

BATMAN

VENGEANCE

TEEN
T
CONTENT RATED BY
ESRB

EmuMovies



Ubi Soft
www.ubisoft.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

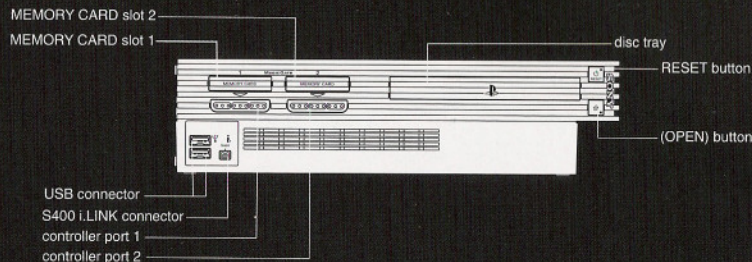
CONTENTS

SETTING UP.....	2
STARTING THE GAME.....	4
PROLOGUE.....	5
GAME CONTROLS.....	6
THE CHARACTERS.....	10
GAME INTERFACE SCREEN.....	13
COMBATS.....	14
WEAPONS & ITEMS.....	15
INVENTORY.....	16
PUZZLES.....	18
CHEATS.....	19
GAME OVER.....	20
SAVING THE GAME.....	20
CHECKPOINT.....	20
TECHNICAL SUPPORT.....	21
CREDITS.....	22

SETTING UP

THANK YOU FOR PURCHASING UBI SOFT'S BATMAN: VENGEANCE. BEFORE PLAYING, PLEASE READ THIS MANUAL CAREFULLY TO ENSURE CORRECT USE.

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



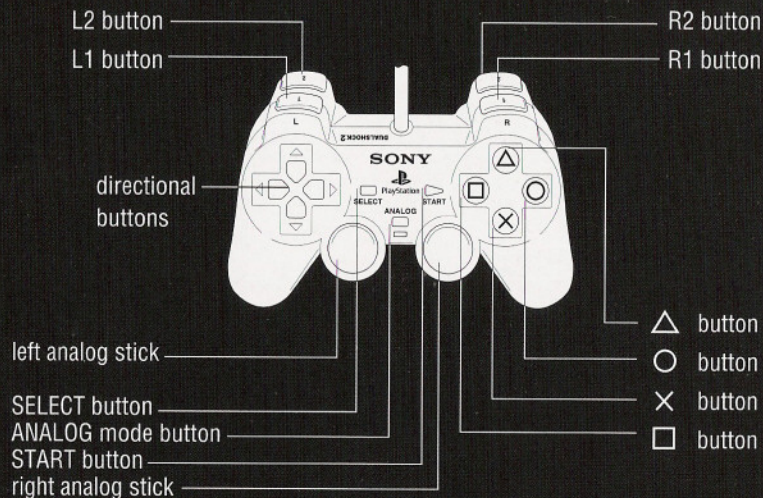
SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE MAIN POWER SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON. PRESS THE RESET BUTTON. WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE BATMAN: VENGEANCE DISC ON THE DISC TRAY WITH THE LABEL SIDE FACING UP. PRESS THE OPEN BUTTON AGAIN AND THE DISC TRAY WILL CLOSE. ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS, AS APPROPRIATE. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.

BATMAN: VENGEANCE SUPPORTS THE PLAYSTATION®2 DUALSHOCK™2 ANALOG CONTROLLER AND THE MEMORY CARD (BMB) (FOR PLAYSTATION®2) IF YOU WISH TO SAVE YOUR PROGRESS.

* NOTE: IF BATMAN: VENGEANCE APPEARS TOO DARK ON YOUR TELEVISION SCREEN, YOU CAN ADJUST THE BRIGHTNESS WITH THE "BRIGHTNESS SETTING" LOCATED IN THE INVENTORY MENU.

BATMAN: VENGEANCE SUPPORTS THE DUALSHOCK™2 ANALOG CONTROLLER AND THE DUALSHOCK™ ANALOG CONTROLLER.

