

# Batman: Vengeance FAQ/Walkthrough

by MeltMan

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This walkthrough was originally written for Batman: Vengeance on the GC, but the walkthrough is still applicable to the PS2 version of the game.

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Batman: Vengeance  
Walkthrough by MeltMan  
Version .2
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A. Story  
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The game opens up with Batman trying to help a woman whose child has been kidnapped. As far as you can tell, the woman does not have the money to pay the ransom on the child, and at any rate, Batman wants to help her out to do his duty to justice.

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B. Controls  
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Normal Mode:

- Move / Cycle Gadgets: Left Analog Stick or Digital Pad
- Punch: Square Button
- Duck/Block: Circle Button
- Action: Triangle Button
- Jump/Glide: X Button
- Bat Communicator: Select Button
- Pause Game, Select Gadget, or Enter First Person Mode: R2
- Reset Camera: R1
- Flash Bombs: L1
- Inventory: Start Button

First Person View Mode:

- Move / Cycle Gadgets: Left Analog Stick or Digital Pad
- Aim Weapon: Right Analog Stick
- Shoot Selected Gadget: Square or X Button
- Duck with Weapon: Circle Button
- Exit First Person View Mode: Triangle Button

Shoot Selected Gadget/Scope Zoom In: R1  
Pause Game or Select Gadget: R2  
Cycle Through Gadgets: L2  
Scope Zoom Out: L1  
Inventory: Start Button  
Batcuffs (while behind or over enemies): Triangle Button  
Cancel (inside menus): Triangle Button  
Confirm (inside menus): X Button

#### Fighting Controls:

Move: Left Analog Button  
Punch: Square Button  
Break Combat: Triangle Button  
Block: Circle Button  
Kick: X Button  
Flash Bombs: L1  
Activate Power Bombs: L2  
Inventory: Start Button

#### Power Moves:

When Batman's power meter is full to different degrees, you can execute power moves. Below is a guide to how full the meter must be, and how to execute the move.

The Hammer - 0 Points - Hold L2 and press the Square Button

The Clean Sweep - 20 Points - Hold L2 and press the X Button

Spin-Out - 40 Points - Hold the L2 button and press the Circle Button

The Take Down - 80 Points - Hold the L2 button and press the X Button, then the Circle Button.

Lights Out - 120 Points - Hold the L2 Button and press the Square Button, then the X Button.

#### Free Falling:

Accelerate: Triangle Button  
Slow Down: Square Button

#### Sneaking:

Press the Triangle Button while facing a wall to lean up against it. Hold the Triangle Button while leaning against a wall to creep along it.

#### Climbing:

Press the Triangle Button while facing a ladder, and Batman will automatically climb up it.

#### Sliding:

On smooth surfaces like ice, or slanted surfaces, Batman will automatically slide to move.

#### Gliding:

To glide, jump (press the X Button), then press and hold the X Button again to spread the cape. You can control the direction that Batman is gliding by using the Left Analog stick.

#### Handcuffing:

To handcuff a knocked-out enemy, just stand over him, and press the Triangle Button. To handcuff a conscious enemy, use a flash bomb (L1) to stun him, stand behind him, and press the Triangle Button. Batman should reach down and snap a pair of handcuffs onto the enemy,

who will try to resist. Batman can ONLY handcuff an enemy if he has handcuffs in his inventory.

#### Grappling:

To use Batman's grappling hook, use R2 to select it from your gadgets. You will now be in First Person View mode. Use the Right Analog stick to aim the grappling hook. The grappling hook can only attach itself to a Glowing Yellow Bat symbol. If you're having trouble finding this symbol, follow the green directional arrow, which appears next to the yellow aiming crosshair, in the middle of your screen, it will help to lead you to the symbol if you follow it.

#### Batmobile:

Steer: Left Analog Stick  
Hard Left Turn: L2  
Hard Right Turn: R2  
Accelerate: X Button  
Fire Spikes: Square Button

#### Batwing:

Steer: Left Analog Stick  
Roll Left: L2  
Roll Right: R2  
Spin Left: Double Tap L2  
Spin Right: Double Tap R2  
Engine Boost: X Button  
Fire Electrical Spikes: Square Button  
Fire Electrical Pods: Triangle Button

### ===== C. Character Guide =====

Batman - The Dark Knight, who protects Gotham City. With his arsenal of weapons, sharp mind, and allies to aide him, he is nearly unstoppable in his war on crime.

