

Wii U™

BATMAN™

ARKHAM CITY
ARMORED EDITION



INSTRUCTION BOOKLET

PRESS THE HOME BUTTON WHILE THE GAME IS RUNNING, THEN SELECT  TO VIEW THE ELECTRONIC MANUAL.

PLEASE CAREFULLY READ THE Wii U™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii U HARDWARE SYSTEM, DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - SEIZURES

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

CAUTION - MOTION SICKNESS

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws.

REV-F

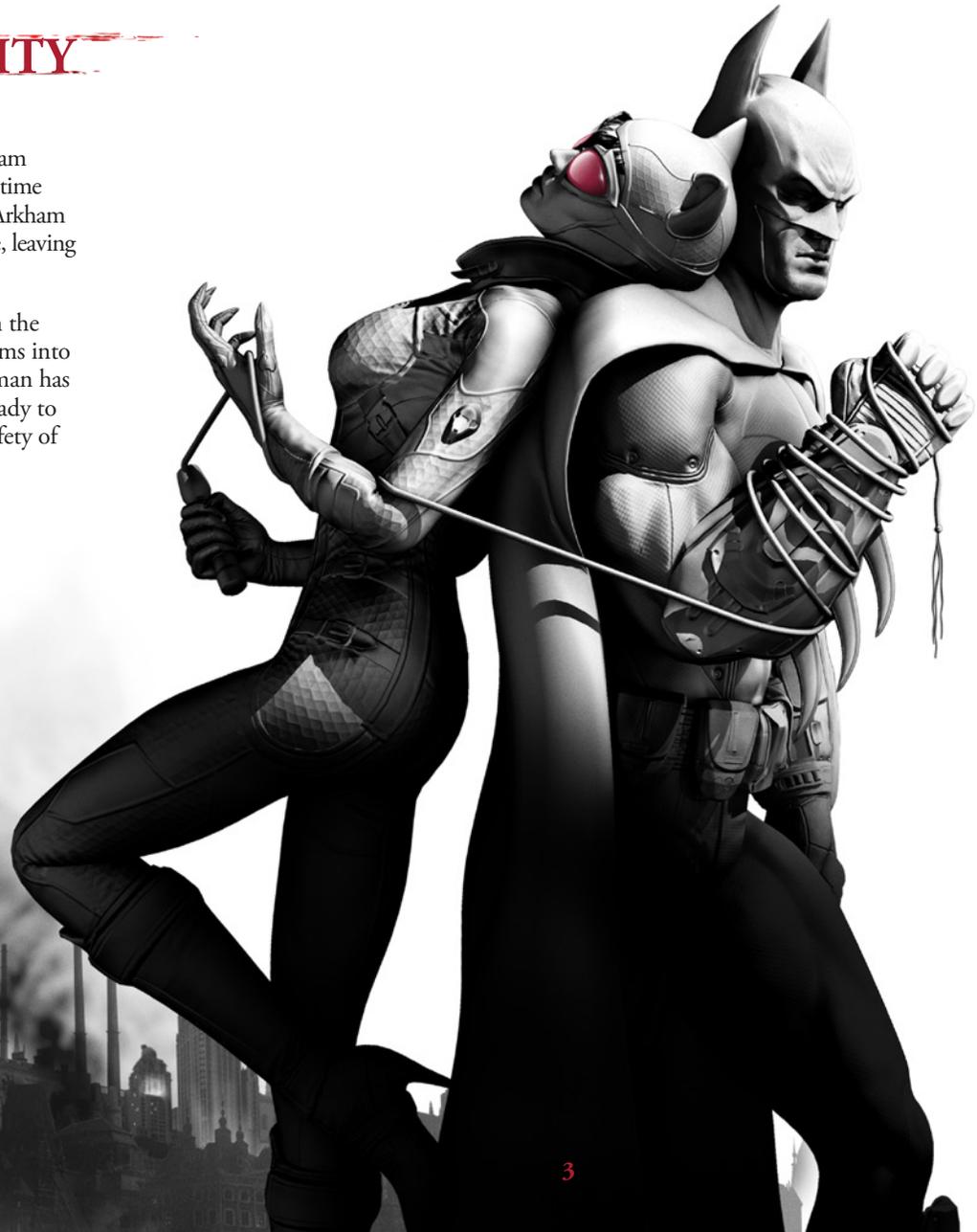
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DARK KNIGHT IN THE CITY

