







Up (while in air) - cape glides

- Rolling is useful for going under flying enemy attacks, or high punches/kicks. The cape glide allows your character to fly in the air (while slowly decreasing in height). Sort of like a momentary hang glide. Jumping and crouching can be combined with attacks to form aerial, and proned position moves.

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/Fighting Controls/

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SELECT - Grappling Hook  
B - low punch  
Y - high punch  
A - low kick  
X - high kick  
L - blocking  
R + Attack - back attack  
Down + A - sweep attack  
Down + Y - uppercut  
Forward + X - roundhouse attack  
Forward, Forward + A - grab enemy  
Forward, Forward + B - throw enemy (when enemy is close)  
Forward, Forward + B - two-head smash (when surrounded)

- Most of your fighting in Batman Forever will involve pressing different buttons to enact combos. Although there is no active combo system in the game, you can spice up your moves to catch enemies off guard. The grappling hook is a commonly used item throughout the game. To target it in certain places, press SELECT + a direction to shoot it at certain spots. It becomes necessary to use it to get past certain areas, so get use to pressing SELECT + Up (rises to the upper floor). Uppercuts and roundhouse kicks are power moves, but also have a slight delay before being performed. You can experiment with different grapple moves to come up with tosses, and moves of similarity.

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/Character Profiles/

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Although the Batman series is noted down for its heroic-like episodes, and constant action, the series does have an established plot. Characters you will meet throughout the game end up being your friend, or demising foe. Some of them have twisted backgrounds, which led to their sinister attitudes, while others simply have uncommon traits. The following section will briefly state the background of each character. I'd like to give credit to Akklaim's instructions manual for the descriptions.

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|+\*+| BATMAN |+\*+|  
1 1 1 1

Millionaire Bruce Wayne felt responsible for his parent's murder in an alley outside a movie theater when he was a little boy. To deal with the senselessness of their death and his own anger, Wayne turned himself into a crimefighter second to none, spending countless years mastering martial arts, criminal science, and advanced gadgets engineering. To protect his privacy and strike fear into the hearts of criminals in Gotham City, Wayne came up with Batman. Equipped with a cape and cowl and a utility belt full of unique fighting devices, Batman set about the never-ending task of ridding Gotham City of crime. Operating from a Batcave hidden far below Wayne Manor, Batman responds to calls for help from the Bat-Signal at police headquarters, while continuing to exercise dynamic control of Wayne Enterprises' vast holdings.

With the help of Dr. Chase Meridian, Bruce Wayne now wrestles with the obsessive drive that made him the Dark Knight, a drive that he hopes to understand as he battles against villains that know his innermost thoughts and are eager to exploit any weakness!

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|*+*| TWO-FACE |*+*|
1 1          1 1
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Doctors or lawyers might argue about what it means to be "criminally insane", but there's no doubt about Harvey Dent: he's stark raving kill-crazy! His world is evenly and absolutely divided into opposites: black or white, good or evil, life or death! Many years ago, while serving as the District Attorney of Gotham, Harvey Dent was horribly scarred by underworld kingpin Boss Moroni during an indictment hearing. The resulting left-brain damage turned Dent into a violent criminal. Dent went on a vicious crime spree until he was brought to justice by Batman and sentenced to life in Arkham Asylum for the Criminally Insane. Since then, he has obsessively plotted his revenge against Gotham and it's mysterious guardian. Dent now calls himself Two-Face, and it is a fitting name for this villain. He is of two minds about everything except this: a raging desire to destroy Batman!

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1 1          1 1
|*+*| THE RIDDLER |*+*|
1 1          1 1
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For a brilliantly talented young man to want only the notice and approval of his idol Bruce Wayne might be merely pathetic, if that desire didn't hold the seeds of a pathology that would bring his brilliance to the full flower of madness! When his employer Bruce Wayne dismisses Ed Nygma's brain-wave reading 3-D entertainment invention as raising ethical concerns over mind manipulation, something snaps in the fragile psyche of the inventor. His hard work derided by his idol! Snubbed by the man he most wishes to be like! Revenge will be sweet, Mr. Wayne!

