

Batman: Vengeance FAQ/Walkthrough

by poetrain

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

BATMAN: VENGEANCE Walkthrough
FINAL copy ***
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01. MINE INTRODUCTION

Holy Guacamole, BatFan!

I didn't exactly give this game a respectable score on the Gamespot scale (a 4.3 to be exact - translated as poor) due to its lack of substance. Still, I'd leave it up to you to decide if the game was worth the hype(?) it got. Next to Spidey, Bruce Wane's alter ego is a close second on mine roster of favorites. This is the primary reason I didn't let the good (average) rating affect mine decision to get this DVD...

Why, you may ask, am I writing a walkthrough for Batman: Vengeance, then? Well, might as well act proactively on that seemingly questionable decision I made when I purchased the game. Here's hoping that in the case of mine blind faith, I'd help others see the light as they peruse through this FAQ.

So, don't say I didn't give you the BatSignal!

02. THE USUAL STUFF

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03. YOU KNOW THE DRILL

* Say "No!" to plagiarism! It is a writer's most deadly sin.
* Do give credit where it is due.
* There are two types of criticisms. If you don't have anything nice to say, shut your trap.
* Need something? Courtesy will get you a reply.
* Use this guide in whatever way it may help you EXCEPT for financial gains.

04. THUMBS UP

The following sites have been given the go signal to host this FAQ:

* GameFAQs.com
* Neoseeker.com
* a2zcheats.com
* SPOnG.com

05. VERSION HISTORY

-011402- Actually began construction of this FAQ a month after I submitted the final version of mine very first walkthrough. Some coincidence, huh? However, had this posted several weeks later because that's the only time I felt it had some meat into it. Anyways, won't bother you about such trivial stuff anymore. Thus far, here's what I have accomplished: seen through the entire game; collected a majority of the points (fell short on the chases); still have to cross that line, though, between knowing where that last cheat is and finally doing it in...

'm giving mineself a week more to cover those that I haven't achieved yet and correct whatever boobos I might have made before finally wrapping it up...

-012102- Quickly corrected the minor glitch I noticed (hopefully, nobody else did). On the game proper, finally crossed that line I was talking about above (after numerous attempts). However, I just can't seem to keep up with "race" levels. Well, I said 'm giving mineself a week and a week it is. Notwithstanding this stumbling block (there goes the missing ten points down the drain...[sigh]) 'm putting the finishing touches and finalizing this FAQ as suggested. I have two reasons: one, there's more than one way to skin a bat, um, cat, I mean (thanks to a2zcheats for providing the button sequence to gain the 120 points without so much of a sweat [see CHEATS section]). And two, I've been dying to whet and trigger mine demon skills and finally make the devil cry. I believe I've stalled mine sense of adventure and the pumping of mine adrenaline long enough. To put it bluntly, I just lost mine patience trying to figure out the mystery behind those machine

marathon levels.

06. ABOUT THE GAME

The game has five episodes (and 19 levels) in all which complete the storyline.

It all starts when Batman rescues a mysterious woman harassed by the Joker...

Enter Harley Quinn. Mr. Freeze. Poison Ivy. Suddenly, the Dark Knight finds himself entangled in a web (pun, intended) of "one twisted joke..."

The breathtaking cinematics are wonderfully rendered. The fight sequences are well choreographed. The sound department also deserves a star, especially the voice characterizations. But, that's about it. Maybe it's just me and mine high expectations of the game but, this really falls short (like the Penguin) and flat on its (two-)face. In reality, it is a "simple" (which should good, for as they say, "In simplicity there is truth -- and beauty.") game. Thing is, there are tons of them that in effect (to describe) it has turned into (well, to play with words) a simpleton. Got it? Haha.

Let's delve deeper into the cave and dissect to see why it's a (cat)astrophe...

The controls, ironically, are hard to control brought about by the camera problems (I mean, why reset?) and the very unfriendly environment (you are supposed to be able to do things consistently on a similar situation, right?). It's hard to describe/explain. Besides, I don't want to take up too much space on comparison. I'm sure you'll get the drift when you play the game.

The surroundings are so broad in scope that you'd most likely get lost (why simplify then, mislead?). A BatCompass (oops) would have helped... Sure, Batman is supposed to have a dark cinematography but, why make the ladders almost invisible (does the "do-gooder [have to be] as blind as [his] namesake?")? And puhleeze, don't give me the excuse that you can adjust the game's brightness anyway. Duh...

Then, there's the (R)iddle(r) of continuity. In between loading time, the episode titles have the tendency to switch back to the earlier ones. I did notice that a particular title is related to a specific villain (A Girl to Die For refers to Harley Quinn, for example) but, 'just can't see the logic why it has to be shown again and again. It surely got me confused.

Another limitation is the incompatibility of check and save points. Scenario: you've gone a long way. You decide to give yourself a long break. Disappointment sets in as soon as you get back to your game. Heck, you relied too much on that auto save...

Lastly, minor bugs include: baddies that defy the law of gravity, the alto voices of the ice maidens (shudder) and the semi-functional invisibility mode (nudge 'em and what follows next is quite vexing). Don't get me wrong. I love a great challenge. In this instance, though, I found mineself asking why I didn't heed that tingling sensation upon seeing that 7.4 on the meter...

Then again...

07. CHARACTER SKETCHES

a. Batman (a.k.a. Bruce Wayne) - millionaire philanthropist by day; assumes the role of the Dark Knight, protector of Gotham City whenever evil strikes.

b. Mary Flynn - mystery woman (a "ghost" per Batgirl) hounded by the Joker.

c. Batgirl (a.k.a. Barbara Gordon) - Batman's sidekick for this particular adventure.

d. Alfred the butler - lends his voice during Batman's training session.

e. Thugs - precursors of the game's bosses. Watch out as they get better as the game progresses.

f. Joker (a.k.a. Jack Napier) - arch-enemy of Batman (who made who?); a recurring nightmare...

g. Harley Quinn - the Joker's loyal henchwench.

h. Toby - a kid whose head is worth a princely sum of \$5M.

i. Ice Maidens - cool version of Freeze's thugs.

j. Mr. Freeze (a.k.a. Dr. Victor Fries) - cool and cruel.

k. Dr. Isaac Evers - author of Promethium; a pathetic puppet.

l. Mayor Hamilton Hill - a straight character in dire straits.

m. Trench-Coat - a boss version of Ivy's numerous thugs .

n. Poison Ivy (a.k.a. Pamela Lillian Isley) - bad, botanical beauty.

o. Ivy's Thugs - Beware! They're not human...

p. Green Monster - a mutant pet of Ivy.

q. Commissioner James Gordon - Batgirl's father; Batman's confidante.

r. Gotham City SWAT Team - Gotham City's Finest?