Batgirl - Always in the Batcave, waiting to help Batman with any information she can. Batgirl can be contacted by pressing Select to use the Bat Communicator.

The Joker - The Clown Prince of Crime is up to his old ways, trying to destroy Batman and take over the city. He holds a grudge against Batman, since he was the one who knocked him into the vat of acid, which made him who he is today.

Harley Quinn - Harley Quinn is back again as the Joker's main squeeze. She's here to help "Mistah J" in any way she can, so that the man she loves can finally achieve his goal of killing Batman and ruling Gotham.

Mr. Freeze - Mr. Freeze has taken the Gotham Industrial District under siege, and has frozen most of it. He's holding a scientist hostage, because he has information on how to reverse the freezing process that destroyed Mr. Freeze's body.

Poison Ivy - Poison Ivy is using her concoctions as usual. She's out to drug Gotham's wealthy and influential men and bring them to their knees.

Commisioner Gordon - The police commissioner of Gotham City. He often finds Batman as his closest ally. Also, unknown to him, his daughter is

Batgirl.

Isaac Evers - A scientist who invented a miracle drug called Promethium. He is being held hostage by Mr. Freeze.

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D. Weapons and Items  
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Batarangs - Batman's standard throwing weapons.

Electric Batarangs - Batarangs that pack an electric jolt. If a regular Batarang doesn't do the job, give these a try.

Batgrappler - Batman's grappling hook, which allows him to cross rooftops, or save himself while free falling.

Batlauncher - Throws nets at enemies, ensnaring them. Can also shoot electric charges at enemies.

Remote Charges - Placed one at a time, they will knock out one enemy at a time.

Flash Bombs - Momentarily stun enemies, so Batman can escape or cuff the stunned enemies.

Batscope - Basically, a pair of high powered binoculars.

Handcuffs - Use them to handcuff knocked out enemies for pickup by the Gotham Police Department. Can also be used on stunned enemies after using a flash grenade.

Batcommunicator - Use this to talk to Batgirl for helpful hints on what to do next.

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E. Walkthrough  
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First you'll need to set the game up. Insert the game into your Playstation 2, and make sure you have your memory card in Slot 1. Let the game set up a save file by pressing Yes when it prompts you to. Now you should get the main game screen. From here you can enter the game, change the options, view cinematics that you've unlocked, watch the credits, or quit the game. Press Enter Game to start up a new game.

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A Girl To Die For - Part 1  
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After the cutscene, you will have control of Batman. Head down the ramp, which is located at the gap in the chain link fence. In the room at the end of the ramp, head left and go down the next ramp, and head towards the gap in the wall. In the area below there is steam, which will injure you if it touches you. Jump down to the first set of three crates. Now jump and glide across to the next set, and then the next box. Now, jump down (use your cape to slow your descent so that you won't be injured.) From where you landed, head left, then up the alleyway until you see a ladder on your right side (the game will tell you how to climb ladders, so this will be a good indication that you reached it.) At the top of the ladder, turn left and glide across to the next rooftop. Now turn and glide across to the rooftop to your

right. Head upward till you reach the edge of this rooftop, and glide down. On the other side of a chain link fence will be a screaming woman and the bomb you saw in the cutscene. Move forward and open the gate in the fence (press the Triangle Button to open doors.) Move through the gate, and head towards the woman. There will be a cutscene, after which you will be carrying the woman. Run past the bomb (over the yellow striped area) and drop down. Head left and follow this path until you reach a sloped roof. At this point, another cutscene will take over, and Batman will slide down the roof on his own, with a massive explosion following him. After a cutscene of Batman setting the woman down on the ground, you'll see a sparkling yellow dot. This is a letter from the Joker (press Triangle to pick up objects when you see a sparkling spot.)

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#### A Girl To Die For - Part 2

