

Batman: Rise of Sin Tzu FAQ/Walkthrough

by merc for hire

Updated to v1.0 on Aug 21, 2015

This walkthrough was originally written for Batman: Rise of Sin Tzu on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

```
70MMMMW8ZZZ808ZZZZZZ8ZZZ80B      8aZ8a08ZZ8Z000W8a2Z80B027;
OMMMMMMMMMMMMMMMMMMMMMMMMMMMMM      M M      MMMMMMMMMMMMMMMMMMMMMMMMM2
MMMMMM@MMMMMMWBW@MMM      rMMMMM      :MMX8MMMMMMMMMMZZO@MM7
,MMMM@MM@WM@W@MM@MMMMai      MMMS@M      .rWMMMMZWMMMMMMMMW, BMZBM8
MMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMMM
Ma0X8MiWrMS:ZM MM,M;B:M7:M MXMM M7MXWSMS@2M M2rMiMr2ZM.
```

```
  _ _ ) / \ | _ _ | \ / | / \ | \ | |
 | _ \ / _ \ | | | | \ / | | / _ \ | \ | | |
 | | ) / _ _ \ | | | | | / _ _ \ | | \ | |
 | _ / / \ \ | | | | | / / \ \ | | \ | |
```

```
MMMMMMMMMMMMMMMMB88MMMMMMMMMMMM8MMMMMMMMMMMMMMMMMMMMMMMMMMMM
MMMMMMMMMMMMMMMMB88MMMMMMMMMMMM8MMMMMMMMMMMMMMMMMMMMMMMMMMMM
MMMMMMMMMMMMMMMMB88MMMMMMMMMMMM8MMMMMMMMMMMMMMMMMMMMMMMMMMMM
Z          i7aMMMMMMMM0MMWMMBMM0WMMMMMMMMMBS.      :
;MMMM@0MWBM0MMMMM.
;MMMM@MMM8
,MMMMM
@MMM
BM
2
```

```
. _ . . _ . . _ . . _ . . _ . . _ . . _ . . _ . . _ . . _ . .
[ ] | ( [ [ [ | | [ ( [ | \ | | | _ / | |
| \ | _ . ) [ | | | . ) _ | | \ | | . / _ . | _ |
```

Table of Contents

~~~~~

|                           |      |
|---------------------------|------|
| +-----+                   |      |
| 1. Controls.....          | 0001 |
| 2. Walkthrough.....       | 0002 |
| 2.1 Level 1.....          | L1-1 |
| 2.2 Level 2.....          | L2-1 |
| 2.3 Level 3.....          | L3-1 |
| 2.4 Level 4.....          | L4-1 |
| 2.5 Level 5.....          | L5-1 |
| 2.6 Level 6.....          | L6-1 |
| 2.7 Level 7.....          | L7-1 |
| 2.8 Level 8.....          | L8-1 |
| 2.9 Level 9.....          | L9-1 |
| 3. Weapons & Gadgets..... | 0003 |
| 4. Codes.....             | 0004 |
| 5. Boss Strategies.....   | 0005 |
| 6. Contact.....           | 0006 |
| 7. Disclaimer.....        | 0007 |
| +-----+                   |      |

## 1. C O N T R O L S

~~~~~0001~~~~~

Basic Controls

| Button | Effect |
|----------------|----------------------|
| A Button | Jump |
| B Button | Attack |
| Right Shoulder | Use Gadget/Weapon |
| Left Shoulder | Switch Gadget/Weapon |
| D-Pad | Move, Climb Up |

Advanced Controls

| Button | Effect |
|----------------|----------------------------|
| B+B+B | Multiple Hit |
| B(Near Crate) | Lift Object |
| A+A | Glide |
| Down+B+B+B | Sweep Attack |
| B | Grabs Enemy When On Ground |
| B | Throws Enemy Being Held |
| ->+-> or <-+<- | Dash |
| B Near Levers | Use Lever |
| Up Arrow | Go Through Doors |

2. W A L K T H R O U G H

0002

(Level 1 - Gotham's Rooftops)

L1-1

The Art of War is deceit. First, you must attack your enemy when he least expects it... In a place where he feels strong, but is in fact weak... With an army he feels he has already vanquished. At midnight the battle begins. The battlefield is Gotham City. My adversary is Batman, but I shall be victor.

Stage 1

Run to the right and defeat your first enemy, which happens to be a simple thug. With his defeat jump to the higher ledge and first run past the ladder to destroy an item crate. It holds a Big Combo Boost which fills up your combo bar.

Return to the ladder and now climb up. At the top pick up the crate to the left and then turn to face the right to see a thug hop out through the open window. Toss the crate at him to make short work of him. Hop the gap and jump up and grab the ledge.

Pull yourself up and run to the right until you reach a hole. Jump over it to land on another building. Continue to the right to reach an open window. Another thug will emerge from it. Defeat him and move close to another open window and another thug appears.

Upon defeating the second thug climb up the ladder. At the top jump onto the platform and pick up the crate. At the same time an thug should have climbed out the window. Toss the recently picked up crate at him, if you didn't move fast enough the crate will miss.

With this thug gone drop down and run to the left to encounter another thug. After disposing of him jump onto the higher ledge and grab the crate. Toss it at the thug to instantly defeat him. Pick up the keycard and run up to the gate to open it with the recently aquired keycard.

Climb the ladder on the other side of the gate. At the top run to the right. At the first open window a thug will climb out. You know what to do. With him out of the way run to the second window for another thug to emerge. Take care of him in a similar fashion as the first.

When you reach the edge of the building jump and glide the gap to land on an adjacent building. Beginning climbing up the two ledges. At the top drop down on the left side of the building. From this platform run and glide across the gap to land on another nearby building.

Climb down the ladder. Run to the right to reach a door. While standing in front of the door press up on the d-pad to open the door. You will enter into the building. Thus marking the end of the first stage of level 1. You will be given a password which I'll list for each stage.

```
-----  
|   Stage 2   |  
----RZHLXM----
```

The password for this stage, and for any stage will be listed in the box above right below the word Stage #. Anyways this is a very short stage. Pick up the crate and throw it at the enemy. Defeat enemies until you reach the far right side. Pick up a keycard from one of the thugs and head through the door.

```
-----  
|   Stage 3   |  
----WGRLN_-----
```

Destroy the crate to get a Big Combo Boost which should have filled up your combo bar by now. Climb down the ladder and at the bottom jump the gap to land on a ledge. A thug will appear through the window. Feel free to use your combo on him now to quickly dispose of him.

Jump the next gap and glide as far as you can to land on a ledge with a thug. Defeat him to gain health and then drop down the hole to the left. At the bottom jump to the ledge. When you reach a rooftop take out two thugs to receive a keycard to open the gate to the right.

```
-----  
|   Stage 4   |  
----_Z_LDW-----
```

Run to the right and climb down the ladder. At the bottom a thug will jump out the window. Defeat him and climb down another ladder. Another window another thug. Take him out and then climb down the ladder. Jump and glide at the bottom to land on another building.

On the other building run past the windows towards the door. Two thugs will

emerge from the windows. The one that comes from the window next to the door will hold the keycard needed to open it. Take out both and grab the keycard. Head through the door. Onto the next level.

