

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

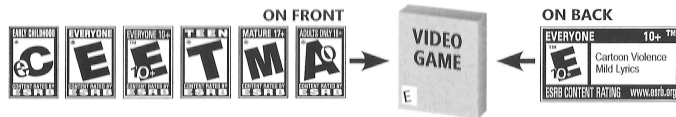
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.ESRB.org](http://www.ESRB.org)

## CONTENTS

INTRODUCTION	2
GAMES FOR WINDOWS - LIVE	2
CONNECTING TO LIVE	2
FAMILY SETTINGS	2
GETTING STARTED	3
INSTALLING BATMAN: ARKHAM ASYLUM	3
MENU SELECTION	4
SAVING AND LOADING THE GAME	6
CONTROLS	6
PC CONTROLS	6
COMBAT	6
ITEM CONTROLS	7
XBOX 360 CONTROLLER FOR WINDOWS	7
MOVEMENT	8
COMBAT	8
ITEM CONTROLS	9
EXPERIENCE AND UPGRADES	9
COMBAT	10
STRIKE	10
COUNTER	10
CAPE STUN	10
REDIRECT/EVADE	10
GADGETS	10
GADGETS	10
BATARANG	10
GRAPNEL GUN	10
OTHER GADGETS	11
DETECTIVE MODE	11
ENVIRONMENTAL ANALYSIS	12
IN-GAME MENUS	13
WAYNETECH	13
MAP AND OBJECTIVES	13
THE RIDDLER'S CHALLENGE	14
CHARACTER BIOS	14
CREDITS	15
EIDOS LIMITED WARRANTY	21
WARRANTY CLAIMS & PRODUCT SUPPORT	21



## 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?

### Games for Windows – LIVE

Games for Windows – LIVE and Xbox LIVE® are part of the first and most comprehensive online entertainment network in the world, uniting gamers on Xbox 360® and select Games for Windows – LIVE titles. The LIVE service connects millions of gamers in 25 countries, making it easy for gamers to find friends, games, and entertainment on either platform. When you become a member of LIVE, you can see your Friends' games and activities, communicate with other members, and track gaming achievements. Become a Gold member to receive additional benefits, such as sending and receiving invitations to multiplayer games. Go to [www.gamesforwindows.com/live](http://www.gamesforwindows.com/live) for more information about LIVE and availability of LIVE in your region.

### 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. To sign in or sign up, launch the game, then press the Home key. For more information, go to [www.gamesforwindows.com/live](http://www.gamesforwindows.com/live).

### Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to [www.gamesforwindows.com/live/familysettings](http://www.gamesforwindows.com/live/familysettings).



## GETTING STARTED

### INSTALLING Batman: Arkham Asylum™

#### INSTALLATION (USING WINDOWS® XP)

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 on-screen 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 OK 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\Eidos\ **Batman: Arkham Asylum**. If you like, you can 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 must 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 -> All Programs -> Eidos -> **Batman: Arkham Asylum** -> **Play Batman: Arkham Asylum**. 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 **Play Batman: Arkham Asylum** 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.

—or—

- Select Start -> All Programs -> Eidos-> **Batman: Arkham Asylum** -> Play **Batman: Arkham Asylum**.

To leave the game, click the Exit button.

## INSTALLATION (USING WINDOWS VISTA®)

To install **Batman: Arkham Asylum**, 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** from your computer, select Windows Button -> Control Panel -> Programs and Features -> **Batman: Arkham Asylum** and click 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** 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 the Games option, then click the **Batman: Arkham Asylum** icon to start the game.

View the readme file and related websites from within the Games Explorer menu.

## Menu Selection

Use the arrow keys to view and cycle through different game options.

Press **[ENTER]** to select something, accept changes to an option setting, and progress to the next screen.

Press **[ESC]** within a sub menu to return to the previous screen.

## Title Menu

### Press Start

Start a new game.