Over a year has passed since the Joker's escape and takeover of Arkham Asylum. Batman was successful in quelling the uprising, but by the time the Joker was back in custody, the damage had already been done. Arkham Asylum and Blackgate Prison were deemed to be not fit for purpose, leaving Gotham City without a place to house its criminals.

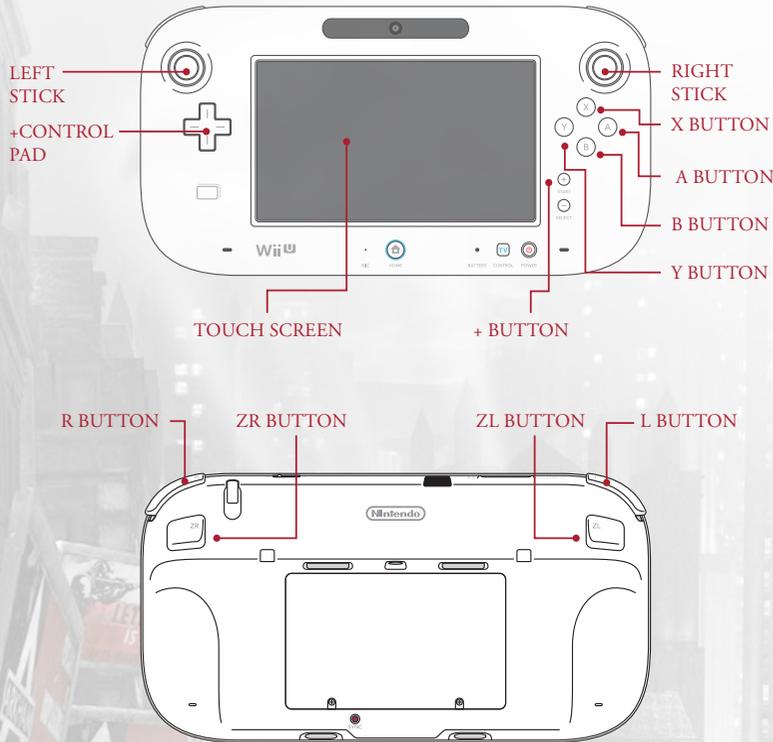
Mayor Quincy Sharp, former warden of Arkham Asylum, began the Arkham City project, converting a huge section of Gotham's slums into a gigantic prison where the inmates are allowed to run free. Batman has maintained a watchful eye on Arkham City since its opening, ready to strike should the situation get out of control and threaten the safety of Gotham's citizens.



YOU ARE UNDER
SURVEILLANCE
ARKHAM

BATMAN CONTROLS

Wii U GAMEPAD



BATMAN CONTROLS

Wii U GAMEPAD

Move	Left Stick
Look around	Right Stick
Run	B Button (hold)
Evade	B Button (double-tap)
Strike	Y Button
Cape Stun	A Button
Counter	X Button
Detective Mode	L Button
Detective Mode Scan	L Button (hold)
Aim Gadget	ZL Button (hold)
Use Gadget	ZR Button (while aiming)
Quickfire Throw Batarang	ZL Button (tap)
Crouch	ZR Button
Grapple	R Button
Gadget Menu	+Control Pad up
Custom Quick Select Gadgets	+Control Pad left/right/down
Center Camera	Press the Left Stick
Zoom	Press the Right Stick
Activate B.A.T. Mode	Press the Left Stick and the Right Stick/Touch the B.A.T. icon on the Touch Screen
Pause	+ Button

Wii U GAMEPAD

The Wii U GamePad brings an all-new way to control *Batman: Arkham City – Armored Edition*. It emulates the BatComputer, providing you with an opportunity to set waypoints using the touch screen, navigate menus, track evidence, detonate explosive gel, and more.

