



CONTENTS

- INTRODUCTION4
- GETTING STARTED5
 - DEFAULT CONTROLS5
 - MENU SELECTION5
 - SAVING AND LOADING THE GAME6
- XBOX 360 CONTROLS7
 - MOVEMENT CONTROLS7
 - COMBAT CONTROLS7
 - ITEM CONTROLS8
 - EXPERIENCE AND UPGRADES8
 - CONNECT TO XBOX LIVE8
- COMBAT9
 - STRIKE9
 - COUNTER9
 - STUN9
 - GADGETS9
- GADGETS10
 - BATARANG10
 - GRAPNEL GUN10
 - OTHER GADGETS10
- DETECTIVE MODE11
- ENVIRONMENTAL ANALYSIS12
- IN-GAME MENUS13
 - WAYNETECH13
 - MAP AND OBJECTIVES12/13
 - THE RIDDLER'S CHALLENGE14
 - CHARACTER BIOS14
- WARRANTY16
- CUSTOMER SUPPORT17



INTRODUCTION

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.

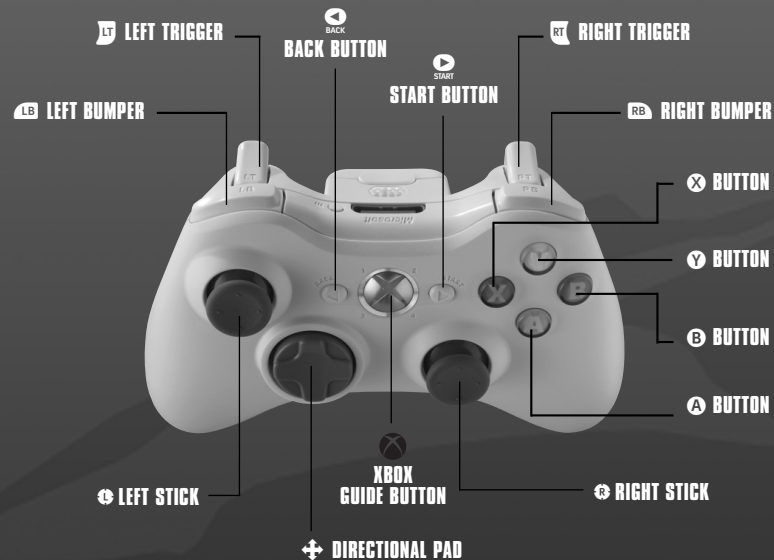
But The Joker has a plan and escape is only the beginning. By the time the sun rises over Gotham he will have turned Arkham Island into his twisted playground, and broken the **Dark Knight** himself.

Can even **Batman** survive a night locked up with all of Gotham's freaks and madmen?



GETTING STARTED

Default Controls



Menu Selection

Use the Direction Pad or **+** to cycle through the different game options use the **A** to select and **B** to return.

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.
- Downloaded Content** Access new and exciting content.
- 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

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.

XBOX 360 CONTROLS

Movement

BATMAN MOVEMENT CONTROLS

Control	Action
	Movement - Sneak, Walk, & Run
	Rotate camera
	Crouch
	Drop Down (when hanging from ledge)
	Run/Climb/Glide/Use
	Evade
	Zoom
	Grapple
	Centre camera
	Corner cover

Combat

BATMAN COMBAT CONTROLS

	Strike
	Counter/Silent Takedown
	Cape Stun
	Throw (Requires upgrade)
	Takedown (Requires upgrade)
	Redirect
	Ground Takedown
	Quick Batarang
	Quick Batclaw (Requires upgrade)

Item Controls



BATMAN ITEM CONTROLS

(Hold)	Ready Gadget
	Use Gadget
	Detonate Explosive Gel (Requires upgrade)
(Tap)	Toggle Detective Mode
(Hold)	Environment Scan
	Select Gadget
	Map/Level Up

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.

Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your PC and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your PC and your TV. Get connected and join the revolution!

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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 Button
- Counter:** When enemies display the icon **Batman** can perform a counter move with Button breaking their attack.
- Cape Stun:** This move will temporarily stun any attacker. For armed melee enemies, **Batman** should stun them with Button 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 Button
- 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.



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 **T**, or aimed and then thrown by holding **T** and pressing **RT**.

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 Grapple Icon. These can be selected by using the **RB**.

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.

DETECTIVE MODE

Batman's cowl is a high-tech miracle of engineering.

Aside from preserving his identity and providing protection, its 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 **LB** on your Xbox 360 Controller.

During Detective mode enemies are also analyzed to gauge their threat level depending on what weapons they have.



ENVIRONMENTAL ANALYSIS

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 activated by holding **LB** on your Xbox 360 Controller.



IN-GAME MENUS

The in-game menus are accessed with **BACK** and cycling with **LB** and **RB** to view the following sections:

WayneTech

A variety of abilities are also available as you gain XP from defeating enemies and finding secrets within the asylum.

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.

Use **LB** and **RB** to zoom in and out.

To jump to **Batman's** location press **X**.



The Riddler's Challenge

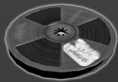
"My goal is simple! You complete a series of amusingly taxing challenges and, well, you'll see."

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.



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 also play audio records and cycle through Character Attributes.

To select an Evidence recording, highlight the Tape Icon and press **A** Button.



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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 Interactive Limited,
Wimbledon Bridge House, 1 Hartfield Road, Wimbledon, SW19 3RU.*



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