08. UTILITY BELT...(descriptions taken directly from the game)

a. Batarangs - a highly versatile throwing weapon; can be used to attack, disarm enemies or break objects

b. Electric Batarangs - loaded with an electric charge to stun enemies and disrupt electronics

c. BatLauncher - can fire a wide variety of projectiles at high velocity

d. Electric Stunner - fired from the BatLauncher, these devices are loaded with an electric charge that temporarily stuns enemies

e. Nets - fired from the BatLauncher, nets entangle and hold a criminal until the police arrive

f. Remote Charges - fired from the BatLauncher, these remotely detonated devices contain a powerful electric charge (can only be used one at a time)

g. BatGrapple - can be fired onto select surfaces, bringing all of Gotham City's towering metropolis within reach

h. BatScope - a surveillance tool with adjustable magnification

i. Flash Bombs - a blinding flash and a cloud of smoke provide good cover and a quick way out of a bad situation

j. BatCuffs - will keep criminals detained until the police arrive to clean up

k. BatCommunicator - a video link to the BatCave, where Batgirl waits to assist you from the BatComputer

...ITEMS...

*Ransom Note - reads: Mary had a little boy/whose neck was in the noose/For every payment Mary misses/Joker lights a fuse/If you leave through this/you get one more chance/5 million or Toby takes a permanent nap - J (signed)

*Secret Envelope "A" - unlimited ammo cheat

*Secret Envelope "B" - unlimited charge bar cheat

*Storage Area Key 1 - opens storage area door 1

- *Storage Area Key 2 - opens storage area door 2
- *Laboratory Key - opens laboratory door
- *Promethium Formula Disk - a disk found in Isaac Evers' laboratory (blue + red = violet; blue + yellow = green; yellow + red = orange)
- *Secret Key 1 - opens secret door 1 on Gotham Chemical Plant
- *Secret Envelope "C" - unlimited health cheat
- *Sub-Basement Key - opens door leading to sub-basement area
- *Secret Envelope "D" - double damage cheat
- *Secret Key 2 - opens secret door 2 on Gotham Chemical Plant
- *Elevator Shaft Key - opens elevator shaft door
- *Secret Envelope "E" - invisibility cheat
- *Toby's Knife - a child's penknife. Toby has been scratched into the handle.
- *Blimp Cockpit Key - opens pilot room of blimp

...and GAME INTERFACE SCREEN (from the pages of the BatManual...)

*Batman's Health Bar - 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 status bar appears underneath Batman's own.

*Batmobile and Batwing - the vehicles' status bar replaces Batman's health bar.

*Charge Bar - powers up as Batman fights more; resets to zero once he disengages from a fight. Batman can execute more advanced power moves when this reaches full capacity.

*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 (displayed on the top right corner of the screen).

*Score - a numeral flashes on the top right corner of the screen to indicate that (a) point/s has/have been accumulated.

*Device Indicator - located at the lower left corner of the screen; enables you to scroll through all the devices available.

*Device Quantity - displays the device quantity.

*Device Selected - displays the device selected.

09. CONTROLS (taken mostly from the game manual)

a. MOVING SYSTEM

SQUARE button - PUNCH

CIRCLE button - BLOCK/DUCK

TRIANGLE button - ACTION (SPECIAL MOVES: ACCELERATE during FREE FALLING, LEAN ON WALLS when FACING a WALL, CLIMB LADDERS when FACING a LADDER, HANDCUFF when OVER a KNOCKED OUT THUG)

X button - JUMP/(SPECIAL MOVE: GLIDE when in MID-AIR)

SELECT button - BATCOMMUNICATOR

R2 button - PRESS and HOLD TO PAUSE GAME, SELECT GADGET and ENTER FIRST PERSON VIEW

R1 button - RESET CAMERA

L1 button- FLASH BOMBS

START button - PAUSE/OPTIONS MENU

SELECT button - MAP AND INVENTORY

DIRECTIONAL buttons - MOVE UP, MOVE RIGHT, MOVE DOWN, MOVE LEFT

LEFT ANALOG stick - SAME AS DIRECTIONAL buttons

START button - INVENTORY

b. FIRST PERSON

SQUARE button - SHOOT SELECT GADGET

X button - SHOOT SELECT GADGET; "OK (inside special interfaces)"

CIRCLE button - BATMAN DUCKS with WEAPON

TRIANGLE button - EXIT FIRST PERSON VIEW; BATCUFFS (behind enemies);
CANCEL (inside special interfaces)

R1 button - SHOOT SELECTED GADGET/SCOPE ZOOM-IN

R2 button - HOLD DOWN to PAUSE GAME and SELECT GADGET

L2 button - CYCLE THROUGH GADGETS FOR SELECTION

L1 button - SCOPE ZOOM-OUT

DIRECTIONAL buttons - MOVES; CYCLES THROUGH GADGETS (left and right)

START button - INVENTORY

RIGHT ANALOG stick - AIM WEAPON

c. FIGHTING SYSTEM

SQUARE button - PUNCH

TRIANGLE button - BREAK COMBAT

CIRCLE button - BLOCK

X button - KICK

L1 button - FLASH BOMBS

L2 button - ACTIVATE POWER MOVES

START button - INVENTORY

LEFT ANALOG stick - MOVES BATMAN AROUND; SLIDE AND CLIMB AUTOMATICALLY WHEN NEEDED (the analog mode button must be in the "on" position).

d. VEHICLES

X button - ACCELERATE (Batmobile); ENGINE BOOST (Batwing)

SQUARE button - FIRE ELECTRICAL (Batwing) SPIKES (Batmobile)

TRIANGLE button - FIRE ELECTRICAL PODS (Batwing)

L2 - FORCED LEFT TURN (Batmobile); ROLL LEFT (Batwing), SPIN LEFT (double tap)

R2 - FORCED RIGHT TURN (Batmobile); ROLL RIGHT (Batwing), SPIN RIGHT (double tap)

LEFT ANALOG STICK - to drive/fly appropriate vehicle

e. ADVANCED MOVES (amass points to master these fight combos)

Hold L2 button + SQUARE button = THE HAMMER (0 point)

Hold L2 button + X button = THE CLEAN SWEEP (20 points)

Hold L2 button + CIRCLE button = SPIN-OUT (40 points)

Hold L2 button + X then, CIRCLE button = THE TAKE DOWN (80 points)

Hold L2 button + SQUARE then, X button = LIGHTS OUT (120 points)

10. CUSTOMIZING YOUR GAME

The OPTIONS screen falls under Batman's Inventory (which includes: EQUIPMENT - cycles through all weapons and gadgets available; ITEMS - shows objects gathered throughout the game; POWER MOVES AND CHEATS - displays which buttons to press to execute a move and the activation/deactivation of bonuses found; ACHIEVEMENT - keeps track of your score). Through this menu you can customize the game to suit your tastes: SOUND - sfx, voice and music; INTERFACE - basic (absence of bars/items) or full (displays bars/items); VIBRATION - on or off; INVERT CROSSHAIR - adjusts your aiming; (screen) BRIGHTNESS; and a QUIT function.

