



# BATMAN VENGEANCE™



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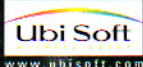
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(s01)

**EmuMovies**

PRINTED IN USA

**INSTRUCTION BOOKLET**





**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

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

### **⚠ WARNING - Seizures**

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

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

To reduce the likelihood of a seizure when playing video games:

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

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

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

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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1 Player

**THIS GAME SUPPORTS  
GAME PLAY USING ONE  
PLAYER AND CONTROLLER.**



Memory  
Card

**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772. OR VISIT WWW.ESRB.ORG.

**TEEN**

**VIOLENCE**

For information on this product's rating, please call 1-800-771-3772

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# STARTING THE GAME

## LANGUAGE SELECTION

CHOOSE WHICH LANGUAGE YOU WISH THE SUBTITLED TEXT TO APPEAR IN.

## SELECT GAME FILE

## MAIN MENU

### ENTER GAME

CHOOSING THIS OPTION AUTOMATICALLY LOADS A NEW GAME. AFTER THE FIRST GAME, YOU CAN CHOOSE WHICH LEVEL TO START IN, BASED ON THE LEVELS PREVIOUSLY PLAYED.



### OPTIONS

THIS SELECTION OPENS THE MENUS TO CHOOSE GAME SETTINGS

- SOUND
  - SOUND EFFECTS
  - MUSIC
  - VOICE
  - STEREO/MONO
  - REVERSE STEREO (ON/OFF)
- INTERFACE
  - BASIC OR FULL
- CONTROLS
  - INVERT CROSSHAIR (ON/OFF)
  - VIBRATION MODE (ON/OFF)

### CINEMATICS

SELECT THIS OPTION TO WATCH THE HIGH-RESOLUTION CINEMATICS FROM THE LEVELS YOU'VE ALREADY FINISHED.

### CREDITS

- WBIE CREDITS
- UBI SOFT CREDITS

### QUIT

QUIT GAME

# PROLOGUE

AS THE CITIZENS OF **GOTHAM CITY** SLUMBER UNDER THE SOFT DARKNESS OF THE NIGHT, **BATMAN** STANDS WATCH OVER THE CITY.

FROM THE ROOFTOPS AND ORNAMENTAL STATUARY THAT HANGS HIGH OVER THE NIGHT DRAPED STREETS, THE **DARK KNIGHT** IS EVER VIGILANT, ALERT FOR THE SLIGHTEST BREACH OF THE PEACE OR THREAT AGAINST THE CITIZENRY OF **GOTHAM CITY**. THIS NIGHT, **BATMAN** WILL FIND THE PEACE NOT ONLY BREACHED... BUT SHATTERED BY EXPLOSIVE FURY SET IN PLACE BY THE VERY PERSONIFICATION OF EVIL. IT BEGINS WITH A WOMAN THE **CAPED CRUSADER** DISCOVERS BOUND AND GAGGED, THE REMAINDER OF HER LIFE MEASURED BY THE CLOCK COUNTING DOWN THE SECONDS TO THE DETONATION OF THE BOMB BESIDE HER.

HER NAME IS **MARY FLYNN**. THE VILLAIN WHO LEFT HER FOR DEAD IS **THE JOKER**, THE TWISTED **CLOWN PRINCE OF CRIME** WITH AN EXPLOSIVE SENSE OF HUMOR. THE **JOKER** HAD TAKEN HER YOUNG SON **TOBY** HOSTAGE, HOLDING HIM FOR A RANSOM THE FRIGHTENED MOTHER COULD NEVER HOPE TO RAISE.

AT LEAST, THAT'S THE STORY **MARY FLYNN** TELLS!

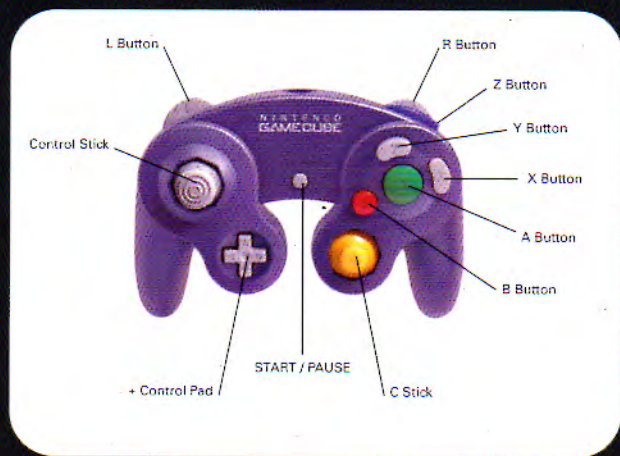
BUT THE TRUTH IS FAR MORE INSIDIOUS THAN EVEN **BATMAN** CAN IMAGINE, AND BEFORE THIS NIGHT IS DONE, THE **DARK KNIGHT** WILL FIND HIMSELF ENTANGLED IN A PLOT THAT THREATENS FAR MORE THAN A SINGLE CHILD. THE **JOKER'S** SCHEME WOULD LIGHT UP THE NIGHT WITH FIERY DEATH AND DESTRUCTION, LEAVING **GOTHAM CITY** A SMOLDERING RUIN THAT NONE WOULD SURVIVE.