### Profile Select

Select one of four player profiles to record your saves and settings.

### Main Menu

Select from Story Mode, Challenge Mode, Character Bios, Character Trophies and Options.

### Story Mode

Play the main **Batman: Arkham Asylum** Story Mode (Starting a new game gives 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.

### Downloadable Content

Access new, exciting game 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  appears 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.

## CONTROLS

### PC Controls

#### BATMAN MOVEMENT CONTROLS

Control	Action
W A S D	Movement—Sneak/Walk/Run
Mouse movement	Rotate camera
Left <b>CONTROL</b>	Crouch/Drop down
Spacebar	Run/Climb/Glide/Use
Spacebar x2	Evade
<b>Z</b>	Zoom
<b>F</b> /Mouse thumb button 1	Grapple
Spacebar (When crouching by a corner)	Corner cover

### Combat

#### BATMAN COMBAT CONTROLS

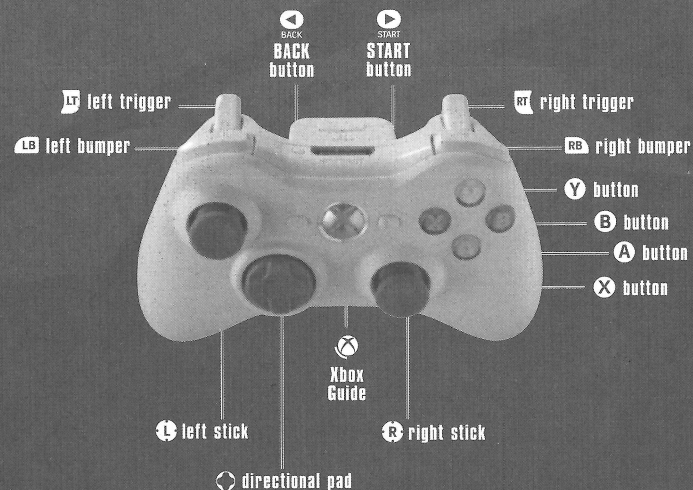
Control	Action
Left mouse button	Strike
Right mouse button	Counter/Silent Takedown
<b>E</b> /Middle mouse button	Cape Stun
<b>SHIFT</b> + Left mouse button	Throw (Requires upgrade)
<b>SHIFT</b> + Right mouse button	Takedown (Requires upgrade)
Spacebar x2 (When pressing toward an enemy)	Redirect
Left <b>CONTROL</b> + Right mouse button (Next to a prone enemy)	Ground Takedown
<b>Q</b> /Mouse thumb button 2	Quick Batarang™
<b>C</b>	Quick Batclaw™ (Requires upgrade)

### Item Controls

#### BATMAN ITEM CONTROLS

Control	Action
Right mouse button	Ready Gadget
Left mouse button	Use Gadget
<b>R</b> /Middle mouse button	Detonate Explosive Gel (Requires upgrade)
<b>X</b> (Tap)	Toggle Detective Mode
<b>X</b> (Hold)	Environmental Analysis
<b>1</b> - <b>8</b>	Select Gadget
<b>TAB</b>	Map/Level Up

### Xbox 360® Controller for Windows





## Movement

### BATMAN MOVEMENT CONTROLS

Control	Action
<b>L</b>	Movement—Sneak/Walk/Run
<b>R</b>	Rotate camera
<b>RT</b>	Crouch
<b>B</b>	Drop down (when hanging from ledge)
<b>A</b>	Run/Climb/Glide/Use
<b>A</b> x2	Evade
<b>R</b> Click	Zoom
<b>RB</b>	Grapple
<b>L</b> Click	Center camera
<b>RT</b> + <b>A</b>	Corner cover (When standing by a corner)