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



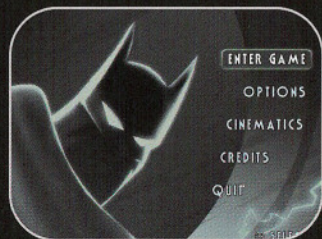
STARTING THE GAME

LANGUAGE SELECTION

CHOOSE THE SUBTITLE LANGUAGE YOU WANT TO PLAY.

SELECT GAME FILE

MAIN MENU



ENTER GAME

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

OPTIONS

THIS SELECTION OPENS THE MENUS TO CHOOSE GAME SETTINGS

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

CINEMATICS

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

CREDITS

- WBIE CREDITS
- UBI SOFT CREDITS

QUIT

QUIT GAME

PROLOGUE

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

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

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

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

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

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

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

GAME CONTROLS

MOVING SYSTEM CONTROLS

Punch	□ BUTTON
Block / Duck	○ BUTTON
Action	△ BUTTON
Jump / Glide	× BUTTON
Bat-communicator	SELECT Button
Press and hold to pause game, select gadget and enter first person view	R2 BUTTON
Reset Camera	R1 BUTTON
Flash Bombs	L1 BUTTON
Batman moves Foward	Directional Button Up
Batman moves back	Directional Button Down
Batman moves right	Directional Button Right
Batman moves left	Directional Button Left
To move Batman	Left Analog Stick
Inventory	Start Button

FIRST PERSON CONTROLS

Shoot select gadget	□ & × BUTTON
Batman ducks with weapon	○ BUTTON
Exit first person view	△ BUTTON
Shoot selected gadget / Scope Zoom in	R1 BUTTON
Hold down to pause game and select gadget	R2 BUTTON
Cycle through gadgets for selection	L2 BUTTON
Scope Zoom out	L1 BUTTON
Batman moves back	Directional Button Down
Batman moves left / cycle through gadgets	Directional Button Left
Batman moves right / cycle through gadgets	Directional Button Right
Batman moves forward	Directional Button Up
Inventory	Start Button
Batcuffs (behind enemies)	△ BUTTON
Cancel (inside special interfaces)	△ BUTTON
"OK" (inside special interfaces)	× BUTTON
Aim weapon	Right Analog Stick

FIGHTING SYSTEM CONTROLS

Punch	□ BUTTON
Break Combat	△ BUTTON
Block	○ BUTTON
Kick	× BUTTON
Flash Bombs	L1 BUTTON
Activate Power Moves	L2 BUTTON
Inventory	Start Button
Moves Batman around.	Left Analog Stick
Slide and climb automatically when needed.	
The analog mode button must be in the "on" position.	

SPECIAL MOVES

FREE FALLING:

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

BUTTON TO ACCELERATE

BUTTON TO SLOW THE FALL DOWN

LEANING ON WALLS:

TO MOVE WITH STEALTH, YOU CAN LEAN CLOSE AGAINST WALLS AND SNEAK AROUND CORNERS UNDETECTED.

BUTTON WHEN FACING A WALL

CLIMBING LADDERS:

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

BUTTON WHEN FACING A LADDER

SLIDING:

ON CERTAIN SURFACES, LIKE ICE, IT'S FASTER TO SLIDE ACROSS THAN WALK.

GLIDING:

INSTEAD OF JUMPING FROM ONE PLACE TO ANOTHER, YOU CAN USE THE CAPE. AFTER JUMPING, YOU CAN CONTROL ITS TIGHTNESS TO TRAVEL IN MID-AIR.

BUTTON WHEN IN MID-AIR



USE HANDCUFFS:

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

BUTTON WHEN OVER A KNOCKED OUT THUG



GRAPPLING:

MAKE YOUR WAY THROUGH THE CITY BY GRAPPLING FROM ONE BUILDING TO THE NEXT. A GLOWING BAT APPEARS WHEN A GRAPPLING POINT IS AVAILABLE. PRESS AND HOLD THE R2 BUTTON AND SELECT THE BATGRAPPLE ICON WITH THE DIRECTIONAL BUTTONS. AIM AT THE GLOWING BAT WITH THE ANALOG STICK AND PUSH R1 OR THE BUTTON TO RELEASE THE BATGRAPPLE. MOST OF THE TIME, THE GRAPPLE RELEASES ONTO A SURFACE WHERE BATMAN AUTOMATICALLY CLIMBS. HOWEVER, ONCE IN A WHILE, THE PLAYER MUST GLIDE ONTO A LEDGE IF HE WANTS TO COMPLETE HIS JUMP. IF THE CROSSHAIR DOES NOT TURN RED WHEN ABOVE THE TARGET, STRAFE AROUND THE TARGET UNTIL IT DOES SO.