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You will now see a cutscene of Batman and Batgirl, and you'll be in the Batcave. When you regain control of Batman, head right, down a short ramp, then head down a little bit and find the next ramp. Follow it up to the large steel doors. Open them, pass through, then open the next set of steel doors. You will now be in the Batcave's training room. Alfred will be explaining what to do here. First, you'll need to activate your Batgrapple (you can use the grapple when you see the flashing yellow Batgrapple symbol next to your health bar.) With your Batgrapple active, aim up at the yellow Batgrapple symbol on the bridge overhead. When your aiming crosshair turns red, fire the Batgrapple, and you will find yourself up on the platform. Move forward to pick up some Batcuffs. Now, turn to your left on the platform (I'm facing the wall, and now turning left.) Jump off and glide down to the platform below, which has a box of Batarangs on it. Now, jump and glide down to the ground level. Now, switch to your Batarangs, aim, and throw them at the red targets on the posts in the training room. Now, punch and kick the next post until it is destroyed. The next lesson is a lesson in stealth. Head into the other training room, by going through the door behind you. Now, head straight across the room to the other wall. Face the wall, and press the Triangle Button. Batman will lean up against the wall, and you can maneuver him by pressing left and right. Hold left until he walks all the way around the circle created by the beam, from the post. When you reach the wall with the blinking button on it, press the Triangle Button again to move away from the wall. Now, activate the switch, and the training will move on. We're now going to learn how to free fall, so head to the other training room. From the doorway, walk forward on the left side of the room until you find a small platform. Batman will automatically run out and jump off of the platform. While freefalling, use the left analog stick to move, the triangle button to speed up, and the square button to slow down. Your goal is to grab the item that is falling below you, before you hit the water. Once you grab the item, Batman will automatically shoot the Batgrapple and pull himself up. This will complete your training. There will now be a cutscene between Batman and Batgirl.

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#### A Girl To Die For - Part 3

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There will be a cutscene with The Joker and Harley Quinn. When you regain control of Batman, head forward and glide over to the next rooftop. Head to the right, and follow the rooftop around. Now, beat up

the thug and handcuff him. Now, use the Batgrapple to pull yourself up to the next roof. Throw a Batarang at the thug here to knock the gun out of his hand, then beat him up and handcuff him. Now, move forward across the roof, and there will be large pipes with wire platforms on top. Jump out on the first one, then jump down between the pipes and glide down. There will be an item here. Pick it up, and locate the ladder on the wall. Climb up and now make your way across the pipes to the other side. Head up the ramp and towards the edge of the roof, and a cutscene will play out. Now, use the Batgrapple to cross over to the next roof. Beat up the thug here, and use the Batgrapple to head up to the next roof. Now, follow the metal walkway, glide over to the other metal walkway, and go through the door. Head down the hallway, and through the door on the left. Now, on this platform, use the Batgrapple to pass over to the other rooftop. Beat up the thug here, and head left towards the edge of the roof. Locate the break in the fence, stand here, and use the Batgrapple to cross over to the next roof. From where you land, turn around, and glide over to the platform slightly to the right and in front of you (it has walls on both sides, but is quite easy to glide to.) Now, turn around, and glide to the platform in front of you. From here, glide to the next platform in front of you. Now, run forward, jump off the edge of the roof, and glide towards the next rooftop, located directly in front of you. It's a tough glide, but Batman should grab the edge of the roof and pull himself up. From here, use the Batgrapple to reach the next rooftop. Head forward, then glide over to the left (you should see a platform with a ladder on it, glide over to that. If you miss just use the ladder to climb on up.) Now, walk forward, then turn and walk out onto the rainspout that's sticking off the building. Jump off and glide down towards the rooftop in front of you. This will be a VERY hard glide, as you barely make it, and Batman has to pull himself up to the ledge. Now head to the right, and when the Bat Communicator symbol begins to blink, press Select. Batman will talk to Batgirl. Afterwards, drop down and Batman will slide down the roof. As you near the edge of the roof, be sure to JUMP to the next rooftop, otherwise you will fall to your death. Batman will pull himself up onto the roof, and there will be a cutscene. You will have to fight a strong thug. Just throw a flash grenade (L1) and then handcuff the thug. That will end the fight very quickly. There will be a cutscene between Batman and Mary afterwards.

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A Girl To Die For - Part 4  
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After the cutscene between Batman and Batgirl, you will be at the Gotham Bridge. Press select to talk to Batgirl, then disable the thug that is directly in front of you. Be sure to pick up the item box located next to where you entered the level. Head up the ladder, and drop down on the other side. Disable the two thugs here, and pick up the health box near the crane. Walk around the front of the truck, and locate the box of Batarangs. Notice that you can't just walk up and take them? Lean up against the truck, and slide along it to get the Batarangs and head into the next area. After the cutscene, disable the thug, pick up the handcuffs, and use the Batgrapple to pull yourself up to a platform on the bridge. Now just follow these platforms and ladders until you pass through a doorway. After the cutscene, use the Batgrapple to get up to the top of the bridge. Now you will have to fight The Joker.