(Level 2 - ChinaTown)

~~~~~L2-1~~~~~

The password to start on this level is 3G7L47

There's been a riot at the Stonegate Prison and criminals are flooding the city and attacking innocent citizens... I'm just getting this, there's trouble at Arkham Asylum... Oh my...

What is it, Commissioner?

No... no... not the... Moose...

The Moose... Scarecrow! It's fear gas, Jim. I'm on my way.

Quite correct, Batman. Who else could spread so much fear? You're beginning to feel the effects... aren't you, Batman?

No. Never. Not me.

-----  
| Stage 1 |  
----7ZHLX3-----

Run to the right and climb up the ladder. At the top jump onto the catwalk to the right and defeat the thug who will jump out the window. Climb up the ladder behind him. Jump and glide the gap to the right to reach another catwalk.

Once on the catwalk climb the ladder and at the top glide across the gap to reach another catwalk. Drop down to the lower catwalk to the left. A thug will appear from the window. Defeat him and then pull the lever. A counter will appear in the top right corner.

Quickly jump onto the higher catwalk and then drop down the gap by gliding and glide towards the catwalk below where the lever was. This is also the catwalk where you fought the first thug. Quickly run through the gate. A thug will be lying in wait in here.

With him defeated jump onto the catwalk above and to the right. From this one jump to the higher one to the left. Then to the one on the right, then left and finally the last higher catwalk to the right. Climb the ladder on this catwalk to the top.

Glide over the gap to reach a lever. Pull it and then glide to the catwalk where the bottom of the ladder is located. Run to the right and past the now opened gate, there will also be two thugs now. If you don't make it the first time because of the thugs retry. They won't be there the second time.

Once past the gate climb up the ladder. Jump to the catwalk to the left while on the ladder and break the item crate for a Big Health Boost. Return to the ladder and continue climbing up. At the top beat up the tough thug to get a keycard. Head through the door.

-----  
| Stage 2 |  
----BBBCBG-----

Jump and glide across to the next building. On the other building climb down

the ladder. On the next catwalk kick the thug's sorry arse to the moon then climb down another ladder. There will be another thug. Defeat him and climb down yet another ladder.

Well doesn't this look familiar. Take out another thug then climb down the ladder. Grab the crate to the right and throw it at the thug to the left to make short work of him. Climb down the ladder and take out the tough thug and two thugs.

When ready climb back up the ladder and jump and glide across the gap to the left to reach a catwalk. Climb up the ladder and take out another thug. Pull the lever then return to where you fought the tough thug and to regular thugs. Run through the gate to the right.

-----  
| Stage 3 |  
----GVLC2B-----

With the start of the stage run to the right and climb down the ladder. At the bottom jump the space and pull yourself onto the catwalk. Defeat the thug then climb down the ladder to the right. You will then have to climb down another ladder.

At the bottom defeat another thug. Jump and glide across the gap to the right to reach an item crate with a Big Combo Boost. Glide back and go to the left and take out another thug. Jump up and pull yourself onto the ledge. At the edge glide across to another catwalk.

Jump to another catwalk then climb down the ladder. Take out the two thugs then run to the right to take out two tough thugs. With this area cleared climb back up the ladder. At the top climb onto the ledge to the left and then glide to the catwalk to the right.

Pull the lever then return to where you fought the two tough thugs and run through the gate to the right. On the other side glide another hole to land on a catwalk. Go through the door to the far right and head through it to have finished another stage.

-----  
| Stage 4 |  
----LBVCVQ-----

As soon as the stage starts there will be two thugs. Plow through them and then hop onto another catwalk and take out the two tough thugs. Drop onto the lower catwalk to the left and take out two thugs. Walk to the lever to the right for two thugs to show. Defeat them and pull the lever. Run to door.

-----  
( Level 3 - Gotham City Hall )

????????????????L3-1????????????

The password to start on this level is QV2CLL

-----  
| Stage 1 |  
----QV2CLL-----

This level will immediately begin. Run to the right and drop down to the bottom of the area. Break the crate to get a flash pellet. Run to the right and climb onto the ledge. Pull yourself up and then ride the scaffold up to the top most ledge.

On this ledge will be a tough thug. He throws a flash pellet so immediately throw your batarang at him when he is in range. This avoids any attacks he might get in after throwing the flash pellet. Defeat this thug and then use

your  
grappeling hook to cross over the drop.

On the other building a thug will pop out of the window. Jump to the scaffold and avoid the crates that fall out of the window. Jump to the ledge to reach another tough thug. Toss your batarang at him then take him down. Jump across the three scaffolds. At the end will be another tough thug.

With him defeated climb down the ladder. At the bottom take out the two thugs and one tough thug. When all three are defeated grab the keycard then climb up the ladder and head through the gate to the right. Defeat the tough thug on the other side.

Jump across the four scaffolds. At the ledge at the end will be a wrestler. He is impossible to grab and will toss you on the ground and then do an elbow drop on you. Pummel him with punches and kicks until he enters submission. Take the keycard and open the door.

-----  
| Stage 2 |  
----VBBCBZ-----

Run all the way to the right and smash open the crate for health. On the way there you will fight a thug and after breaking the crate you will fight one. When ready hop onto the scaffold. At the top jump onto the left first and take out all enemies for a keycard. Then go to the right and go through the door.

-----  
| Stage 3 |  
----ZVLC2V-----

Cautiously make your way to right while avoiding the crates that fall from above. On the right side take out your grappeling hook and use it to reach a higher ledge. Defeat the tough thug then jump to the scaffold to the left and avoid the falling crates still.

At the peak of the scaffold's rising jump to the ledge to the left and take down the thug, you can toss him off the side easily, then bust open the crate for a Big Health Boost. Return to the ledge where you fought the tough thug, you can glide there.

Go over to the ladder on the right and wait for the crate to smash on the ground at the top before climbing up. Once up jump to the scaffold and then at the top jump to the rooftop. Take out the two thugs then jump to the next rooftop.

On the next rooftop are a thug, a tough thug and a fighter. Take them out one at a time because you will become overwhelmed if you take them all at once. Take out the fighter to receive a keycard which opens the gate to the right. Head on through for the next stage.

-----  
| Stage 4 |  
----2BVCV6-----

Climb down the ladder to the right. At the bottom climb onto the ledge to fight a tough thug. Use the grappeling hook to reach another ledge. Pick up the crate and when the thug hops through the window let him have it. Jump to the scaffold.

Avoid the falling crates and jump to a second scaffold. When you reach solid ground hop off the scaffold and then climb down the ladder. Jump across the three scaffolds while avoiding crates that fall near the first one. On the

last scaffold use your grappeling hook.

At the top of the rope break open the crate to receive a 1/4 Gamecube Bonus. Return to the scaffold and ride it down to reach solid ground. Jump onto it and pick up the crate. Throw it at the tough thug and then proceed to take out the thug behind you.

With the tough thug taken out grab the Small Health Boost. Around this point the Stage Password will switch to 4QK3S9. Jump onto the catwalk above and take out the tough thug, be careful as he throws flash pellets. Take him out to receive a Small Combo Boost.

Take out the trusty grappeling hook then climb up to reach another catwalk with a fighter on it. Take out the fighter and if you travel too far to the left a thug will hop out the window. Go up the ladder and to the right to break open the crate for a Big Health Boost.

Climb down the ladder and you will drop off at the bottom. Avoid the crates that fall from the window to the right. Head on through the door with the keycard that you acquired from the fighter on the catwalk. Onto the first boss fight.

-----  
| Scarecrow |  
----HLNXZJ----

The password 86T3J5 will show you the image of Batman entering the room with Scarecrow. This is a fairly straight forward fight. Scarecrow will be in defense for most of the fight. But he isn't your main target. The ghosts that he will conjure are.

Run close to Scarecrow then turn around for his ghost to swoop in. Jump and kick at the ghost for it to drop a flash pellet. Throw it at the Scarecrow then pummel him with punches. He will then release two ghosts. Take out the two for another flash pellet.

Use it on Scarecrow and then attack him again. Now he will release four of his spectral servants. Take out the four to receive another flash pellet toss it and then smack up the Scarecrow. He then release six ghosts. Take them out to receive a final pellet it use it to finish Scarecrow.

You're no master of fear, Scarecrow. Just its slave.

( Level 4 - The Docks )  
γγγγγγγγγγγγγγL4-1γγγγγγγγγγγγγγ  
The password to start on this level is RL4XGS

Clayface has taken over the Gotham Chemical Factory.

Scarecrow... Clayface... They couldn't do this alone. There's someone else behind all this...

You'd better hurry, Batman.

-----  
| Stage 1 |  
----W2DX6N----

From the starting point jump over the water to reach another part of the dock. There will be two goons here. They will run and charge at you if given the chance so either avoid or attack before they start running. With both taken

care of jump onto the crate.

Ride it up to reach a higher ledge. There are three pipes here that will emit steam every few seconds. When inbetween the first and second pipes throw your batarang at the crates past the second pipe. Now you can jump over the remaining crate. Jump over the third pipe and climb down the ladder.