VEHICLES

BATMOBILE:

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

CONTROLS:

ACCELERATE

BUTTON

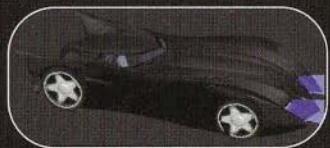
FIRE SPIKES

BUTTON

FORCED LEFT TURN: L2 BUTTON

FORCED RIGHT TURN: R2 BUTTON

USE LEFT ANALOG STICK TO DRIVE THE BATMOBILE



BATPLANE:

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

CONTROLS:

FIRE ELECTRICAL SPIKES

BUTTON

ENGINE BOOST

BUTTON

FIRE ELECTRICAL PODS

BUTTON

ROLL RIGHT:

R2 BUTTON

ROLL LEFT:

L2 BUTTON

USE THE LEFT ANALOG STICK TO FLY THE BATPLANE. A DOUBLE TAP ON THE L2/R2 BUTTON MAKES THE BATPLANE PERFORM A SPIN TO THE LEFT OR RIGHT.



THE CHARACTERS

BATMAN

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



ALLIES

BATGIRL

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



VILLAINS

THE JOKER

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



MR. FREEZE

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



POISON IVY

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



HARLEY QUINN

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



THUGS

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

THE THUGS

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



IVY'S THUG

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



ICE MAIDENS

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



GREEN MONSTER

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



ROCKET THUG

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



CIVILIANS

COMMISSIONER GORDON

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



GOTHAM CITY'S MAYOR HILL

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



ISAAC EVERS

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



GAME INTERFACE SCREEN

HEALTH/STATUS BARS

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

- BATMAN'S HEALTH BAR:

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

- CAPE STATUS BAR:

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

- BATMOBILE AND BATPLANE:

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

- BATGIRL'S HEALTH BAR:

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



ENEMY BAR:

DISPLAYS THE THUG'S REMAINING HEALTH.

SCORE:

ACCUMULATE POINTS THROUGHOUT THE GAME TO PERFORM POWER MOVES.

DEVICE INDICATOR:

ENABLES YOU TO SCROLL THROUGH ALL THE DEVICES AVAILABLE.

DEVICE QUANTITY:

DISPLAYS THE DEVICE QUANTITY.

DEVICE SELECTED:

DISPLAYS THE DEVICE SELECTED.

COMBATS

BASIC ATTACKS

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

- PUNCH: USE THE □ BUTTON TO PUNCH.
- KICK: USE THE X BUTTON TO KICK.
- BLOCK: USE THE O BUTTON TO BLOCK

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

POWER MOVES

POWER MOVES ARE SPECIAL MOVES THAT CAN BE PERFORMED BY ACCUMULATING A CERTAIN AMOUNT OF POINTS. THEY KNOCK OUT NEARLY ALL OF THE THUGS. BY HOLDING DOWN THE L2 BUTTON KEY AND ENTERING THE KEY SEQUENCE, BATMAN GOES INTO ACTION.

THE HAMMER (0 PT.)



CLEAN SWEEP (20 PT.)



SPIN-OUT (40 POINTS)



THE TAKE DOWN (80 POINTS)



LIGHTS OUT (120 POINTS)



THE CHARGE BAR:

THE CHARGE BAR POWERS UP AS BATMAN FIGHTS MORE. ONCE HE DISENGAGES FROM A FIGHT, THE CHARGE BAR RESETS TO ZERO. BATMAN CAN EXECUTE MORE ADVANCED POWER MOVES AS HIS CHARGE BAR FILLS UP TO FULL CAPACITY.