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A Girl To Die For - Boss Battle - The Joker  
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The Joker is riding around the bridge on a wrecking ball, and will try to smack you with it. Your goal here is to lure him into slamming into the metal support beams. While he's stunned from hitting the beam, use your Batarangs to smack him senseless. In this area there is a Heath Item and a Batarang Item that will come back infinitely, so don't worry about running out of health or Batarangs. The quickest strategy is just to stand by a pole. When you hear the Joker speaking, run away from the pole, turn around, and take aim in 3rd person mode. When the Joker talks, it means he has already taken aim, and will always hit where you were standing. After hitting The Joker nine or ten times with the Batarangs, there will be a cutscene and Batman will have to freefall to save Toby. After the next cutscene, you will have to fight the Joker in Hand to Hand Combat. He's not too hard to defeat, especially if you use your power move, The Hammer (L2 + Square). You can use The Hammer as soon as your power move bar begins to flash. If he pins you to the ground, you need to wiggle the left analog stick left and right really fast and really hard. After the cutscene, you will need to freefall to save Harley Quinn. As soon as the freefall starts, you need to move downward to avoid a beam that's right in front of where you start. After that just power dive and grab her, and Batman will pull himself up. There will now be a few cutscenes. Congratulations, you have now finished the mission, "A Girl To Die For."

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In Cold Blood - Part 1  
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After the cutscene, which describes a new drug called Promethium, you will be in control of Batman. Apparently Mr. Freeze has taken the man who invented Promethium hostage. Time to save him. Head forward until you reach a door covered by a huge chunk of ice. To the right of this will be a guard, trapped in ice. You need to save these guards, so punch and kick the block of ice until it cracks, freeing the guard. Now, head back to the door, and punch and kick the ice until it cracks. Head through the doorway, and glide down to the floor below. There will be another guard trapped in ice in front of you. Free him, and head right. Defeat the henchwoman and handcuff her. Now, break the ice that is blocking the doorway. Head to the top of the stairs, and break the ice, which is blocking your path. Search this room to find two item boxes, then exit through the door near the desk. Defeat the henchwoman here, and free the guard that is trapped in the ice. Pick up the item box here, then head out the door on the back wall. Head through the next door in front of you, and defeat the henchwoman to your right. Walk around the large glass pipe, and glide to the lower ledge on the pipe next to it (the next pipe is directly in front of you, from where you landed.) Head across the walkway to your right, and defeat the henchwoman here. Climb up the ladder to the next level of the pipe. Head around the pipe, and glide over to the next platform. It will be a pretty tough glide, since Batman can't reach it, and will have to pull himself up. Walk around this pipe, and climb up the ladder. Walk around this pipe, defeat the henchwoman, and cross the bridge. Head up the ladder, pick up the health item near it, and head across the bridge. Free the frozen security guard, and pick up Storage Area Key 1, which lands near him. Now, head to the middle of the bridge you just crossed. Turn around until you see a large, open doorway. Glide down to the ledge. Proceed forward, and Batman will use the Storage Area Key.

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In Cold Blood - Part 2  
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From this doorway, head left, and up the ladder. Follow the walkway, and then jump on one of the moving platforms. When you're over the area with all the crates, glide down, pick up the Batarang Box, and head up the ramp. Free the guard here to receive Storage Area Key 2. Drop down to the lower level, and head to the left. There are two of Mr. Freeze's henchwomen here. Head around the right side of the large pile of ice, located in the middle of the room. Next, head behind the massive computer to free another guard. Next, run up the big pile of ice and jump onto the platform that's stuck in the middle of it. Walk up to the door at the end, and Batman will use the Storage Area Key 2, and pass through the door. After the cutscene with Mr. Freeze, there will be three henchwomen after you. Defeat them, and head up the large set of stairs in the back of the room. After the cutscene, you will notice that Mr. Freeze has frozen you to the ground. Wiggle your left analog stick left and right really fast to break free. Now, head through the large door in front of you for another cutscene.

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In Cold Blood - Part 3  
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After the cutscene, you will find yourself flying the Batwing. Refer to the Controls section of this FAQ if you do not know how to control it. Basically, avoid the objects in your way while zapping at Mr. Freeze's helicopter. Eventually the helicopter will go down in flames, and you will rescue Issac Evers.