Nygma discovers that his invention works as a "brain drain" with the capability to read and capture the neural power of others, increasing Nygma's knowledge by an order of magnitude! Is there no stopping the pondering powerhouse? He teams up with Two-Face to make use of Two-Face's criminal expertise in order to raise enough money to market the 3-D entertainment device. At the resulting crime scenes, the green-costumed Nygma leaves puzzles intended to goad Batman. Soon the media have dubbed Nygma the Riddler. Once he has accumulated sufficient capital to get Nygmatech off the ground, the results are immediate and impressive. He sells millions of his holograph devices as an entertainment, all the while siphoning off the neural power of his unwitting customers and making it his own. He even manages to overcome his physical frailty by building an armored suit that is more than a match even for the battle strengthened likes of Batman and Robin! His ever-increasing intelligences makes him all but impossible to outwit!

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1 1          1 1
|*+*| DR. CHASE MERIDIAN |*+*|
1 1          1 1
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Mental health never came in such a beautiful package! The lovely Dr. Chase Meridian is in love with two men: Batman and Bruce Wayne! As she helps Bruce Wayne struggle with the repressed memory of his parent's murder, the demons that drove him to become Batman come to the surface. When the expanding consciousness of the Riddler reads Batman's mind, he learns of Batman's affection for the beautiful doctor and kidnaps her: sweet bait to trap a flying bat!

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|++| ROBIN |++|
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Like Bruce Wayne, Dick Grayson witnessed the murder of his parents and swore to dedicate himself to bringing the criminals to justice. Under the strong wing of the Dark Knight, young Dick managed to set aside his bitterness and thirst for revenge into a passion for righting wrong and battling evil. As Robin, he is Batman's trusted crimefighting partner. When one of them is in danger, the other is sure to help find a way out of it!

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1 1      1 1
|++| SUGAR & SPICE |++|
1 1      1 1
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Is she as sweet as she seems? Sugar is one of Two-Face's two consorts, and while she may satisfy his villainous sweet tooth, she's not a lady to be taken lightly! This super-refined female is a formidable foe.

Spice is the second of Two-Face's duo of damsels. This gal's idea of a spice is bella donna or deadly nightshade: she's poison! She's tempting, it's true, but her icy heart belongs to Mammon. A gold digger who will use your soul as the spade!

            
/Gadgets/

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One of the unique elements of Batman Forever's gameplay is the fact that you can use special gadgets. Unlike other beat-em-up games where you simply have "special moves", Forever expands on the topic of special items. Gadgets are small sidearm devices which allow Batman and Robin to perform above and beyond the call of duty. Many gadgets can assist the user in taking down the scum of Gotham City, while providing ranged/damaging attacks. Certain gadgets in the game can only be gathered by finding them via "Secret Blueprints" scattered throughout levels. Others can be exchanged before each mission. Here are some key rules about gadgets:

- Each character can only carry five gadgets at a time, with three being designated as default gadgets, and two extra optional gadgets. Only your two optional gadgets can be exchanged for newly found gadgets.
- To use a gadget, you must perform the button combo associated with it, WHILE it is equipped on your character.
- Before each level, you're given a chance to reassign gadgets. Don't worry about being stranded with the same weaponry.
- All gadgets have unlimited ammo, which means they can be used as many times as you desire. You just have to keep pressing the button combos designated to them as a disadvantage.

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[[ Batman's Default Gadgets ]]  
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#### GRAPPLING HOOK

>> Select + Control Pad

"This is your typical steel hook connected to a strong wire. You'll mainly use this for swinging from place to place. It's also necessary for obtaining items out of the reach of Batman's grasp. To climb up to the next level, press UP, then SELECT, and the grappling hook will strain you up to the following floor.