THE BUTTON COMBINATIONS:

Hold L2 Button ➔ □ Button	The Hammer
Hold L2 Button ➔ X Button	The Clean Sweep
Hold L2 Button ➔ O Button	Spin-Out
Hold L2 Button ➔ X Button ➔ O Button	The Take Down
Hold L2 Button ➔ □ Button ➔ X Button	Lights Out

WEAPONS & ITEMS

TO SELECT ANY WEAPON OR ITEM PRESS AND HOLD THE R2 BUTTON TO BRING UP YOUR WEAPON SELECTION, THEN SELECT THE DESIRED WEAPON OR ITEM DESIGNATED BY AN ICON WITH THE DIRECTIONAL BUTTONS.

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



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



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



THE BATLAUNCHER THROWS NETS AND CHARGES AT ENEMIES.



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



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

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

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

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

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

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

INVENTORY

PRESS THE START BUTTON TO DISPLAY BATMAN'S INVENTORY. CYCLE BETWEEN SECTIONS OF THE INVENTORY BY EITHER USING THE DIRECTIONAL BUTTONS OR THE LEFT ANALOG STICK. TO EXIT THE INVENTORY SYSTEM, PRESS THE Δ BUTTON.

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



EQUIPMENT



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

ITEMS



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

POWER MOVERS AND CHEATS



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

ACHIEVEMENT



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

OPTIONS



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

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

PUZZLES

ISSAC EVER'S LAB NETWORK PUZZLE

TWIST AND TURN TO MATCH THE COLORS.
TURN THE CUBE FROM ONE SIDE TO THE OTHER.

LEFT ANALOG STICK

ROTATE THE WIRE SELECTION 90 DEGREES

X BUTTON



GOATHAM GASWORKS PUZZLE

SPIN THE WHEELS AND MATCH THE COLORS.
HOLD DOWN TO TURN THE WHEEL AND RELEASE
TO STOP IT.

△ BUTTON

USE THE LEFT ANALOG STICK TO MOVE FROM ONE
WHEEL TO ANOTHER.

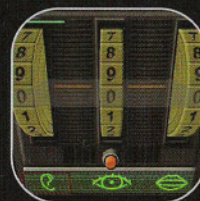


THE JOKER'S FUNNIBONES WAREHOUSE PUZZLE

SPIN THE WHEELS AND MATCH THE NUMBERS.
FIND THE HIDDEN NUMBERS IN THE FUNNIBONES
YARD. USE THE LEFT ANALOG STICK TO ROTATE
THE WHEELS AND CHANGE BETWEEN WHEELS.
EXIT THE PUZZLE.

△ BUTTON

USE THE LEFT ANALOG STICK TO MOVE FROM ONE
BUTTON TO ANOTHER.



THE JOKER'S BLIMP PUZZLE

MIX THE RIGHT COLORS TO SAVE GOTHAM
ACTIVATE BUTTONS.

X BUTTON

USE THE LEFT ANALOG STICK TO MOVE FROM
ONE BUTTON TO THE OTHER.



CHEATS

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

ENVELOPE A:

REFILLS ALL GADGETS TO FULL.



ENVELOPE B:

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



ENVELOPE C:

REFILLS ALL OF BATMAN'S HEALTH.



ENVELOPE D:

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



ENVELOPE E:

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



GAME OVER

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

QUIT:

IF YOU WANT TO QUIT THE GAME, YOU CAN SAVE YOUR PROGRESS AND CONTINUE LATER.

CONTINUE:

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

GAME OVER

YOU WILL BE RETURNED TO THE MAIN MENU.

CONTINUE
QUIT

SAVING THE GAME

BATMAN: VENGEANCE IS EQUIPPED WITH AN AUTO-SAVE FEATURE.

- AN OPTIONAL MEMORY CARD IS REQUIRED TO SAVE YOUR GAME.
- DO NOT PRESS THE RESET BUTTON OF YOUR PLAYSTATION®2 OR REMOVE THE MEMORY CARD WHILE SAVING OR LOADING. DOING SO MAY DESTROY SAVED FILES ON THE MEMORY CARD - BATMAN: VENGEANCE REQUIRES 91KB OF FREE SPACE ON THE MEMORY CARD IN ORDER TO SAVE A GAME.

CHECKPOINT

CHECKPOINTS HAVE BEEN INSERTED IN THE GAME TO HELP YOU ALONG. WHEN YOU RESTART A GAME, IT WILL PICK UP AT THE LATEST CHECKPOINT YOU ENCOUNTERED.