11. WALKTHROUGH

EPISODE 01: A Girl to Die For

LEVEL 01 - THE BOMB

Opening sequence: FMV of Gotham Chemical. Brightness mode option appears before you begin the game. Press triangle or X button to proceed. Run down the stairs. Run a little past the boxes, turn left and again, run down the second set of stairs. Jump on top of the boxes to avoid the steam. Move forward. Jump the gaps in-between. If you do fall, look for the ladder and climb. Locate the area where the steel fence is and jump down the opening. Open the door to rescue the mysterious woman. Run towards the time-bomb and jump down. Follow the path.

LEVEL 02 - RANSOM NOTE

After the FMV that follows, you'll discover that the woman you just salvaged is Mary Flynn. Take the Joker's ransom note.

LEVEL 03 - BATCAVE TRAINING

Enter Batgirl. After some small talk, proceed near the Batmobile area. Let yourself fall before you reach the walkway leading to it and you'll find a door. Enter training program with Alfred (a recording, actually) as your guide. Use the BatGrapple to retrieve BatCuffs and Batarangs (glide to do so). Practice your strafing skills and target-practice with the Batarangs. Next, warm-up your fight moves on the metal post. Once through, enter the next door and use the stealth move to avoid and turn off the laser. Exit room to take the final challenge which is the free fall action where you have to snare an object. Couple of FMVs take place afterwards.

LEVEL 04 - ROOFTOP BATTLE

Glide to the next building. Proceed to the other side for the grapple icon. Battle thug. Climb ladder and secure box of BatCuffs. Grapple your way to the next structure. Knockdown next hoodlum. Glide towards the other end or you may want to check out what's beneath the grilled pipes (health box). Simply locate the ladder to get out and move on. FMV of Mary being chased ensues. Grapple to the next edifice. Fight off goon. Grapple. Run the walkway and glide to the next. Enter door and follow toughie. Grapple then, subdue another henchman. Locate the part of the grills with an opening (to your left from starting point) to see another grapple icon. Prior to moving forward, you may choose to make a little stop. Move a bit forward (three short stops) until you drop on the REAL ledge. Go left and on the next turn, there is another grapple area. Do so and enter the door to discover cheat A. Egress via the other door which will lead you to familiar territory (way to open fence). Grapple to the other scene (boards). Gliding to your right, you will encounter a criminal. In there, you'll also find another health kit and a box of Batarangs. To continue chasing the kidnapper, go to your left (from your point of origin) and glide from board to board. Upon reaching the corner of the tower, glide on to the next then, grapple to the one with gargoyle heads. You may opt to glide to the next gargoyle to avoid wasting your energy on a fight and having to climb to reach the short distance. Proceed to the other end of the same skyscraper and use the last gargoyle as your "springboard" to the next one (with the pyramid shapes on the roof). Run to the opposite side of the ledge then, slide. Make sure you glide when you're nearing the gap to make it to the next side. The villain sidekick will challenge you to a round of fisticuffs. Pick-up the BatCuffs in the process. Episode ends with Batman providing Mary a BatCom-link.

LEVEL 05 - THE BRIDGE

FMV with Batgirl. Pick-up Flash Bombs. Take care of the baddie. Ascend ladder and retrieve cheat B (glowing item on top of one of the crates) by creating some leeway then, gliding (tilt slightly to the left - Batman's vantage of ladder) to one crate and eventually jumping on to the box where it is situated. With a little patience and practice, it's possible. Retrace your steps and descend other ladder or jump down. Disarm and immobilize a couple of bad guys. If you need to recharge, you'll find a first aid kit near the crane area. Proceed to the second truck (headlights off) and hug its van to secure the Batarangs and weave your way into the next area. FMV appears. After wiping out the anti-hero, check out the back of the crate near the strewn gas tanks and you'll find some handy BatCuffs. Grapple your way

to the top of the bridge, cross planks, move up ladders and dispose of crime aids (a pair) you'll meet. There is also a first aid box somewhere. Enter door and grapple to an area with two antennas and spotlights. Here, you'll do combat with the Joker (BTW, he's carrying Toby) swinging on a wrecking ball. Another strength energizer and Batarangs are available to tide you over. To finish off the Joker, stay close behind an antennae (first, determine Joker's position). When an opportunity arises where he hits it (instead of an open area or worst case, you), bombard him with Batarangs (don't pause) so he won't get another chance to swing. For his initial defeat, the Joker gets back at you by dropping Toby. Mary pleads you to save her child from apparent death. Here's where you get to use your talent in free falling. Upon catching Toby, you find out that he's nothing more than a doll - a booby trap set up by Harley - disguised as Mary. The Joker and Harley have a little squabble over you. You have another confrontation with the Joker (in spurts), this time hand-to-hand. His acid trick and other gadgets are small time compared to his hands. Moreover, watch out for his lock and grip move -- where he keeps on punching you while pinning you down. Should he succeed in making this annoying step, quickly move your left analog stick from left to right (use your all fingers, not just your thumb) to kick him out of your face. Utilize your power move to get rid of him much faster. He'll ask Harley for some assistance but, he'll be snubbed because of their earlier quarrel. Upon hurdling the third round, the Joker makes another move but, Batman is quick to respond (just stay back and relax, the computer takes care of this round). It's deja vu afterwards (per the Joker). The Joker elects to die rather than get caught by pulling of another old trick (shocking handshake). Batman loses his hold and the Joker falls to his demise.

LEVEL 05 - THE BRIDGE 2

Harley is heartbroken at the turn of events and decides to follow the fate of her beloved "J." Another hangtime for Batman. After pulling out Quinn from disaster, she walks away and says that her days as a villain are over.

EPISODE 02 - In Cold Blood

LEVEL 06 - ISAAC EVERS

FMV of Mr. Freeze who gets upset over the content of a video tape sent to him. Batman heads to the Gotham Industrial Research via Batwing. Save the flash frozen guard (you'll hear him moan) by boxing (to save on Batarangs) the blocks. Chip your way to the next area (a little to your left after rescuing the first guard) using a few of your jujitsu moves. Drop down. First, cuff the ice maiden then, rescue the sentry to avoid unnecessary encounter. To your left, on the same side you came in, create space anew. Go up the ladder and replenish your Batarangs. Climb a second set of stairs and work your way through the next entrance. On the center table is a box of Electric Batarangs. On your way to the door, you see Mr. Freeze on the video surveillance camera and a communication involving Batman and Batgirl occurs. Enter door. Disarm and disable the crime assistant. Free the sentinel. Straight ahead, you'll find some more BatCuffs. Proceed to the large (double) door/s (to your left, upon entering). This will lead you to a room with gigantic test tubes. Battle another one of the Frozen Madman's henchwomen. Grapple. Glide down to the next glass tube and knockout cold another bad babe. Cross the bridge to the next tube. Ascend the ladder and glide to the cylinder opposite it. Move up the ladder once more. Cross to reach the next point and go up again. Restore your health if needed. Cross the other side and rescue another lookout and secure Storage Area Key 1. Glide to the opening. Enter

door.