You can also use it to destroy window banisters, and objects which contain secret items. To swing with the hook, simply press SELECT, and the wire will be cast out. If it can connect with anything, you should see Batman start swinging back and forth."

#### SONIC PULSEGLOBE

>> Down, Forward + B

"This nifty device is an offensive weapon. It basically acts like an exploding mine, as the first thing it comes in contact with (after being tossed), receives a plentiful amount of damage."

#### BATARANG

>> Down + Forward + A

"A bat-shaped throwing weapon that causes minimal damage to enemies. However, when tossed in succession, they're very useful, and perfect for stunning opponents."

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[[ Batman's Optional Gadgets ]]  
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#### SMOKE PELLETT

>> Forward + Down + A

"When activated, Batman tosses a small metal pellet to the ground which dispenses a large gray cloud of smoke. Not only does it cause mass confusion, but it also restricts your enemies from performing special moves."

#### CAPE MORPH

>> Hold down L trigger, tap A repeatedly

"Sort of like an upgraded blocking move. Prevents all physical damage against Batman's life bar, and even manages to protect against elemental/special attacks. Just takes some time to perform, that's all."

#### FLASH PELLETT

>> Forward + Down + X

"Almost like a SWAT tactical flashbang, the flash pellet stuns all enemies on screen with a blinding light. If only I could toss one of these at my schoolmates..."

#### GAS

>> Down, Forward + A

"Not as lethal as one would expect. These devices are gas canisters that reduce your enemy's attack power in half when released."

#### SLIPPERY GOO

>> Forward, Down + B

"Self explanatory. Batman launches a large pile of goo out of a Batweapon, which in effect, causes anyone to slip and slide. The opponent will then be lodged for several seconds, leaving them vulnerable to attacks without Batman fearing to be struck in retaliation."

#### BAT BOLA

>> Down, Down + A

"Sort of like a restricting snake, the Bat Bola is a device that wraps itself around foes. Once the opponent is wrapped and tangled in wires, they are unable to return attacks against Batman. This is perfect for knocking some sense into the would-be criminals."

#### ELECTRIC PELLETT

>> Forward, Down + A

"Sends out a small jolt of electricity, which stuns opponents, and prevents them from counter-striking. Don't get any nasty ideas though."

#### FORCE WALL

>> Down + Down + Down + B

"This is the best defensive weapon in Batman's arsenal. It's actually a small cube, which when tossed at the ground, causes for a giant blue ray to appear. This ray protects Batman from attackers until it has taken 3 hits, or runs out of time."

#### STICKY GOO

>> Forward + Down + A

"Similar to slippery goo, except it's slightly more effective in keeping your opponents stuck. It will keep them immobile briefly, meaning you can lay down some ranged attacks while they're trying to mangle their feet out."

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[[ Robin's Standard Gadgets ]]  
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#### BATARANG

>> Down + Forward + A

"A bat-shaped throwing weapon that causes minimal damage to enemies. However, when tossed in succession, they're very useful, and perfect for stunning opponents."

#### EXTENDING STAFF

>> Select + Control Pad

"One of the most useful devices in the entire Batcave. The extending staff can be used for reaching extreme locations, knocking enemies back with, and loaded with ammunition for later uses."

#### STAFF CHARGES

>> Forward, Down + Y

"When the extending staff is loaded with charges, this is what you get. Staff charges are dangerous explosive charges capable of hurting enemies (when aimed correctly), and also for destroying doorways/hidden passages."

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[[ Robin's Optional Gadgets ]]  
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#### SMOKE PELLET

>> Forward + Down + A

"When activated, Robin tosses a small metal pellet to the ground which dispenses a large gray cloud of smoke. Not only does it cause mass confusion, but it also restricts your enemies from performing special moves."

#### FORCE SHIELD

>> Hold down L trigger, tap Y repeatedly

"Similar to Batman's Cape Morph, this protects Robin from pending attacks, and acts as an invincible shield. Temporarily, of course."