TECHNICAL SUPPORT

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

CONTACT US OVER THE INTERNET:

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

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

CONTACT US BY E-MAIL:

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

CONTACT US BY PHONE:

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

CONTACT US BY STANDARD MAIL:

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

UBI SOFT TIPS LINE

UBI SOFT TECHNICAL SUPPORT CANNOT GIVE ANSWERS TO HINT, TIP, OR CHEAT RELATED QUESTIONS. PLEASE CALL OUR AUTOMATED TIPS LINE FOR WALKTHROUGHS AND CHEATS FOR OUR GAMES.

ALL THE HINTS, TRICKS AND CHEATS FOR OUR GAMES ARE HERE. IF YOU'RE UNDER 18 YEARS OF AGE, PLEASE HAVE YOUR PARENTS' PERMISSION BEFORE CALLING. NOTE THAT ONLY TOUCH-TONE PHONES MAY ACCESS THIS SERVICE. (900) 288-2583 (CLUE). \$.95 PER MINUTE

UBI SOFT ENTERTAINMENT
ATTN: CUSTOMER SUPPORT

2000 AERIAL CENTER, SUITE 110, MORRISVILLE, NC 27560

CREDITS

UBI SOFT ENTERTAINMENT

EXECUTIVE PRODUCER

ALAIN TASCAN

PRODUCER

REID SCHNEIDER

ASSOCIATE PRODUCER

ROXANE GOSSELIN

PLANNING COORDINATOR

ERIC PÉPIN

PRODUCTION ASSISTANT

DANIELLE LAJOIE

SCRIPTWRITER

JT PETTY

GAME DESIGN

LEAD GAME DESIGNER

PIERRE RIVEST

GAME DESIGNERS

CHRIS FERRIERA

MARC-ANDRÉ DEBLOIS

PATRICK MELANSON

MARTIN RAYMOND

PROGRAMMING

LEAD PROGRAMMER

STÉPHANE MORICHÈRE-MATTE

ENGINE PROGRAMMERS

DOMINIC GUAY

MATHIEU LAFORCE

WITH THE COLLABORATION OF

DAVID GENEST

PATRICK BÉLAND

FRÉDÉRIC BLAIS

GUILLAUME BORGIA

RIMA BREK

MÉLANIE LECLAIRE

JEAN-SEBASTIEN PELLETIER

ÉRIC ROBERT

RAYNALD BOUCHARD

ÉRIC ALLARD

NICOLAS BEAUDETTE

RACHEL POTVIN

INTERN PROGRAMMERS

ERIC THIFFEAULT

FRANÇOIS SCHELLING

JEAN-FRANÇOIS AUBIN

CONSOLE

PROGRAMMERS

MARTIN SÉVIGNY

JEAN-FRANÇOIS DUBÉ

CHRISTIAN DESAUTELS

DAVID LAPOINTE

JOËL TREMBLAY

3D TOOLS

ANTOINE DODENS

HUGO ALLAIRE

NATHALIE DUBOIS

JEROME LASSERRE

YANNICK LÉTOURNEAU

LI SHENG YONG

SOUND TOOLS

PASCAL LALANCETTE

ALEXANDRE CARLOTTI

JEAN-FRANÇOIS GUAY

CHRISTIAN LACHANCE

RICHARD MALO

MARC-OLIVIER RIEL

STÉPHANE RONSE

ANIMATION TOOLS

BERNARD LEFEBVRE

SIMON DROUIN

SÉBASTIEN LAHAIE

MECHANIC TOOLS

JEAN-FRANÇOIS LUSSIER

STÉPHANE GIRARD

DAVID CHABOT

CONTENT PROGRAMMING

LEAD CONTENT PROGRAMMER

JEAN-FRANÇOIS VALLÉE

CONTENT PROGRAMMERS

ARIEL GAUTHIER

CHRIS GRIPEOS

ERIC KIANDER

RICHARD DUMAS

YANNICK JOLY

YANNICK MIMMEE

FRANCIS BOIVIN

CONTENT PROGRAMMER

INTERNS

ERIC BAILLARGEON

DAVID GENDRON

FREDERIC MARSOLAIS

MODELING

LEAD MODELER

JEAN-SÉBASTIEN MORIN

ART DIRECTOR-MODELING

HUGO DALLAIRE

ASSISTANT ART

DIRECTOR - MODELING

STÉPHANE BELIN

TECHNICAL DIRECTORS-

MODELING

CAROL BERTRAND

CHRISTIAN SIROIS

MODELERS

ERIC POULIN

ISABELLE TREMBLAY

MARJOLAINE ALLIE

MATHIEU FECTEAU

SÉBASTIEN BEAULIEU

ZANDER REYNA

ANIMATION (IN-GAME)