LEVEL 06 - ISAAC EVERS 2

Climb the ladder on your left side. Walk near the conveyor and hitch a ride. Drop down near the boxes, which is a higher portion of the room. Replace any loss in your strength and grab some Nets (a substitute for BatCuffs). Move further ahead. Ascend the stairs and free the guard. Get Storage Area Key 2. Attack a duo of dangerous damsels below. Proceed to the area behind the computers and rescue another security person. Get near the chunk of ice blocking the bridge to reach it and your destination. Upon entering door, a FMV develops. Mr. Freeze spots you and has his hired help (total of three) kill you. Drop down and get a box of BatCuffs. Incapacitate the trio first to facilitate your crime-fighting job. After defeating all three small time antagonists, the Iceman cometh. Lunge at him and he stops you on your tracks by freezing your feet firmly on the floor. Squirm to free yourself from your semi-frozen form. Batman then calls on the Batwing.

LEVEL 07 - FREEZE COPTER

Simulation has never been mine strong point so, I can't give you much in here. Simply avoid going head-on with the bridges, concrete trees and signages (during the tunnel and freeway chases). A few bumps on the wings won't do much damage. There's really not much need to use the booster as Mr. Freeze's chopper is rather slow. Nor are you required to use the spin move at all. Just avoid the ice blockades he furnishes in-between buildings during the pursuit by firing electrical spikes. Sometime during the chase, he'll also be releasing some hovering pests which fire at you. You may use the spikes to rid yourself of these annoyances. To do damage to the FreezeCopter, gun it down using the electrical pods. When the crosshair turns red, fire away. However, you'll have to wait for it to recharge before you can give it another go (don't worry, charging time is quite short). Watch the FreezeCopter icon (on the lower-right hand corner of the screen) as it undergoes several changes: the shield turns crimson then, disappears. From hereon, it will take just a few more blasts before you take Mr. Freeze's fly down. Dr. Evers is ejected but, the Bat comes to his aid. Dr. Evers denies he forwarded the Promethium publicity tape to Mr. Freeze. During Batman's investigation, he also caught the good doctor lying -- by saying that his research was being funded by the Wayne Foundation.

LEVEL 08 - PROMETHIUM FIRE

Batman back in Gotham Industrial to find more about Dr. Isaac Evers. Exit WC. Head for the huge door. The door closes behind Batman. Conversation with Batgirl informs you to unlock the hubs to get to Dr. Evers files and unlock the door. You have a quarter of an hour to solve the puzzle. Go straight ahead (grey monitor) to activate the maze. The main objective here is to connect all the blue wires together (they'll light up when you make the correct pattern). Sorry, I can't give you the exact turns that you have to perform. It's more of a hit-and-miss affair. When you're done with the blue wires, enter the next room and do the same with the yellow wires. When successful, proceed to the next chamber and finish the red ones. If you don't have the patience for this type of puzzle, you may also just while the time away (you will, however, miss a couple of points). (When the clock runs out,) (T)here'll be a rocking explosion, afterwards. Batgirl checks on your situation and informs you that Dr. Evers is "out of the icebox and into the Arctic (in cold storage, carrying a disk)." To get to Dr. Evers, glide (towards your right) through the "ice coffins" (while avoiding the steam from above) to reach the control box at the other end (left side). This will turn off the electric current thereby

enabling you to wade through the knee-deep water. Next, turn off the other switch (just beside your starting point) that controls the line of steam. Enter a couple of doors and get rid of a couple of cool chicks. Before entering the large door on the far end, you'll find a strength enhancer on a small opening to your right. Turn left, then enter next door. Batgirl tells you of her discovery that Dr. Evers lost support from the Federal Funding brought about by the dangers of Promethium. On the other hand, Dr. Evers got to continue with his project following a successful bank heist by the Joker. Logically, the Clown Prince of Crime is behind the funding of Dr. Evers Promethium research. Enter door. Go straight ahead and produce an entrance. Turn right and create another opening. Thaw another female thug. Climb ladder to get Batarangs. Find another girl gangster near the next door. Again, get rid of that ice barricade to proceed. Defeat another pair of dangerous dames. Look for a ladder somewhere ahead (right side). Trek the other end of the walkway and discover a number of Bat-treasures: Batarangs (normal and electric types), BatCuffs, Stunners, Remote Charges, Nets, Strength Potion and Flash bombs abound! Go down the opening (left side) and encounter two more sensitive toughies. After knocking down the last one, secure laboratory key. There's also a box of BatCuffs in this area. Enter the door (lighter shade) on the right side. FMV where Mr. Freeze surprises Batman as he picks up the disk left by Dr. Evers. Run around from end to end. Pick up Remote Charges along the way. Your objective is to target the moving glass containers on top with the Remote Charges and time the release so that these fall directly on Mr. Freeze. You have to switch from first to third person view every so often. This is really frustrating since you have to press so many buttons in order to sweep the boss. You need around seven to eleven hits (depending on the amount of damage) before he burns. Mr. Freeze gets a dose of his own cold medicine when Batman saves (and traps, at the same time) him.

EPISODE 03 - Plant Food

LEVEL 09 - SAVING BATGIRL

Somebody provides Ivy with a vial of green chemical. When she tests it on one of her plants, it turns into a carnivore. Batgirl informs Batman that the transmitter given to Harley has been tagged on Mayor Hamilton Hill. Batgirl follows, is caught and calls for back-up. In this level, you have to constantly keep track of Batgirl's health bar as well or it's game over. Here's the fastest and most sensible way to tackle this: Climb ladder, drop down, get Electric Batarangs in between cars 1 and 2. Ascend ladder and defeat alien thug. Enter door 3, electrify green goon and Exit. Pick up Remote Charges in between cars. Go up car 4. Nip Poison Ivy's "bud" guy. Move up car 5 and pluck out weedman. Climb car 6 and enter car 7. There are two vile henchmen in here. Get Electric Batarangs. Ascend ladder on car 8 and get rid of plantman. Go up car 9, burn the alien thug and again, move up car 10. Singe the green goon and grab the Electric Batarangs. Enter car 11. Scorch the last two botanical bad guys. Pull lever (which would activate all four electronic switches on the last car) then, hurry outside. While several more switches can be found inside the other coaches, they're too far off (eventually, they would bog down and you can no longer make use of the rest). Enter final destination and the Dark Knight rescues the damsel in distress. Trench-Coat hies off as soon as he sees Batman.