PLAYING THE GAME PLAYING THE GAME

GAME SCREEN

XP

HEALTH /
ARMOR

B.A.T.
METER



COMPASS

The green bar in the upper left corner shows Batman's current experience, or XP, level. Batman can earn XP by defeating criminals, and when the green bar is filled he may purchase an upgrade from WayneTech. The blue bar underneath the XP gauge displays Batman's health. Keep a close eye on Batman's health to avoid being defeated. When you are not in battle, the meters fade away.

At the top of the screen lies the compass. Waypoints are automatically set on the compass when you receive an objective, or you can place custom waypoints to be guided where you wish to go to complete an objective. The targeting reticle appears whenever there is a nearby ledge for Batman to grapple to, or when he is manually aiming a Gadget.

PLAYING THE GAME

PLAYING THE GAME

BASIC COMBAT

Battle Armored Tech Mode

Battle Armored Tech Mode, or B.A.T. Mode, takes advantage of the newly upgraded battle suits for both Batman and Catwoman. These suits build up kinetic energy during combat. When activated, Batman enters B.A.T. mode, doling out more damage and receiving a heightened sense of enemy locations. B.A.T. Mode recharges as you take part in combat, so if you run out, take part in normal combat until it recharges an adequate amount.

Combos

Press **Y** to perform a single strike. Continue pressing **Y** to string together a series of attacks.

Successfully landing strikes, counters, gadget attacks, stuns, and evade moves without taking or missing a hit creates a combo. Combos multiply the amount of XP you receive from a fight. The current multiplier is displayed under the health bar. If Batman is struck or takes too long to land the next hit, then the multiplier ends.

Countering Attacks

When an enemy is about to attack Batman, a lightning bolt icon appears above their head. Before the icon disappears, press **X** to counter the attack.



Stun

Press **A** to cape stun an enemy. During their confusion, you can land a beatdown attack, aerial attack, or make a quick getaway using the grapple gun. Some enemies must be stunned before they can be attacked.

Evade

Leap over enemies or dive out of the way of attacks by quickly pressing **B** twice in quick succession.

Quickfire Gadgets

Some of Batman's gadgets can be fired off quickly during combat without having to manually aim.



PLAYING THE GAME PLAYING THE GAME

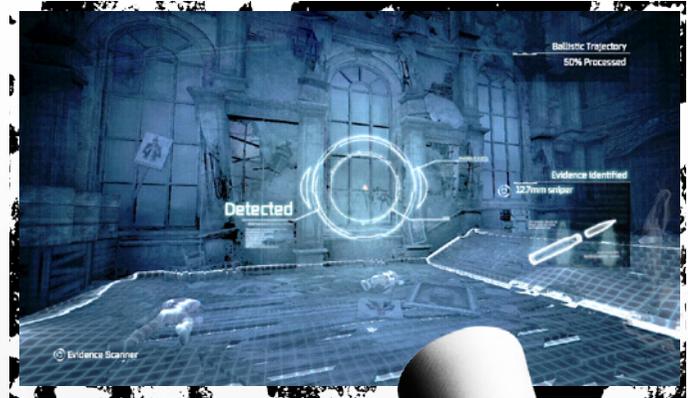
DETECTIVE MODE

Tap  to activate Detective Mode at any time. Detective Mode gives you an alternate view of the surroundings, enabling you to spot enemies, hiding spots, and structural weaknesses in the surrounding environment.

Hiding spots, such as gargoyles and grates, appear orange in color. Enemies with weapons appear orange, while unarmed enemies are colored in blue. Structurally unsound walls that you can break through or destroy appear translucent, with an explosion icon superimposed over them.

While in Detective Mode, you also can get tactical information on enemies or objects, such as what weapons or equipment an enemy has or the specific function of a control panel.

