



A	Jump	You could double jump by pressing A again while you are in the air. If you hold A, you will glide.
B	Attack	You could use different attacks by holding different directions while attacking.
R	Use Gadget	Each gadget has a different function. Check them all out in the gadget section of the walkthrough.
L	Block	Blocks enemies attacks. You could also counter their attacks by pressing the attack button at the right time.
Start	Pause	Here, you can do just about anything. You could wait and do something else, return to main menu, save some battery power with sleep, and you could change the music and sound effects volume.
Select	Change Gadgets	This will let you change whatever gadget you are using. The gadget that is currently equipped will be in the upper right hand corner. Check out what each gadget does in the gadget section of the walkthrough.

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### Advanced Controls

| Button    | Main Effect      | Special Features                                                                                          |
|-----------|------------------|-----------------------------------------------------------------------------------------------------------|
| B         | Punch/Kick Combo | This is the basic combo, good for inflicting a bit of damage quickly.                                     |
| Up+B      | Upper Cut        | Most powerful attack. Could knock out an unwary thug from behind in one hit if they aren't stunned.       |
| Forward+B | Lunge Attack     | This attack is you punching at them while you jump at them. It's powerful and can lead into a good combo. |
| Back+B    | Chop             | This will go into a strong combo, not too effective by itself.                                            |
| Down+B    | Sweep Kick       | This will make a sweeping kick that is good for enemies that only punch and can push them back.           |
| Run+B     | Dive Attack      | This will make a diving kick attack that will knock enemies down.                                         |

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## 2. - Walkthrough

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### 2.1 - Prologue

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|Location - Near the beginning, you will enter a warehouse through the |
| skylight. Move to the right until you see the ceiling collapse. Go |
| to the right and grab onto the pipe. Now move across it and get |
| behind the boxes to grab the bat symbol. |
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|_____ / First Quest /
|_____ /

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|_____ / Bat Symbols /
/|
|Location - This one will be in the area of the balconies that you have to |
| across. Get into the next building and this bat symbol will be on |
| the middle level. |
|
|_____ / Second Quest /
|_____ /

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Wait for the thug below you to start moving to the right. Chase after him and throw a batarang at him. It will temporarily stun him. In this time, you should start beating him up until you knock him out. Now start moving to the right. You will see a sky light on an elevated platform with a thug to the right of it. Fall down to the left of it and throw a batarang at it. Now jump in to enter the warehouse.

Now you will fall down in between two thugs. Jump over the thug to the right and jump on those crates. If you want, you could take them out by using a low kick towards the left end of the boxes. You don't get anything special for knocking them out so just continue to the right. You will see a fire start. Keep moving to the right and pay attention to the fire. Some of it will be on the platform you are on. For that part, you could jump onto the pipe and move across to the right.

Now move to the far right and the ceiling will collapse. Keep moving to the right and jump onto that pipe. Press up to get closer to it and move to the right. Get the bat logo there and get out the way you came in. Go to where the ceiling collapsed and switch to the grapple (select switches items.) Get up to the second floor and move to the right. Destroy the boards in your path by punching them or with batarangs. Now go down the elevator shaft and brake those boards. Move to your right and knock out that guard. Now get to the window to the far right and press up to get on the balcony.

Move to the right along this balcony and look where the floor is damaged. At that spot, you will have to jump. Climb up the ladder to the right when you reach it. Move to the left and jump over that gap. Climb up the next ladder and start moving to the right. Jump onto the pipe at the end of this balcony and move all the way to the end of it. Jump off the end of it and onto the roof of the next building. Knock that guard out there and move to the right to enter the building.

Climb down the ladder and start moving to the left. A thug will come out of the first door. Knock him out quickly and climb down the pipe. Go all the way down that pipe and move to the right. Enter the door there. You could roll under the steam coming out of these pipes by pressing down then left. Avoid the steam and keep moving to the left. You will reach one of Dr. Crane's patients. Batarangs won't work on him so don't bother. Go for low kicks until you knock him out. Now go into the door to the left. Now just move to the left and talk to Dr. Crane. He'll spray you with his mystery gas and you'll enter the next level.

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Bat Symbols

|Location - At the beginning, go to the right where you see two poles you could climb. Jump up to the top of them and to the left of them will be a bat symbol.

|Location - Two guards into the stealth portion. It will be on the top of some barrels, you can't miss it.

|Location - When you have to rush out of the burning monatory, look for the part where you go to the left and the second time debri is falling. There will be a pipe at that section. Move to the left and go down, knock that ninja down and continue to the left of that low area for the bat symbol.

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First Quest

|Location - Just after the area where you will learn how to use the shurikens. It will just be outside after the section of the doors.

|Location - This one will be at the beginning of the stealth section. It will be to the left of the first ninja you see.

|Location - You will reach this one when you are escaping from the monastery in the second screen. When you activate the moving platform that goes to the left, you will have to get on it. Duck under the fire and quickly jump after it to grab that bat symbol.

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Second Quest

Start moving to the right and climb the rock formations. You will then see two pipes you could climb. Double jump to get as high onto the first one as possible, then quickly double jump to get as high onto the next one as possible. Now jump onto the platform to the right and talk to the ninja. He will teach you how to roll. Roll to the right to get under the two objects. Go to the right and climb the ladder. Grab onto the rope along the top and press up to get closer to it. Now move to the right and fall when you can.

Move to the right and you will see a ladder. Unfortunately, this ladder is too high for you to reach. You will have to double jump, grab onto the wall, and jump off of it to grab onto the ladder. Now climb up and talk to the ninja to the right. He will teach you how to run. You will have to run to the right and double jump to make it to the next platform. Don't worry if you don't make the jump, you could go to the left and climb those barrels and try again.

