

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

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; 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

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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.

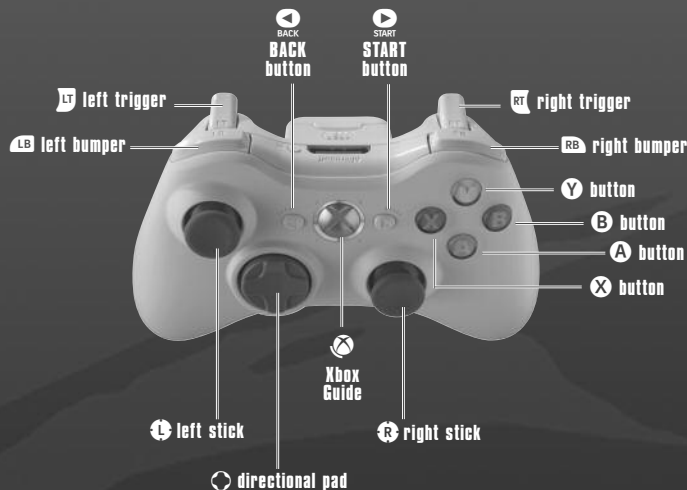
But The Joker has a plan and escape is only the beginning. By the time the sun rises over Gotham, he will have turned Arkham Island into his twisted playground, and broken the Dark Knight™ himself.

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



GETTING STARTED

Default Controls



Menu Selection


Use **Left Stick** or **Right Stick** to cycle through the game options. Press **A** to select and **B** to return.

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.

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
	Center camera
	Corner cover (When standing by a corner)

Combat

BATMAN COMBAT CONTROLS

Control	Action
	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	
Control	Action
(Hold)	Ready Gadget
	Use Gadget
	Detonate Explosive Gel (Requires upgrade)
(Tap)	Toggle Detective Mode
(Hold)	Environmental Analysis
	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 you've earned enough XP, 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 Xbox360® 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.

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 **X**.
- Counter:** When enemies display the  icon, **Batman** can perform a counter move with **Y**, breaking their attack.
- Cape Stun:** This move temporarily stuns any attacker. For armed melee enemies, **Batman** should stun them with **B** 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 **A**.
- 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 **T** to quickly throw the Batarang, or hold **T** to aim it and then pull **R1** to throw it.

Grapple Gun



The **Grapple 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. Use **RB** to select 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 **LB**.

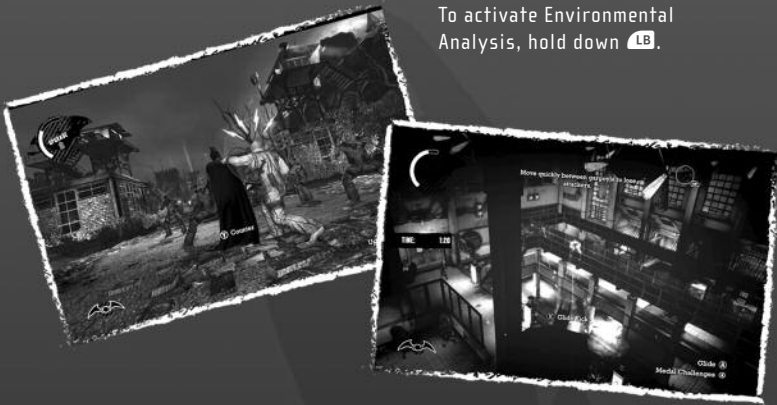
During Detective mode, enemies are also analyzed to gauge their threat level depending on what weapons they have.



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 **LB**.



IN-GAME MENUS

Press **BACK** to access the in-game menus, and cycle with **LB**/**RB** 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 **LT**/**RT** to zoom in/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**.



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NOTES

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