At the bottom move or destroy the crates. Wait for the large crate that is moving left and right to get close then jump on. Duck and remain ducking until you are past the steam pipe. Jump to solid ground, in the next part you will need to jump across four crates.

Time your jumps so that the next crate is always lower than you. On the last crate you will need to use your batarang to hit a wire which will lower a bridge past the two steam pipes. While the crate is at its highest peak hold down the left shoulder button.

This will increase how far the batarang goes and will hit the wire. Now from the highest point glide over the steam pipes and to solid ground. There will be a tough goon here. Throw the crate at him and then finish him off. When ready climb up the ladder.

At the top jump over the first steam pipe and land on the crate. Wait for the next steam pipe to stop then run by it. Quickly jump across the two platforms until you reach solid ground. If you stand for too long on them they will open down and you will fall to your demise.

In this area to the right a large crate will drop every few seconds. There is also a ladder going down to a lever. For now as soon as the large crate lifts run and glide to reach an area with goons. Take out the enemies using the crates, there is also a tough goon here.

With all the goons taken out and the wall of boxes gone return to the previous platform and go down the ladder to reach the lever. Pull it and then sprint back to the platform with all the enemies. Head throught the gate door to the left.

-----  
| Stage 2 |  
----\_LNxz0-----

From the starting point you will need to use your batarang to knock down bridge. You will need to hold down the throw button so that the batarang will reach the chain holding the platform. With it down jump to the right. When you land there will be a goon waiting.

Take him out then run to the right. When you reach a dead end take out your grappling hook. Wait for the crate above to be at its lowest then grapple up. At the top jump to the right and try to land on the now lower crate. Jump to the second crate.

Ride it down to reach a platform that leads to solid ground with a crate. Destroy it to receive a Big Health Boost. Return to the platform but don't jump on it just yet or it will drop open. When you see the crate at its lowest point jump to the platform then and onto the crate.

At the top there will be a big goon as well as a regular goon. Dispose of both then continue on. At the drop off point jump and glide across to reach solid ground. There will be two big goons on this side. Take out both of them then continue to the right until you reach a ladder going down.



Climb to the bottom and jump over the first hole. On the second platform wait for the large crate to drop, which is on the third platform. As soon as it begins to lift, jump and glide to the third platform. Get out of the way of the large crate A.S.A.P.

Wait for a small crate to the right of the platform to lower. You will need to jump across eight crates. Wait for the next one to always be lower than the one you are currently standing on. At the eighth crate use your batarang to hit a cable holding the bridge up.

Jump to solid ground from the crate. Here you will need to defeat two goons and one big goon. When you defeat the big goon he will drop a keycard used to exit the level. With all enemies out of the way its time to head to the next stage. Go through the door all the way to the right.

-----  
| Stage 3 |

----32XXQX-----

Run to the right and climb up the ladder. At the top defeat the goon and big goon. At what seems to be a dead end take out your grappeling hook in order to swing over the gap. When you reach solid ground run to avoid the large crate that lowers.

Run inbetween the two large crates here and wait for the second one to rise. Quickly run under it and to the edge. When the crate is below you jump onto it. You can ride it down and jump off of it to the left to break open a crate with a Big Combo Boost inside.

Jump back onto the crate and at the top jump to the right. While on top of the crates climb down the ladder to the right. In the next section you will need to defeat three big goons before moving on. Run to the right and glide over the gap.

Upon reaching solid ground you will have to defeat a goon and two big goons. One of the goons has the keycard used to exit this stage. Run to the right when all enemies are defeated and jump to the first crate. You will need to jump across five crates before reaching solid ground again.

Run to the right and pull out your grappeling hook to get close enough to glide to the higher ledge. Wait for the large crate to lift then run past it as well as the second large crate. Keep running to run through the gate and into the next stage.

-----  
| Stage 4 |

----7L4XG8-----

As you make your way to the right three big goons will come down the ladders along the top of this section. Defeat all three then continue to the right. At the drop off point jump onto the crate. Ride it down and then hop onto the platform.

Take out your grappeling hook and use it to swing to a ledge where there are two crates. Destroy both for a Big Combo Boost and a Big Health Boost. Return to the previous platform and jump back onto the crate. When there is no steam coming from the pipes grab on to the ledge.

Quickly pull yourself up to avoid steam. There will be a goon here as well as two big goons whom throw fireballs at you. Theres no way to dodge the fireballs so try to make the big thug that throws it no appear on screen, that way he won't be able to see you and throw them.

With all three enemies in this section disposed of jump along the two crates to reach another big thug. Defeat him then break the chain holding the bridge up. With it down walk along it and jump onto the crate. On the next section you will have to defeat another big thug.

With him defeated break another chain then wait for the second when the steam stops coming out of the nearby pipe. When it does run past it and onto the bridge. Jump from crate to crate until you reach solid ground. On the second set of stationary crates is another big thug.

Defeat him and then break the chain holding the bridge up. While standing on the bridge whip out your trusty grappeling hook. This next section requires near perfect timing. Use your grappeling hook to swing to the right and near solid ground. When close release the hook and glide to the ground.

Run over to the two big thugs and take them out. One of them will drop a keycard to open the nearby door. Before going through said door break open the crate that is to the right of the door to receive a Big Health Boost. When ready go through the door.

-----  
| Stage 5 |  
----C2DX64-----

Run to the right and climb the ladder. At the top throw the barrel in either direction, then break open the crate for a big combo boost. Wait for the two crates that keep rising and dropping to be aligned when rising then run underneath them and pull yourself up onto the higher ledge.

Take down the thug that is up here then climb the ladder. At the top pull the lever then climb back down the ladder. At the bottom run across the platform you had just lowered then glide over the hole. Get rid of the two barrels and then jump and glide to the crate.

Ride it up and then jump over the steam pipe and land on the other rising crate. Jump from crate to crate while avoiding the steam pipes until you reach solid ground. Avoid the steam that comes from the pipes here and make your way towards the two thugs. Take them out for a keycard and go through the door.

-----  
| Stage 6 |  
----GZ3PDC-----

You will have to do some maneuvering here. Wait for the crate you are standing on as well as the next crate to be low down then jump to the next one. This is so you will avoid the steam from above. Make your way to solid ground and then run beneath the huge crate then jump to the next ledge.

Run beneath another huge crate and jump to another platform. Take down the thug here then jump to another rising crate. Jump from crate to crate until you reach solid ground. Grab the barrels and throw them at the thugs, then finish them off. Grab the keycard then go through the door on the right.

-----  
| Stage 7 |  
----LGCP4R-----

Jump onto the first crate and when it reaches its highest point jump towards the ledge on the left. Pull yourself up then pull the lever. Jump to the second rising crate then jump to solid ground to the right. The fans will be off now so you can climb the ladder. At the top jump onto the small platform.

Throw a batarang at the chain to drop the bridge. Jump the gap. Defeat the big thug here then jump onto the moving crate then solid ground. Take out the big thug for a keycard then drop down to the area below. Defeat another big thug then use the keycard to go through the gate.

-----  
| Stage 8 |  
----QZMPXM-----

Run to the right to fight a thug and a masked thug. Take them out then cautiously make your way to the right. In this area are crates suspended by chains that drop onto the ground in attempts to crush you. Wait for it to be above you then run to the right.

Wait for the second crate to rise before running to the right by waiting in the safe spot in between crate 1 and 2. Once under crate 2 grab the small box by punching it and toss it to get out from under the crate's shadow. Once on the box wait for the third crate to be off the ground then run to the right.

Smash open the item box then stop at the ledge. Wait for the crate to be in jumping distance. Jump over the steam to land on the crate. Ride the crate up to its highest point then jump and glide over the highest steam release point to land on the next crate.

Repeat this process all the way to the right until you reach solid ground with a thug and masked thug. After them will be another thug and masked thug to deal with. The masked thug will drop a keycard. Use it on the door all the way to the right to complete another stage.

-----  
| Stage 9 |  
----VGWPN\_-----

Climb the ladder next to the starting point. At the top run to the right to get on a moving platform. As it moves there will be suspended crates that will knock you off unless you avoid them. For the low ones just jump over them and for the suspended ones duck beneath them.

Once passed all the crates a thug will drop from the ceiling. An easy way to dispose of him is to knock him down with the batarang then pick him up and toss him overboard. Crates will then begin to drop from the ceiling which will knock you down. You will also have more suspended crates to avoid.