MARSHALLING ALL HIS WITS, STRENGTH AND TECHNOLOGY, **BATMAN** MUST SAVE **GOTHAM CITY** FROM IMPENDING DISASTER BY MAKING SENSE OF THE MASSIVE CRIMEWAVE THAT'S SWEEPED THROUGH THE CITY.

IN THE COURSE OF HIS INVESTIGATIONS, **BATMAN** WILL ENCOUNTER A HOST OF THIEVES, THUGS, AND DEADLY COSTUMED VILLAINS WHO MUST BE STOPPED. MIND-TWISTING PUZZLES AND DEADLY TRAPS ARE THROWN IN HIS PATH TO SABOTAGE HIS EFFORTS, BUT WITH HIS ASSEMBLAGE OF HIGH-TECH WEAPONS AND DEVICES, **BATMAN** MUST CRACK THE MOST DEADLY AND BIZARRE CASE OF HIS CRIME-FIGHTING CAREER.



# CONTROLS



## MOVING SYSTEM CONTROLS

TO MOVE BATMAN	CONTROL STICK OR CONTROL PAD
PUNCH	B BUTTON
BLOCK / DUCK	X BUTTON
ACTION	Y BUTTON
JUMP / GLIDE	A BUTTON
BAT-COMMUNICATOR	L BUTTON
PRESS AND HOLD TO PAUSE GAME, SELECT GADGET AND ENTER FIRST PERSON VIEW	R BUTTON
RESET CAMERA	C STICK
FLASH BOMBS	Z BUTTON
INVENTORY	START / PAUSE

## FIGHTING SYSTEM CONTROLS

TO MOVE BATMAN	CONTROL STICK OR CONTROL PAD
PUNCH	B BUTTON
BLOCK	X BUTTON
KICK	A BUTTON
FLASH BOMBS	Z BUTTON
BREAK COMBAT MODE	Y BUTTON
ACTIVATE POWER MOVES	L BUTTON
INVENTORY	START / PAUSE

## FIRST PERSON CONTROLS

TO MOVE BATMAN	CONTROL STICK OR CONTROL PAD
DUCK WITH WEAPON	X BUTTON
EXIT FIRST PERSON VIEW	Y BUTTON
SHOOT SELECT GADGET/ SCOPE ZOOM IN	A BUTTON OR Z BUTTON
SCOPE ZOOM OUT	B BUTTON
AIM WEAPON	C STICK
CYCLE THROUGH GADGETS FOR SELECTION	L BUTTON OR CONTROL STICK OR CONTROL PAD WHILE HOLDING THE R BUTTON
INVENTORY	START / PAUSE

## BATPLANE CONTROLS

CONTROL BATPLANE	CONTROL STICK OR CONTROL PAD
FIRE ELECTRICAL SPIKES	B BUTTON
FIRE ELECTRICAL PODS	Y BUTTON
TURBO BOOST	A BUTTON
ROLL LEFT	L BUTTON
ROLL RIGHT	R BUTTON
INVENTORY	START / PAUSE

## BATMOBILE CONTROLS

CONTROL THE BATMOBILE	CONTROL STICK OR CONTROL PAD
ACCELERATE	A BUTTON
FIRE SPIKES	B BUTTON
FORCED LEFT TURN	L BUTTON
FORCED RIGHT TURN	R BUTTON
INVENTORY	START / PAUSE





# SPECIAL MOVES

## FREE-FALLING

FREE-FALLS THRUST YOU HURLING TOWARDS THE GROUND FROM FRIGHTENING HEIGHTS LIKE BRIDGES OR BLIMPS. KEEP YOUR REFLEXES SHARP; YOU'LL HAVE TO SAVE MORE THAN JUST YOURSELF IN THESE MID-AIR TRIPS. WHEN FREE-FALLING, CATCH THE FALLING VICTIM. TO DO SO, COLLIDE WITH THE VICTIM AND BATMAN AUTOMATICALLY CATCHES HIM/HER AND GRAPPLES TO SAFETY.



