



# BATMAN

## VENGENCE™

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Ubi Soft  
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**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# SETTING UP

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

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



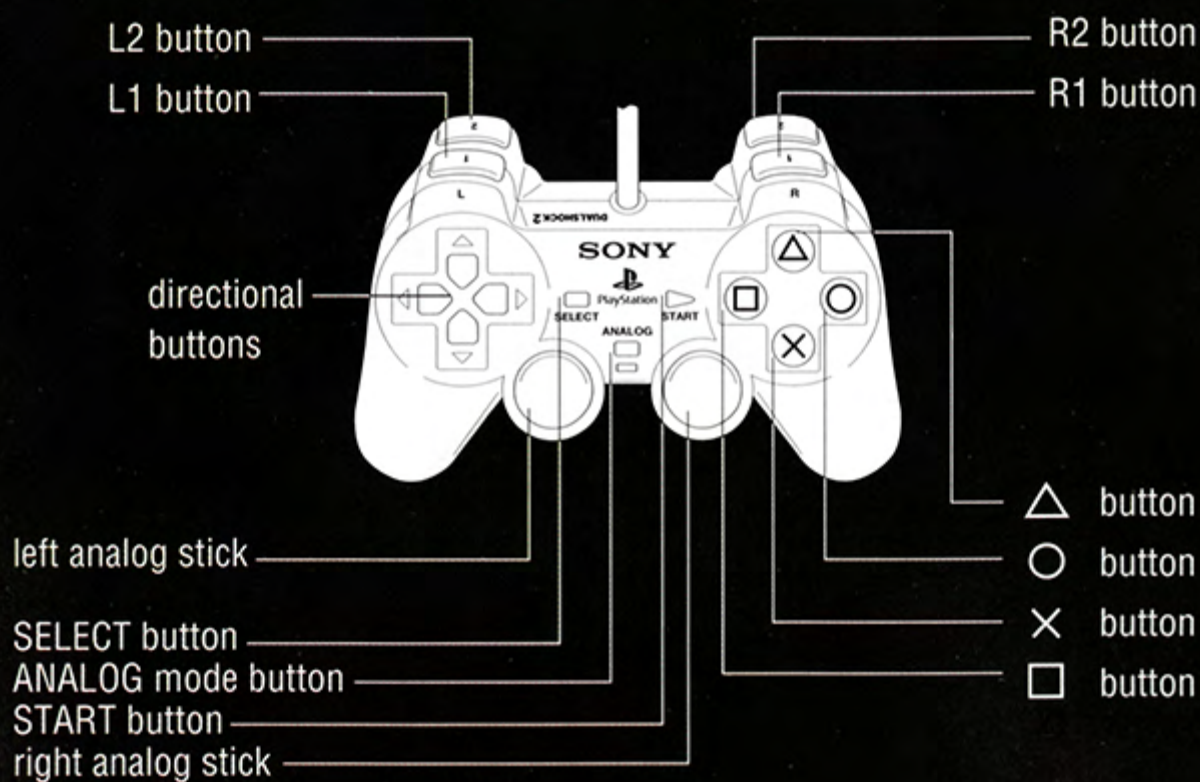
SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE MAIN POWER SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON. PRESS THE RESET BUTTON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE BATMAN: VENGEANCE DISC ON THE DISC TRAY WITH THE LABEL SIDE FACING UP. PRESS THE OPEN BUTTON AGAIN AND THE DISC TRAY WILL CLOSE. ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS, AS APPROPRIATE. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.

BATMAN: VENGEANCE SUPPORTS THE PLAYSTATION®2 DUALSHOCK™2 ANALOG CONTROLLER AND THE MEMORY CARD (8MB) (FOR PLAYSTATION®2) IF YOU WISH TO SAVE YOUR PROGRESS.

\* NOTE: IF BATMAN: VENGEANCE APPEARS TOO DARK ON YOUR TELEVISION SCREEN, YOU CAN ADJUST THE BRIGHTNESS WITH THE "BRIGHTNESS SETTING" LOCATED IN THE INVENTORY MENU.

BATMAN: VENGEANCE SUPPORTS THE DUALSHOCK™ 2 ANALOG CONTROLLER AND THE DUALSHOCK™ ANALOG CONTROLLER.

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



# STARTING THE GAME

## LANGUAGE SELECTION

CHOOSE THE SUBTITLE LANGUAGE YOU WANT TO PLAY.