#### TRANQUILIZER DARTS

>> Forward + Down + A

"To perform this ability, you must stop the movement of the staff when it is directly horizontally across in front of Robin. When this occurs, darts will be shot out from the tip causing for any hit enemy to become sleepy and tired. Speeds of your opponents are cut in half temporarily."

#### SONIC BLAST WEAPON

>> Away, Forward, Forward + X

"Emits a large blast of sonic energy which causes for enemy's attacks to only perform half their original damage."

#### SLIPPERY GOO

>> Forward, Down + B

"Self explanatory. Robin launches a large pile of goo out of a Batweapon, which in effect, causes anyone to slip and slide. The opponent will then be lodged for several seconds, leaving them vulnerable to attacks without Robin fearing to be struck in retaliation."

#### BAT BOLA

>> Down, Down + A

"Sort of like a restricting snake, the Bat Bola is a device that wraps itself around foes. Once the opponent is wrapped and tangled in wires, they are unable to return attacks against Robin. This is perfect for knocking some sense into the would-be criminals."

#### ELECTRO STAFF PROD

>> Down, Down, Forward + Y

"A small tip of Robin's extending staff is electrified. When within contact of an enemy, it causes for them to be stunned and shocked on the ground. Great for kicking the snot out of those traitors of society."

#### WRIST RIVETS

>> Away, Forward + Y

"Located on each of Robin's wrists are special wrist devices. When activated, they launch out rivets that swing around the feet of opponents, and immobilize them temporarily. The rivets will shatter when you strike the enemy, or after a certain time period."

#### HEAT WEAPON

>> Forward, Away, Forward, Away + A

"Sends out a large blast of heat energy that can fry the entire scene into one heck of a crispball."

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[[ Blueprint Gadgets ]]  
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#### HOMING BATARANG

>> Down + Forward + Y

"Just like some old Soviet missiles, the homing batarang does exactly that. It seeks out enemies and strikes them three times before returning to the thrower. The only way an enemy can prevent themselves from being attacked is to avoid it, or punch it in mid-air."

#### BAT CUFFS

>> Forward + Down + X

"When released, Bat Cuffs seek the closest enemy and binds him/her in impenetrable shackles. While they wear off after a few seconds, this leaves your player with some vengeance time towards a disabled enemy."

#### HOLOGRAPHIC DECOY

>> Hold Down, tap A repeatedly

"This causes for a false image of your character to appear out of the ground. Most enemies will fall for the trap, and attack the hologram instead."

#### ROCKET BOOTS



also offers the ability to have two players compete as well, which can be both interesting and fun.

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#### /Normal Mode/

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If anything, this is the game's primary mode. You must select either Batman or Robin, and navigate them on a perilous journey to take down Two-Face, and the crooked Riddler. In between levels are brief cutscenes depicting the adventure, along with several thugs to fight on each level, and usually a boss near the end. The great thing about Normal Mode is that you can make exclusive use of Gadgets, which are pretty much customizable to your own likings.

- Before you can engage in Normal Mode, you have the option of setting four different features:

- }#1 -- (1 Player, 2 Player Cooperative, 2 Player Competitive)
  - > Single player let's you play by yourself. Two player cooperative has you and another human player fighting on the screen at the same time, except you do not damage each other. Competitive allows you to hurt each other.
  
- }#2 -- (Control Method 1, 2)
  - > Method 1 let's you back attack by holding the direction on the control pad (of where the opponent is behind you), and then pressing an attack button. Method 2 let's you back attack by holding down the R trigger, and combining it with an attack.
  
- }#3 -- (Music on/off)
  - > Self explanatory. Maybe some people don't like the gothic music.
  
- }#4 -- (Easy/Medium/Hard)
  - > Gives you the ability to customize the difficulty of the computer AI. Easy causes opponents to be sluggish, less damaging, and not as smart. As you increase the difficulty, the game becomes harder.