Now go to the right and start jumping across the ropes. You could swing on these ropes by pressing left and right to gain momentum. You really don't need to swing for these ropes, but remember that you can for the future. Roll under these two objects and keep moving to the right. You will reach a large pillar and a wall to the right. Double jump onto the wall, double jump onto the pillar, and then double jump onto the platform to the right. Talk to Ducard to enter the next area.

Move to the right. There will be a few doors in your path. You could open them by hitting the gongs. They will all be in different positions. The first one is

in the right position where you could just punch it. The next one will be on the ground, duck and do a low kick to hit it. The third will be higher up where you will have to do a jump attack to reach it. Now talk to the ninja to the right. He will tell you how to throw a shuriken. Move to the right and throw one to hit that gong. Jump up and move to the right. Throw a shuriken at the next gong, you will have to duck to hit it. Jump up again and keep moving to the right. The last gong will be in the upper right hand corner of this room behind the flames. Jump from the edge and throw a shuriken at it. Now fall and move to the right.

Now you will be in a small fighting stage. You don't necessarily have to do the attacks they tell you, it's just nice to practice them. The easiest way is to go to the far right of this area. Just keep throwing shurikens at the enemies and fighting the ninjas that are near. Pay attention to what they have to say though. They will teach you a few good fighting techniques that will be very essential for this game.

Now you will learn about stealth. It will be very important so pay attention to this mission. Start wall jumping all the way to the top of this narrow shaft and grab onto the pipe at the top. Press up to squeeze through the next area and fall down doing an attack. Now move to the right and climb the platforms. Hang onto the edge of the top platform and wait there. The ninja will come back. Wait until he does and move to the right once he turns around. DON'T run or you will be detected. Instead, walk to the right and jump onto the pipe at the top.

Wait there for the ninja to start walking to the right again. Fall down behind him and follow him. There will be a few alcoves in the wall. You could hold up to hide in it. Hide in the second alcove and move to the right. Climb the barrels and grab the bat logo. Now go to the right and hit the gong. Go down the elevator and move to the right. Climb the barrels and wait for a ninja to start moving to the left. Follow him and hide in the alcoves. Talk to the last ninja and you will talk to Ra's al Ghul.

Now you will have to fight Ra's al Ghul. You don't have to kill him. Attack him until he gets knocked down to the ground. While he is knocked down, you will have to destroy the four pillars. You could either kick them or throw shurikens at the broken pieces. It will be the damaged part of the pillar you have to hit. There are a total of four. You could easily kick the three to the right, but throw shurikens at the one to the far left to destroy it without getting burnt.

Now you have to get out of here in a hurry! Run to the right and jump over the barrels in your path. Climb up the shaft to the far right as quickly as possible and start moving to the left when you reach the top. You will see a flame on the low ceiling. Roll under it and wait for some debris to fall in front of you. Now go past it and climb the barrels to the left. Keep running to the left and you will have to make a running jump.

Now start running to the left and perform a double jump over this small wall. Keep running to avoid this first ninja. Jump onto the platform to the left and keep running to the left. Jump over the flames and keep moving until you reach a door. There will be a gong above it under the flames you have to hit. Jump and throw a shuriken at it to open the door. Now go left and take the lower route. Knock out that ninja and keep moving to the right. Throw a shuriken at the gong there and go back to the right. Climb the ladder and jump onto the platform to the left. Duck under the flames and jump onto the platform to the left. Jump onto the pipe and get past the fire. Now move to the right and you'll save Ducard.

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2.3 - The Docks  
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\_\_\_\_\_/ Bat Symbols /\_\_\_\_\_

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|Location - At the beginning, move to the right and enter the warehouse. Jump |  
| onto the crate to the left and keep jumping to the left. There |  
| will be one crate to the far left with the bat symbol on it. |  
| |  
|Location - Right above the door of the area just after the person you |  
| interrogated with the baseball bat. |  
| |  
|Location - Just before the container of drugs you open, there is an open room |  
| in the warehouse. Jump up to the platform to the left. |

\_\_\_\_\_/ First Quest /\_\_\_\_\_

\_\_\_\_\_/ Bat Symbols /\_\_\_\_\_

/\_\_\_\_\_/ |  
|Location - The first bat symbol will be on the second floor of the first |  
| warehouse you enter. Throw a smoke grenade so the cop won't see |  
| you and jump over him to get it, just don't run or he will spot |  
| you. |  
| |  
|Location - In the area after the first thug you interrogate. There will be an |  
| elevator you have to activate to advance. It will be to the left |  
| above a high box near that elevator. |  
| |  
|Location - In the area where you have to move to the right in the warehouse, |  
| there will be a door at the top. The Bat Symbol is on the lower |  
| level behind a thug with a gun. |

\_\_\_\_\_/ Second Quest /\_\_\_\_\_

Look at the cop to the right of you. Wait for him to move to the right then follow him. You need to hide in between the two storage containers there and wait for him to walk back past you. Now keep moving to the right and jump onto that crate. Do the same thing for the next cops. Jump on the crates after the last cop as quickly as possible. Now go to the right and look for the pipe on the ceiling. Climb along that to get over the cop. Once he turns to the left, fall down and continue to the right. Keep moving to the right and there will be a thug. You could fight him but just avoid him. Use the same strategy you used against the first cops where you hid in the alcove. Continue to the right and jump onto the platform to enter the next area.

Now watch the thug to your right. Once he turns away from you, roll under the boxes. Quickly hide in the alcove and wait for him to walk back past you again. Now jump onto the crates to the right. Throw a batarang at the suspended crate to the right and it will drop on the thug's head. You could now go down and beat him up or just run past him. Jump on the next crates and wait for that thug to get under the crate. Throw a batarang at the crate when ready and beat that thug up. Now continue to the right and a thug will spot you. Throw a batarang at him to stun him and then beat him up. Now jump up onto the roof of the next building by wall jumping. Go to the right and hide in the alcove to avoid the next guard. Now go by him and wall jump to the top of these crates, go through the window up there.