## Combat

### BATMAN COMBAT CONTROLS

Control	Action
<b>X</b>	Strike
<b>Y</b>	Counter/Silent Takedown
<b>B</b>	Cape Stun
<b>A</b> + <b>X</b>	Throw (Requires upgrade)
<b>B</b> + <b>Y</b>	Takedown (Requires upgrade)
<b>A</b> x2 (When pressing toward an enemy)	Redirect
<b>RT</b> + <b>Y</b> (Next to a prone enemy)	Ground Takedown
<b>LT</b> (Tap)	Quick <b>Batarang</b>
<b>RT</b> x2	Quick <b>Batclaw</b> (Requires upgrade)

## Item Controls

### BATMAN ITEM CONTROLS

Control	Action
<b>LT</b> (Hold)	Ready Gadget
<b>RT</b>	Use Gadget
<b>RB</b>	Detonate Explosive Gel (Requires upgrade)
<b>LB</b> (Tap)	Toggle Detective Mode
<b>LB</b> (Hold)	Environmental Analysis
<b>○</b>	Select Gadget
<b>○</b> BACK	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 you've earned enough XP, you can choose from a range of upgrades to help you overcome the challenges of Arkham Island.






## COMBAT

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.

**Counter:** When enemies display the  icon, **Batman** can perform a counter move with the RMB, breaking their attack.

**Cape Stun:** This move temporarily stuns any attacker. For armed melee enemies, **Batman** should stun them with  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 the Spacebar.

**Gadgets:** **Batman's** gadgets, such as the **Batarang**, can also be used to vary attacks with a mix of stun and impact moves.

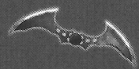
With each successful attack, **Batman's** multiplier increases; this earns a combo bonus at the end of each fight with additional XP for combat variety. Earning XP also replenishes **Batman's** health.


Unlocking abilities also gives access to unique moves that can provide new forms of attack or unleash devastating damage on opponents.

## GADGETS

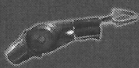
At the start of the game, **Batman** has the following gadgets:

### Batarang



Use the **Batarang** to stun inmates, cut rope and disable equipment. Tap  to quickly throw the Batarang, or hold the RMB to aim it and press the LMB to throw it.

### 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-screen by the Grapple icon.

You can select gadgets by using the Mouse Scroll or quick keys and holding down the RMB. Once the gadgets are selected, press the LMB to use them.


## 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.

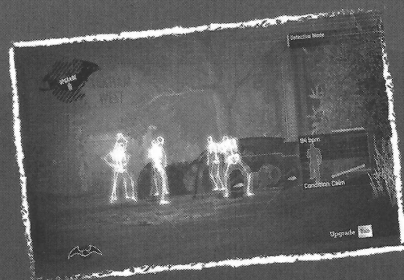
## DETECTIVE MODE

**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 .

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™.

To activate Environmental Analysis, hold down **X**.



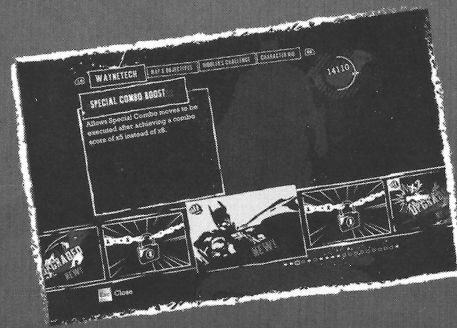
## IN-GAME MENUS

Press **TAB** to access the in-game menus, and cycle with **/** to view the following sections:

### WayneTech™

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

Use these abilities to level up and unlock 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 **/** to zoom in/out.

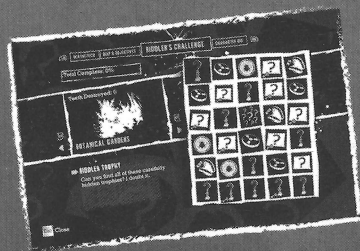
To jump to Batman's location, press **CONTROL**.