LEAD ANIMATOR

JOSEPH NASRALLAH

ART DIRECTOR-ANIMATION

ALEX DROUIN

TECHNICAL DIRECTOR

ANIMATION

ALEX VINET

ANIMATORS

JAMES HUMPHREYS

JONATHAN DUMONT

MARC-ANDRÉ CARON

STEVE DUPONT

ANIMATION (REAL-TIME CINEMATICS)

LEAD ANIMATORS

FRANÇOIS ROYER

MARTIN CAYA

ANIMATORS

BOURBAKI JOSEPH

PATRICK PELLETIER

STEVE DUPONT

SUZANE LABREQUE

CLINT LEWIS

2D GRAPHIC ARTIST

MARJOLAINE ALLIE

2D ARTIST

PATRICK DAUPHINAIS

RTC DIRECTOR

VALÉRIE POUYANNE

STORYBOARD

WAYNE MURRAY

RTC INTERGRATOR

JONATHAN "DARKAGE" GOSSELIN

LEAD LOCALIZATION INTEGRATOR

HENRY STOPEK

DATA MANAGERS

FRANCIS TREMBLAY

JUSTINA WANG

QUALITY ASSURANCE

LEAD TESTER

BRUNO "BAT-DUCK" BELLAVANCE

TESTERS

MAX "LE FOU" BRICAULT

NATASHA "BABY BOO" BOUCHARD

ERIC "ELVIS" AYOTTE ST-JEAN

JEAN-FRANÇOIS "JEEJEE" DUPUIS

STÉPHANE "COUGAR"

CHARBONNEAU

MARTIN "FOX" TAVERNIER

LUDOVIC "SPAWN2K1" MURAT

ANTOINE "ICEMAN" THISDALE

SÉBASTIEN "PRELAR" HÉBERT

PATRICK "KRYPTÉ" BOUFFARD

DOMINIC "DON COL" COLABELLI

FRÉDÉRIC "SKYZOFRED" OUELLET

DAVID "MIRKEMEN" GOYETTE

BRUNO "THONG" SAINT-LAURENT

SOUND STUDIO

AUDIO DESIGNER

NICHOLAS DUVEAU

PRODUCER

JEAN MASSICOTTE

SOUND DIRECTOR

NOÉMIE DUPUY

SOUND PROJECT MANAGER

JEREMI VALIQUETTE

ADMINISTRATIVE MANAGER

FREDERIQUE CARBOU

MUSIC COMPOSED AND PERFORMED BY

SHAWN K. CLEMENT

LEAD SOUND ENGINEER

SIMON PRESSEY

2ND SOUND ENGINEERS

OLIVIER GERMAIN

GEORGE PELELKOUKIS

SOUND EFFECTS & FOLEY ARTISTIC DIRECTOR

JOSUE BEAUCAGE

FOLEY ARTIST

TCHAE MEASROCH

FOLEY ENGINEER

SHAWN GALLAGHER

SOUND EDITORS

LUC PRÉFONTAINE

DOMINIC CABANA

ANDRES NOREMBUENA

AT LA MAJEURE STUDIO

SOUND POST-PRODUCTION MANAGER

NICHOLAS GRIMWOOD

SOUND POST-PRODUCTION TEAM

MARTIN BERTHIAUME

DARAN NADRA

PRE-RENDERED CINEMATICS EDITOR

MIGUEL ANGEL MARTIN

UBI MUSIC PUBLISHING

DIDIER LORD

JULIE LACHANCE

BATMAN FULL MOTION VIDEO CREDITS

DIRECTOR

LAURENT JENNET

PRODUCTION SUPERVISOR

MARIANNE SOULIEZ

PRODUCTION MANAGERS

ERIC PÉPIN

SOPHIE PENZIKI

ASSISTANT DIRECTOR

VALÉRIE POUYANNE

CHARACTER MODELING

DIRECTOR OF MODELLING

EMILE GHORAYEB

ARTISTS (FULL MOTION VIDEO & IN-GAME)