Now you have to take the high route here. If you fall down, just backtrack to

the left and get back to where you started. Run and do a double jump to get onto the container. Now make a running jump and grab onto the hook. Swing and jump onto the next container. Wait there and you will see a thug. Wait for him to turn around and fall down to hide in that alcove. Wait for him to pass you and quickly move to the right. Now make a running double jump to grab onto the chain here. Continue to the right and fall into the hole in the floor. Beat up this thug and listen to what he has to say. Keep beating him up until he falls to get all of the info out of him. Go through the door to the left when you knocked him out.

Look to the left and you will see that the floor is damaged. Make a running double jump to get over it for a good vantage point. Go down the ladder and climb the boxes here. Wait for the thug to walk to the right and hide in that alcove. Get past him and continue to the right. You will have to roll to get under this area. Double jump up these walls and go to the right up here. Throw a batarang to the right to hit the switch. Fall back down and continue rolling to the right. Climb to the top and move to the right. You will see there are three different levels here. Fall down to the second level with the crates and throw a batarang to the right to hit that switch. Now fall all the way down and throw a batarang at the thug to the right. Beat him up and keep climbing up this area. Jump on the elevator to the left and jump to grab the pipe along the ceiling. Start moving to the right and climb down the next pipe. Now move to the left and wait for the thug to move to the far left. No drop behind him and run to the right, go through the door.

Jump over the crate to the right and quickly crouch. Roll to the right and get right in front of that box. Look for your best opportunity to jump over the box and strike. You will need to double jump when you do it or you will still get hit. Start beating him up and move into the door to enter the next area when you knocked him out. Start moving to the right. Quickly duck after the conversation. Roll towards him and start beating him up. Keep beating him up until you kick him into the storage container. Now start punching the storage container until you get all of the information out of him that you need.

Climb the crates to the right and grab onto the ledge above you. Wait for the thug to turn around and get on that platform. Hide in the alcove to avoid him. Grab onto the pipe that goes along the ceiling and move to the right on it. Get over the crates and jump off at the end. Knock out that thug and grab onto the chain to the right. Swing on it to jump onto the higher platform to the right. Knock this thug out. Go to the right and go through the door.

Jump down to the right and knock this thug out. Keep going to the right and hit the switch. Now go back to that balcony that you started on. Make a running double jump and glide onto the crate you just lowered. Hit that switch and fall back down. Now continue to the right. Hit the switch at the end of this path and go back to the left. Jump onto the lowered crate and do a wall jump off the wall on the left. Grab onto the crate to the right. Now go to the right and climb down the ladder. Look below you and fall down when the thug walks past you. Hide in the alcove to the left and hit the switch. Leave the thugs alone and jump back up to the higher platform. Climb the ladder and jump across the moving platforms. Duck under the crate and jump onto the roof of the next building.

Grab onto the pipe to the right and slowly slide down. Glide to the right and grab onto the chain. Swing and jump to the right. Now jump up and on the higher platform will be a bat logo. Now move to the right and hit the switch with your batarang. Keep moving towards the container for a short cut scene. Now keep going to the right and you will have to fight Falcone. First he will send his thugs after you. Just make all of them be in front of you and attack them all at once. Once you knock them all out, you will fight Falcone. Use low kicks

because he won't block those. After you bring him to low health, he will send more thugs after you. Beat all of those thugs up and then you could beat him up again. If you can't beat him up again, make sure you knock out all of his guards, there will be one to the left in case you missed him.

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2.4 - Gotham City  
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\_\_\_\_\_ / Bat Symbols / \_\_\_\_\_ |  
/ \_\_\_\_\_ |  
|Location - You need to enter the club and reach the second laser set. Above |  
| \_\_\_\_\_ the horizontal laser, will be a bat symbol. You will need to use |  
| your grapple to reach it. |  
| |  
|Location - At the very beginning of the area just after the area where you |  
| \_\_\_\_\_ will have to climb to the top of the warehouse. It will be just |  
| above the door and you will need to use your grapple to get it. |  
| |  
|Location - Near the end where you are jumping across the roof tops. It will |  
| \_\_\_\_\_ at the top of two poles you have to climb up just before an |  
| elevator. |  
| |  
| \_\_\_\_\_ /  
| \_\_\_\_\_ / First Quest /  
| \_\_\_\_\_

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\_\_\_\_\_ / Bat Symbols / \_\_\_\_\_ |  
/ \_\_\_\_\_ |  
|Location - This one will be on the pipe at the end of the first area. You |  
| \_\_\_\_\_ to use the grapple to reach it. |  
| |  
|Location - This one is in the warehouse where you climb up to the top. It |  
| \_\_\_\_\_ will be to the left of the first chain you swing by. |  
| |  
|Location - The last bat symbol for this level will be in the area after the |  
| \_\_\_\_\_ shootout with the dirty cop where you have to throw batarangs at |  
| the inmate. It will be in the bottom right corner of the area. |  
| You will have to jump up onto the platform above you and jump to |  
| the left. Land on the second damaged platform to grab it. |  
| |  
| \_\_\_\_\_ /  
| \_\_\_\_\_ / Second Quest /  
| \_\_\_\_\_

Go to the right and throw a batarang at the thug standing there. Jump over him and keep moving to the right. Jump onto the edge of the wall, then jump onto the pipe above it. Move to the right along the pipe. Fall down at the end and walk past the door. You will see it open and a thug will appear. Turn around and throw a batarang to stun him. Now start moving to the right again and throw a batarang at the next thug. Keep moving to the right and toss a batarang at the switch. Jump onto the elevator and start moving to the left when you reach the bottom. Toss a batarang at the thug standing there and jump over him. Throw a batarang at the next thug and jump over him too. Keep going and hit the next switch with your batarang. Now go down the elevator. Stun this thug with a batarang and jump over him. Use a grapple to grab the pipe up above you in the open area. Now move to the left and drop behind the thug, you'll have to knock him out, then go through the door.