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#### /Training Mode/

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Basically like a simulation program, training mode allows you to fine-tune your fighting skills to perfection. It basically works like any fighting game where you select a character you want to take the role of, then must engage another target in a fierce battle. The difficulty starts out at the lowest level, but continues to progress higher and higher until you complete the entire mode.

- Before you can engage in Training Mode, you have the option of setting three different features:

- }#1 -- (Control Method 1, 2)
  - > Same as the above description. Relates to performing back attacks.
  
- }#2 -- (1 Player, 2 Players vs. Computer, Player vs. Player)
  - > Compete by yourself (against the CPU), with a friend, or against a human opponent. You can each select individual characters to take the role of.
  
- }#3 -- (Music on/off)
  - > Again, the hypnotic music can cause strange comas, well, for some players at least.



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/Second Bank of Gotham City (4.2)/

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+ SITUATION: Two-Face has wasted no time in causing chaos throughout the city. Right off the bat, he has taken the security guards hostage in the Second Bank of Gotham City, and is planning on stealing the city's pension fund from the vault. Intercept his operation by freeing the captured guards, and then thwarting his attempt to rob the bank.

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You'll start off inside the lobby of the bank. Make quick use of the nicely dressed thug, and continue forth. Walk up to the three-computer terminal, and use your connection device (SELECT) to reach the upper area. Use the methods from before to reach upper levels. Now, go to your left, and there should be a guard. Walk over him to free him from captivity.

\*\*TIP: Try using the straight-up grappling hook under lighted doorways, and window beams. Special items and powerups are usually hidden up above after you destroy the object concealing them.\*\*

After the guard is freed, continue to your right. When you reach the balcony, jump down, and fight off the thug from above. Go to your right, and fight off any more thugs who spawn in your path. The problem with this room is that the door in the lower right corner will not open until you finish off all thugs in the room. Explore the extremities of the room by using your connecting device to reach the upper right area. There are about 8-10 more thugs who will appear in the room, and then the door will open. Head on through. You'll now be on an elevator. Press SELECT + UP to burst out of the top of the device. It should start to rise by now. Go to your left, and knock off the three thugs. One of them has a flame gadget, so be careful. Destroy the plants in the background for life upgrades. A security guard should be located on the farthest left part of the room. Free him, and deal off the remaining thugs as well. Head back the same way you came, and the door back to the elevator should now be open. Suck yourself up to the top of the shaft, and it should start to move again.

In the new room, continue to your right, and fend off the five thugs. They might try to surround you, so focus on eliminating one target at a time. Once all the opponents have been cleared out, the door on the right will open up. Continue through, and the elevator will lead up to the proceeding room. Again, kill the thug, and free the security guard. Keep going to the right clearing out the remaining six thugs. On the far right side of the map is an energy bar hidden inside a plant. Go back to the original door to exit the room. The next room that the elevator leads you to has about 8-10 thugs. Jump out of the sticky situation when surrounded, and use your blocking techniques to fend off their jump kicks. The security guard is located on the far right hand side. Go back to the original door to exit. The next room will have a nicely suited thug guarding one security person. Free him from captivity, and continue onward to the right.

This will bring you to the boss fight. You're going to have to kill 8-10 random thugs who jump from above. The best strategy is to use power moves (roundhouse kicks, uppercuts) to knock the bad guys off the ledge of the elevator. The biggest conflict is to not get yourself knocked off the ledge, and to not take a pummel in the middle of the battle. It's really not too hard if you keep yourself focused.



/Two-Face's Hideout: Warehouse (4.4)/

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+ SITUATION: The Batcomputer has searched and found a possible hideout for Two-Face, the dangerous fugitive. The CPU estimates the best possible position is located right between uptown and downtown, along with being near the river flowing east and west. This fits his split personality quite well. Bring down the harsh criminal before he causes more harm.