- Y BUTTON TO ACCELERATE
- B BUTTON TO SLOW THE FALL DOWN

## LEANING ON WALLS

TO MOVE WITH STEALTH, YOU CAN HUG THE WALLS AND SNEAK AROUND CORNERS UNDETECTED.



- Y BUTTON WHEN FACING A WALL

## CLIMBING LADDERS

YOU'LL NEED TO CLIMB LADDERS IN ORDER TO GET OVER CRATES AND WALLS.



- Y BUTTON WHEN FACING A LADDER

## SLIDING

ON CERTAIN SURFACES, LIKE ICE, BATMAN WILL SLIDE DOWN AUTOMATICALLY.



## GLIDING

TO MAKE BATMAN JUMP A GREATER DISTANCE, YOU CAN USE THE CAPE. AFTER JUMPING, YOU CAN CONTROL ITS TAUTNESS TO TRAVEL IN MID-AIR.



- A BUTTON WHEN IN MID-AIR

## HANDCUFFING

USE BATCUFFS TO RESTRAIN KNOCKED OUT THUGS. POSITION YOURSELF OVER THE DEFEATED OPPONENT AND PRESS THE Y BUTTON. CLEVER PLAYERS CAN EVEN SNEAK UP ON THUGS AND CUFF THEM FROM BEHIND.



- Y BUTTON WHEN OVER A KNOCKED OUT THUG

## GRAPPLING

MAKE YOUR WAY THROUGH THE CITY BY GRAPPLING FROM ONE BUILDING TO THE NEXT. A GLOWING BAT APPEARS WHEN A GRAPPLING POINT IS AVAILABLE. PRESS AND HOLD THE R BUTTON AND SELECT THE BATGRAPPLE ICON WITH THE + CONTROL PAD OR THE CONTROL STICK. AIM AT THE GLOWING BAT WITH THE C STICK AND PUSH THE Z BUTTON OR THE A BUTTON TO RELEASE THE BATGRAPPLE. MOST OF THE TIME, THE GRAPPLE RELEASES ONTO A SURFACE WHERE BATMAN AUTOMATICALLY CLIMBS. HOWEVER, ONCE IN A WHILE, THE PLAYER MUST GLIDE ONTO A LEDGE IF HE WANTS TO COMPLETE HIS JUMP. IF THE CROSSHAIR DOES NOT TURN RED WHEN ABOVE THE TARGET, STRAFE AROUND THE TARGET UNTIL IT DOES SO.





## VEHICLES

### BATMOBILE

BLAZE THROUGH THE STREETS OF GOTHAM CITY IN A BREAKNECK PURSUIT OF CROOKS ON WHEELS. USING THE BATMOBILE'S WEAPONS, YOU CAN FIRE CHARGES AT ENEMY TIRES AND LAUNCH SMOKE BOMBS INTO WINDOWS. OH, AND WATCH OUT FOR CIVILIAN CARS.



#### CONTROLS:

ACCELERATE.....A BUTTON  
FIRE SPIKES.....B BUTTON  
FORCED LEFT TURN:.....L BUTTON  
FORCED RIGHT TURN:.....R BUTTON  
USE THE CONTROL STICK TO DRIVE THE BATMOBILE

### BATPLANE

TAKE THE HELM OF THE BATPLANE AND PERFORM HIGH-SPEED AEROBATICS DURING NIGHT MISSIONS OVER GOTHAM CITY.



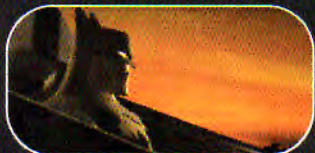
#### CONTROLS:

FIRE ELECTRICAL SPIKES .....B BUTTON  
TURBO BOOST .....A BUTTON  
FIRE ELECTRICAL PODS .....Y BUTTON  
ROLL RIGHT: .....R BUTTON  
ROLL LEFT: .....L BUTTON  
USE THE CONTROL STICK TO FLY THE BATPLANE  
A DOUBLE TAP ON THE L BUTTON/R BUTTON MAKES THE BATPLANE PERFORM A SPIN TO THE LEFT OR RIGHT.

## THE CHARACTERS

### BATMAN

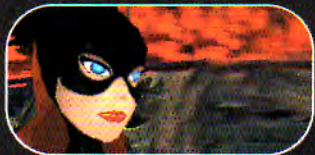
THE DARK KNIGHT DETECTIVE HAS PLEDGED HIS VERY LIFE TO KEEPING GOTHAM CITY SAFE FROM THE CRIMINALS WHO THREATEN IT.