LEVEL 10 - BATMOBILE CHASE

Trench-Coat leaves via a stolen car. Enter Batmobile. This level is similar to the chopper chase with Mr. Freeze. It's a repetitive one

(about three rounds). Important things to remember are: keep sight of the getaway vehicle; time your turns; lastly, make sure that you constantly hit the car (icon should turn red by the second round). Avoid bumping into traffic (this slows you down considerably) and veer away from the mines. When you've done enough damage, a FMV takes place. Batman tells Batgirl to bombard the car with smoke bombs. Make sure you get this right or you'll have to go through another round of the chase if you don't hit Trench-Coat's getaway car. The technique is to keep on firing away (of course, you have to make sure that you're hitting your target -- just keep moving your analog stick and ensure that the crosshair/target appears). This should take only a few seconds then, the next FMV appears with the vehicle careening towards a cliff and getting ready for...

LEVEL 11 - THE CRASH

Glide to the crash scene and pick up an apple. FMV at the BatCave where the duo are stumped (as to Harley's involvement). Batgirl discovers something in the apple. Something that Mayor Hill may have..."oh, gross!"

LEVEL 12 - PLANT ELECTROCUTION

Batman proceeds to Gotham Chemical Plant to check on the poor mayor. Jump down. Open the door to your right to discover some Electric Batarangs. Follow the path. Careful now as there are two of Poison Ivy's minions. Knock them down with the Electric Batarangs. Enter the opening. Go straight ahead as there are poison-spewing plants on both sides of the entrance. Turn left to flame another alien thug. Turn right. Grapple to the other side. Again, follow the path. However, don't just go running ahead as there are vines that will strangle you. First, paralyze Poison Ivy's poisonous plant pet (the one on the ground) with a dose of Batarangs. Hug the wall and proceed. If ever you're caught by any of the vicious vines, frantically move your left analog stick left and right. Upon reaching the fungus room, grapple. Make sure you step away from the yellow slime oozing on the floor (they sap you of your strength). Quickly glide (left) onto the next couple of mushrooms before they tilt you back to the ground. On the third toadstool, glide towards the ledge and grab the health box. Grapple and glide to the other part of the ledge for extra Batarangs (there's another set on the corner below, in case you're interested). Grapple to reach the top of the blocked steel staircase. Climb a few more steps and enter door to find Trench-Coat sneaking away. Hurl a Batarang on that single deadly vine below. Go down and grab the Remote Charges. Go up the ladder on the upper left corner. Enter. Turn right and slide. Open steel gate.

LEVEL 12 - PLANT ELECTROCUTION 2

Continue sliding. Avoid the first gap. Allow yourself to fall down the second cavity. Drop. Get Secret Key 1. Grapple, jump and carry on. Glide to stay clear of the final crack. Before going straight ahead, open the door to your left (right after the opening). Defeat the lone guard to get Cheat C. Exit and electrocute a couple of vines. Turn right, follow the path and get some Nets. Retrace your steps and proceed to the tunnel. When you reach the room full of chemical vats, electrify the vine in front of you. If you need some more Batarangs, there's a box directly below the plank and one in-between vats 3 and 4. Glide to the next three ledges to reach the corner. Climb ladder. If you still have some Electric Batarangs left, life would be much easier as you can take care of the three thugs at this point. Cross and glide from point to point (there are three in all). After the second installment, you may opt to go down straight towards the door or recuperate if need be (there's a health kit on the other end of the

broken bridge). After going to a series of entrances, you'll come across a room similar to the one with the vats. Only this time, you have to glide towards your left side. Subdue a solitary crime creature. Grab first aid kit. Cross the bridge and come face to face with Mayor Hill (you might want to go down the stairs first if you're down on your health bar as there is a first aid box on the opposite end, hidden between plants). Mayor Hill relates to you that Poison Ivy put some thing in their (politicians, businessmen) stomachs. She was blackmailing them for money and power in exchange for plant food that would sate the hunger of what's inside them -- for if not, they become them. That's the reason why he met with Trench-Coat -- to make a payment. Enter Trench-Coat. He removes his disguise. It's a frustrating battle since he just won't seem to go down even if he's already out of health. Just keep on punching him near the edge and watch him drop down the vat. Pick up the sub-basement key he'll leave behind. Batgirl contacts Batman for a lead. According to her, Harley admitted putting the trace on Poison Ivy because she was afraid of her after she turned down Ivy's proposal. She knows too much and shares her knowledge. She squeals that electricity is the waterloo of Poison Ivy's creation. Your next mission is to locate and operate the main power breaker located at the sub-basement.

LEVEL 12 - PLANT ELECTROCUTION 3

Enter the door which was previously locked. Down the stairs and out the doors. You interrupt Ivy and Mayor Hill's discussion. You, in turn, are interrupted by Poison Ivy's Green Monster. To defeat the hideous creature, keep on bombarding the left and right tentacles with Batarangs. As soon as it releases its grip, keep on firing away at the tubes where it hangs on (make sure your crosshair is red) to release steam. This will prevent it from hooking up anew. Don't worry about losing ammunition as Batarangs will be available at your disposal. When you've disabled both sides, focus your attention on the center tentacle. As soon as it drops in the vat, immediately grapple to the other side. Take Ivy's threat seriously that you've only made it stronger (it's going to resurface if it takes you too long to proceed to the other side). However, hear her carry a different tune as soon as you get near the breaker. Pull the switch to permanently abort Poison Ivy's babies. Batman gives Mayor Hill the antidote which Poison Ivy drops. FMV with Batman telling Batgirl of his conversation with Harley re Joker's possible comeback (blimps stolen from Gotham Airstrip by perpetrators in white).