Jump to the left and grab onto the ledge. Jump onto the pipe and move to the left. Fall down there and start moving to the right. Break down that door. These laser traps are a bit tricky. Start moving to the right when the first laser starts to move up again. Double jump and glide over the second laser trap

and continue to the next lasers. You could walk under these lasers. Over the second laser will be a bat logo. Use your grapple to get it. Once you get it, continue past the next few lasers. Use the grapple before the last laser and grab onto the pipe. Move closer to it and keep moving to the right. Climb up to the top by wall jumping and get on the pipe at the top. Fall down at the end and throw batarangs at these thugs. Knock them out and continue to the left. Break down the door and jump onto the vaults. Jump onto the pipe and move closer to it to get above the vaults. Keep moving to the left and avoid the lasers. Get on the next pipe and fight that thug. Knock him out and enter the next door.

Knock out all of these guards and interrogate the last one. Go through the door to the left when you're done. Toss a batarang at the first guard to your right, then knock him out. This room is where a lot of wall jumping will take place. Move to the right and wall jump to the higher platform. Now jump to the left and wall jump here to get to the higher platform. Jump across these pipes and wall jump off the wall to the right to get on the higher platform. Toss a batarang at the thug to the left and jump onto the crates. Jump onto the higher platform and hit the switch. Jump on the elevator that comes down to the left and throw a batarang at that switch. Jump onto the platform to the left and hit that switch. Get onto the elevator that came down and throw a batarang at the switch again, you will have to crouch to hit it. Jump on the platform to the left and then jump onto the hook above you. Swing and jump to the right. Now jump onto the highest platform and quickly throw a batarang at the thug. Jump over him and go through the door.

Use a grapple to grab the bat logo above you. Break through the door to the left. Knock out these two guards and go through the next door. Knock out this guard and hit the switch to your left. Wall jump up this elevator shaft and knock out the thug up here. Go through this next door to the right. Now keep moving to the right and knock out the guards. Jump onto the ledge and onto the pipe. Move to the right and fall down at the end. Throw a batarang at the thug and go through the door. Jump over the file cabinet to the right and throw batarangs while ducking. Jump behind the file cabinet and crouch whenever the thug shoots at you. Keep attacking the other person with batarangs until he goes crazy and attacks the thug. Jump back over the cabinet and crouch behind it. Now go to the thug and beat some information out of him. Go through the wall when you hear what you want to hear.

Follow the thug to the right and hide in the alcove. Wait for the thug to move past you and keep moving to the right. wall jump to get onto the boxes to the left. Wait for that thug to move to the left and jump onto the boxes. Quickly jump onto the pipe to the right and wall jump onto the higher platform. Jump back onto the pipe and get on the platform above you. Move to the left and stun the thug. Wall jump to climb the ladder and start moving to the right. Move to the right and toss a batarang at the thug there. Now quickly jump to the right and slide down the pipe. Keep moving to the right and throw batarangs at these two thugs. Wall jump off the wall to the far right and get onto the higher platform. Use your grapple to get onto the pipe and move across it to the left. Now you could wall jump up this area a bit. Get to the top and you could jump to the right across a few pipes. Climb the ladder at the end. Move to the left and start rolling. In front of the third window will be a thug with a gun so be ready. Throw a batarang at him and jump over him, go through the door.

Move to the edge of this roof and crouch. Throw a batarang at the thug when you see him. Quickly jump to him and knock him out. Keep moving to the right and knock out the next thug. Fall down and hit the switch for the elevator. Jump onto the elevator that came down and move to the next roof. Throw batarangs at these two thugs and quickly jump onto the pipe. Fall down at the end and jump to grab the ledge. Stun these thugs with batarangs too. Now keep moving to the

right and jump onto the chains. Get on the next roof and throw a batarang at the thug. Keep moving to the right and jump onto the next ledge. Stun these thugs with batarangs and climb down the ladder at the end. Stun this thug and go through the door.

Go to the right and jump onto the next roof. Stun this thug with a batarang and pass him. Jump across these pipes and wall jump if you need to to get onto the next roof. Go into the building and activate the elevator two times. Go down and knock out that guard. Keep moving to the right and knock out this thug. Start climbing up this part. Throw a batarang at the thug up here and knock him out. Jump and glide across this gap and stun this next thug. Go through the door. Jump onto the next roof and stun the thug. Get out your grapple and go to the edge to the right. Use it to grab the pipe. Move all the way to the end of it and stun the thugs down here. Move to the right and jump onto the higher platform. Run and double jump to the right and grab onto that ledge. Now move to the right and beat up these thugs.

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2.5 - Arkham Asylum  
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/ Bat Symbols /  
/ |  
|Location - On the lower level of the first area above the door following the |  
| pipe you have to climb across. |  
| |  
|Location - In the area after you talk to the scientist, you will go down a |  
| few levels. Go down to pipes and go to the right. Activate the |  
| elevator and jump on that box. Jump onto the higher ledge and |  
| roll to the left to grab the bat symbol. |  
| |  
|Location - On the way out after you beat Dr. Crane, you will have to avoid |  
| the cops. There will be a room with an inmate in a green suit |  
| with a gun and an inmate in a cell right behind him. Right after |  
| that room will be a pipe, climb up there and avoid the cop to |  
| get the bat symbol up there. |  
| |  
/ First Quest /  
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/ Bat Symbols /  
/ |  
|Location - There will be an area where you go to the left, climb up a pipe, |  
| then move to the far right. Jump onto the pipe at the top right |  
| and go to the right. Fall down there to grab the bat symbol. |  
| |  
|Location - This one will be in the area where there will be a wall of boxes |  
| and you have to jump up to grab onto a pipe. You have to go to |  
| the right, instead go to the left to get onto a platform with the |  
| bat symbol. |  
| |  
|Location - In the second area while escaping, you will start to go left |  
| (after going to the right then up.) Jump onto those first file |  
| cabinets and jump up to the right. Get up there and wait for the |  
| cop to get off of the screen. Run and jump to the right and grab |  
| the bat symbol. |  
| |  
/ Second Quest /  
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Go to the right and jump over the file cabinets. Throw a batarang at the switch