### ALLIES

#### BATGIRL

ONCE AGAIN, BATGIRL IS HELPING BATMAN ON HIS MISSION. SHE IS AT THE BATCAVE, ALWAYS ON STANDBY.



### VILLAINS

#### THE JOKER

IS BATMAN'S NEMESIS AND THE CLOWN PRINCE OF CRIME IS ONCE AGAIN ON THE LOOSE. HIS PLOT: KILL BATMAN AND DESTROY GOTHAM CITY...LAUGHING ALL THE WAY TO HELL!



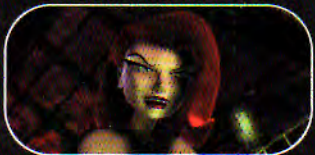
#### MR. FREEZE

HAS TAKEN CONTROL OF GOTHAM INDUSTRIAL AND TURNED IT INTO AN ICEBOX. HE'S ALSO HOLDING ISAAC EVERS, A SCIENTIST, HOSTAGE.



#### POISON IVY

IS AS DANGEROUS AS EVER. SHE DEVISES A SPECIAL POISON TO TAKE CONTROL OF GOTHAM'S MOST WEALTHY AND INFLUENTIAL MEN, BRINGING THEM DOWN TO THEIR KNEES.



#### HARLEY QUINN

IS ALL READY TO HELP OUT HER PUDDIN' WHEN IT COMES TO DEFEATING BATMAN. THIS TIME, THE JOKER'S MAIN SQUEEZE TAKES ON AN EVEN BIGGER ROLE.





## THUGS

TAKE A GLIMPSE INTO THE GOTHAM CITY UNDERWORLD, AND THE DREGS WHO SUSTAIN IT.

### THE THUGS

ARE BACK AND MEANER THAN EVER BEFORE. THEY ARE READY FOR A FIGHT - JUST NAME THE TIME AND PLACE. THEY HIT ANYTHING THAT MOVES, JUST AS LONG THEY GET THEIR MONEY.



### IVY'S THUG

APPEARS TO BE HUMAN ...HE WEARS A TRENCH-COAT AS A DISGUISE, BUT WHEN IT COMES OFF...



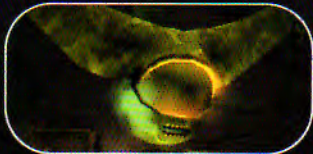
### ICE MAIDENS

TAKE PLEASURE IN KILLING FOR MR. FREEZE, AND PROTECT THEIR BOSS AT ALL COSTS.



### GREEN MONSTER

THE RESULT OF CONTACT BETWEEN POISON IVY'S CREATURES AND ACID, THIS HIDEOUS CREATURE HAS BUT ONE INSTINCT: FIND BATMAN, AND PUNISH HIM.



### ROCKET THUG

THIS THUG IS MUTE AND SIMPLE. HE LIKES HIS CANNONS - HE BECOMES THE CANNONS.

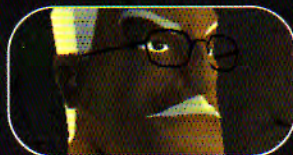


## CIVILIANS

**COMMISSIONER GORDON** STICKS TO THE RULES BUT OFTEN FINDS AN ALLY IN BATMAN.



**GOOTHAM CITY'S MAYOR HILL** MIGHT NOT ALWAYS SUPPORT THE DARK KNIGHT'S VIGILANTE EFFORTS, BUT THIS NIGHT, WITH HIS OWN LIFE AT STAKE, EVEN THE MAYOR WILL ALLOW BATMAN TO DO AS HE MUST!



### ISAAC EVERS

A RADICAL SCIENTIST, INVENTED THE MIRACLE COMPOUND PROMETHIUM - BUT WHO IS FUNDING HIS RESEARCH?





# GAME INTERFACE SCREEN

## HEALTH/STATUS BARS

INDICATES BATMAN'S TOTAL HEALTH OR VEHICLE/OBJECT STATUS.

### - BATMAN'S HEALTH BAR:

BATMAN'S HEALTH BAR IS ALWAYS DISPLAYED ON THE TOP LEFT CORNER OF THE SCREEN. ONCE BATMAN'S HEALTH LEVEL REACHES A DANGEROUS LEVEL, THE BAR TURNS RED.

### - CAPE STATUS BAR:

WHEN BATMAN USES HIS CAPE TO PROTECT HIMSELF, THE CAPE'S STATUS BAR APPEARS UNDERNEATH BATMAN'S OWN.