EPISODE 04 - Fool's Grave

LEVEL 13 - GASWORKS

This level stinks. Anyways, proceed to your right, avoiding the jester box. Move a bit forward then, turn left. Look for the ladder and climb. Go right and near the boxes you'll find some BatCuffs and Flash Bombs (evade the gunfire in the process). Slug it out with the two thugs (stay away from their bear hugs). On the path to your left is a strength energizer. Near the boxes where you got your gadgets is a wheel that will close the pipes. Turn it and enter door. Run down and glide towards the second steel support as the first one serves as a trap. Follow this path until you reach the end where the mime man is. Knock him down and turn the wheel beside the stack of crates. Glide down (watch out where you land). Careful that you don't step on the weak floor boards. Behind the covered boxes are a set of Batarangs (just ignore the jacks-in-the-boxes). Enter the opening where the fire-breathing clowns roam (where there is a huge crack on the floor). Enter door and run down the hallway. Before proceeding ahead, disable the two hoodlums (one each above and below). Go straight, avoiding the

two gaps on the floor. Subdue the first goon. Grapple and do the same on the toughie here. Glide from rail to rail (note: you'll find some cuffs on the boxes below and a strength enhancer behind it). Turn the last wheel (near the crate) after defeating the second villain on the top level (another note: see the grapple icon near the railing, the one you can't seem to access from below? Glide from there to see a sewer passage with a total of nine boxes all lined up. Land on one crate and jump until you reach the end. Cheat D is definitely here. Your best bet in nailing this one to the ground is to watch the movement of the crates. They bobble up and down so, time your jump when it's in lower position for you to land safe and sound. Sure, the boxes do break if you don't move fast enough but, believe me, ten seconds is an eternity here. Going back (from above), glide to the opening. When you reach the area where there is a grapple icon and a couple of clowns, it's gliding most of the way. The trick is to stay as close as possible to the wall and away from the gushing liquid. Cross the ledge you would chance upon then, glide once more. Before entering the opening, turn left to replenish your strength bar. Switch to first person view and get rid of the clown box. Go straight ahead and exchange blows with the first henchman. Once down, disarm the other one before gliding or you'll never make it across. Enter door on your left. Ignore the two mechanical-musical menace as they'll malfunction the moment they fall down from the platform. Defeat the villain sidekick and grab the Remote Charges behind one of the posts. Proceed to the inclined plane and open the door. You discover that the firebomb toys are being loaded in the sewer pipes which trace to the entire Gotham system. Fight the baddie inside the room from your position (you'll be giving him a great advantage if you go inside since there are three clown boxes that would hound you). When you've floored him, pull down the lever inside the room to turn the pipes. Exit the door where you came from for a much easier grapple. Pin down the bad guy and proceed to the far end and enter another room with a switch. Exit. Grapple again, this time to the topmost ledge where there is another mime plus a strength potion. Floor the guy and enter the switch room (final link that would connect the gas and water lines). Batgirl will inform you to open the main valve. Go outside and to the far end of the ledge where there is a Little Johnny Pyro toy. Glide to the opposite area (or grapple should you drop) where there are three sets of flywheels. Align the green portion of each wheel to the green indicator to open the flow of water and rid Gotham of the firebomb toys. However, you find out that the water valve at the pressure station has been closed anew. A crime aid barges in the opposite door and starts shooting. Unarm him before gliding to make sure you don't fall prey to his bullets. Punch and kick him soon as you reach his side to push him inside the room and give you space to maneuver. After putting him to sleep, get the box of Batarangs and move the lever that will drown the nefarious clown gadgets. You find out the nasty little secret that Dr. Evers (he's behind the plot to burn down the Gotham Industrial Plant to serve as an insurance scam) has been keeping all along. And the twist (the Joker's men he hired for the job turned their backs on him) that came with it.

LEVEL 14 - SWAT CHASE

As Batman is all set to deliver Dr. Evers behind Stonegate, he finds Commissioner Gordon and half the GCPD unit outside. In a wink of an eye, a Batarang from nowhere knocks down the Commissioner and the police are after the Dark Knight. He grapples to a helicopter, heads to the rooftops and calls on Batgirl to deliver the Batmobile. Just move forward then, grapple. Use Stunners, Nets to hold them or better yet, simply ignore the SWAT team (they're on the right side of the law,

remember?). Climb the roof of the third room and grab some Nets and a health box. Grapple. Inside are two more policemen. Disregard. Just find the ladder, ascend and exit the door. Follow the path until you reach the helipad. Grab some Flash Bombs and health kit (look at the corners) then, grapple. Avoid the sentries, move towards the left side and grab some Stunners. Continue moving forward until you see a grapple icon. Avoid one sentinel and grab Stunners in the center part of the area. Move forward (VROOM billboard) until you reach the edge. Glide towards the lowest room (left side) and move your way up. When you've reached the top, glide to the next building. Go up ladders. Get Batarang near the antennae. Drop to your left and find some Stunners and Electric Batarangs. Glide to the next edifice. Stay away from the two guards manning the area. Look for the door with a red light on top (just straight ahead). Beside it is a control panel. Throw a Batarang to activate the door. A box of Electric Batarangs await. Exit the next door. The police helicopter starts firing stun as you cross the connecting bridge. Batman gets impatient and calls Batgirl. Exit and look for the grapple section. Before doing so, you might want to grab some Nets on top of a box near the drums. Go straight ahead then, turn right while avoiding the steam. In front of you is a structure with a flagpole bearing what resembles a shrimp and what seems like a greenhouse on top. You need to be on that tower. To get there, jump on the steam box to reach the upper box with the lamp on it. By the way, in case you're low on health, there is a first aid kit on the next turn, some distance from the water tank. Glide towards the ledge of the next building. Hug the wall and use the catwalk to reach the terrace. Towards the middle (in-between the two trees), jump, look for the fence break and glide. Drop down the elevator shaft. When you reach the bottom floor, get off and take the Batarangs. As soon as the elevator goes up, descend and disable the controls to open the elevator door. When done, climb the stairs then, glide to get inside. Pick up Secret Key 2. Wait for the elevator shaft and ride it on your way up. Make sure you get off before the platform kisses the ceiling (count four ledges then, jump). Get the Elevator Shaft Key. Continue moving forward to find a room where Cheat E can be found. Leave room. Proceed inside the tunnel and ascend the ladder. To your right is a first aid box. You may choose to exit from either doors. Locate the ladder (look out for the guard) and go up. Turn right and follow the entire length of the ledge. When you reach a cul-de-sac, there's a strength energizer and a grapple point. Move forward and glide from building to building while avoiding the authorities. When you've reached the second edifice (it has a box of Stunners) from your where you last grappled, proceed to the rightmost side (you'll find a box of Batarangs on one corner). Glide to the neighboring structure and climb a series of ladders. When you've reached the last one you'll find another electric door. Again, destroy the control panel to activate. Exit other end and go straight. Enter machine room and exit using the other door. Batman contacts Batgirl anew and is told that she's closing in. The chopper catches up with Batman. Pick up the Remote Charges scattered all over and hit the fly's lights with it. Hit it thrice and they start firing rockets instead of stun ray. Hit it two more times and down she goes. Finally, Batgirl arrives. Back at the BatCave, Batman deduces that Harley is the missing link to the circumstances that are certainly not coincidental (stolen blimp, the gasworks, being framed with Dr. Evers and Promethium in the middle). He decides to give her a little visit...in disguise (since he's on the most wanted list by the men in blue).

Nothing special about his camouflage. It's merely a bearded version of Bruce Wayne with a scar on the right eye.