TIP: Detective Mode can also be used to spot hidden clues left by the Riddler. Keep an eye out for his telltale question mark in the environment.



Scanning

By holding , you can instantly scan the area for clues. Use this tool to analyze evidence or mark out-of-reach Riddler trophy locations to find later on.



PLAYING THE GAME PLAYING THE GAME

SONAR MODE

Tap the Sonar icon on your Wii U GamePad to activate Sonar. Sonar is a sound-based navigation system. When Sonar is active, Riddler Trophies, enemy locations, and more will show up on your Wii U GamePad's Touch Screen. Use the slider in the lower right to zoom in or out, increasing the visible range of the Sonar.

INVISIBLE PREDATOR

NOTE: All takedown moves are initiated by pressing (X).

Vantage Points

There are numerous gargoyles keeping watch over Arkham City, and they make provide a perfect location for you to avoid detection and survey the land. Perching on a vantage point while scanning in Detective Mode is a great way to plan the best way to take out foes.



WARNING: Some enemies are equipped with thermal scanners that can detect Batman's presence on a vantage point.

Corner Cover/Corner Cover Takedown

While hidden in Corner Cover, Batman can take out any approaching and unaware enemy when they move into close proximity. While crouching, press (B) to take cover and press (X) to initiate the takedown.

Silent Takedown

To knock out an enemy without his allies becoming aware, hold (ZR) to crouch and sneak up behind the target. Once in range, press (X) to initiate the takedown.

Knockout Smash

During a Silent Takedown, you can instantly render an enemy unconscious by pressing (Y). However, this move is noisy and will attract nearby enemies.

PLAYING THE GAME

Double Takedown

Move silently behind two unaware enemies and press **X** to dish out a skull-cracking move that knocks them both out simultaneously.

Inverted Takedown

If you are perched atop a vantage point, and an enemy wanders underneath Batman, press **X** to ambush them. Note that this move is not silent and will attract nearby enemies. Be prepared to move!

Grate Takedown

If an unaware enemy wanders by while you are hiding under a floor grate, press **X** to leap out and knock them unconscious. This move is noisy, and will attract other enemies to investigate the grate.

Ledge Takedown

While hanging from a ledge, press **X** to reach up and grab an enemy on the walkway above, pulling them over the edge and knocking them out. This takedown is noisy and will attract other enemies.

Hanging Ledge Takedown

If you are standing on a ledge or perched on a railing directly above an enemy, press **X** to drop down and use Batman's legs to silently choke the enemy unconscious.

PLAYING THE GAME

Window/Wooden Wall Takedown

When you find yourself on the opposite side of a window or weakened wall from an enemy, you can smash through and instantly knock out your opponent by pressing **X**. This move generates a lot of noise and will attract any nearby enemies.

NOTE: Only the Silent Takedown, Corner Cover Takedown, and Hanging Ledge Takedown are silent attacks. Be prepared to move quickly when performing one of the other takedowns.

NAVIGATION

Use the Left Stick to move through the environment. Holding **B** while moving causes Batman to run. While running, Batman automatically jumps and climbs over obstacles.

Glide

Batman's cape is specifically designed to allow gliding through the air for long distances. When in the air hold **B** to deploy Batman's cape and use the Left Stick to guide his descent. When gliding, you may use the GamePad's motion controls to adjust your flight.

Dive Boost

Hold **ZR** while gliding to dive straight down. Use this increase in speed to glide longer distances, or catch unsuspecting enemies with a brutal tackle.

PLAYING THE GAME

Grapnel Gun

The grapnel gun is an essential tool in his navigational skills. Simply tap **R** and Batman will instantly grapple and climb to the nearest ledge. Press **A** at any time during a grapple to disengage the hook. The grapnel gun can be upgraded to boost the speed of the grapnel line, launching Batman high in the air. By combining Dive Boosts and Glides, you can cover huge distances without touching the ground.