## 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.

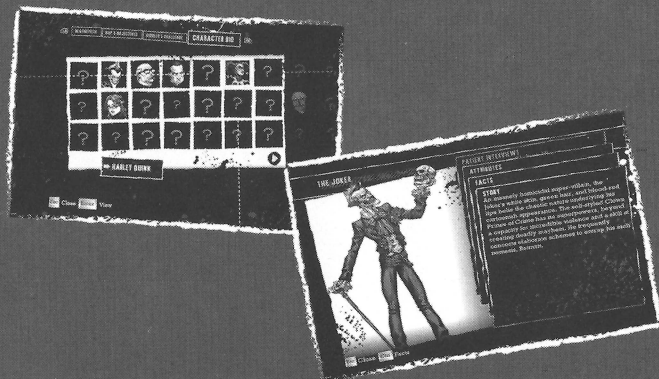


## Character Bios

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 **[ENTER]**. To cycle character facts, press **[CONTROL]**.



## CREDITS

### ROCKSTEADY STUDIOS, LTD.

Batman Created By: **BOB KANE**

Game Director: **SEFTON HILL**

Studio Director: **JAMIE WALKER**

Senior Producers: **DANIEL BAILIE, NATHAN BURLOW**

Art Director: **DAVID HEGO**

Audio Director: **NICK ARUNDEL**

Technical Director: **BEN WYATT**

Associate Producers: **SCOTT BURFITT, GERALD SMITH**

Art Producer: **WAYNE BILLINGHAM**

Lead Environment Artist: **WILLIAM SMITH**

Artists: **LEE ADAMSON, MICHAEL BEL GIL, JAMIE FIELD, LUKAS JEVCAN, DUSAN KERES, REMI LEFORT, JOHN SOUTHGATE, KARL STJERNBERG, ALEX UNDERHILL, YANNIS ZIAKAS**

Concept Artists: **JOHN GRAVATO, KAN MUFTIC, LEE OLIVER**

FX Artists: **INGMAR CLARYSS, MERTER HUSSEIN**

Lead Animator: **ZAHER COBAN**

Lead Mo-Cap Animator: **JAMES NORMAN**

Animators: **MAX FANNING, SALINEE MUKHOOD, NIAMH TIERNEY, ADAM VINCENT**

Audio Programmer: **ANTHONY LLOYD**

Sound Designers: **LEE BANYARD, ANDREW RILEY**

Lead Character Artist: **ANDREW COOMBES**

Character Artists: **ALBERT FELIU, PABLO HOYOS, RODOLFO DE SOUZA SILVA**

Lead Cinematic Artist: **PAUL BOULDEN**

Cinematic Artists: **DAVID FIALA, ART LENAVAT, MARK PERCEVAL-MAXWELL**

Cinematics FX Artist: **PAUL CLONEY**

Written By: **PAUL DINI**

Lead Narrative Designer: **PAUL CROCKER**

Lead Level Designer: **IAN BALL**

Designers: **BILL GREEN, MAGALI STRETTON, JAMIE WHITWORTH**

Lead AI Programmer: **TIM HANAGAN**

Programmers: **PAUL DENNING, ADAM DOHERTY, ADAM GOH, BEN NICHOLSON, TIM RENNIE, ANDREW ROWSE, ALEX SHAPE, MARK WELCH**

Engine Programmers: **JOHN GAY, SIMON HARGRAVE, MILES MACKLIN**

Lead Quality Assurance: **ASHRAF MOHAMMAD**

Quality Assurance: **RAY MULLEN, ANTHONY WICKER, JAMES WICKER**

Support Staff: **ADRIAN HILL, BENJAMIN NIAS, MAGDALENE ORDYK, BEN PARKINSON**

Special Thanks: **DARREN BARNETT, JEFF BENOIT, ARAN DHARMERATNAM, MARK STEPHENSON, DREW WILSON, VICON**

Outsource Partners: **ENGINE ROOM GAMES, MINE LOADER SOFTWARE, MOBILITY ART, REDJADE**