ARMAN AKOPIAN

CHARLES BEIRNAERT

DAVID BLAZETICH

DAVID GIRAUD

MARC BOUCHARD

MÉLANIE DARON

OLIVIER FOURNIER

VÉRONIQUE LACOMBE

VINCENT COLLOMBEL

STORYBOARD

LAURENT JENNET

CHRISTOPHE PITTET

LAYOUT & PROPS MODELING

DIRECTOR OF LAYOUTS & PROP MODELLING

MATHIEU BREDÀ

ARTISTS

AVLAMY RAMASSAMY

CORINNE COUVIER

YANN JOUETTE

STORYREEL, DETECTION AND LIPSYNCH

AURORA MANTHE

ETIENNE GOUESLAIN

ANIMATION

SUPERVISOR

VARLERIE POUYANNE

ANIMATORS

ALLAN TREITZ

ANTONIN PLANTE

BRYAN THEBERGE

FRANÇOIS CÔTÉ

JAMIE HELMAN

JEAN THIERRY ROY

COLOR DESIGNS AND BACKGROUND

DIRECTOR OF COLOR DESIGNS AND BACKGROUND

GENEVIÈVE DUFOUR

ARTISTS

CHRISTIAN LEMIRE

DANIEL PERON

EDOUARD KACHAAMI

ISABELLE GAGNON

KARIM ROUISSI

MICHEAL YEOMANS

STÉPHANE TURGEON

LIGHTING AND RENDERING

DIRECTOR OF LIGHTING AND RENDERING

MICHEAL YEOMANS

ASSISTED BY

EDOUARD KACHAAMI

ARTISTS

CATHERIN NOLIN

CHRISTIAN LEMIRE

DANNY BERGERON

ISABELLE GAGNON

KARIM ROUISSI

SPECIAL EFFECTS**DIRECTOR OF SPECIAL EFFECTS**

CATHERINE NOLIN

ARTISTS

ALLAN TREITZ
DANNY BERGERON
EDOUARD KACHAAMI
FRANÇOIS CÔTÉ
ISABELLE GAGNON
JEAN THIERRY ROY
KARIM ROUISSI
MICHAEL YEOMANS
STÉPHANE TURGEON