Slide

While running, press **ZR** to perform a slide kick. Sliding can be used to navigate under small gaps, instantly remove vent covers, or initiate combat.

Drop Attack

When above an enemy, you can perform a Drop Attack if a bat symbol appears above their head. Press **Y** when the symbol appears to drop down on the enemy.

Glide Kick

While gliding or perched on a high vantage point, Batman can initiate a Glide Kick on any enemy in range. When the bat symbol appears above an enemy's head, press **Y** to automatically glide down and attack.

PLAYING THE GAME

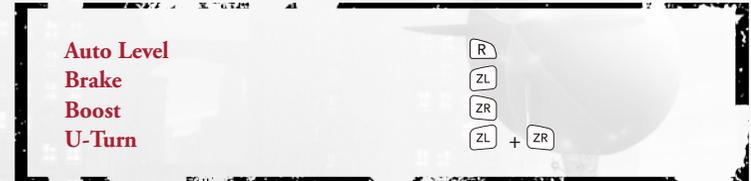
GADGETS

Batman is renowned for his arsenal of crime-fighting technology. Properly utilizing Batman's gadgets is crucial for survival in Arkham City. The Dark Knight starts out with a small number of gadgets, but can acquire more by defeating certain enemies, completing side missions, or purchasing upgrades through WayneTech. Gadgets are selected with **+**.

Batarang

Batman's signature weapon can be used to stun foes or hit objects that are out of reach. Hold **ZL** to aim, and press **ZR** to throw the Batarang. Alternatively, tap **ZL** to quickly fire a Batarang. Up to three Batarangs can be thrown in rapid succession.

Remote Controlled Batarang



The Remote Controlled Batarang is useful for hitting switches and objects that are out of reach. You can control the speed and direction of this Batarang as it flies through the air via motion controls, as well. This gadget can be upgraded to fire a pre-programmed Batarang that will loop back on itself and hit an enemy from behind.

Batclaw

The Batclaw is used primarily to interact with out of reach objects and pull them towards you. Hold **ZL** and move the GamePad or the Right Stick to aim, and press **ZR** to fire the Batclaw. The Batclaw can be upgraded to disarm gun-wielding enemies.

Explosive Gel

Batman's Explosive Gel is used to temporarily incapacitate enemies or explode through structural weaknesses. Hold **[ZL]** to aim, and press **[ZR]** to place a charge of Explosive Gel. Up to three charges may be placed before detonation. Press **[ZL]** and **[R]** to detonate the all the Explosive Gel charges at once. To quick-detonate the gel, hold **[ZL]** and press **[Y]**. Finally, you may tap the icons on the GamePad's touch screen while holding **[ZL]** to detonate the charges. When Sonar is activated, you may detonate the charges one at a time by tapping them on the touch screen.

Cryptographic Sequencer

The Cryptographic Sequencer comes in handy when Batman needs to decrypt a secure radio frequency, hack into a security console, or break an electronic door lock. Hold **[ZL]** to ready the gadget, press **[ZR]** to deploy the tool, and then use the touch screen to interact with the device.

Smoke Pellet

Smoke Pellets flood an area with a disorientating smoke, allowing Batman to escape while under fire or create confusion among a group of enemies. Hold **[ZL]** and tap the touch screen to aim. While aiming, press **[ZR]** to throw a Smoke Pellet, or press **[R]** to drop a pellet at Batman's feet. You may also tap the icon on the touch screen to drop a Smoke Pellet.

REC (Remote Electrical Charge)

The REC provides electricity to power down generators and electromagnets, opening up new areas for Batman or creating a diversion. It can also be used to administer a non-lethal shock to enemies. Hold **[ZL]** and move the GamePad or the Right Stick to aim, and press **[ZR]** to fire a positive charge, press **[R]** to fire a negative charge, or use the icons on the touch screen to fire positive or negative charges. You may also use the touch screen to interact with the generators that are scattered around Arkham City.