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Your stealth entrance into the nicely organized warehouse is interrupted by two gangsters from above. Deal with them both, pick up the powerups to the left, then continue towards the right. Finish off the two other thugs, but DO NOT hit the safe with your hook and fall down. Pass by it, and the door on the right should open up once all enemies have been eliminated. In the next room, you'll be standing on some boxes. Drop into the small valley, eliminate the lone thug, then jump back to the left stack. Jump onto the small screw pegs posted in the background, and your character should hobble over to the top of the pile. Jump down, finish the remaining thugs on ground level, and go right (through the door). In the following room, shoot your connecting device diagonally, and look for a giant crate in the middle. When you swing back and forth, jump off, and continue this pattern using small circular pegs for extra boosts. You will come across thugs along the way, so be careful. Head to the far right side for the door.

You'll now be on a tall pile of boxes. Jump down, and watch out for the two metal smashers above. There are also two enemies you'll have to dispatch of, but they're just as common as any other foe. Once you make it across, head through the doorway to the right. The proceeding room will have a greenish/blue glow. Deal with the three thugs, and be very cautious as one pops out of a crate. Destroy any obstruding structures using your kicks, and pick up the three energy powerups which drop from above. Go to the right as usual. The new room has pegs in the background which look like switches. Whenever you see one, jump kick it to turn the switch. Anyhow, continue onward. Jump kick the first switch to drop a crate in the acid. Use the crate to boost yourself across, then go all the way to the right side. Disable the switch on the right, and go back to your left. A crate should drop down. Use it to reach the circular peg above, and jump on it so your character jumps all the way to the upper right part of the map. Blow up the switch to drop a crate to your left. Use that crate to boost for the pegs which leads towards the left side. Once up there, destroy this last switch. It destroys the crate on the right blocking your path. Head on through to reach the last echelon of this level.

You'll now be inside Two-Face's ultimate lair. As you can see, it's styled quite nicely with a decorative bi-color theme. Suddenly, Sugar and Spice (his deadly female servants) will surround you from both sides. The best tips to finish this battle is to try and focus your attacks on one character as usual. Use any type of slowdown/sticky goo if possible to immobilize them. Once you've finished both of them off, Two-Face will leap down into the center area of the stage. He's quite a powerful villain, and has damaging kicks, along with an aerial flip kick. Try using light contact moves, and shed roundhouse kicks whenever he gets within range. Aim for his face with your moves. He's invincible on any other body part. Sometimes he'll flip his coin for a powerful attack.

/Ritz Gotham (4.5)/

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+ SITUATION: The launching of a new special box device at Nygmatech Corporation's party has been interrupted by Two-Face and the a mysterious gang dressed in green question marks. Report to the scene and clear out the chaos ramparting throughout the ballroom.

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As usual, your hero will have an interesting entry. You should land on top of a water fountain. Beat up the two thugs, then head left. Now, kick the switch on the farthest left side to open the hole below. Use your hook and swing across by shooting it at a light, then leap over the newly opened hole. Kick the switch right next to the left one, and two thugs should drop into the pit below. Don't jump in. Do the same procedure to the right side, except kick the rightmost one first, then kick the inner one. Again, two more thugs should plummet into the hole. Now, go to the right of the screen to head to the next area. This long narrow hallway is full of switches. I solved it by basically kicking any switch that didn't turn green, or wasn't initially gray. Kick all of them, and defeat all of the thugs in the area (about 8-10) to open the last hole in the hall. Once it's open, jump down. A good tip is to hit the switches first, and strafe back and forth watching thugs plummet into the opened holes.