### - BATMOBILE AND BATPLANE:

THE VEHICLES' STATUS BAR REPLACES BATMAN'S HEALTH BAR.

### - BATGIRL'S HEALTH BAR:

APPEARS AT THE BOTTOM CENTER OF THE SCREEN WHILE SHE IS CAPTURED. IF ALL HER ENERGY RUNS OUT, BATMAN HAS LOST THE GAME.

### ENEMY BAR

DISPLAYS THE THUG'S REMAINING HEALTH.

### SCORE

ACCUMULATE POINTS THROUGHOUT THE GAME TO PERFORM POWER MOVES.

### DEVICE INDICATOR

ENABLES YOU TO SCROLL THROUGH ALL THE DEVICES AVAILABLE.

### DEVICE QUANTITY

DISPLAYS THE DEVICE QUANTITY.

### DEVICE SELECTED

DISPLAYS THE DEVICE SELECTED.



# COMBATS

## BASIC ATTACKS

BATMAN HAS AT HIS DISPOSAL AN ARSENAL OF KICKS AND JUMPS TO DEFEAT THUGS AND BOSSES WHILE IN ONE-ON-ONE COMBAT MODE.

- PUNCH: USE THE **B** BUTTON TO PUNCH.
- KICK: USE THE **A** BUTTON TO KICK.
- BLOCK: USE THE **X** BUTTON TO BLOCK

BY PRESSING THESE BUTTONS, YOU WILL NOTICE THAT COMBINATIONS CAN BE ENTERED AND BATMAN'S MOVES ARE MORE CHOREOGRAPHED. PRESSING THE **V** BUTTON WILL BREAK COMBAT

## POWER MOVES

POWER MOVES ARE SPECIAL MOVES THAT CAN BE PERFORMED BY ACCUMULATING A CERTAIN AMOUNT OF POINTS. THEY KNOCK OUT NEARLY ALL OF THE THUGS. BY HOLDING DOWN THE **L** BUTTON KEY AND ENTERING THE KEY SEQUENCE, BATMAN GOES INTO ACTION.



THE HAMMER (0 PT.)



CLEAN SWEEP (20 PT.)



SPIN-OUT (40 POINTS)



THE TAKE DOWN (80 POINTS)



LIGHTS OUT (120 POINTS)



# THE CHARGE BAR

THE CHARGE BAR POWERS THE MORE BATMAN FIGHTS. BATMAN CAN EXECUTE MORE ADVANCED POWER MOVES AS HIS CHARGE BAR FILLS UP TO FULL CAPACITY.

## THE BUTTON COMBINATIONS:

### POWER MOVES

HOLD THE L BUTTON + B BUTTON	THE HAMMER
HOLD THE L BUTTON + A BUTTON	THE CLEAN SWEEP
HOLD THE L BUTTON + X BUTTON	SPIN-OUT
HOLD THE L BUTTON + X BUTTON & A BUTTON	THE TAKE DOWN
HOLD THE L BUTTON + A BUTTON & B BUTTON	LIGHTS OUT

# WEAPONS & ITEMS

TO SELECT ANY WEAPON OR ITEM PRESS AND HOLD THE R BUTTON TO BRING UP YOUR WEAPON SELECTION, THEN SELECT THE DESIRED WEAPON OR ITEM WITH THE CONTROL STICK OR THE + CONTROL PAD.



**BATARANGS** ARE MULTI-PURPOSE THROWING WEAPONS THAT CAN BE USED ALMOST ANYWHERE WHEN BATMAN IS IN TROUBLE.



ELECTRIC BATARANGS HAVE MORE OF A KICK THAN THE OTHERS. IN SOME INSTANCES WHEN THE REGULAR ONES DON'T WORK, TRY THESE OUT.



THE **BATGRAPPLE** LETS BATMAN SWING OR HOIST HIMSELF OVER LONG DISTANCES THROUGH GOTHAM CITY.



THE **BATLAUNCHER** THROWS NETS AND CHARGES AT ENEMIES.



ONCE ELECTRIC STUNNERS ARE LAUNCHED BY THE BATLAUNCHER, THEY RENDER SOME OPPONENTS HELPLESS FOR A FEW MOMENTS.



THE NETS ARE FIRED WITH THE BATLAUNCHER. MOST OPPONENTS WON'T BE ABLE TO GET FREE OF THE NETS - BUT SOME CAN!



REMOTE CHARGES CAN ONLY BE PLACED ONE AT A TIME - KNOCKING OUT PASSING OPPONENTS.