## SELECT GAME FILE

## MAIN MENU



### ENTER GAME

CHOOSING THIS OPTION AUTOMATICALLY LOADS A NEW GAME. AFTER THE FIRST GAME, YOU CAN CHOOSE WHICH LEVEL TO START IN, BASED ON THE LEVELS PREVIOUSLY PLAYED.

## OPTIONS

THIS SELECTION OPENS THE MENUS TO CHOOSE GAME SETTINGS

- SOUND
  - SOUND EFFECTS
  - MUSIC
  - VOICE
  - STEREO/MONO
  - REVERSE STEREO (ON/OFF)
- 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 HUMOR. **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 SMOLDERING 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.

# GAME CONTROLS

## MOVING SYSTEM CONTROLS

|                                                                            |                          |
|----------------------------------------------------------------------------|--------------------------|
| Punch                                                                      | □ BUTTON                 |
| Block / Duck                                                               | ○ BUTTON                 |
| Action                                                                     | △ BUTTON                 |
| Jump / Glide                                                               | × BUTTON                 |
| Bat-communicator                                                           | SELECT Button            |
| Press and hold to pause game, select gadget<br>and enter first person view | R2 BUTTON                |
| Reset Camera                                                               | R1 BUTTON                |
| Flash Bombs                                                                | L1 BUTTON                |
| Batman moves Foward                                                        | Directional Button Up    |
| Batman moves back                                                          | Directional Button Down  |
| Batman moves right                                                         | Directional Button Right |
| Batman moves left                                                          | Directional Button Left  |
| To move Batman                                                             | Left Analog Stick        |
| Inventory                                                                  | Start Button             |

## FIRST PERSON CONTROLS

|                                            |                          |
|--------------------------------------------|--------------------------|
| Shoot select gadget                        | □ & X BUTTON             |
| Batman ducks with weapon                   | ○ BUTTON                 |
| Exit first person view                     | △ BUTTON                 |
| Shoot selected gadget / Scope Zoom in      | R1 BUTTON                |
| Hold down to pause game and select gadget  | R2 BUTTON                |
| Cycle through gadgets for selection        | L2 BUTTON                |
| Scope Zoom out                             | L1 BUTTON                |
| Batman moves back                          | Directional Button Down  |
| Batman moves left / cycle through gadgets  | Directional Button Left  |
| Batman moves right / cycle through gadgets | Directional Button Right |
| Batman moves forward                       | Directional Button Up    |
| Inventory                                  | Start Button             |
| Batcuffs (behind enemies)                  | △ BUTTON                 |
| Cancel (inside special interfaces)         | △ BUTTON                 |
| "OK" (inside special interfaces)           | X BUTTON                 |
| Aim weapon                                 | Right Analog Stick       |

## FIGHTING SYSTEM CONTROLS

|                                                      |                   |
|------------------------------------------------------|-------------------|
| Punch                                                | □ BUTTON          |
| Break Combat                                         | △ BUTTON          |
| Block                                                | ○ BUTTON          |
| Kick                                                 | X BUTTON          |
| Flash Bombs                                          | L1 BUTTON         |
| Activate Power Moves                                 | L2 BUTTON         |
| Inventory                                            | Start Button      |
| Moves Batman around.                                 | Left Analog Stick |
| Slide and climb automatically when needed.           |                   |
| The analog mode button must be in the "on" position. |                   |

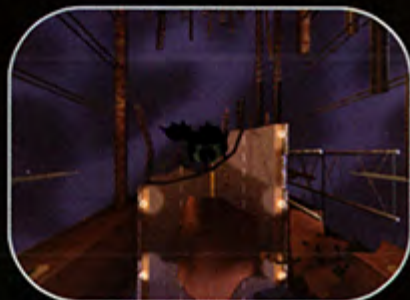
## SPECIAL MOVES

### FREE FALLING:

FREE FALLS THRUST YOU HURTLING 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 SPEED TRIPS. WHEN FREE FALLING, CATCH THE FALLING VICTIM. TO DO SO, COLLIDE WITH IT AND BATMAN AUTOMATICALLY CATCHES HIM AND GRAPPLES TO SAFETY.

△ BUTTON TO ACCELERATE

□ BUTTON TO SLOW THE FALL DOWN



### LEANING ON WALLS:

TO MOVE WITH STEALTH, YOU CAN LEAN CLOSE AGAINST WALLS AND SNEAK AROUND CORNERS UNDETECTED.