When the crates stop dropping a masked thug will take their place. You can still knock him down and toss him off the platform if you so chose. After passing by three more suspended crates two thugs will drop down. After defeating them you are awarded health.

A single crate will drop down and then two more suspended crates will come onscreen. After clearing them you will have to face another masked thug. Some crates will randomly drop. Clear seven suspended crates and then small crates will crash down.

Two thugs and a masked thug will land onto the platform while crates will randomly drop. After defeating the masked thug another one will come to take his place. After disposing of the second masked thug another health pick up will appear.

Time to avoid some more crates. This area is a little tricky because more crates seem to drop and the time inbetween suspended crates seems to have decreased. Try to stay all the way to the right and avoid the crates as much as possible.



be sent flying up.

Grab onto the ledge on the left and break open the item crate. Then jump across each of the moving platforms until you reach solid ground. Two masked thugs will climb down from the broken ladders. Climb up the ledges to the right to come across an item crate and a ladder.

Climb the ladder to fight a masked thug and for a lever. Another masked thug will appear behind you. Once clear pull the lever then climb down the broken ladder next to the lever. Drop off the ledge to the left until you come to a ladder leading down.

At the bottom run to the far right and pull a second lever. Return to the ladder and climb up and onto the ledges to the right. A path will now be open to the right, past the ladder you climbed to reach the first lever. Drop down into the room and climb down the ladder at the bottom. Go through the gate.

-----  
| Stage 4 |  
----KVQG2B-----

Jump and glide the acid pool to the right to grab onto a ledge. Pull yourself up and break open an item crate. There will be a number of breakaway ledges here so move quickly to reach solid ground to the far right. Once there you will have to fight two masked thugs.

After defeating them wait for the moving platform above the breakway platforms to the left to be low enough to jump onto it. Once on it wait for the second moving platform to be below you before jumping onto it. Now jump onto the solid ground to the left and head through the door.

-----  
| Stage 5 |  
----PBZGVQ-----

This room is fairly straight forward. You will have to fight two masked thugs as soon as you enter. Jump over the acid pool to another platform and fight four more masked thugs. Once passed them jump to the last platform to fight the last two masked thugs. One will drop a keycard to go through the door.

-----  
| Stage 6 |  
----TV6GLL-----

Approach the ledge and pull out your grappling hook to swing over the gap. On the other side pull yourself onto the higher ledge to fight yet another masked thug. Jump from moving platform to moving platform. On the last platform jump and glide to the ladder. Climb up for a item crate.

Slide back down until you can't go any further then jump off to the right. Here you will fight a new foe, banana hammock thug. After defeating him he will drop a keycard for you to use at the gate a little bit more to the right. Pass through it and onto the next stage.

-----  
| Stage 7 |  
----YBGGBZ-----

Whip out your grappling hook again and use it to reach a ledge. Jump to the ledge then pull yourself up. Use your grappling hook to reach an even higher ledge. Once at the top jump to the ledge and pull yourself up. Defeat the masked thug then run to the ladder on the far right.

Slide down it to reach a lower level with another ladder. Climb down it to

reach the bottom. Once there run to the right and jump onto the moving platform. Ride it down and hop off onto the lower level. Ride the system of moving platforms all the way to the right.

You will eventually reach solid ground. Run along the path and you will encounter more moving platforms. Continue jumping along them to the right until you come to a dead end with a ladder leading up. At the top is a masked thug, defeat him then hop onto the moving platform.

On this path will be three masked thugs and a banana hammock thug to deal with. The b.h. thug will drop a health pickup upon his defeat. Climb down the ladder that is past him. Run to the left in this room and take out your grappeling hook to reach a higher level.

Up here will be two more masked thugs to deal with. After beating them you will be awarded a keycard. Climb down the ladder to the left. At the bottom will be a door to your right. Use your recently acquired keycard to go through the door and complete another stage.

-----  
| Stage 8 |  
----1VQG2V-----

There will be a single ladder in this room. Slide down it and Batman will begin to automatically slide all the way to the bottom. This will be a very long drop and the camera will begin to shake. At the bottom head through the gate to the right.

Batman... We have received a tip that a weapon of mass destruction is heading toward Gotham City.

Where did the tip come from?

I can't say.

Meaning you don't know or you won't tell me?

I just can't say... You stop Clayface. I'll look for the weapon of mass destruction.

-----  
| Stage 9 |  
----9V6GL2-----

This will be a race against time. As you head to the right a vat of acid will break open and acid will begin to flood the room. The path up is fairly linear. Keep jumping from ledge to ledge until you reach the top. At this point take out your grappeling hook and jump to the ledge to the left.

When you reach a ledge with an elevator platform ride it up then jump off to the left when it stops at the top. Quickly climb down the ladder and head to the left and start climbing the ledges to the top. Run to the right and climb another ladder and make your way across the moving platform.

At the last platform double jump above the vent to be sent flying into the air to a higher platform. From the platform jump across the breakaway platforms to the left to reach solid ground. There will be a gate here so run through to reach the next stage.

-----  
| Stage 10 |  
----FBGGBG-----

Time to escape more acid. Climb onto the ledge and wait for the elevator then ride it up. This takes good timing so that when the elevator is at its peak jump and glide to the left and pull yourself onto the ledge. Climb up the ladder and run to the right.

There will be a fan with a ladder leading up and down. Take the ladder going down to find a lever to disable the fan then climb the ladder up. At the very top climb the next ladder down where you will come to another vent. Double jump to reach a higher level with some elevators.

Wait for the left elevator to come down then ride it up. Keep moving along the platforms to the right. At the last ledge use your grappeling hook to reach a higher platform. Climb up the left side for an item crate and head to the right and up a ladder to complete this stage.

-----  
| Clayface |

----NGHR4R-----

Still look like an easy fight, Batman?

No, just a good one.

You will automatically climb a ladder up to where Clayface is waiting for you. This is a relatively simplistic fight as long as you know what to do. Clayface has a number of attacks at his disposal which makes him a dangerous foe. For starters stay back, but not all the way to the left, when he throws sludge.

When he stops throwing it he will send out a long blade in attempts to swipe you. When this doesn't work he will turn into a tornado, Tamaian Devil style, where you can now get close to the lever and pull it without getting hit. This will send out a hook to the left so follow it.

As soon as the hook on the ceiling stops use your grappeling hook and you will swing towards Clayface and kick him taking one bar of health. Repeat this process until he is defeated. Make sure that when the hook on the ceiling is moving to the left you move to directly under the square box it enters.

Gloat now, Batman! But by dawn he will have conquered Gotham City...

Who? Who's behind this?!

\_\_\_\_\_

( Level 6 - Dock 47 )

γγγγγγγγγγγγγγγγL6-1γγγγγγγγγγγγγγ

The password to start on this level is 0Z7RDW

Jim... I need to know who's behind this.

I'm sorry, Batman. I have been sworn to silence. National Security...

If National Security is involved, we are dealing with a foreign criminal. Given the military precision of his planning, it can only be one man... Sin Tzu, Warlord of Asia.

Very good, Batman. You are indeed a worthy opponent. The battle is fully joined, but its outcome is a certainty.

First rule of war, Sin Tzu: there are no certainties.

Batman, I've located the Barge... Dock 47.

I'm on it. I'll disarm your weapon and when I do, I'm coming for you, Sin Tzu.

-----  
| Stage 1 |  
----4GHR47-----

Glide over the first gap and avoid the crates when they come crashing down. Jump onto the crate floating in the water and then jump to solid ground. Here you will fight three dock workers. Once past them use your grappeling hook to clear the water.

On the other side you will find two gas canisters and a dock worker with a red ninja. Throw the canisters at them then plow through them. Jump onto another crate floating in the water then onto solid ground. Once here run beneath the crates before they drop on you.

At the end of the platform jump to another floating crate then to solid ground. Here you will find an item crate. Climb the ladder then glide over the gap to take on a red ninja and dock worker. Go down the ladder then jump to the platform on the right.

There will be another item crate here so bust it open. Jump to the ladder and climb it up. At the top pull the lever to drop the door on the right. Jump from crate to crate all the way to the right to reach a red ninja. Defeat him for a keycard then go through the gate.

-----  
| Stage 2 |  
----8ZRRX3-----

As soon as the crate lifts up jump to the next platform and wait for the next crate to be up. Climb onto the ledge for an item crate. On the next platform take out the two dock workers then climb down the ladder to face two red ninjas. There are also two levers you need to pull down here.

Climb back up the ladder and continue to the right. Fight another two dock workers then get on top of the crate being lifted and lowered. Ride it to its highest point then jump and glide over two stacked crates on the next platform. Once passed them you will have to fight another two dock workers.