WHEN FLASH BOMBS ARE USED, ENEMIES ARE STUNNED FOR A FEW SECONDS, LEAVING BATMAN TIME TO ESCAPE OR CUFF THEM.



THE **BATSCOPE** LETS BATMAN VIEW FROM A DISTANCE. THERE IS ALSO ONE ON THE BATMOBILE.



YOU CAN CUFF KNOCKED OUT THUGS WITH BATCUFFS TO LEAVE THEM FOR THE GOTHAM CITY POLICE.



THE **BATCOMMUNICATOR** IS THE MAIN LINK BETWEEN BATMAN AND BATGIRL. SHE GIVES TIPS AND HINTS THROUGHOUT THE GAME. PRESS THE L BUTTON TO ACTIVATE.



# INVENTORY

PRESS START TO DISPLAY BATMAN'S INVENTORY. CYCLE BETWEEN SECTIONS OF THE INVENTORY BY EITHER USING THE CONTROL STICK OR THE + CONTROL PAD. TO EXIT THE INVENTORY SYSTEM, PRESS THE B BUTTON.

TO GET AN ITEM'S DESCRIPTION, PRESS A BUTTON TO SELECT AN ITEM. THE INFORMATION APPEARS ON THE LEFT-HAND SIDE OF THE INVENTORY SCREEN. PRESS A BUTTON AGAIN TO ACCESS THE ITEM'S DESCRIPTION AND TO SCROLL DOWN FOR EXTRA INFORMATION WITH THE DIRECTIONAL PAD IF THE DOWN ARROW APPEARS AT THE BOTTOM. PRESS THE Y BUTTON TO EXIT THE INVENTORY.



## EQUIPMENT

THE EQUIPMENT SCREEN DISPLAYS ALL THE AMMUNITION AND GADGETS BATMAN HAS AT HIS DISPOSAL. THE NUMBER INDICATED ON THE RIGHT OF THE ICON SHOWS THE AMOUNT AVAILABLE. A DESCRIPTION OF EACH EQUIPMENT PIECE IS GIVEN ON THE LEFT-HAND SIDE OF THE INVENTORY DISPLAY. TO CYCLE THROUGH, USE THE CONTROL STICK OR THE + CONTROL PAD.



## ITEMS

THE ITEM SCREEN DISPLAYS ALL QUEST ITEMS BATMAN HAS PICKED UP. THESE INCLUDE KEYS AND DISCS. A DESCRIPTION OF THE ITEM APPEARS ON THE LEFT-HAND SIDE OF THE INVENTORY SCREEN, EXPLAINING WHAT THE HIGHLIGHTED ITEMS ARE USED FOR.



## POWER MOVES AND CHEATS

THIS SCREEN DISPLAYS THE POWER MOVES AVAILABLE TO THE PLAYER AND THE COMBINATION REQUIRED TO PERFORM THEM. THE CHEATS DISPLAYS WHICH CHEAT ENVELOPE HAS BEEN DISCOVERED AND WHAT THEY CONTAIN.



## ACHIEVEMENT

THE SCREEN DISPLAYS THE POINTS YOU HAVE ACCUMULATED SO FAR. BY SCROLLING THROUGH THE PLAYED LEVELS, THE INVENTORY SYSTEM INDICATES HOW MANY POINTS WERE ACCUMULATED.



## OPTIONS

THIS SCREEN LETS YOU CUSTOMIZE YOUR SETTINGS WHILE YOU PLAY BATMAN: VENGEANCE.

- **SOUND:** HERE, YOU CAN CUSTOMIZE THE LEVEL OF THE SOUND IN THE GAME. THIS MEANS YOU CAN CHOOSE THE LEVEL OF THE VOICE, MUSIC AND SOUND EFFECTS TO YOUR LIKING.
- **INTERFACE:** BY CHOOSING BASIC, NO INTERFACE IS DISPLAYED ON THE SCREEN WHILE YOU PLAY. ANOTHER CHOICE YOU HAVE IS TO CHOOSE THE FULL INTERFACE OPTION.
- **RUMBLE FEATURE:** YOU CAN CHOOSE TO HAVE THE RUMBLE FEATURE ON OR OFF ON YOUR CONTROLLER.
- **INVERT CROSSHAIR:** ADJUST THE WAY YOU AIM THE CROSSHAIRS TO THROW THE DIFFERENT GADGETS.
- **BRIGHTNESS:** ADJUST THE BRIGHTNESS OF YOUR MONITOR SCREEN.
- **QUIT GAME:** THIS OPTION LETS YOU QUIT THE GAME, YOU ARE PRESENTLY PLAYING.