and hide in the alcove in the wall. Wait for the thug to move back to the right. Go after him and throw a batarang at him. Keep walking to the right and throw a batarang at that thug. Knock him out and keep moving to the right. Climb up the pipe and wall jump up this area. Move to the right and fall down. Move all the way to the right and throw a batarang at the thug. Fall down the area there and hit the switch. Start moving to the left. Stun that thug with a batarang and break down the door. Run to the left and jump onto the wall. Grab the pipe and hug it to squeeze through this area. Move to the left and break down the door when you reach it. Grab onto the pipe and move over the thug. Fall down behind the thug and knock him out. Break down the door and continue to the right. Go through the door there.

Move to the left and the inmate will break through the glass. Throw a batarang at him and jump over him. Quickly run to the left and jump onto the wall to get onto the pipe. Squeeze through this area and fall down before this next inmate. Toss a batarang at him and flip the switch. Jump over him and toss another batarang at him to stun him again. Go to the left and break down the door. Stun the next inmate and jump over him. Climb the pipe and climb up to the higher area. Move to the left and fall down. Move to the left and stun the thug there. Jump over the boxes and continue through this path. Climb the pipe and wall jump to get up these platforms. Hit the switch and break the door to your right. Be careful because an inmate will appear with a gun. Quickly throw a batarang at him when you see him and go past him. Stun the next inmate and keep going. Use the grapple to get onto the pipe above you and move to the right. Fall just before the file cabinets. Go through the door to the right.

You will have to fight these inmates. Stun both of them and get behind the one to the left. Keep making sweep kicks (down+B) until they both get knocked out. Go to the left and talk to the doctor. Go through the door when you finish talking to him. Go to the right and stun this inmate. Go down the pipe and stun the inmate to the left. Go down the pipe to your left. Go to the right and knock out that thug. Flip the switch and jump back onto the boxes to the left. Make a running jump onto the elevator and wall jump up this area. Roll through the hole for a bat logo. Now get out of that area and go to the left along the ground. Stun the enemies that get in your way and avoid them. Climb along the pipe at the end and squeeze through the area. Flip the switch and get ready to stun the inmate that attacks you. Go past him and climb the boxes. Now wall jump up here and make sure to avoid the lasers. Hit the switch and jump on the elevator. Jump up and knock out this inmate. It's pretty hard to do without getting hurt but here's how to. Jump onto the ledge to the right. Then jump to the platform to the left. Throw a batarang at him and go knock him out with sweep kicks. Break down the door to your right and quickly stun the inmate. Jump over him and stun him again. Break down the next door and turn around, he'll be right behind you again. Stun him one more time and go through the doors.

Go to the right and climb all the way down the ladder. Fall down to the lowest platform and start moving to the right. Stun that thug and move past him. Jump over the crates to the right and stun that inmate. Move to the right and climb up all of these boxes. Grab onto the pipe and move to the right, don't go left because there's nothing there. Knock out this guard with an upper cut from behind. Go down the ladder to the right and break down the door to your right. Flip the switch and hide in the alcove. Get past the inmate and climb the pipe. Move along the pipe on the ceiling to the right. Fall down on the platform before the pipe. Throw a batarang to the right to hit the switch and fall down there. Move to the right and go through the door.

Jump onto the pipe and move across it to the right. Flip the switch at the end and start moving to the right. Stun the inmates and break down the doors when you reach them. You'll have to knock out the second inmate because he'll get in

your way later. Jump onto the pipes to the right and slide down the last pipe. Knock out that thug from behind and flip the switch. Knock out the inmate to the left and run past him. Keep moving and pass the thug coming out of the door. Flip the switch and knock out the inmate to your left. Go through the door. Jump on the boxes to your left and take out the bats. Jump over there and send them out after the conversation. Start beating up these inmates now. Jump onto the platform where Dr. Crane is and beat him up. Interrogate him until you knock him out and go through the door.

Follow the cop to the left and hide in the alcove. Move to the left when he moves to the right and jump onto that platform. Stun the guard and knock him out. Move to the left and hide in the alcoves to avoid the cop here. Go to the left and fall down this area. Stun the thug down here and start running to the right. Jump over the inmate and get onto the boxes to avoid the fight. Move to the right and stun the inmate, knock him out afterwards. Move to the right and hide in the alcove behind the cop. Get past him and get onto the pipe to the right by jumping onto the ledge. Stun the inmate there and run to the right, go through the door.

Go to the right and grab onto the pipe. Hug it and move all the way to the end of it. Fall down and move to the right. The inmate will break through the glass, quickly stun him. Jump over him and move to the far right. Take out your grapple and get onto the pipe up above. Move to the right along this pipe. Watch the cop below you, wait until he looks to the left until you fall. Move to the right and hide in the alcoves to avoid the cop. Wall jump off of the wall to the left to get onto the other platform. Move to the left and hide in the alcove to avoid the cop. Keep moving to the left and knock out the inmate in your way. Move along the pipe to the left to get past the cop. Wait in the alcove to avoid him. Move to the left and jump over the crates. Knock out that thug and go through the door. This part's pretty fun. Just keep running to the right and double jump then glide whenever you're at an edge or the helicopter is closing in on you. Fall down at the end.

