

BATMAN

ARKHAM ASYLUM



rocksteady



EPILEPSY WARNING

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 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 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 a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor.
- 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.



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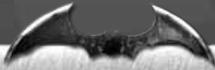
INTRODUCTION

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?



INSTALLATION & ACTIVATION

Installation is a one-time process that only takes a few minutes. It is important that the game is installed correctly before playing. Please follow the instructions below:

1. Double-click on the **BatmanArkhamAsylum.dmg** file and wait for the **Batman Arkham Asylum** icon to appear on your desktop.
2. Double-click on the **Batman Arkham Asylum** icon to open it.
3. Drag the **Batman Arkham Asylum application icon** onto the **Applications folder** that appears next to it. It will start to copy across.
4. Once the copy has finished, drag the **Batman Arkham Asylum icon** on your Desktop to the Trash. You may now delete the **BatmanArkhamAsylum.dmg** file.
5. Once installation is complete, double-click on the **Batman Arkham Asylum application icon** in the **Applications folder** on your hard drive. The pre-game Options window will appear showing the Activation Panel.
6. Enter your Product Key into the six empty boxes. Once the Product Key has been entered, the **Save** button in the right-hand corner of the Panel will activate.
7. Click the **Save** button to save your Product Key.
8. Click the **Activate Online...** button in the Activation Panel. A dialog will appear confirming that your Product Key will be sent to Feral. Click the **Activate Online** button in the dialog.
9. The Activation Panel will update showing you the number of machines on which you are allowed to activate the game and how many machines are currently activated. You can now play the game without an internet connection.

You may now move onto the "Getting Started" section opposite, which will take you through playing the game for the first time.

GETTING STARTED

1. If **Batman Arkham Asylum** is not already running, double-click on the **Batman Arkham Asylum application icon**. By default this is to be found in the **Applications folder** on your computer's hard drive.
2. The pre-game options screen will appear. Click on the **Play** button. The game will launch.
3. When the title screen appears, press **return** (or ) on the keyboard, or **Start** on a gamepad to select the game input device.
4. A **Saved Game Select** menu will appear, highlight one of the slots and press **return** (or ) to continue.
5. You will now be shown the **Game Options** menu where you can set the brightness level and enable subtitles. Highlight **Continue** and press **return** (or )
6. Now select the difficulty setting for the game. **Normal** is the default setting which should be challenging enough for most players.
7. Once you are happy with the difficulty setting, press **return** (or ) and you will soon find yourself in the **Batmobile**, escorting **The Joker** through the dark streets of **Gotham City**. The next stop is **Arkham Asylum**, where the night is just beginning...

MENU SELECTION

Use     to view and cycle through the different game options.

Use  (or ) to select something, accept changes to an option setting or progress to the next screen.

Use  within a sub menu to return to the previous screen.

TITLE MENU

- Press Start** Choose this option to start a new game.
- Saved Game 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.
- Continue Story** 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 try to attain the top rank.
- Extra 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 contains a number of checkpoints which **Batman** must pass to progress. This icon  will appear on the screen informing you when **Batman** has passed a checkpoint and that the game is saving your progress.

When you select your profile at the start of a game it will load the last checkpoint passed.



CONTROLS

KEYBOARD AND MOUSE CONTROLS

Movement

Control	Action
W A S D	Movement - Sneak, Walk, & Run
Mouse Movement	Rotate camera
control / caps lock	Crouch / Drop Down
space	Run / Climb / Glide / Use
space x2	Evade
Z	Zoom
F / Mouse Thumb Button 1	Grapple
space (When crouching by a corner)	Corner cover

Combat

Control	Action
Left Mouse Button	Strike
T / Right Mouse Button	Counter / Silent Takedown
E / Middle Mouse Button	Cape Stun
shift + Left Mouse Button	Throw (Requires upgrade)*
shift + Right Mouse Button	Takedown (Requires upgrade)*
space x2 (When pressing towards an enemy)	Redirect
control + Right Mouse Button (Next to a prone enemy)	Ground Takedown
Q / Mouse Thumb Button 2	Quick Batarang
C	Quick Batclaw (Requires upgrade)*

Item Controls

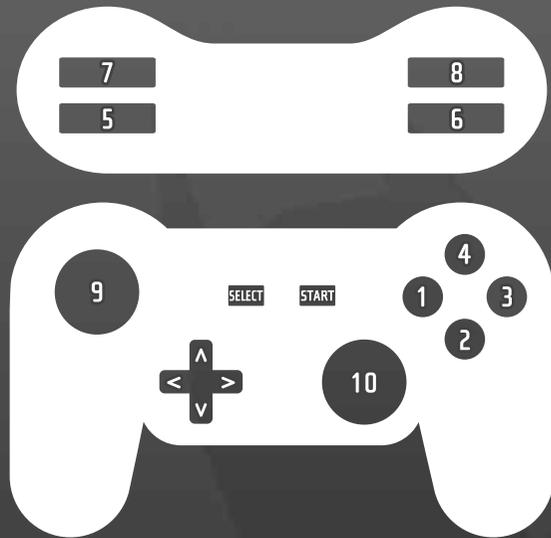
Control	Action
G (Hold) / Right Mouse Button (Hold)	Ready Gadget
Left Mouse Button	Use Gadget
R / Middle Mouse Button	Detonate Explosive Gel / Sonic Batarang (Both require upgrade)*
X (Tap)	Toggle Detective Mode
X (Hold)	Environment Scan
Mouse Scroll Up	Previous Gadget
Mouse Scroll Down	Next Gadget
1 - 8	Gadget Quick Select
tab	Show Map / Level Up (When available)

*As you gain more experience (XP) you will be able to upgrade **Batman's** skills and gadgets.