## PUZZLES

### ISAAC EVER'S LAB NETWIRE PUZZLE

TWIST AND TURN TO MATCH THE COLORS.

CONTROL STICK:

TURN THE CUBE FROM ONE SIDE TO THE OTHER.

**A** BUTTON:

ROTATE THE WIRE SELECTION 90 DEGREES



### GOTHAM GASWORKS PUZZLE

SPIN THE WHEELS AND MATCH THE COLORS.

**Y** BUTTON:

HOLD DOWN TO TURN THE WHEEL AND RELEASE TO STOP IT.

CONTROL STICK:

MOVE FROM ONE WHEEL TO ANOTHER.



### THE JOKER'S FUNNIBONES WAREHOUSE PUZZLE

SPIN THE WHEELS AND MATCH THE NUMBERS. FIND THE HIDDEN NUMBERS IN THE FUNNIBONES YARD. USE THE CONTROL STICK TO ROTATE THE WHEELS AND CHANGE BETWEEN WHEELS.

EXIT THE PUZZLE:

**B** BUTTON

CONTROL STICK:

MOVE FROM ONE BUTTON TO ANOTHER.



### THE JOKER'S BLIMP PUZZLE

MIX THE RIGHT COLORS TO SAVE GOTHAM

**A** BUTTON:

ACTIVATE BUTTONS

CONTROL STICK:

MOVE FROM ONE BUTTON TO THE OTHER.





## CHEATS

THROUGHOUT HIS INVESTIGATION, BATMAN CAN FIND HIDDEN ENVELOPES THAT CONTAIN CHEATS. ONCE THE FIRST GAME IS COMPLETED, THE SECOND GAME UNLOCKS CHEATS AVAILABLE TO YOU.



### ENVELOPE A:

REFILLS ALL GADGETS TO FULL.



### ENVELOPE B:

ALLOWS PLAYER TO IMMEDIATELY MAX UP THE CHARGE BAR FOR POWER MOVES.



### ENVELOPE C:

REFILLS ALL OF BATMAN'S HEALTH.



### ENVELOPE D:

MAKES BATMAN DO DOUBLE DAMAGE TO HIS OPPONENTS, EXCEPT THE BOSSES.



### ENVELOPE E:

RENDERS BATMAN INVISIBLE TO ALL HIS OPPONENTS, EXCEPT FOR THE BOSSES.

## GAME OVER

THERE ARE THREE WAYS THAT THE GAME CAN END. BATMAN EITHER RUNS OUT OF HEALTH, HE FAILS THE LEVEL OBJECTIVE, OR FAILS TO COMPLETE A JUMP (EX: BETWEEN BUILDINGS OR CHASMS).

### QUIT:

IF YOU WANT TO QUIT THE GAME AND GO TO THE MAIN MENU, CHOOSE QUIT.

### CONTINUE:

CHOOSE THIS OPTION TO CONTINUE PLAY. YOU'LL START AT THE LAST CHECKPOINT OF THE GAME YOU PAST.



## SAVING THE GAME

BATMAN: VENGEANCE IS EQUIPPED WITH A MANUAL SAVE FEATURE. IF YOU WANT TO SAVE A GAME, YOU MUST QUIT THE GAME IN PROGRESS AND SELECT THE SAVE GAME OPTION IN THE MAIN MENU.

- AN OPTIONAL NINTENDO GAMECUBE™ MEMORY CARD IS REQUIRED TO SAVE YOUR GAME.

- DO NOT PRESS THE RESET BUTTON OF YOUR NINTENDO GAMECUBE OR REMOVE THE MEMORY CARD WHILE SAVING OR LOADING. DOING SO MAY DESTROY SAVED FILES ON THE MEMORY CARD - BATMAN: VENGEANCE REQUIRES 2 BLOCKS OF FREE SPACE ON THE MEMORY CARD IN ORDER TO SAVE A GAME.

## CHECKPOINT

CHECKPOINTS HAVE BEEN INSERTED IN THE GAME TO HELP YOU ALONG. WHEN THE GAME IS OVER YOU MAY CHOOSE TO CONTINUE IT. YOUR GAME WILL PICK UP AT THE LATEST CHECKPOINT YOU ENCOUNTERED.