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2.6 - Wayne Manor  
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\_\_\_\_\_ / Bat Symbols / \_\_\_\_\_ |  
/ \_\_\_\_\_ |  
|Location - In the first time section, you will have to climb up a level, you |  
|\_\_\_\_\_ will have to go to the right to get the bat symbol. Jump over the |  
| \_\_\_\_\_ gaps and break down the door. |  
| \_\_\_\_\_ /  
|\_\_\_\_\_ / First Quest /  
|\_\_\_\_\_

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\_\_\_\_\_ / Bat Symbols / \_\_\_\_\_ |  
/ \_\_\_\_\_ |  
|Location - This bat symbol will be in the last section, after the two lights |  
|\_\_\_\_\_ you swing from. It will be just above the first door you knock |  
| \_\_\_\_\_ down. |  
| \_\_\_\_\_ /  
|\_\_\_\_\_ / Second Quest /  
|\_\_\_\_\_

Be careful because the ninjas in this level are hard to kill. Try jump kicks because they are the most effective. Move to the right and a ninja will jump in through the second window. Beat him up and continue to the right. Beat up the next ninja that jumps in through the last window. Jump over that bench and go through the door. Go to the right and keep jump kicking the ninja. Just keep doing it until you could get past him, don't waste time knocking him out. Jump

onto the ladder to the right and climb it to get to the pipe. Hug it and start moving to the right. Fall off before the last bookshelf and jump over the bookshelf to the right. There will be a hole just after it, don't fall in. Don't jump too far because there is another hole shortly after and you might fall in. Jump over that hole and break down the door to your right. Grab the batarang and quickly run back to the left.

Jump over the holes and jump on the book shelf. Jump onto the higher book shelf to the left and then onto the second floor. Jump across the lights to the right. Now break down the doors and keep running to the right. Jump kick the ninjas to knock them down and run past them. Fall down and jump over the second hole. Jump across the book shelves and run through the door to your right. Run to the right and jump over the gap. Break down the door and climb the ladder. Move along the pipe and climb the ladder at the end. Jump onto the first book shelf to the left and then jump to the right. Grab onto those lights and get onto the higher platform to the right. Break down the door there. Knock down this ninja with a jump kick. Break down the next door and run to Lucius Fox. You don't have to knock that ninja out, just talk to Lucius Fox.

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2.7 - Finale  
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Bat Symbols / |

/ |

| Location - In the warehouse where you have to jump across the pipes to avoid |  
| the damaged floor, you will have to jump up in a small area to |  
| grab it. You will have to jump up the area with the ladder and |  
| before the pipes you jump across. |

|

| Location - This bat symbol will be in the area where you are trying to reach |  
| the monorail and the air is full of gas. There will be a section |  
| where you will have to make a special trip to activate the |  
| elevator. You will go down the elevator and to the right. There |  
| will be little ledges above you before the gap. Jump on them and |  
| the bat symbol will be just above you. |

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First Quest /

/ |

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Bat Symbols / |

/ |

| Location - There will be a pipe you slide down in the second area where you |  
| will see chains to the right. Swing along those and jump to the |  
| platform to the right. Run down to the end and fall to grab the |  
| bat symbol. |

|

| Location - It's in Finale, at the very start of the level where you're |  
| immediately jumped by an Arkham inmate. There's a gap between |  
| the buildings right above you; you need to double and wall jump |  
| up to find it. |

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Second Quest /

/ |

\*Thanks to SMBComix for finding a Bat Symbol in the Finale.

Quickly toss batarangs because there will be an inmate that will run straight at you. Jump over him and stun him again. Move to the right and stun the inmate that will fall in front of you. Now wall jump up this area and get onto the roof. Jump onto the ledge of the roof to the right and grab the pipe. Fall down

at the end and make a running jump. Get onto the next roof. Jump onto the chain to the right and then onto the next building. Knock that thug over and go through the door. Fall down and quickly stun the inmate down there. Get past him and jump onto the higher roof. Break the box and roll to get past this obstacle. Jump up this area and stun the thug there. Jump over him and slide down the next pipe. Roll under this wall and stun the inmate that comes running towards you. Go to the right and enter the door.

Quickly duck and roll to the right when the inmate jumps at you. Stun the inmate and go to the left, climb the ladder. Wall jump up this area for a bat logo. Now slide down the pipe and jump across the pipes to the right. Climb the ladder there. Go to the left at the top and wall jump up this area. Jump up the last area and you will fight scarecrow. Wait for him to jump at you and jump over him. You could only hurt him with one combo at a time. So attack him and run. Wait until he moves until you attack again. Avoid the gas because it will hurt you and also make your controls reversed. Just keep avoiding his attacks and attack him once per movement. The best thing to do is to use your bats. He won't attack when they are out and they hurt him a little. Use that and keep attacking him, that should take most of his health away. Then just get him with one more combo and he's done.

Now you will have to chase the monorail. Jump onto the next roof and throw a batarang at the ninja to stun him. Knock him over with a jump kick. Now run along this roof at full speed and double jump then glide at the last second. Let go of the glide button a little early to avoid falling to your death. Move along the pipe to the right and jump onto the ladder. Get onto the pipe at the top and move to the left. Climb that ladder and grab the next pipe at the top. Slide down the pipe at the end and move across the next roof. Jump onto the lowest platform to the right and knock out the ninja throwing shurikens. Hit the switch to the right and go back to the left. Climb up the platforms to as high as you could go. Move to the right and jump the gap. Knock out this ninja and jump to the small platform to the left. Jump up here to grab the bat logo and continue to the right. Make a running double jump off of this roof at the end to make it to the next roof, go through the window.