The next area places you on a steel platform with some elevating ledges. Fight off the two thugs, and swing to each platform using your connecting device. You'll reach certain beams which will explode in the center. If this starts to happen, quickly shoot your SELECT device to prevent you from plummeting back to the room 1 sewers. When it starts to explode, keep hanging, and wait for a moving platform on the right side to come towards you. Quickly jump off, and sprint to the right edge to reach the Riddler boss. He has a few pesky attacks, but in his human form, he'll usually only exhibit a leech attack with his staff. Simply overpower him with sticky goo, and reduce his attack power using flash/gas pellets. Uppercuts work well when he tries to close in on you.

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/Abandoned Subway Station (4.6)/

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+ SITUATION: As usual, Two-Face's henchmen have escaped after crashing the party, and are believed to be escaping via an old abandoned subway station. Unfortunately, the Gotham Police do not want to risk lives in the old frail structure that could crumble at any moment. Instead, they'd rather wish for a hopeful appearance of Batman and Robin.

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You'll start off on one of the ends of the Gotham Subway system. Move to your right, and take care of the three thugs. You may want to leave the full Batman powerup bar (for later), in case you're under heavy attack. Keep moving to the right, and you'll have to deal with 5 thugs in total. Nothing exceptionally new, although a few Riddler gang members are tossed into the mix. After all opponents have been defeated, the door on the right will open up. Head on through. In the next room, you'll be forced to face two pairs of two thugs each. Once they're dead, head back to the left side, and two powerups will drop down. Pick them up, then continue on to the right side. There should be a hole in the floor. Fall down it. Your character should land on top of a moving subway car. Move to the right side, and continue to deal with the thugs. Careful as one of the masked raiders carries molotov cocktails. Be sure to avoid them. Once you've made it to the end of the train car, jump up, and you should land onto the tracks below.

Be careful though as an electric blue current travels through the rails.

You'll have to jump over the current each time unless you want to suffer damage. There are around 5 total enemies along the tracks. Once you've killed them all, a hole will burst open in the tracks. Make sure to leap down. In the new area, continue to your left taking out any opponents who dare approach you. There are a few powerups along the way, including a few along the track lines. Once you reach the far left side, eradicate the remaining thugs, and a hole will burst open in the tracks. Jump down. That's it. Fairly simply, eh?

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/Wayne Manor Destroyed Batcave (4.7)/

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+ SITUATION: Right when you believed you fended off the evil forces that scoundrel throughout Gotham City, you receive an emergency alert from your home estate. Apparently, Two-Face Thugs have breached the defense perimeter of the Batcave, and defense systems have been disabled. Return back to your home, and defend it at all costs.

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You'll start off in the misty depths of your Batcave. Your precious amounts of money are being wasted by pointless thugs. Start off by going left, and taking care of the two suited thugs. You may pick up the Batman powerup if you wish, or wait till later. Fight off the two riddler enemies, then read the Riddler's clue. Suddenly, three thugs will start to approach you. Take care of them, and move towards the left side. Take care of the last thug, and two powerups should drop from above. You'll also hear an explosion. Return to the center portion of the room, and drop down. Now you'll be in the blue-colored Batcave, cozy for any flying creature. Move to the left, and take care of the Two-Face thugs. Eventually, a metal bridge will be destroyed (because of the Batcave's booby trap security). Leap down into the small hole. When you walk past the small computers, be very careful. They'll explode when you get within proximity. Simply walk towards them, then retreat back to avoid damage.

Continue forward, dealing with the 5 or so odd thugs that approach you. Make your way past the Batmobile. Once you reach the far right side, and have dealt with the thugs, walk back to the small gray grate between the Batmobile and computer monitors. Press the R trigger + Down to drop down to the secret area below. Grab the Two-Face coin, along with the life powerups. Shoot yourself back up above. Go to the far left side (against the rock wall where you started), and kick the wall in. Head on in. Deal with the lone thug, and grab the two powerups on the left side. Now, start to head back to the far right side. You'll have to deal with more mysterious thugs appearing out of thin air. Once you've killed all the thugs, walk back to the Batmobile. It will start to slowly lower down like an elevator. It'll eventually stop, and you'll have to fight off 2 Two-Face, and 2 Riddler Enemies. It'll start to lower again.