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In Cold Blood - Part 4  
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After the cutscene, you will be back in control of Batman. Head around the wall in front of you, and out the bathroom door. Head forward and then go to your right. Head through the door, and there will be a short dialog between Batgirl and Batman. You now have fifteen minutes to solve the puzzles and get back out of the building. Proceed forward, and press Triangle. You will be presented with a puzzle. Your goal here is to connect the glowing blue wire to the darkened blue wire. It's fairly simple, so just play around with it until the wires light up. You can now head out the door to your left. Walk up to the board (which looks like the one in the last room) and press Triangle. Here is puzzle number two. This time, just connect the yellow wires. This puzzle is also fairly simple, so just work it out. Once it's completed, head through the door on your left. Once again, walk up to the board, press Triangle, and now puzzle number 3. Connect the red wires. Once this is done. Head up the stairs to your left, and there will be a cut scene. Now, jump across the freezing tanks, until you reach a switch on a platform. Watch out for the blasts of icy air and the electricity in the water below. Activate the switch, which will turn off the electricity in the water below. Now, head to the back corner of the room, avoiding the icy blasts, and activate the second switch. This will turn the icy blasts off. Now head out the door on the platform behind you. Head down this new hall, and through the door. In this room, you will need to defeat two of Mr. Freeze's henchwomen. Once you're done, head down the hall, grabbing the bat box near the end, to the right, and head out the door. Head down this hall, and into another door. There will now be another cut scene between Batman and Batgirl. After this cut scene, head through the next door, and follow the icy hallway. Break the ice that is blocking your way, and move on forward. Now, defeat Mr. Freeze's henchwoman and exit through the door. Now, break the ice in front of you, and proceed into the new room. Defeat the two henchwomen here, and proceed out the next doorway. Be sure to



glide down so you don't incur any damage! Defeat the two henchwomen here, and Batman will be able to pick up the Laboratory Key. Head out of this room through the door on the right. Head down this small hallway, and exit through the next door. There will now be a cutscene. After the cut scene you will have to fight Mr. Freeze.

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In Cold Blood - Boss Battle - Mr. Freeze  
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Batman isn't strong enough to just walk up and smack the hell out of Mr. Freeze like he did to the Joker, though if you don't believe me, just give it a try. You'll need a new strategy. Notice the Bat Boxes that regenerate around the room? They contain remote charges. Pick them up, then activate the Remote Charge gadget. Shoot at the Promethium tanks overhead. When Mr. Freeze is directly under the tank, activate the charge to drop the tank on his head. This battle is pretty easy, and is mostly long and drawn out. As long as you realize the key is to avoid freeze and drop the tanks, you'll be fine. The easiest strategy is to stand on the opposite side of the large glass tank in the middle of the room from Mr. Freeze, and shoot at the tanks on the other side (over him.) He can't shoot you, but you can easily hit him. After a rather cool cut scene, you will have completed this mission.

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Plant Food - Part 1  
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After a few cut scenes, including one with Poison Ivy, you will be in control of Batman. Head forward through the door. Continue passing through each car, defeating the strange enemies. The easiest way to defeat them is to either stun them with the Flash Bombs, or use your Remote Charges on them. Electric Batarangs are especially effective against these enemies, so I would suggest using these first. Either cuff them or just run past them, but they are quite strong. The objective in this area is to break all the speaker boxes, so you'll need to check every train car for one. If you find one, shoot it with Batarangs until it explodes. If you get really desperate, you can kick and punch it, but it will shock Batman when it finally breaks. Also, make sure to flip the switches to the right side of some doors. Now, when you reach the train car with the gauge next to the door, break the speaker next to the gauge to unlock the door (all four lights on the gauge should be green. If one of them is not, then you missed a speaker.) Now, enter through the door to the right of the gauge and you will have saved Batgirl.

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Plant Food - Part 2  
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You will now be driving the Batmobile. Read the controls section at the beginning of the FAQ if you do not know how to control it. Your goal here is to make it through the route, following the getaway car, while blasting it with your guns. Once the car is damaged enough, in the amount of time provided, you will need to shoot a smoke grenade through the rear window. Good Luck.

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F. Contact Information  
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I can be reached by email at:  
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Please, do not email me, then contact me on AIM about the same problem. I do read my email, and I do reply to it. Bugging me on AIM if you've emailed me, or emailing me after you've talked to me on AIM about the same subject will just get you ignored.

If you can't get a hold of me by one of those methods, I don't know what to tell you.

Also, do not contact me to ask "When will you be updating your FAQ?", "Can you help we with this part.. I know the FAQ said not to contact you if it was past where you left off, but pleeeeeeease?" or "Can I use your guide on my site" ... The FAQ is only to be on Gamefaqs.com or MeltMan.com. Thank you.

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G. Legal Information  
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