Get out your grapple and jump onto the higher platform to the right. Quickly use it before the ninja gets close to you and move along the pipe. Move to the left and climb that ladder. Stun the ninja to your right up here and slide down the pipe. Grab onto the chain and swing to the right. Jump and glide. Now just run and jump over the ninja when he turns around. Climb to the higher roof and stun this thug up here. Jump onto the monorail to the right and you will get on it.

Start running to the right and jump over the division of cars. Take your time jumping over the flames. Now start running again and jump over the divisions. Knock down the ninja that gets in your way and jump to the next car. Now take your time again to jump over these flames without getting hurt. Fall down in between cars before the next car with fire on it. Move along the inside of this car and jump back onto the roof. Jump over this next fire and you will see a conversation with Ra's al Ghul. Quickly jump onto the barrels to your left. Wait for all of them to move to right in front of you. Perform a jump kick, then go back onto the barrels. Also use the bats to hurt them quickly. Keep doing that until all of them are finished.

Throughout this game, you will find bat symbols scattered throughout random locations. There will be sixteen on the first trip through the game and another

sixteen through the second trip. You will need to collect all of them and beat the game two times to unlock stage select.

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First Trip Through Game  
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Prologue  
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Location - Near the beginning, you will enter a warehouse through the  
 skylight. Move to the right until you see the ceiling collapse. Go  
 to the right and grab onto the pipe. Now move across it and get  
 behind the boxes to grab the bat symbol.

-----  
Monastery  
-----

Location - At the beginning, go to the right where you see two poles you  
 could climb. Jump up to the top of them and to the left of them  
 will be a bat symbol.

Location - Two guards into the stealth portion. It will be on the top of some  
 barrels, you can't miss it.

Location - When you have to rush out of the burning monatery, look for the  
 part where you go to the left and the second time debri is  
 falling. There will be a pipe at that section. Move to the left  
 and go down, knock that ninja down and continue to the left of  
 that low area for the bat symbol.

-----  
The Docks  
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Location - At the beginning, move to the right and enter the warehouse. Jump  
 onto the crate to the left and keep jumping to the left. There  
 will be one crate to the far left with the bat symbol on it.

Location - Right above the door ofthe area just after the person you  
 interrogated with the baseball bat.

Location - Just before the container of drugs you open, there is an open room  
 in the warehouse. Jump up to the platform to the left.

-----  
Gotham City  
-----

Location - You need to enter the club and reach the second laser set. Above  
 the horizontal laser, will be a bat symbol. You will need to use  
 your grapple to reach it.

Location - At the very beginning of the area just after the area where you  
 will have to climb to the top of the warehouse. It will be just  
 above the door and you will need to use your grapple to get it.

Location - Near the end where you are jumping across the roof tops. It will

~~~~~  
at the top of two poles you have to climb up just before an  
elevator.

-----  
Arkham Asylum  
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Location - On the lower level of the first area above the door following the  
~~~~~ pipe you have to climb across.

Location - In the area after you talk to the scientist, you will go down a  
~~~~~ few levels. Go down to pipes and go to the right. Activate the  
elevator and jump on that box. Jump onto the higher ledge and  
roll to the left to grab the bat symbol.

Location - On the way out after you beat Dr. Crane, you will have to avoid  
~~~~~ the cops. There will be a room with an inmate in a green suit  
with a gun and an inmate in a cell right behind him. Right after  
that room will be a pipe, climb up there and avoid the cop to  
get the bat symbol up there.

-----  
Wayne Manor  
-----

Location - In the first time section, you will have to climb up a level, you  
~~~~~ will have to go to the right to get the bat symbol. Jump over the  
gaps and break down the door.

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Finale  
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Location - In the warehouse where you have to jump across the pipes to avoid  
~~~~~ the damaged floor, you will have to jump up in a small area to  
grab it. You will have to jump up the area with the ladder and  
before the pipes you jump across.

Location - This bat symbol will be in the area where you are trying to reach  
~~~~~ the monorail and the air is full of gas. There will be a section  
where you will have to make a special trip to activate the  
elevator. You will go down the elevator and to the right. There  
will be little ledges above you before the gap. Jump on them and  
the bat symbol will be just above you.

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Second Trip Through Game  
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-----  
Prologue  
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Location - This one will be in the area of the balconies that you have to  
~~~~~ across. Get into the next building and this bat symbol will be on  
the middle level.

-----  
Monastery  
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Location - Just after the area where you will learn how to use the shurikens.  
~~~~~  
It will just be outside after the section of the doors.

Location - This one will be at the beginning of the stealth section. It will  
~~~~~  
be to the left of the first ninja you see.

Location - You will reach this one when you are escaping from the monastery  
~~~~~  
in the second screen. When you activate the moving platform that  
goes to the left, you will have to get on it. Duck under the fire  
and quickly jump after it to grab that bat symbol.

-----  
The Docks  
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Location - The first bat symbol will be on the second floor of the first  
~~~~~  
warehouse you enter. Throw a smoke grenade so the cop won't see  
you and jump over him to get it, just don't run or he will spot  
you.

Location - In the area after the first thug you interrogate. There will be an  
~~~~~  
elevator you have to activate to advance. It will be to the left  
above a high box near that elevator.

Location - In the area where you have to move to the right in the warehouse,  
~~~~~  
there will be a door at the top. The Bat Symbol is on the lower  
level behind a thug with a gun.

-----  
Gotham City  
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Location - This one will be on the pipe at the end of the first area. You  
~~~~~  
to use the grapple to reach it.

Location - This one is in the warehouse where you climb up to the top. It  
~~~~~  
will be to the left of the first chain you swing by.