Line Launcher

The Line Launcher is a navigational tool that allows Batman to quickly move across a horizontal area. Hold **[ZL]** and move the GamePad or the Right Stick to aim. While aiming, press **[ZR]** to fire a line and begin zipping to your destination. Holding **[ZR]** while zipping across the line allows Batman to fire another line and change directions.

This gadget can be upgraded to allow Batman to flip onto the line and use it as a tightrope. Once upgraded, press **[R]** while zipping to walk on the line.

Freeze Blast

These grenades, based on Mr. Freeze's technology, allow Batman to temporarily hold enemies in place or freeze water at any temperature. Hold **[ZL]** and tap the touch screen to aim. Press **[ZR]** or tap the icon on the touch screen to fire a grenade.

This gadget may be upgraded, allowing the Freeze Blast to be used as a mine by pressing **[R]** or tapping the icon on the touch screen.

Freeze Cluster Grenade

This advanced Freeze weapon creates a large blast radius capable of freezing multiple enemies to the ground at once. Trapped enemies are free to move their torso and attack, so beware when freezing enemies with firearms. Hold **[ZL]** and tap the touch screen to aim and press **[ZR]** to fire the cluster grenade. In addition, you can tap the icon on the touch screen to throw the Freeze Cluster Grenade.

Disruptor

The Disruptor is a side mission upgrade, used to remotely detonate mines or shut down freeze-based weapons. Hold **[ZL]** and move the GamePad or the Right Stick to aim, and hold **[ZR]** to disable the targeted device. It may be used up to two times before a recharge period is required. This gadget can be upgraded to disable standard firearms.

PLAYING THE GAME

BATCOMPUTER

Use your Wii U GamePad to access the Batcomputer. You can set waypoints, review character dossiers, or access WayneTech to purchase new gadget upgrades and skills.

Map/Objectives

Through sophisticated satellite technology, the Batcomputer contains a detailed map of Arkham City. You may view waypoints for your current objectives or side missions, and set custom waypoints to guide yourself as you travel to a certain point on the map.

Highlight an area on the map and double-tap a point on the Wii U GamePad's touch screen to set a custom waypoint. A white marker appears on Batman's compass to guide the way, and a signal appears in the sky above the custom waypoint location.



Batcomputer Data

Access data files on important people or stories you run across in Arkham City, in addition to the Challenges you've found that the Riddler scattered around the city.

WayneTech

Use the XP earned in combat to purchase new skills or gadget upgrades. Each full bar of XP earned allows you to purchase one item from WayneTech.

Challenges

The Riddler has set up puzzles and trophies all over Arkham City, with the intent of testing Batman's drive to find them all. This section of the Batcomputer is used to track the trophies and puzzles in each district of Arkham City. Solve the Riddler's puzzles to unlock bonus content such as challenge rooms and concept art.

TIP: Certain criminals in Arkham City are working covertly for the Riddler, and appear with a green highlight in Detective Mode. Single out these thugs and interrogate them to gain more information about the Riddler's master scheme.

PLAYING AS CATWOMAN

After completing Catwoman's story in the main game, keep an eye on the rooftops of Arkham City for groups of cats lounging together to switch characters. These areas are also marked on the Batcomputer map with a pink Catwoman marker. Approach these friendly felines to switch control to Catwoman.

Move	Left Stick
Look around	Right Stick
Run	B Button (hold)
Evade	B Button (double-tap)
Strike	Y Button
Whip Stun	A Button
Counter	X Button
Thief Vision	L Button
Aim Gadget	ZL Button (hold)
Use Gadget	ZR Button (while aiming)
Quickfire Whip	ZL Button (tap)
Crouch	ZR Button
Claw Climb	R Button
Gadget Menu	+Control Pad up
Custom Quick Select Gadgets	+Control Pad left/right/down
Center Camera	Press the Left Stick
Zoom	Press the Right Stick
Activate B.A.T. Mode	Press the Left Stick and the Right Stick/Touch the B.A.T. icon on the Touch Screen
Pause	+ Button



MAIN MENU

NOTE: *Batman: Arkham City – Armored Edition* automatically saves your progress at certain checkpoints. When the autosave icon appears on your screen, do not turn off the console or eject the disc.