On the next platform are three dock workers. At the far right side you will need your grappeling hook to clear the gap. Hop along the floating crates until you come to an elevator crate. At its max height use your batarang to knock the platform down then jump onto it.

Break open the item crate then climb down the ladder to the right. Hop along some more floating crates then use your grappeling hook at the last one to swing to a platform with a ladder. Pull a lever at the top then climb down and use your grappeling hook.

You will land on a floating crate. Jump to the platform where you will have to fight two red ninjas. After defeating them you will get a keycard. Continue to the right and use the recently acquired keycard to open the door. Another stage complete.

-----  
| Stage 3 |  
----DG\_RNH-----

From the starting point use the crates to destroy the stacked crates across the gap. On the other side fight the three dock workers then continue. Use your grappeling hook to cross the gap and fight the red ninja on the platform when



you land.

In the next area you will have to fight a red ninja and a dock worker. Make your way to the dock with the red ninja and a dock worker. Climb the ladder for an item crate. Go to the right and wait for the moving line to get close then drop down to land on a moving crate.

Ride it to the right then jump to a second moving crate. When you get close to the stacked boxes break them then hop onto solid ground. Climb the ladder and pull the lever. Then quickly jump and glide to the right and go through the gate before it closes.

On the other side use your grappeling hook to land on some floating crates then make your way to solid ground to fight two red ninjas. Destroy the two crates across the gap by standing at the end of the platform and on the floating crate.

With the crates cleared jump to the platform and fight the two dock workers. Hop along the floating crates to reach an elevator crate. At its peak jump and glide to the solid ground to the right. Fight the two dock workers then climb down the ladder.

Down here will be a lone red ninja to deal with. Make short work of him then pull the lever. This will open the gate from above where you fought the two dock workers earlier and will also be on a timer. So quickly climb the ladder and run through the gate.

-----  
| Stage 4 |  
----JZ7RDC-----

Make your way to a platform with two red ninjas. After defeating them hop along the floating crates to a platform with a ladder. There will be two red ninjas and two item crates up here. When done head back down and hop across some more crates.

Scale another ladder to encounter a red ninja and a dock worker. Jump onto the elevator crate then head for the higher platform with a red ninja. Take him out then get back on the crate and ride it down. Glide to the platform with the lever and pull it.

Quickly get back on the elevator crate and glide back to the platform where the red ninja was. Run through the gate before the timer runs out. On the other side climb down the ladder and jump to the right to reach another lever. Pull it then jump back to the ladder and climb it up to get passed the gate.

In the next part ride the moving crates over to another platform with two dock workers on it. Climb down the ladder for an item crate. When ready jump onto the elevator crate to the right. At its peak jump to the ledge to the right to fight six red ninjas and to reach a lever.

One of the ninjas will drop a keycard that you will need for the next gate. After clearing them all pull the lever then jump back onto the elevator crate. Ride it down then glide over to the platform. Run through the gates then glide over the water to pull a second lever.

Return to the elevator crate and ride it up to its peak once again. Jump and glide to the right to reach where you previously fought all of those red ninjas. Run all the way to the right to reach a door and to complete another stage.

-----  
| Stage 5 |

----RB2JVQ-----

Glide over the first gap and beat up the first two dock workers. Ride the crate down then hop onto the platform to the right. Climb the ladder to reach a gate and a second ladder. Continue up to fight a red ninja armed with a bazooka. There will also be a lever here but won't be useful yet.

Climb all the way back down to the lowest platform and take out your grappeling hook. On the next platform climb the ladder to fight a red ninja. Go to the right to fight a dock worker and a red ninja. Go all the way to the right to come to a gate and ladder going down.

At the bottom fight the dock worker then hop along the floating crates to reach a platform with two item crates. Return to the platform at the top of the ladder. Head to the left and climb the first ladder you come to leading up. At the top will be another red ninja weilding a bazooka.

After defeating him pull the lever then climb back down and run to the left and passed the gate. Now climb up the ladder with the first red ninja with a bazooka and pull the previously useless ladder. Climb back down and run all the way to the end of the platform to the right.

Use the elevator crate to reach a platform with two red ninjas and a dock worker. At the end of this platform hop onto the elevator crate then to the floating crate. From the last floating crate glide to the ladder. Climb up to the higher section.

There will be another red ninja with a bazooka here. Make short work of him then climb back down the ladder. Jump to the right and and pull the lever. Jump back to the ladder and climb up it. Head through the gate to the right to finish another stage.

-----

| Stage 6 |

----WVBJLL-----

From the top breakable crate glide to the right to reach a ledge with an item crate. Return to the starting point then glide the the lower right to reach a platform with a red ninja carrying a bazooka. Glide over the gap to reach a platform with a ladder.

Climb to the top to fight three dock workers. When clear climb another ladder up. At the top will be two dock workers and a red ninja. Defeat them for a keycard. Return to the bottom platform and glide over the water to another area with a ladder.

At the top will be a crate that drops. Wait for it to lift then run to the right and through the gate. On the other side climb yet another ladder to fight a red ninja with a bazooka and two regular red ninjas. Head down the ladder to the right for another red ninja with a bazooka and a red ninja.

Go down another ladder to reach a platform with another red ninja and a dock worker. Glide over the water to reach a platform with two red ninjas on it. Defeat them for a keycard then climb the ladder. Go through the gate at the top then climb another ladder.

Run under the crate to the left for two item crates. Return to where you came up and run to the right. At the end climb down the ladder and fight the red ninja with bazooka. Climb down the ladder to fight another red ninja and dock worker.

Use your grappeling hook to reach a floating crate to the right. Hop along to reach a ladder. At the top fight the red ninja with a bazooka. After defeating him he will drop a keycard. Use said keycard on the door in the background to the right.

-----  
| Stage 7 |  
----\_BLJBZ-----

Run to the right to fight three dock workers and a red ninja. Hop along the floating crates to fight two red ninjas and one red ninja with a bazooka. At the edge use your grappeling hook to land on the next platform with a dock worker, red ninja, and red ninja with bazooka.

Once clear hop onto the floating crates and use your batarang to destroy a box on the next platform. Break the item crate then continue along the floating crates. On the second crate use your batarang on the crate blocking the way to the next platform.

Keep moving until you reach a platform with a red ninja with a bazooka and a regular red ninja. Climb the ladder when you are through with them. Glide over the drop and take out the red ninja and two dock workers on the other side. Go down the ladder and jump off to the right.

Make your way along the path to reach a lever. Pull it then return to the ladder, but jump to the left this time. Pull the timed lever then scale the ladder and run to the right through the now open gate. There will be a red ninja with a bazooka and a dock worker to deal with.

From the edge of the platform jump and land on the elevator platform. From here glide to the right to land on a solid platform. Continue along the floating crates and take out the breakable crate on the solid platform. The next part is a little tricky.

While on the floating crate you will have to charge your batarang through by holding the right shoulder button so that it reaches the crates on the next platform. Once you destroy one crate hop back onto solid ground to the left so the floating crate will resurface.

Repeat this process then glide to solid ground to the right. Continue to the right to fight a red ninja with a bazooka and an unarmed red ninja. Once they are defeated you will receive a keycard. Use it to go through the gate on the right.

-----  
| Stage 8 |  
----3VVJ2V-----

From the starting point jump and glide over the gap and a crate will drop behind you, blocking the way back. Run to the right and dock workers will begin to drop down behind you. There will be five of them you will have to deal with. Once clear climb the ladder.

Up here will be three red ninjas and three dock workers you will have to defeat. When there are no enemies left onscreen pull the lever then climb down the ladder and run to the right. Jump onto the elevator crate then to solid ground. Run all the way to the right and climb the ladder onto the boat.

The password to start on this level is 7B2JV6

Batman takes control of the barge and steers it towards a tunnel etched into the cliffs of Gotham City nearby.

There is just one thing Sin Tzu didn't plan on... the Batcave.

Batman has taken the barge to the Batcave, just as I knew he would. Even he cannot search all those crates without large and sophisticated machines...

As Batman steps towards the boxes, Bane's henchmen rip out of their crates and spread throughout the Batcave.

You're trapped, Batman! The Batcave is invaded!!!!

-----  
| Stage 1 |

----CVBJL2-----

As soon as the stage begins you will be fighting three red ninjas. Head to the left and take the elevator going up. Run along the platform to the left and go through the door to reach the stage. However if you want to explore the Batcave you can take the elevator down.

-----  
| Stage 2 |

----HBLJBG-----