Location - The last bat symbol for this level will be in the area after the  
~~~~~  
shootout with the dirty cop where you have to throw batarangs at  
the inmate. It will be in the bottom right corner of the area.  
You will have to jump up onto the platform above you and jump to  
the left. Land on the second damaged platform to grab it.

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Arkham Asylum  
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Location - There will be an area where you go to the left, climb up a pipe,  
~~~~~  
then move to the far right. Jump onto the pipe at the top right  
and go to the right. Fall down there to grab the bat symbol.

Location - This one will be in the area where there will be a wall of boxes  
~~~~~  
and you have to jump up to grab onto a pipe. You have to go to  
the right, instead go to the left to get onto a platform with the  
bat symbol.

Location - In the second area while escaping, you will start to go left

???????? (after going to the right then up.) Jump onto those first file cabinets and jump up to the right. Get up there and wait for the cop to get off of the screen. Run and jump to the right and grab the bat symbol.

-----  
Wayne Manor  
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Location - This bat symbol will be in the last section, after the two lights  
???????? you swing from. It will be just above the first door you knock down.

-----  
Finale  
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Location - There will be a pipe you slide down in the second area where you  
???????? will see chains to the right. Swing along those and jump to the platform to the right. Run down to the end and fall to grab the bat symbol.

Location - It's in Finale, at the very start of the level where you're  
???????? immediately jumped by an Arkham inmate. There's a gap between the buildings right above you; you need to double and wall jump up to find it.

\*Thanks to SMBComix for finding a Bat Symbol in the Finale.

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4. - Gadgets  
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Batarangs/Shurikens  
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These are the things you throw at enemies. You could only use the shurikens in the second level and they do damage. The batarangs are much more useful. They will temporarily paralyze your enemies. This gives you a great advantage to either beat them up or to just get out of there in a hurry!

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Grapple  
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This is used to grab onto high places where there aren't any other ways up.

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Flashbang  
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These will temporarily blind your enemies. Use them wisely since you only have one.

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Smoke Grenades  
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These will help you hide. You could hide behind all of the smoke and beat everybody up, or just disappear. Use these wisely since you only have one.

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Bats  
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You could command all of the bats to come down and attack the enemies. Whenever there are a group of enemies around you and you're low on health, you should use this.

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5. - Strategies

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Using the Environment

You can do a lot of things with the environment. You could grab onto ledges, climb up or along pipes, climb ladders, etc. Learn how all of the little tricks to all of these and see what else you could do with them. When you are climbing along pipes, you could press up and you'll hug the pipe. That will allow you to squeeze through tighter spaces.

-----  
Using Gadgets

Learn what gadgets come in handy in each situation. You should try to use the batarang as much as possible when fighting only one enemy to stun them then beat them up. Use the flashbang or bats when there are a few enemies around you that are fighting you. Use the smoke grenade when there are a few enemies ahead of you that don't see you.

-----  
Fighting

Learn how to fight in any situation. The block feature is your best ally. Try to get all of your enemies in front of you and use the block feature so they don't hurt you. Then when they stop attacking, do an attack. When they are close to each other, you will usually hit more than one of them using this strategy. Also keep using batarangs when there's only one enemy in your way to stun them and then beat him up.

-----  
Stealth

You will learn a lot about stealth in the monastery mission. Don't forget any of it because it could save your life! Try to never let any enemies see you, so stay behind them. If you run, they will hear you so don't ever run when you are trying to be stealthy. You could also hide in alcoves in walls by pressing up. Just try to stay out of view from any enemies at all times!

You will also find yourself with an unsuspected thug in front of you. If he is facing you, look for things in the environment. You could knock some things down onto his head and it will hurt him and confuse him. Quickly jump down and strike. If you are ever found behind an unsuspected thug, just perform an upper

cut attack. It will usually knock them out in one hit.

You could also try looking below or above you. If you hold down for a few seconds, the screen will lower revealing anything below you. Use this so you know when to drop down behind an enemy. Also use this to make sure you don't jump into the middle of a group of thugs.

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6. - Contact

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Got any suggestions, comments, critiques, or just a simple thanks to me? Well you could e-mail me at FrankTheTank3388@gmail.com and tell me what you think! You could tell me whatever you'd like about the game whether it is a strategy to use in a certain level or just a simple easter egg in a level. I will try to get back to you as quickly as possible answering any questions you may have. Just make sure you have something about Batman Begins in the subject of the e-mail and please don't send me any attachments. I have recently gotten a virus through my e-mail and I had to reformat and I don't want to do that again. So please just don't send attachments with the e-mails because I won't download them either way.

Things/How to E-Mail me about:

- What you think about this guide.
- If you need any help at all.
- Some tips for levels that aren't in this guide.
- Anything you think would be a good addition to this FAQ.
- Make sure your subject includes Batman Begins and not to send attachments!

Things/How NOT to E-Mail me about:

- Things that don't have anything to do with the game.
- Any 1337 typ!ng
- DoN't E-mAiL mE lIkE tHiS, iT's JuSt AnNoYiNg AnD iT wAsTeS tImE.
- ANY file attachments.
- Things that are already clearly discussed in this Walkthrough.

\*You could also rate this FAQ by going to the FAQ list for the game. On the right will be a button you could click to rate it.

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7. - Version History

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Date	Version	Additions
06/18/05	v. 0.1	Started the FAQ/Walkthrough. Finished the first two levels and added the strategies/gadgets sections.
06/19/05	v. 0.3	Finished the Docks level, also added a bit to the strategies section.
06/20/05	v. 0.6	Finished everything up to the fifth level.
06/21/05	v. 0.7	Finished the Wayne Manor level.
06/22/05	v. 0.8	Finished the game and added the Advanced Controls.
06/23/05	v. 0.9	Added the Contact section for anybody with questions.

| 06/29/05 | v. 1.0 | Added the location of each and every bat symbol |  
| | | location. |

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8. - Disclaimer

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