New Game

Begin a new *Batman: Arkham City – Armored Edition* game from the beginning, or continue a story from the last saved checkpoint.

Riddler's Revenge

Take on several challenges set up by the Riddler to push Batman to his limits. Several of these maps are unlocked over time as you progress through the campaign. Additional challenges can be unlocked by finding Riddler Trophies scattered throughout Arkham City. In addition, you may play as Catwoman, Robin, and Nightwing while attempting to complete challenges.

CHALLENGES: Take on the Riddler's challenges with no set modifiers.

CUSTOM CHALLENGES: Select a map, and then add multiple modifiers to create a unique challenge.

CAMPAIGNS: Fight your way through a gauntlet of challenges, while tactically choosing which modifiers to use on each map. The only requirement is that you must have used every modifier by the end of the campaign.

Statistics

View gameplay statistics and track your overall progress through the game.

MAIN MENU

Character Trophies

View 3D character models unlocked by finding Riddler Trophies while exploring Arkham City.

Options

Adjust game settings, view controls, and switch to or from Transfer Mode.

New Game Plus

Start a new game with all of the gadgets and upgrades earned in your first playthrough of *Batman: Arkham City – Armored Edition*. Enemies appear in different configurations and the overall difficulty is increased. You must complete the main story at least once on Normal or Hard difficulty to unlock this option.

Catwoman Episodes

Play through Catwoman's missions. Missions become available as you progress through the Story.

Harley Quinn's Revenge

Start a new mission set after the events of Arkham City.

Story Synopsis

Review your story progress on the game save currently in progress.

Concept Art

View environment and character concept art. Unlock new art by finding Riddler Trophies

Credits

View the *Batman: Arkham City – Armored Edition* City credits.

OPTIONS

GAME OPTIONS

INVERT LOOK: Select to invert the controls while moving the camera up and down.

INVERT ROTATION: Select to invert the controls while rotating the camera.

INVERT FLIGHT CONTROLS: Invert the controls while Batman is gliding.

INVERT BATARANG FLIGHT CONTROLS: Invert the controls when steering the Remote Controlled Batarang.

CAMERA ASSIST: Select if you would like to use the Camera Assist feature.

HINTS: Turn in-game hints on or off.

MOTION CONTROLLED GLIDE: Decide whether or not to use motions to control your glide.

MOTION CONTROL FUNCTION: Turn the motion control on or off.

BRIGHTNESS: Adjust the brightness of the game.

RUMBLE FEATURE: Turn the rumble feature on or off.

AUDIO OPTIONS

SUBTITLES: Select if you would like to display in-game subtitles.

SFX VOLUME: Adjust the volume for sound effects.

MUSIC VOLUME: Set the volume for the music of

Batman: Arkham City – Armored Edition.

DIALOGUE VOLUME: Adjust the volume for all dialogue in the game.

OPTIONS

CONTROLS

View the general gameplay controls for *Batman: Arkham City – Armored Edition.*

GAMEPAD ONLY MODE

Activate GamePad Only Mode to operate *Batman: Arkham City – Armored Edition* from your Wii U GamePad. When GamePad Only Mode is activated, gameplay and menus appear on the Wii U GamePad.



PAUSE MENU

Press ⊕ at any time during gameplay to enter the pause menu.

Resume

Return to the game currently in progress.

Game Options

Adjust gameplay and brightness settings.

Audio Options

Adjust volume and subtitle settings.

Controls

Review the gameplay controls.

GamePad Only Mode

Activate or deactivate GamePad Only Mode.

Restart

Resume the game from the last saved checkpoint.

Exit

Quit the game and return to the main menu. Any unsaved progress will be lost.

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WB Games Customer Support

c/o e/c Technical Support
10720 Gilroy Road
Hunt Valley, MD 21031

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