Go to your right all the way to the second to the last trailer (avoiding the searchlight, of course) and discover a clown sculpture covering its eyes with the number one its lower portion. Return to your starting point and move past the crates. To your left is a door. Open and see another clown statue, this time covering its ears and a number 6 engraved on it. Egress. Right beside the room is a trailer and a whole lot of boxes. Jump (yes, it's possible but, very close to impossible -- considering that you can easily jump on the boxes inside the factory which are of the same height!) until you get to the roof. Use your scope to see the last clown bust (holding its mouth and a prominent nine on it). Get the Flash Bombs as a bonus. Next, go forward and look for the door with the combination lock beside it (to your right). If you're having difficulty reaching the roof, you can actually view the clown carving by jumping on top of the garbage cans and using your scope from there (you will miss the points, tho). Operate the lock. Using the clues you gathered (eyes 1, ears 6 and mouth 9), turn the dials appropriately. This unlocks the door. Enter Funnibone Warehouse.

LEVEL 16 - FUNNIBONES

To reiterate, funny indeed, how you can climb the crates here a lot easier compared to the ones outside (pretty stupid, really). Anyways, proceed to your right until you reach a dead end. Climb one of the crates. Go to the one next to it (leaning on the wall). Jump to reach the one in front of you. Proceed to the box slightly on your left. Jump to reach the next one. Step on the light colored crate. Jump on the lower box to your left. Drop and reach for that last crate that will lead you out of this labyrinth. Drop again then, climb the stairs immediately. Don't go roaming around anymore on the lower floor or you'll just wake up the jacks-in-the-boxes where they'll follow you all the way to the top level. Go to your left and climb the crates to secure some BatCuffs. Battle the two goons (one in black, another in white). Hidden somewhere on the pile of crates to your right is a strength enhancer. Continue climbing the crates to your left until you get to a ladder. Climb. Enter door and grab another set of BatCuffs. Vanquish another underling roaming along the corridors. Advance to the far end (with a smiling clown portrait) and turn on the control to open the middle door (which will be indicated by a green bulb). Bear in mind that every time you turn on a switch, you hustle since these are time-locks (you have about 10 seconds to reach your other point or it closes anew). Put one more lackey on his knees then get the Flash Bomb and turn on the switch situated on the far right side of the room. Exit. The door to your right is now activated (beside the smiling clown). Enter and finish off another worthless foe. Pull the lever and go outside. Run near the end of the hallway (close to where you first entered) and turn on the control (now operational). Go back to the last room you entered and use the other door. Crush another character in the dressing room. Open the cabinet and get "Toby's" penknife (FMV flashback) -- a clear indication that the Joker is alive and well to wreak carnage and havoc.

EPISODE 05 - Infernal Jest

LEVEL 17 - LAUGHING GAS INFERNO

The Joker's blimp is over at the gasworks. "His death has been a part of something bigger" and the Bat intends to find out what the nitty-gritty details are all about. Follow the path. Grab the Flash Bombs and enter the chicken-wire gate. Before heading for the smoking door

pick up the BatCuffs. Kaboom! The Joker has resurrected from the grave. The "joke": Joker's not dead and Gotham is. The "punchline": it's all Batman's fault when he was led into opening the pipes that would burn the whole city of Gotham to the ground! Even Poison Ivy played her part, albeit unknowingly, as the "wenchtable" became the quietest way to mass produce the Joker toxins. It's all "flames and giggles (to quote the Joker)" now unless the pipes are reversed... Run away from the crooked hunks. Throw them some Batarangs so they'd put down their flamethrowers ASAP. Now, all's fair. Watch out since these guys have higher AI. Always be on the defensive. After singing them a lullaby, Batman seeks Batgirl's advice on how to close the pipes. Enter the flaming door -- carefully. You wouldn't want to miss the health potion on Batman's right corner. Drop down. Avoid the flames. Snub the three stooges that would charge at you and head straight for the opening (slightly left of center). Follow the path and enter the coop-wire entrance. You meet with the Joker. Sorry, you can't get through this way with another boss, "Fatty (the rocket thug)" blocking your path, literally. Go back (exit gate) and enter the door to your left side. There's another thorn blocking the door to the valves. Run past this bozo, grab the health box and enter. This is similar to the green to green (activate) puzzle only now, it's red on red (deactivate). Exit the opposite door. Climb the ladder. Be astute and conserve your energy for the battle with Fatty instead of the two meanies blocking your path. Joker's all red after your stunt and decides to escape. He lets his assistants keep you company while he makes his getaway. Run around and regularly grab the Batarangs available to you. First, disable Fatty's rocket launchers. Target those which are ready to fire (red light). Make sure you keep a safe distance since he utilizes flame throwers when you get near him. Also, avoid his depth charges, those explosives that project instead of going directly at you. One last thing, he also fires heat seekers whenever you get him. The best way to avoid this would be to stay behind the concrete posts and strafe to lock your target. Of course, when they have already been fired, you need to outrun them. Hit him four times and he's down for the count. He bumps the towering pedestal where Harley is, knocks her down and then, crushes her with his entire weight (sweet retribution!). To use an age old aphorism, it's like hitting two birds with one stone!

LEVEL 18 - THE JOKER'S BLIMP

Batman manages to catch up with the Joker's blimp. Avoid the lasers at all costs. Stay away from the gaping holes as well. Go to your left and jump on the box. Glide to the switch in front of you (this weakens the laser position of the switch near the ladder). Return to the crate. Move towards the center steel post. Proceed to the switch slightly behind the crate (this turns off the laser roaming around the other panel). Go to the third switch well beyond your starting point (to your right) and deactivate. Proceed to the ladder. Ah, the much awaited battle with the Joker. Watch out for his gunfire and do watch your back, at least until after you have decapitated five jacks-in-the-boxes. They go scot-free from their hiding place every time the Joker's bullets hit the crates. Now, you're ready. Strafe and look for a suitable position (try one step away from where the Batarangs near the door appear) where your crossfire turns red. When it does, maintain this position as you keep on throwing Batarangs at Joker (wait for the gunfire to subside before doing so). As soon as you catch a glimpse of him dropping his weapon, charge! Do not hesitate or he'll get the opportunity to pick up his tommy gun and start his trigger happy ways again. The thing to avoid is his grip. The style is to keep on moving. When he squirts you with acid, go near him and knock

him with a power move. Three advanced moves on him and he'll be counting stars. Take the Blimp Cockpit Key. Jump on the platform near the entrance of the pilot room and go inside. Proceed to the control area. Defuse the bomb by mixing the gases to produce Purple (Blue and Red) and Green (Blue and Yellow), the Joker's color motif. First select then, inject the right colors. After combining the first two colors, mix tube to begin with the next phase. Again, select and inject and everything will fall into place. The Joker, however, wants to have the last laugh so he chooses to commit suicide (again) by jumping off the blimp. But, not without bringing his machine gun along (as an insurance). As expected, Batman wants him in Arkham Asylum, instead of being six feet under the ground.