Once it reaches the bottom, walk off to the left side. In the next room, deal with the grand total of 4 enemies. You might have to strafe back and forth a bit to catch them all. Once they're dead, continue to the left side. This is the final battle. It'll mainly consist of 6 mixed thugs from both gangs. Nothing you haven't seen before. Just concentrate on using your gadgets to isolate the primary threats. After they're all eliminated, the level comes to an end!

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/Claw Island (4.8)/

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+ SITUATION: This is the final battle. Are you ready for it? As you're traveling along, you suddenly received an unauthorized message from the Riddler. He basically states that he kidnapped your girlfriend, Dr. Chase Meridian, and says she is on Claw Island with him. Looks like it's going to come down to the wire, eh?

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You'll start off on one of the piers to Claw Island. Move on to the right side, and take care of the 4-5 thugs. You'll face an odd variety, but they're the usual mix from before. Make sure you pick the powerups up along the way. The pier will start to lower after all enemies have been defeated. When it reaches the bottom, walk to the left until you see a door inside one of the pillars. You'll now be sucked in to the next room. Quickly hold down the L trigger to block as one of the Riddler thugs quickly drops down from above. Two more thugs will drop down from above. Just hold down the block technique to ensure no loss of life. Finally, you'll have three more enemies to deal with before you can get out of this horrid pit. In the next room, move to your right side. Engage the enemies that come near you. Careful though as one of the floor panels will explode to reveal spikes. Either leap over it, or retreat back when you see the floor explode. You can use your grappling device via the roof to swing across. Once you reach the right dead end, continue back to your left, and take care of the 2 Riddler Thugs. Once they're dead, swing back right, but be careful as more floor panels will explode.

Continue through the right side to proceed to the next area. Keep moving back to the far right, and far left areas. You'll have to deal with roughly around 10-15 thugs. Once you're ready, go to the left side, and look for two handles that pop out of the wall. Time it right, and swing up the first and second ones. You'll now land on a platform. A Riddler light should turn on. Grab the life powerups. Jump down to ground level, and proceed right. Look for two more handle bars that pop up, and leap up to take you to the second platform. Grab the powerups, and turn on the second Riddler light. Now here comes the tricky part. On this second platform, you're going to have to jump, and fall, but make sure Batman lands on the top screw. It'll carry you to the platform on the far right. Just test the distance of a jump, and try to get Batman slightly before the screw. When you hit the third light, more screws will pop up. Continue towards the right using the new set of screws. When you swing off the second screw, quickly press up to perform a Bat Fly. This should delay you long enough to reach the platform on the far right side. Now that the fourth light is on, return back to the left side of the room. Go up onto the first platform. Then use the third top screw to swing to the left, and bat fly to reach the platform on the left. Turn on the fifth light, and grab the stones.

Go back to the first platform, and swing to the right via the two screws. Quickly bat fly for a last time to reach the upper top platform, and turn on the sixth (final) light. Now it's time to fight some Riddlers! You'll basically have to engage two holograms of the Riddler. Sort of like the first time you faced him, except more basic forms. Careful though as the hologram can conjure up Riddler thugs. Keep moving to the right. The real Riddler is a tad more aggressive, and has a few dangerous rolling/magic attacks. Use the same roundhouse kick strategy to get maximum range over him. After the three enemies are dead, you'll be sucked into a new room. Grab the health bars on the ground. Move to the right, and you'll have to kill Two-Face. Concentrate on attacking his face as it's his only weakness. The roundhouse kick is excellent for slapping him in the face while not taking damage. You'll then have to face the Big Riddler! He's sort of like a super pumped-up form with bulging muscles. Try to get in close, and perform an uppercut. Keep doing this when he rises from the ground. It's a lame strategy, but works well. Just keep jumping right before his feet, crouch, and uppercut.