GAMEPAD CONTROLS

Batman: Arkham Asylum works just fine with your Mac's keyboard and mouse, however we recommend using a gamepad with a dual analog stick and at least 10 buttons. The diagram below is based on a standard controller; all gamepads have similar buttons but may differ slightly from those shown.



Movement

Control	Action
9	Movement - Sneak, Walk, & Run
10	Rotate camera
8	Crouch
3	Drop Down (when hanging from ledge)
2	Run / Climb / Glide / Use
2 x2	Evade
10 (Click)	Zoom
6	Grapple
9 (Click)	Centre camera
2 (When crouching by a corner)	Corner cover

Combat

Control	Action
1	Strike
4	Counter / Silent Takedown
3	Cape Stun
2 + 1	Throw (Requires upgrade)
3 + 4	Takedown (Requires upgrade)
2 x2 (When pressing towards an enemy)	Redirect
8 + 4 (Next to a prone enemy)	Ground Takedown
7 (Tap)	Quick Batarang
8 x2	Quick Batclaw (Requires upgrade)

Item Controls

Control	Action
7 (Hold)	Ready Gadget
8	Use Gadget
6	Detonate Explosive Gel / Sonic Batarang (Both require upgrade)
5 (Tap)	Toggle Detective Mode
5 (Hold)	Environment Scan
	Select Gadget
SELECT	Show Map / Level Up (When available)

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 Left Mouse Button.

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

Cape Stun: This will temporarily stun any attacker. For armed melee enemies, **Batman** should stun them with **E** 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 **space**.

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 **Q**, or aimed and then thrown by holding the Right Mouse Button and pressing the Left Mouse button.

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 **Grapnel** icon. If a grapple point is available but not visible on-screen, an icon with an arrow pointing upwards will appear at the top of the screen.

Gadgets can be selected by using the Mouse Scroll or Quick Select (**1** - **8**). Ready the selected gadget by holding the Right Mouse Button and then press the Left Mouse Button to use it.

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, 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, providing tactical analysis on a situation.

To activate Detective Mode, press **X** on your keyboard.

During Detective Mode, enemies are analyzed to gauge their threat level, what items they have and their current state of mind. As **Batman** picks off the enemies one by one, those that remain will become increasingly nervous.



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 **X** on your keyboard.



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.

IN-GAME MENUS

WAYNETECH

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

This is accessed from the in game menu with **tab** and cycling to it with **-** and **+**.

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.

To zoom in and out of the map press **[** and **]**.

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.

This is accessed from the in-game menu with **tab** and cycling **-** and **+**.

Each area can be accessed by cycling **{** and **}**.



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 play audio records and cycle through Character Attributes.

To select an evidence recording, highlight the tape icon and press **return** (or **↵**).

To cycle character facts press **control**.



TECHNICAL SUPPORT

Every effort has been made to make Batman: Arkham Asylum compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information MUST be obtained BEFORE contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A **Batman Arkham Asylum Report.txt** file, this contains:
 - An Apple System Profiler Report of your Mac.
 - Any Crash Logs that exist.
 - A list of the game's contents.

All the information required can be obtained by loading Batman: Arkham Asylum and clicking on the support tab in the pre-game options window. In the support tab click on the **Generate Report** button. Once the report is generated it will appear as a file on your desktop. Now click on the **Create Email** button.

Remember to attach the report called **Batman Arkham Asylum Report.txt** to your e-mail.

CONTACT US

Online Support

Visit our website at www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-mail Support

If you cannot find an answer to your question on the website, email to the following address: bmaasupport@feralinteractive.com

The subject line of your e-mail must include the words "Batman Arkham Asylum".

Remember to attach the report called **Batman Arkham Asylum Report.txt** to your e-mail.

Phone Support

If you prefer to speak with a member of the support team, you may call on the following numbers:

United States Callers

Tel: 1-888-592-9925 (Toll Free)

Available between 9.00am and 6.00pm Central Standard Time, Monday to Friday.

United Kingdom Callers

Tel: 020 8875 9787

Available between 9.00am and 6.00pm GMT, Monday to Friday.

International Callers

Tel: +44 20 8875 9787

Available between 9.00am and 6.00pm GMT, Monday to Friday.

Outside of business hours, please leave a message with your name, number and the game for which you are seeking support.



CREDITS

Originally developed by: **Rocksteady Studios Ltd.**

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Macintosh development by: **Feral Interactive Ltd.**

Macintosh publishing by: **Feral Interactive Ltd.**



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WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product together with this manual by registered letter to:

Feral Returns

64 Kimber Road
London SW18 4PP
United Kingdom

Please state your full name and address (including postcode), as well as the date and location of purchase.

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The User recognizes expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

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The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product. As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

KEYBOARD AND MOUSE CONTROLS

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W A S D	Movement - Sneak, Walk, & Run
Mouse Movement	Rotate camera
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