# TECHNICAL SUPPORT

BEFORE CONTACTING UBI SOFT TECHNICAL SUPPORT, PLEASE CAREFULLY READ THROUGH THIS MANUAL. ALSO, HELP IS AVAILABLE ONLINE AT [HTTP://WWW.UBISOFT.COM/SUPPORT](http://www.ubisoft.com/support). IF YOU ARE UNABLE TO FIND AN ANSWER TO YOUR QUESTION USING THE WEBSITE OR THE MANUAL, PLEASE CONTACT US VIA ONE OF THE FOLLOWING METHODS:

## CONTACT US OVER THE INTERNET:

[HTTP://WWW.UBISOFT.COM/SUPPORT](http://www.ubisoft.com/support)

THIS SITE TAKES YOU TO THE UBI SOFT SOLUTION CENTER. HERE YOU CAN BROWSE OUR FAQ LISTINGS, OR SEARCH THE SOLUTION DATABASE FOR THE MOST RECENTLY UPDATED INFORMATION SINCE THE GAME'S RELEASE. OR, FOR FASTEST EMAIL RESPONSE, YOU CAN SEND IN A REQUEST FOR PERSONAL ASSISTANCE FROM A TECHNICAL SUPPORT REPRESENTATIVE.

## CONTACT US BY E-MAIL:

FOR FASTEST RESPONSE VIA EMAIL, PLEASE VISIT OUR WEBSITE AT:

[HTTP://WWW.UBISOFT.COM/SUPPORT](http://www.ubisoft.com/support)

FROM THIS SITE, YOU CAN ENTER THE UBI SOFT SOLUTION CENTER WHERE YOU CAN SEND IN A REQUEST FOR PERSONAL ASSISTANCE FROM A TECHNICAL SUPPORT REPRESENTATIVE. YOU CAN ALSO CONTACT OUR UBI SOFT SUPPORT BY E-MAILING THEM DIRECTLY AT: [SUPPORT@UBISOFT.COM](mailto:support@ubisoft.com). IT MAY TAKE ANYWHERE FROM 24-72 HOURS FOR US TO RESPOND TO YOUR E-MAIL DEPENDING UPON THE VOLUME OF MESSAGES WE RECEIVE AND THE NATURE OF YOUR PROBLEM.

## CONTACT US BY PHONE:

YOU CAN ALSO CONTACT US BY PHONE BY CALLING (919) 460-9778. NOTE THAT THIS NUMBER IS FOR TECHNICAL ASSISTANCE ONLY. WE CANNOT GIVE HINTS OR TIPS OVER THE TECHNICAL SUPPORT LINE. WHEN CALLING OUR TECHNICAL SUPPORT LINE, PLEASE MAKE SURE YOU ARE AT THE GAME. BE ADVISED THAT OUR TECHNICAL SUPPORT REPRESENTATIVES ARE AVAILABLE TO HELP YOU MONDAY - FRIDAY FROM 9 AM - 9 PM (EASTERN STANDARD TIME), EXCLUDING HOLIDAYS. WHILE WE DO NOT CHARGE FOR TECHNICAL SUPPORT, NORMAL LONG DISTANCE CHARGES APPLY. TO AVOID LONG DISTANCE CHARGES, OR TO CONTACT A SUPPORT REPRESENTATIVE DIRECTLY AFTER THESE HOURS, PLEASE FEEL FREE TO USE ONE OF THE OTHER SUPPORT AVENUES LISTED ABOVE. EMAIL RESPONSES USUALLY RECEIVE A RESPONSE IN LESS THAN 2 BUSINESS DAYS. IF WE RECEIVE YOUR EMAIL, YOU WILL RECEIVE A RESPONSE!

## CONTACT US BY STANDARD MAIL:

PLEASE DO NOT SEND RETURNS DIRECTLY TO UBI SOFT WITHOUT FIRST CONTACTING A TECHNICAL SUPPORT REPRESENTATIVE. IF YOU NEED TO RETURN A PRODUCT, REVIEW THE REPLACEMENT POLICY / WARRANTY IN THIS MANUAL.

## UBI SOFT TIPS LINE

UBI SOFT TECHNICAL SUPPORT CANNOT GIVE ANSWERS TO HINT, TIP, OR CHEAT RELATED QUESTIONS. PLEASE CALL OUR AUTOMATED TIPS LINE FOR WALKTHROUGHS AND CHEATS FOR OUR GAMES. ALL THE HINTS, TRICKS AND CHEATS FOR OUR GAMES ARE HERE. IF YOU'RE UNDER 18 YEARS OF AGE, PLEASE HAVE YOUR PARENTS' PERMISSION BEFORE CALLING. NOTE THAT ONLY TOUCH-TONE PHONES MAY ACCESS THIS SERVICE. (900) 288-2583 (CLUE). \$.95 PER MINUTE

UBI SOFT ENTERTAINMENT  
ATTN: CUSTOMER SUPPORT  
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## REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list

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