Hop over the stack of crates to defeat two dock workers. Hop along the breakaway platforms to reach a ledge. From this ledge start heading to the left. On the second breakaway platform on this level avoid the spike that drops from the ceiling.

Jump to the solid ground when clear and break open the item crate. Climb up and fight the two red ninjas and a dock worker. In the middle of this area you will be able to use your grappeling hook to go up. Just look for the area where the grappeling hook icon flashes.

To the right of the hook is an item crate. When ready go to the left side but be careful as there are spikes dropping. Climb up to fight another two red ninjas. Along the left wall is a ladder that will lead to an item crate. When ready jump and glide from the edge of the platform with the two ninjas.

You will land on a small platform with a lone red ninja. Defeat him then climb the ladder. Use your grappeling hook to reach a higher ledge to the left. Continue to the left to reach a vent. Double jump over it to be sent up to a small ledge.

Ride the moving platform across the spikes to reach a ladder. There will be a lever here but ignore it for now. Climb another ladder to reach two red ninjas and an item crate. Jump the gap to find another two red ninjas. When clear return to the lever. Quickly make your way back up the ladder and to the left.

-----  
| Stage 3 |

----MVVJ2B-----

To start go down the ladder and pull the lever to disable the air vent above. Go back up and run to the right tossing crates off of the air vents on the ground. Once all clear go back to the first one and ride it up. You will be next to a platform with an item crate.

Glide to the left to reach another ledge. Jump over the spikes then pull a

second lever. Return to the platform with a lever on it and glide to the right this time. Climb the ladder to fight two red ninjas and a dock worker. Make your way to the right and get on the elevator.

At the top use your grappeling hook to swing over a gap where there are two red ninjas waiting for you. Take 'em out then ride the elevator to the right. Use the air vent here to reach a ledge with another two red ninjas and a dock worker.

Climb the ladder to the right and when you are higher then the ledge to the right with a lever jump to it and pull said lever. Return to the ladder and climb to the top. Use the air vent at the bottom of the ramp to reach a ledge with two more red ninjas and two dock worker. Go through the door at the end.

-----  
| Stage 4 |  
----QQT9ST-----

You will be back in the first stage room. This is a braindead easy stage. Run to the right and jump the gap. Land on another platform and jump the second gap. Keep running to the right and you will reach a "Megaman-esque" door, run through it and stage done.

-----  
| Stage 5 |  
----V619JP-----

Throw a batarang to the right to release a platform. Drop down and jump over the gap to fight a red ninja with a bazooka, an unarmed red ninja and a dock worker. Climb onto the ledge to fight a dock worker. Continue to the right to reach an elevator.

At the top jump to the moving platform. Continue on until you reach a platform with two dock workers on it. Defeat them for a keycard. Drop down a level to fight two red ninjas. Hop onto the elevator and get off to the right. Fight another red ninja then go through the door.

-----  
| Stage 6 |  
----ZQ9981-----

Wait for the elevator to come down then hop on. To the right will be a platform with an item crate on it. To the top left is another item crate and to the top right will be a platform with two dock workers and a red ninja. You will have to drop down a ledge but be careful as there are spikes on the left side of it.

Keep going until you can reach a moving platform. Don't get on it yet, instead drop down a level, be careful of spikes on the next ledge. Go down the ladder then drop down to the left. Make your way to the right. You will have to fight two red ninjas followed by one.

Pull the lever then return to the moving platform. Once on it prepare a batarang to hit a cable to release a platform. Jump to the platform and fight a red ninja. Climb to the top of the ladder to reach another platform with a now open door. Head on through it.

-----  
| Stage 7 |  
----26K90Y-----

You will be back in the stage one room. Return to the main elevators and now take the down elevator. Run down the ramp to the right and head through the door. A cutscene will play as a red ninja will push the giant penny into the room after you.

-----  
| Stage 8 |  
----6QT9S9-----

This is a very linear stage. Just keep running to the left avoiding the spikes and gaps as the penny chases after you. Eventually you will enter another room with the penny still after you. You will have to drop down a level and run to the right now.

Eventually you will have to destroy stacked boxes to continue. Quickly press down and attack to break one then jump the other. Speed is key here as the penny moves relatively fast. The trickiest part will be before the last door with stacked crates. I used my batarang then jumped the last crate.

-----  
| Stage 9 |  
----L6K90F-----

Once again you will be in the stage one room. You will now be in the lowest part of the room. Now for the last door. For the last door you will need to get to the bottom right hand corner of the room. This is a relatively straight forward trip.

-----  
| Stage 10 |  
----TLDLGS-----

Use your grappeling hook to reach a higher ledge. Make your way to the lever to lower the platform down below. Drop down and jump to the next platform to fight a red ninja. Hop onto the platform and ride it until you can jump and grab onto a ledge.

There will be a red ninja with a bazooka here. Defeat him then go down the ladder. At the bottom jump to the right to land on a breakaway platform. Keep jumping from platform to platform until you reach solid ground. Spikes will be dropping from the ceiling so be careful.

Jump onto the moving platform. Ride it until you can jump over the ledge with spikes onto another moving platform. Repeat this process until you reach solid ground again. Climb the ladders to reach a lever. Go down one level and across the platform to reach an item crate. Return to the lower level.

Run to the right to fight a red ninja and a green thug. Jump onto the air vent and land on the ground to the left. Pull the lever to open a door and start a timer. Jump off the ledge to the right and run for the stage exit before the timer finishes.

-----  
| Stage 11 |  
----Y2NL6N-----

Run to the right and take out two red ninjas on the way. When you come to a ladder go down and to the right. Take out your grappeling hook and swing over to a platform with a lever and a red thug. Return to the ladder going up. Jump over the spikes to the right.

You will reach some more air vents. Take out your grappeling hook to climb up towards the ceiling. At the top jump to the left to fight a red ninja with a bazooka and an unarmed red ninja. Continue to the left to find another red ninja with a bazooka and unarmed red ninja.

At the end of the path will be a green thug and a lever. Pull it then run to the edge of this platform to the right. Don't drop down quite yet. Instead

glide over to the right platform. Break the item crate and continue to the right for a second lever.

Now go back to the edge and drop down. Jump over the spikes to the right and make your way onto the moving platform. Ride it until you can jump onto another moving platform. Ride the platforms until you can reach a ladder that leads to a door.

-----  
| Stage 12 |  
----1LXLZ0-----

You will be back in the stage one room. Make your way to the bottom of the room. In the middle of the whole room will be a door. Approach it and press up to enter it.

-----  
| Stage 13 |  
----FLJLG8-----

Hop onto the moving platform and ride it up. At the top jump to the ledge on the right. Once on this ledge jump to the higher one to the left. There will be a red ninja up here with a bazooka. Take out your grappeling hook to reach a lever.

Pull it then go down the ladder next to it. Drop down to the right. Hop onto another moving platform. At the top grab onto the ledge. From here you can reach a ledge to the right with an item crate. Glide across the gap to the ledge on the left.

Make your way to a solid platform with a red ninja with a bazooka and an air vent. Use the air vent to reach a higher ledge. Make your way to the right side now. There will be an elevator here so ride it up. Follow the path to a higher ledge with a green thug.

After defeating him use your grappeling hook to reach a ladder. At the top of the ladder will be a lever. Jump and glide to the right. You will eventually reach the dropped platform. The ladder on the right will now be reachable so climb it to reach a moving platform.

Ride the moving platform up until you can reach a ledge. Grab onto the ledge and run to the left to meet the moving platform. Jump onto the moving platform then jump and glide to a solid platform to the left. Run through the door on the left.

-----  
| Stage 14 |  
----K2SL64-----

Jump along the breakaway platforms to reach a ladder. Climb it up and fight the red ninja with bazooka and red ninja. Climb another ladder and pull the lever to lower the platform. Glide to another ledge and get on the elevator. At the top make your way to the air vent.

Use the vent to reach a ledge. From the ledge jump onto the moving platform and ride it up so you can reach a higher ledge. There will be a red ninja with a bazooka here. Before jumping the gap to the left throw your batarang at a second red ninja with bazooka to make him drop it.

On the other side take care of the red ninja then climb the short ladder and use your batarang on the chain supporting the crate. Drop down into the hole to take out two red ninjas. Climb back out and pull the lever then go through the door below.





Jump and glide over the water while avoiding steam from one of the steam pipes. On the other side you will have to fight a ski thug and a green pants thug. After defeating the green pants thug you will be rewarded with a keycard. Use it on the gate to the right.

-----  
| Stage 2 |  
----DZ\_CX3-----

Run along the floating crates to the right until you can grab onto a ladder. Climb up it to fight a green pants thug. Continue along the platforms fighting three ski thugs along the way. Jump onto the moving platform and ride it to reach an area with a green pants thug and an item crate.

Wait for a moving platform to come down on the left side and then get on it. At the top jump off to the right and here you will fight two green pants thugs and a ski thug. After defeating them you can go through the door on the right and on to the next stage.

