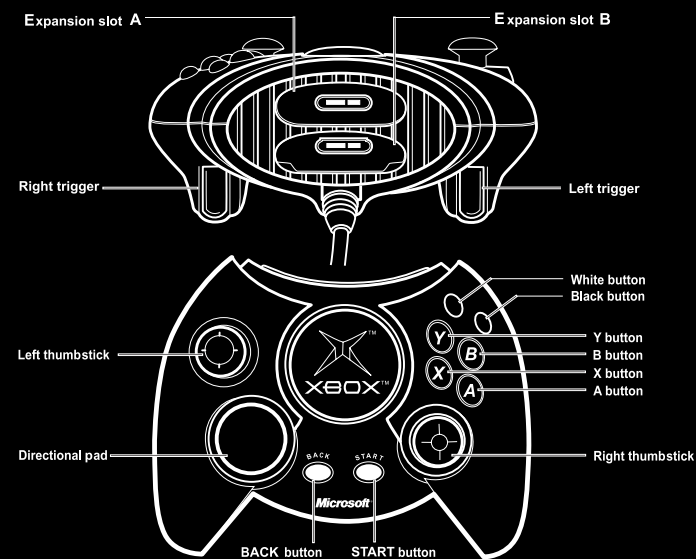
1. SET UP YOUR XBOX VIDEO GAME SYSTEM BY FOLLOWING THE INSTRUCTIONS IN THE XBOX INSTRUCTION MANUAL.
2. PRESS THE POWER BUTTON AND THE STATUS INDICATOR LIGHT WILL LIGHT UP.
3. PRESS THE EJECT BUTTON AND THE DISC TRAY WILL OPEN.
4. PLACE THE BATMAN: VENGEANCE DISC ON THE DISC TRAY WITH THE LABEL FACING 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.

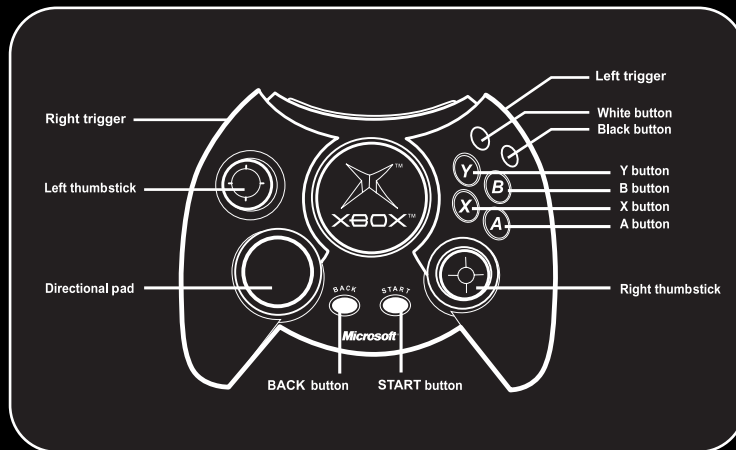
AT LEAST, THAT'S THE STORY **MARY FLYNN** TELLS!

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.

- Y 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

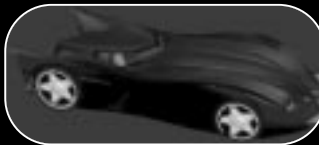
MAKE YOUR WAY THROUGH THE CITY BY GRAPPLING FROM ONE BUILDING TO THE NEXT. A GLOWING BAT APPEARS WHEN A GRAPPLING POINT IS AVAILABLE. PRESS AND HOLD THE RIGHT TRIGGER AND SELECT THE BATGRAPPLE ICON WITH THE DIRECTIONAL BUTTONS. AIM AT THE GLOWING BAT WITH THE RIGHT THUMBSTICK AND PUSH RIGHT TRIGGER OR 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 SPIKESY 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

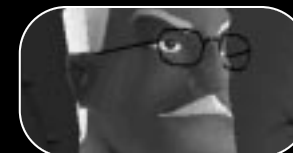
COMMISSIONER GORDON

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

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