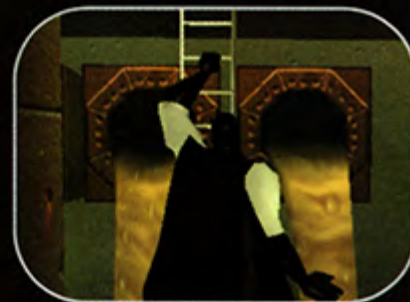
△ BUTTON WHEN FACING A WALL



### CLIMBING LADDERS:

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

△ 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.

X BUTTON WHEN IN MID-AIR



### HANDCUFFING:

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

**△** 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 **R2** BUTTON AND SELECT THE **BATGRAPPLE** ICON WITH THE DIRECTIONAL BUTTONS. AIM AT THE GLOWING BAT WITH THE ANALOG STICK AND PUSH **R1** 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 **X** BUTTON  
FIRE SPIKES **□** BUTTON  
FORCED LEFT TURN: **L2** BUTTON  
FORCED RIGHT TURN: **R2** BUTTON  
USE LEFT ANALOG STICK TO DRIVE THE BATMOBILE



#### BATPLANE:

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

#### CONTROLS:

FIRE ELECTRICAL SPIKES **□** BUTTON  
ENGINE BOOST **X** BUTTON  
FIRE ELECTRICAL PODS **△** BUTTON  
ROLL RIGHT: **R2** BUTTON  
ROLL LEFT: **L2** BUTTON

USE THE LEFT ANALOG STICK TO FLY THE BATPLANE  
A DOUBLE TAP ON THE **L2/R2** BUTTON MAKES THE BATPLANE PERFORM A SPIN TO THE LEFT OR RIGHT.



## THE CHARACTERS

### BATMAN

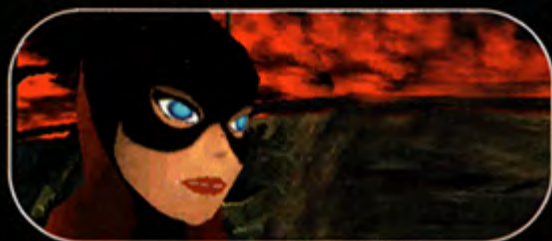
THE DARK KNIGHT DETECTIVE HAS PLEDGED HIS VERY LIFE TO KEEPING GOTHAM CITY SAFE FROM THE CRIMINALS WHO THREATEN IT.



### 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!



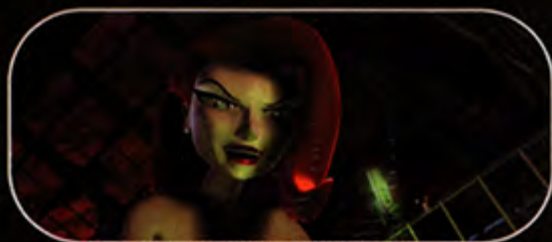
#### MR. FREEZE

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.

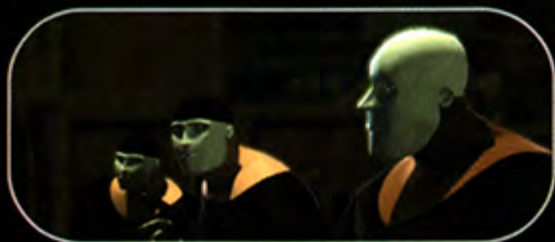


## THUGS

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

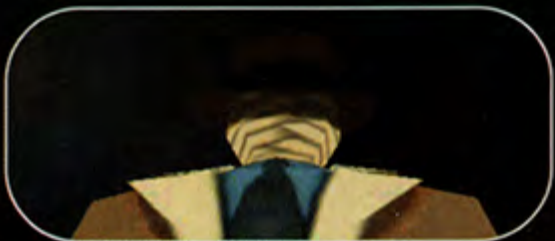
### THE THUGS

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

APPEAR 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.



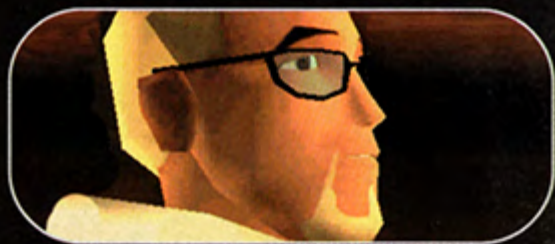
### GOTHAM CITY'S MAYOR HILL

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 CENTER 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 X 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 CHOREAGRAPHERD. 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 L2 BUTTON KEY AND ENTERING THE KEY SEQUENCE, BATMAN GOES INTO ACTION.