-----  
| Stage 3 |  
----JG7CNH-----

This is a fairly straight forward level. Climb down the ladder and then make your way to the right while avoiding the sewage drains, steam pipes and swinging hooks. Eventually you will reach a ladder. Climb up it and pull the lever and break the item crate.

The lever will create a bridge so run along it until you can jump and glide across the gap to reach a wrestler. Jump along the breakaway platforms, be careful of steam, until you reach solid ground. Defeat the wrestler for a keycard then go through the door.

-----  
| Stage 4 |  
----NZHCDC-----

Jump onto the first floating crate then climb the ladder up for an item crate and a lever. Pull the lever then slide down the ladder and quickly jump from the floating crate to the momentary bridge. Here you will fight two ski thugs. On the next platform you will fight two green pants thugs and a wrestler.

Keep moving until you reach a platform with a judo thug. You will have to fight him for a keycard to pass through the gate. Once on the other side will be two green pants thugs to fight. One of them will drop a keycard to open the gate. In the next area is another judo master.

After defeating him you can climb up the ladder to the right. At the top will be a wrestler to deal with. Once you have handled him pull the lever so that you can run to the right and pass through the gate. And thus completing another stage.

-----  
| Stage 5 |  
----SGRC4R-----

Jump onto the moving platform and ride it to the right. Drop down to the side of the high ledge to find a lever. Pull it to open the gate on the other side of the wall. Quickly climb the ladder and jump to the ledge. Climb down the ladder on the other side and go through the gate.

In the next area jump onto another moving platform. Below where you came in is another lever. Ride the platform close enough for you to be able to jump to it. Pull it then jump and glide over the water. Climb the ladder to reach the

ledge. Once on top of it go down the ladder and through the gate.

Use the moving platform the same way to reach the lever from the last room. Once you pull it, jump along the floating crates to reach the ladder. At the top of the ladder jump to the ledge. Once on top of the ledge slide down the ladder and quickly go through the gate.

In the next room climb up the ladder for an item crate. Take out your grappeling hook and use it to swing across the gap. On the next platform use it again to reach a ledge. Jump to a second ledge then glide to a ladder. Climb up and take out two green pants thugs.

Once they have been taken care of climb back down and jump to the right to land on a platform then jump to the larger platform. Fight the three ski thugs here then pull the lever. Quickly get back to the room above and run through the door.

-----  
| Stage 6 |  
----XZ\_CXM-----

Basically for this stage you're going to be running up against the stream. There will be crates and barrels in your way from time to time so jump over them. Avoid where the sewer water pours out as they are scattered along the path. Once at the top break the item crate and run off screen to the right.

-----  
| Stage 7 |  
----3BV4BZ-----

This stage is the same as stage 6. Keep running up the hill. Try to land on the crates as much as possible as you will go faster. After the first hill you will notice that the water will begin to rise now as well. This shouldn't be too big an issue to deal with. Just keep a steady pace.

( Level 9 - Arkham Asylum )

????????????L9-1????????

The password to start on this level is 7V242V

I was able to persuade the Security Agency to disclose some of their findings on Sin Tzu. He has mastered Yin Yang Alchemy, also known as Yanjin.

It's an ancient mental physical art. Masters of it are able to turn mental energy into physical energy to heighten their own abilities and dominate the minds of their underlings.

That must be how he controlled Scarecrow, Bane and Clayface. Be careful, Batman, he might try to use it on you.

It only works on the weak and the impressionable. I am neither.

-----  
| Stage 1 |  
----CBB4V6-----

As soon as the level starts you will be attacked by two green pants thugs. Run to the right and get on the moving platform. Jump from platform to platform to reach the top right room. In this room you will have to fight two green pants thugs and a wrestler. You will get a keycard so go into the room below to exit.

-----  
| Stage 2 |

----HVL4L2-----

Run to the right to fight two green pants thugs. Go down the ladder to the right to fight another two green pants thugs. Next slide down the ladder to be above a moving platform. Drop down onto it to ride it across an electrified floor.

It will stop near a lever so jump off and pull it then hop back onto the platform. Climb all the way back up to the top room then run to the edge on the right. Jump and glide over the gap to fight a judo master and green pants thug. Go down the ladder to the right.

Break open the item crate to the right then head to the left to fight another judo master. Hop onto the moving platform and ride it until you can jump off to solid ground with a lever. The floor's electrical current will shut off so run to the left and go down the ladder.

Drop down onto another moving platform. Ride it to the left then jump to a second moving platform. Hop off once you get to safe ground and go down the ladder. Down here you will fight three green pants thugs. Go a little further to fight a judo master and a wrestler. Use the dropped keycard to the right.

-----

| Stage 3 |

----MBV4BG-----

Glide over the electric floor to pull a lever. Return to the other side and then climb the ladder. At the top will be two green pants thugs. Use your grappeling hook to reach a higher ledge. Climb on top of the fans then wait for the moving platform.

Ride the platforms to the top right room where there is a green pants thug and an item crate. Scale the ladder to fight a green pants thug. Go to the left to fight two wrestlers. They will drop a keycard for the door. Approach the door and press up to finish the stage.

-----

| Stage 4 |

----RV242B-----

Defeat the two ski thugs then jump on the moving platform. To avoid the electrical wire jump on the breakaway platform. In the next area will be two green pants thugs. Defeat them then go down the first ladder. To the left will be an item crate.

To the right will be two ski thugs, two green pants thugs and a wrestler. Climb back up the ladder and glide over the electrical currents. At the edge glide to the next platform. Climb the ladder to fight two ski thugs. Continue on to fight a green pants thug and a judo master.

Keep going left to fight a wrestler and green pants thug. You will then get a keycard so run all the way back to the right to the ladder you came up and slide back down. Jump and glide to the platform to the right and use the keycard here. Glide over to another platform and pull the lever.

Now you will have to jump over the gap to the platform with the ladder then back into the room with the electric floors. Jump the two electric floors and then go down the ladder. Run all the way to the right and go through the open door.

-----

| Stage 5 |

----WBB4VQ-----

Double jump over the air vent and get onto the ledge on the left. Pull the lever then glide over the gap to the right. Run along the newly formed bridge then glide to the right platform. Climb down the ladder and pull the lever. Glide over another electric floor and pull the lever here.

Climb back up the ladder and jump over the fans to reach two green pants thugs and a judo master. At the end of the platform glide over the gap and climb onto the platform. Glide to the next platform to fight a judo master. Slide down the ladder then go up the ladder to the immediate right.

At the top run to the left to fight two judo masters. Pull the lever then climb up another ladder. There will be a judo master to take care of. Glide over the gap to pull another lever. Jump back over the gap. Climb on top of the fan and glide to the other side.

On the next fan throw your batarang at the cable then jump onto the dropped platform. Glide all the way to the other platform. Slide down the ladder right before the fan. Glide to the left to land on safe ground then pull the lever. Return to the room above and jump over the fan.

Take out the wrestler then go down the ladder. Glide to the left to avoid the electric floor. Pull the lever then go back up into the room above. Get on top of the fan and break the cable to lower the platform. Now go to the right and pull the lever.

With the lever pulled jump over the fan and run along the platform you dropped with your batarang. Jump and glide across the gap and land on the newly formed bridge before the timer runs out. Run down the ramp and at the bottom use your keycard on the door.

-----  
| Stage 6 |  
----\_VL4LL-----

To the left will be two green pants thugs. Climb up the ladder from where you started and pull the lever. Slide back down and run to the left along the newly formed bridge. Hop along the breakaway platforms. On the other side will be a judo master and an item crate.

Go up the ladder and to the left will be two judo masters. There will be a ladder to the left of them. At the bottom will be two green pants thugs and a ladder. Run to the left and climb on top of the fan. Scale the ladder next to it.

At the top will be a green pants thug and a wrestler as well as a ladder. Make your way to the right where you will find another lever. Quickly hop along the breakaway platforms and run along the bridge. Break the item crate then go up the ladder.

You will have to fight two judo masters. Climb up the ladder to fight another judo master and then pull the lever. Run along the bridge and jump to the moving platform. Jump from platform to platform to reach solid ground with a green pants thug.

Defeat him then go down the ladder. Glide to safe ground on the right and pull the lever here. Jump back to the ladder then climb up. At the top cross the gap and pull the lever. Drop down the gap and go to the left and pull the lever. Climb back up the ladder and jump the gap.

Once on the other side climb up on top of the fan and drop down. On the other side will be two wrestlers to fight. After defeating them run all the way to

the left side to approach a door. Press up to enter it and to complete another stage.

---

( Level 10 - The Showdown )