LEVEL 19 - FREE FALL

Tip: you might want to try inverting your crosshair. It works well for me.

Stay clear of the bursting balloons the Joker hurls at you. They certainly pack a wallop. Just keep on moving in circles. Adjust your speed as necessary. Watch out for his gunfire as well every time you get near. Snare him and it's game over!

The camera dollies to the special cells of the villains in Arkham Asylum: Mr. Freeze shoos; Poison Ivy blows a kiss; Harley Quinn watches nonchalantly and the Joker laughing hysterically as the camera focuses on what appears to be a plush Batman doll hanging on a noose. Next, FMV takes place where Commissioner Gordon calls Batman via the BatSignal and apologizes for the earlier blunder. It was Harley all along that threw the Batarang at him. And like a thief in the night, the Dark Knight disappears without a trace...
Cinematic of the classic Batman pose.

THE END.

12. POINT-SYSTEM

Points gathered flash on the upper right corner of screen for several seconds. You can view your progress on the ACHIEVEMENT menu (see CUSTOMIZING YOUR GAME section). More than giving one bragging rights, points earned are your ticket to additional (advanced/power) moves. Here's a breakdown on how to get a perfect score on selected levels (NO POINTS AVAILABLE for LEVELS 1-3; 11 and 17-19):

LEVEL 04 - ROOFTOP BATTLE

5 points - a point for each cuffed thug
3 points - finding Secret Envelope A
2 points - knocking down final thug
10 points - TOTAL

LEVEL 05 - THE BRIDGE

5 points - a point for each cuffed thug
3 points - getting Secret Envelope B
2 points - rescuing Harley
10 points - TOTAL

LEVEL 06 - ISAAC EVERS

5 points - a point for each cuffed thug
3 points - freeing all six flash frozen guards
2 points - freeing Batman in frozen state
10 points - TOTAL

LEVEL 07 - FREEZECOPTER

5 points for downing FreezeCopter

(5 points - in all probability, no bumps; damage to Batwing -- just don't ask me how)

LEVEL 08 - PROMETHIUM FIRE

2 points - solving Isaac Evers' Lab Netwire Puzzle

5 points - a point for each cuffed thug

1 point - gathering all the BatGadgets

2 points - melting Mr. Freeze

10 points - TOTAL

LEVEL 09 - SAVING BATGIRL

5 points - making use of the last switch (instead of short-circuiting the others)

5 points - saving Batgirl

10 points - TOTAL

LEVEL 10 - BATMOBILE CHASE

5 points - keeping up with the getaway vehicle.

(5 points - in all probability, no bumps; damage to Batmobile -- just don't ask me how)

LEVEL 12 - PLANT ELECTROCUTION

5 points - securing Secret Envelope C

2 points - getting rid of Trench-Coat

3 points - permanently defeating the Green Monster

10 points - TOTAL

LEVEL 13 - GASWORKS

5 points - a point for each cuffed thug

2 points - solving Gotham Gasworks Puzzle

3 points - Secret Envelope D

10 points - TOTAL

LEVEL 14 - SWAT CHASE

2 points - discovering Secret Envelope E

3 points - after entering the second electronic door (without hurting any member of the SWAT team -- Nets may be used, tho)

5 points - for downing police helicopter

10 points - TOTAL

LEVEL 15 - THE BREAK-IN

6 points - 2 points for each clown figurine found (the correct way)

4 points - solving Joker's Funnibones Warehouse Puzzle

10 points - TOTAL

LEVEL 16 - FUNNIBONES

5 points - a point for each cuffed thug

5 points - for retrieving Toby's penknife

10 points - TOTAL

120 POINTS - OVERALL TOTAL

13. CHEATS

Finishing the game was mine primary objective so, I missed out on most of the hidden envelopes that contain cheats the first time out (I only got Cheat E, initially). Wasn't really too keen on getting them until

I read their advantages ('m that type of gamer who gets into the action right away and learns the ropes during play). Just a note on the cheats: it's not the letter that counts, it's the sequence (got Envelope E but got the full ammo cheat instead of invisibility)! Here's a quick run-through on their respective descriptions (from the game manual) and locations:

CHEAT A - refills all gadgets to full (refer to ROOFTOP BATTLE level)

CHEAT B - allows player to immediately max up the charge bar for power moves (refer to THE BRIDGE level)

CHEAT C - refills all of Batman's health (refer to PLANT ELECTROCUTION 2 level)

CHEAT D - makes Batman do double damage to his opponents, except the bosses (refer to GASWORKS level)

CHEAT E - renders Batman invisible to all his opponents, except the bosses (refer to SWAT CHASE level)

SPOILER: Having a hard time collecting points? During the title screen (after the PRESS START screen), key in the following button sequence: L1, L1, R2, R2, L2, R2, L1, R2. You'll hear an acknowledgment tune confirming the correctness of the code. Enter game and voila, you'll now be able to perform the "lights out" power move. Now, this would really look good if you obtain all the envelopes in your pocket -- it wouldn't seem like you didn't play by the rules...

14. PARTING SHOT

Hmmm...let me see. Nope, half-hearted is not the apt term to describe the effort I gave in producing this walkthrough. I believe it's more of "lacking in inspiration." The feeling is akin to getting a Pro stance for a debate topic when you know quite well that you're supposed to be on the Con side of the subject. Well, the game did have its merits and I did as much as I could to highlight them. Then again, the most important thing is that this FAQ serves its purpose. Something which I believe I did justice in.

If you do have any questions pertaining to the game I'd be more than happy to entertain them.

Best regards,

15. CREDITS

I would like to acknowledge the efforts of the following individuals and organizations who helped me fashion this FAQ:

*Bob Kane and DC Comics, for the enigmatic character that is the Batman.

*Warner Brothers (Interactive Entertainment), for their cool, contemporary interpretation of the Dark Knight.

*Ubi Soft Entertainment team, for developing/publishing the game...

*Gamespot.com, for letting me take a peek at Batman: Vengeance and giving me some room to express mine thoughts.

*GameFAQs.com, for providing a venue where dreams are built and where fellow dreamweavers can share rhapsodies.

*MeltMan, for stressing out one of the things I learned in training (hug the truck) to reach a goal. Thanks for that wake-upper!

*PHounshell, for pointing out the locations of Secret Envelopes A and D and an idea on how to reach the crate where Secret Envelope B is.

*Neoseeker.com, for providing an extra accommodation.

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*Mike Browne/SPOnG.com for the warm invite.

*those who took/are taking the time out to get a glimpse/browse through this FAQ -- YOU make the difference!

*others I may have inadvertently forgotten (mine apologies) but have in their own special way contributed in making this FAQ a possibility.

*****NOTHING FOLLOWS*****

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