**SPECIAL THANKS TO THE
UBI SOFT TECH SUPPORT
TEAM**

PATRICK FILION
NICOLAS DAVIDTS
MOUDDINE DIALLO
PASCAL LACOMBE
PATRICK MARCIL

**PRESIDENT AND CEO
UBISOFT**

YVES GUILLEMET

CEO UBISOFT MONTREAL

MARTIN TREMBLAY

VP CONTENT

GREG GOBBI

VP STUDIOS

MICHEL CARTIER

VP PRODUCTION

PAUL MEAGEN

VP PROGRAMMING

KEN KLOPP

**DIRECTORS OF GRAPHICS
STUDIO**

MAXIME BÉLANGER
GILLES MONTEIL

**DIRECTOR OF
PROGRAMMING**

NICOLAS RIOUX

DIRECTOR OF TESTING

ERIC TREMBLAY

DIRECTOR OF PLANNING

HENRI LAPORTE

**MARKETING RESEARCH
COORDINATOR**

MARC-ANDRÉ CHARRON

**WORLDWIDE HEAD OF
CONTENT**

SERGE HASCOET

**INTERNATIONAL CONTENT
MANAGER**

BENOIT GALARNEAU

**WORLDWIDE HEAD OF
PRODUCTION**

CHRISTINE BURGESS-QUEMARD

**WORLD LOCALIZATION
MANAGER**

CORALIE MARTIN

**LOCALIZATION PROJECT
MANAGER**

ANNE PEREAU

FRENCH TRANSLATION

SANDRINE CONSTANT
XAVIER KEMMLEIN

**DIRECTOR OF PUBLIC
RELATIONS - US**

SANDRA YEE

**PUBLIC RELATIONS
MANAGER - US**

DANA WHITNEY

**POISON IVY
MANAGER - US**

HELENE JUGUET

MARKETING MANAGER - US

XAVIER FOUILLEUX

**ADVERTISING AND
PACKAGE DESIGN - US**

KEVIN LALLI
CHRIS JENSEN

SPECIAL THANKS TO

JACQUES LANGLOIS
ANNICK DUMAIS
SCOTT JACOB
TIM FELDER
FERDINAND TERADO
BENOIT FRAPPIER
JEAN-FRANÇOIS POIRIER
CAROLINE MARTIN
CHANTAL CLOUTIER
MARTIN CARRIER
WINN KEATEN
ANN LEMAY
CHRIS STAUCH
TJ ALLARD
MARTIN HAMEL
DYRIL GERCET
CAROLINE CANTIN

**THE NEW BATMAN
ADVENTURES
VOICE-OVER ACTORS**

BATMAN-BRUCE WAYNE
KEVIN CONROY

THE JOKER

MARK HAMILL

BATGIRL

TARA STRONG

**HARLEY QUINN-MARY
FLYNN**

ARLEEN SORKIN

MR. FREEZE

MICHAEL ANSARA

**POISON IVY
DIANE PERSHING****COMMISSIONER GORDON
BOB HASTINGS****ALFRED**

EFREM ZIMBALIST, JR.

MAYOR HILL

LLOYD BOCHNER

VOICE-OVER DIRECTOR

ANDREA ROMANO

**RECORDED AT MONTEREY
POST SOUND**

UNDER LICENSE BY
WARNER BROS.
INTERACTIVE
ENTERTAINMENT
ON BEHALF OF DC COMICS

WARNER BROS.
INTERACTIVE
ENTERTAINMENT

PRODUCER
HEIDI BEHRENDT

EXECUTIVE PRODUCER
BRETT SKOGEN

ASSOCIATE PRODUCER
AMES KIRSHEN

ART DIRECTORS
PETER TUMMINELLO
ALLEN HELBIG

CREATIVE MANAGER
CHARLES CARNEY

MARKETING COORDINATOR
JIM MOLINARO

SPECIAL THANKS TO
DC COMICS
WARNER BROS. TV ANIMATION
MICHAEL HARKAVY
ROB SEBASTIAN
SCOTT JOHNSON

PROOF OF PURCHASE



0.08888 32007.4



To Uncover the Conspiracy...

To Survive the Underworld...

To Save Gotham City...

Reach for the



OFFICIAL STRATEGY GUIDE
from BradyGames.



- **Comprehensive Walk-through** to guide you through each of the game's episodes.
- **Coverage** of weapons and items including the Batmobile and Batplane.
- **Strategies and Tactics** for defeating enemies and bosses.
- **Secrets and Cheats** revealed to help you crush the conspiracy!

To purchase the BradyGames *Batman: Vengeance Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

ISBN: 0-7440-0089-0

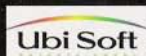
UPC: 7-52073-00089-9

PRICE: \$12.99 US / \$18.99 CAN / £9.99 Net UK



www.dccomics.com

AOL Keyword: DC Comics



www.ubisoft.com

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com



DC Bullet logo, BATMAN and all related characters and elements are trademarks of and © DC Comics.

WBIE LOGO: TM & © Warner Bros.

Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved.

UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice. Refunds: Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only. Product / Documentation Replacements: Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F

REPLACEMENT FEES

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

WARRANTY ADDRESS AND CONTACT INFORMATION:

Email: replacements@ubisoft.com

Please use a traceable delivery method when sending products to Ubi Soft.

UBI SOFT ENTERTAINMENT, INC. 625 3rd St., 3rd Floor, San Francisco, CA 94107

Ubi Soft Entertainment is a trademark of Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. All Rights Reserved.



DC Bullet Logo, BATMAN and all related characters and elements are trademarks of and © DC Comics.
WBIE LOGO, WB SHIELD: TM & © Warner Bros.
(s01)

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.
U.S. AND FOREIGN PATENTS PENDING.



320074-MNLR