~~~~~L10-1~~~~~

The password to start on this level is 2QKY81

Thus it ends as all battles should end... Two great commanders facing each other on an empty battlefield.

Let's finish it.

| Sin Tzu |
-----66TYOY-----

Sin Tzu has no tricks during this fight. Try to stand in the gap between his fireballs and get in close. When you are close just start attacking him to disrupt his attacks. After he loses a bar of health he will enter the door and move further back into the room.

Eventually when you damage him he will become dazed. When he is dazed you will have to do a jump kick to his head. This will do a decent amount of damage and cause him to move again. At the top of the room you will chase him into the doorway.

In the next room you will start next to an item crate. When ever he starts to float and burn up run away until he starts sending out fireballs again. Move back in close and start physically attacking. After certain amounts of damage he will move.

The next room is where he starts using a strong knock down attack. He will skate around the room use a firey punch or kick to knock you down. Sin Tzu will also continue to send out fireballs. You can not hurt him until you see him glow. This happens when he does a side kick or punch or floor swipe.

You made he greatest mistake a general can make. You misjudged your enemy. My motives were nothing like yours.

Savor sweet victory now, for there will be another day.

Don't count on it.

They're mopping up now.

Sin Tzu was right. When the commander is defeated, the army surrenders soon after.

I should have told you that Sin Tzu had been transferred to Arkham, but I was sword to secrecy.

I understand. We all have to honor our vows.

3. WEAPONS & GADGETS

~~~~~0003~~~~~

To switch between the gadgets and weapons press the Left Shoulder Button. They are used with the Right Shoulder Button.

---

| Weapon/Gadget | How It Is Used |
|---------------|----------------|
| ~~~~~         | ~~~~~          |

|                |                                 |
|----------------|---------------------------------|
| Batarang       | Thrown at enemies/objects. This |
|                | will knock most enemies down.   |
|                | This is Batman's trademark      |
|                | weapon.                         |
| Flash Pellet   | Immobilizes enemies with a      |
|                | blinding light.                 |
| Grappling Hook | Swing over large gaps as well   |
|                | as reaching high up places.     |

---

#### 4. C O D E S

0004

Highlight Continue and insert these codes:

| Code                      | Effect                     |
|---------------------------|----------------------------|
| NV252B                    | See the Credits            |
| At the end keep holding R | The Credits Will Go Faster |
| MQFV8K                    | Fight Bane                 |
| L20_QD                    | Fight Clayface             |
| 6V2CL2                    | Fight Scarecrow            |
| 4V252V                    | Fight Sin Tzu              |
| _FLYMF                    | Level Select               |

---

#### 5. B O S S S T R A T E G I E S

0005

-----  
Scarecrow

-----  
Located : In Gotham City Hall after Stage 5.

Password: HLNXZJ

Strategy: Scarecrow doesn't attack directly but instead has his ghosts do all the dirty work for him. There are three different types of ghosts. Light Purple can be defeated in one attack. Green takes 2-3 hits and Dark Purple takes 4-6 hits. Each time a wave of ghosts are defeated a flash pellet is dropped.

This flash pellet is used to stun Scarecrow, leaving him open for attack. Any attacks prior to blinding him will cause him to block or teleport to the other side of the level. It takes about four sets of ghosts in order to get enough punches in.

-----  
Clayface

-----  
Located : Gotham Chemical after Stage 10

Password: NGHR4R

Strategy: Clayface is a fairly easy boss once you figure out how it is you hurt the big pile of clay. To start, Clayface has a fairly diverse number of attacks. His long distance attacks are when he throws globs of

clay and when he makes his arms blades and extends them. To stay of of reach of his blades I stood at the E in "Chemical" of the background sign.

These are the two main attacks you will be dealing with. When he throws the clay they can easily be avoided by ducking or jumping. For the fight you will need to pull the lever right next to him for a hook to appear overhead. There is a certain time when you can pull it to avoid his close attack. That time is after he swipes at you with his blades, after this he will turn into a tornado. This is when you should pull it.

If you approach it before hes in tornado form he will turn his fists into mallets and knock you down. And if you get to close to him he will use his blades to knock you back. Getting back to the lever, once you pull it a hook will appear on the ceiling, run with it to the left and then pull out your grappeling hook. Use it on the ceiling hook and you will be pulled into Clayface to do one bar of damage. Keep following this method until you kick him into the electrical current.

-----  
Bane

-----  
Located : The Batcave after stage 15

Password: YLJLGS

Strategy: This is a somewhat easy fight. Bane has three main attacks. The first and most common one is that he will throw crates at you. These can be avoided by moving just as he is throwing the crate. His second move is that he will try to tackle you. His last move is a counter attack.

If you get behind him he will grab you and flip you onto the ground. In order to hurt Bane you have to wait until after there are no more crates for him to throw. He will then try to tackle you. This is when you double jump over the air vent to avoid him.

He will end up charging the wall and will be dazed. Quickly jump onto the elevator and throw a batarang at the chain supporting the crate. The crate will drop onto him and do damage. Also if you stand next to where the crates come out you can destroy them so he can't throw them at you.

-----  
Sin Tzu

-----  
Located : The Showdown

Password: 66TYOY

Strategy: Sin Tzu is a fairly easy boss in that there is no complex method in attacking him. For the first two screens you will be following Sin Tzu around the screen after each bar of damage he loses. The last screen will be a stand and fight in an open room.

For the first part you will be avoiding Sin Tzu's fireballs. To do this run to the gap that forms from when he sends out the fireballs. When you get close enough you can hit him and disrupt his spellcasting. Eventually he will no longer be harmed by just hitting him at any time.

To harm him then you must wait until he is glowing. Once he glows

start pummeling him. However this won't do damage yet. He will, however, become dazed. This is when you jump and attack. He will lose a bar of health.

Finally in the last room he will be moving around to attack you as well as sending out fireballs. He sends out small ones and a large one. Follow the same method for the small ones but for the larger ones wait until it is close to the ground then jump it.

To hurt Sin Tzu here you must wait until he tries to physically attack you. He will do three attacks and the last attack he will freeze for a moment and be flashing. This is when you can attack him and do damage. After his health bar is finished you will have defeated Sin Tzu.

---

## 6. C O N T A C T

0006

Some quick guide lines for e-mailing me:

1. Put a subject on which game you are referring to. No subject means I WILL NOT LOOK AT YOUR E-MAIL! For the subject simply put: Batman: RST, or something that will tell me what game you are asking about.
2. I'm typing this FAQ/WALKTHROUGH as I play the game for the first time. If I am not up to a certain point in the WALKTHROUGH section it means I am not up to that part in the game.
3. Please, Please, PLEASE! Look at the guide first before e-mailing me with a question. Most of the time your question has already been answered.

Other than these three points feel free to send me an e-mail with any tips, hints, suggestions, corrections on errors, questions, etc. to my e-mail address: (removed)

---

## 7. D I S C L A I M E R

0007

Copyright (c) 2008 to merc for hire. This is the work of merc for hire and International Copyright law protects this FAQ/Walkthrough. You can not sell, change, post on a website as your own. You can post it on your website as long as I receive full credit for it. If you do post it on a website I want an e-mail from you first so I can give you the go ahead. Unless I don't tell you to then you are not allowed to post it on your website. I will only update the FAQ/Walkthroughs I have on <http://www.GameFAQs.com>

This document is copyright merc for hire and hosted by VGM with permission.