THE HAMMER (0 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 AS BATMAN FIGHTS MORE. 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:

|                                      |                 |
|--------------------------------------|-----------------|
| Hold L2 Button → □ Button            | The Hammer      |
| Hold L2 Button → × Button            | The Clean Sweep |
| Hold L2 Button → ○ Button            | Spin-Out        |
| Hold L2 Button → × Button → ○ Button | The Take Down   |
| Hold L2 Button → □ Button → × 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 DESIGNATED BY AN ICON 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 SELECT BUTTON TO ACTIVATE THE BATCOMMUNICATOR



## INVENTORY

PRESS THE START BUTTON TO DISPLAY BATMAN'S INVENTORY. CYCLE BETWEEN SECTIONS OF THE INVENTORY BY EITHER USING THE DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK. TO EXIT THE INVENTORY SYSTEM, PRESS THE  $\Delta$  BUTTON.

TO GET AN ITEM'S DESCRIPTION, PRESS X BUTTON TO SELECT AN ITEM. THE INFORMATION APPEARS ON THE LEFT-HAND SIDE OF THE INVENTORY SCREEN. PRESS X BUTTON AGAIN TO ACCESS THE ITEM'S DESCRIPTION AND TO SCROLL DOWN FOR EXTRA INFORMATION WITH THE DIRECTIONAL BUTTONS IF THE DOWN ARROW APPEARS AT THE BOTTOM. PRESS THE  $\Delta$  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 BUTTONS OR THE LEFT ANALOG STICK.

## 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 MOVERS 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 CUSTOMIZE YOUR SETTINGS WHILE YOU PLAY BATMAN: VENGEANCE.

- **SOUND:** HERE, YOU CAN CUSTOMIZE THE LEVEL OF THE SOUND IN THE GAME INDIVIDUALLY. 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

### ISSAC EVER'S LAB NETWIRE PUZZLE

TWIST AND TURN TO MATCH THE COLORS.  
TURN THE CUBE FROM ONE SIDE TO THE OTHER.

LEFT ANALOG STICK

ROTATE THE WIRE SELECTION 90 DEGREES

X BUTTON



### GOATHAM GASWORKS PUZZLE

SPIN THE WHEELS AND MATCH THE COLORS.  
HOLD DOWN  $\Delta$  TO TURN THE WHEEL AND RELEASE  
TO STOP IT.

$\Delta$  BUTTON

USE THE LEFT ANALOG STICK TO 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 ANALOG STICK TO ROTATE  
THE WHEELS AND CHANGE BETWEEN WHEELS.  
EXIT THE PUZZLE.

$\Delta$  BUTTON

USE THE LEFT ANALOG STICK TO MOVE FROM ONE  
BUTTON TO ANOTHER.



### THE JOKER'S BLIMP PUZZLE

MIX THE RIGHT COLORS TO SAVE GOTHAM  
ACTIVATE BUTTONS.

X BUTTON

USE THE LEFT ANALOG STICK TO 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 AN AUTO-SAVE FEATURE.

- AN OPTIONAL MEMORY CARD IS REQUIRED TO SAVE YOUR GAME.
- DO NOT PRESS THE RESET BUTTON OF YOUR PLAYSTATION®2 OR REMOVE THE MEMORY CARD WHILE SAVING OR LOADING. DOING SO MAY DESTROY SAVED FILES ON THE MEMORY CARD - BATMAN: VENGEANCE REQUIRES 91KB OF FREE SPACE ON THE MEMORY CARD IN ORDER TO SAVE A GAME.

## 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.

# TECHNICAL SUPPORT

BEFORE CONTACTING UBI SOFT TECHNICAL SUPPORT, PLEASE CAREFULLY READ THROUGH THIS MANUAL. ALSO, HELP IS AVAILABLE ONLINE AT [HTTP://WWW.UBISOFT.COM/SUPPORT](http://www.ubisoft.com/support). IF YOU ARE UNABLE TO FIND AN ANSWER TO YOUR QUESTION USING THE WEBSITE OR THE MANUAL, PLEASE CONTACT US VIA ONE OF THE FOLLOWING METHODS:

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