



Wiki Guide PDF

# Batman: Arkham City

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# General Tips

## Detective Mode

A special lens through which Batman can extract and analyze information from his surroundings. In this special perspective (initiated voluntarily by pressing a button), enemies and interactable environs are highlighted in an orange color.

Use it to assess the hostile situation: to find out how many enemies there are, who is armed, who isn't, and many other neat data about your enemies. As a wise person once said: know thy enemy and you shall pwn.

If you're stuck somewhere, never forget to use Detective Mode to figure out if a wall can be broken down, whether a switch is connected to a door, etc. You're Batman, so think like him!

## Batman Is A Badass

The combat in Arkham City may seem about as graceful as manic button-mashing can afford, but that will only carry you so far. Because Batman often finds himself playing against overwhelming odds, these situations force him to be completely aware of his surroundings at all times. That means knowing who is about to throw a propane tank his way, who's about to nail him on the head with a baseball bat, and who is about to get his face crushed.

The counter-attack cue, indicated by a glow and squiggly lines above the aggressor's head, lets you know when Batman can subdue an attacking enemy and prevent damage to himself. Properly timed, these counters can be strung together to rack up high combos and unlock some awesome abilities (depending on what you choose to learn in the Waynetech menu).

Counter-attack indicators come in a few colors:

- Blue - Most common visual cue. Used to takedown enemies who are about to hurt Batman.
- Yellow - Owner possesses a knife that Batman can avoid or disarm (if the ability is available).
- Red - Cannot be countered by normal means. Usually, guys with shields emit this glow.
- Green - Dazed and on the ground, ready to be finished off by a finishing move.

## Quickly Eliminating Two Armed Enemies

The first step to this process is finding a nice high position on top of a vantage point or rooftop where you can easily see your two enemies. Next is to temporarily eliminate one of the enemies this is best done with the use of the freeze blast given to you by Mr. Freeze, it can be accessed by double tapping the right trigger. Now press "X" to glide click the other enemy, press and hold "RT" and the bat symbol above their head will begin to turn yellow. Once your attack is fully charged you will take out the enemy as soon as you hit them. The final step is to casually walk up to the other frozen enemy, who should still be frozen, and perform an ice smash takedown by pressing the "Y" button.

## **This Isn't A Stealth Game...Exactly**

Batman prides himself with being discreet about what he does and in so doing strikes fear into the hearts of his enemies. After all, people fear what they cannot see or comprehend the most. However, having been beaten to a pulp many a time by the Dark Knight, the enemies in Arkham City have grown wiser, more cunning, and certainly more paranoid.

Enemies carry heartbeat sensors on their body, so as soon as one is taken down the others are quickly alerted to the unconscious body and, consequently, go on full alert. This means you have a limited window of time to do as you wish before the enemies jump into "fight or flight" and begin the hunt. Thankfully, they are easily perplexed, but this forces you to resort to tried and true guerilla, hit-and-run tactics.

Plus, you'll get bonus points for making use of your array of Gadgets and for silent takedowns.

## **Not A Button Masher**

At first glance, the combat system in Batman: Arkham City looks like a generic brawler simple enough that any player could easily fall for the trappings of button-mashing. But as you play more, you realize that the timing of Batman's next strike and counter-strikes is everything. You don't press the next button until Batman's attack animation finishes.

Doing this correctly lends to a fluidity in the way Batman connects his fist to a criminal's face then to another's throat that it appears almost graceful (not to mention deadly); it's also the main hook of the combat. If the camera doesn't slow down for dramatic effect, you are doing it wrong, not getting combo multipliers, nor dealing the maximum damage Batman can do. In essence, slow it down and revel in Arkham City's beautifully savage bad guy beatdowns.

## **Crowd Control**

Being all too familiar with Batman's butt-kicking abilities, the enemies here will try to get the upper hand through sheer manpower. Thus, any gadget or upgrade to a gadget that can remove an enemy -- even for a moment -- from the fight one way or another is supremely useful.

Gadgets like Freeze Blast, Batarang (with disarm), and a Disruptor are examples of things that can control the number of useful attackers in a fight.

# Walkthrough

Welcome all to the IGN walkthrough for Batman: Arkham City. The main walkthrough will take you from point A to point B, forgoing all the Side Missions you'll come across. We encourage you to take your time exploring this dismal, corrupt city, as there are many people to save, things to see, Collectibles to procure, and bad guys to wrangle. Refer to this walkthrough for the normal difficulty when you're ready to proceed with the main story.

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## catwoman's walkthrough

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- Catwoman - Robbing The Safe
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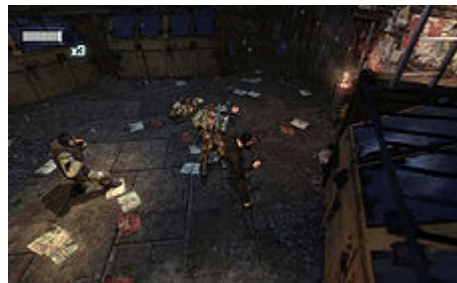
# The Beginning

Bruce Wayne has found himself in quite an ugly predicament, but being the resourceful fellow he is he won't have much trouble weaseling out of this mess.

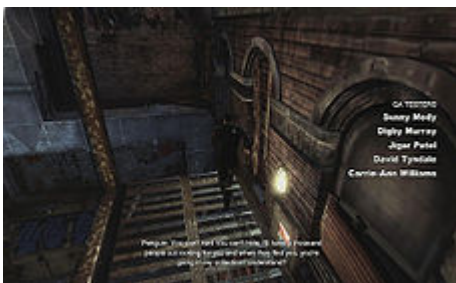
Start by wiggling the left control stick to tip the chair over and follow the on-screen button prompt to learn countering attacks. The best time to press the counter button is when the enemy's head glows blue. Timing of the counter button is everything, and, while mashing can sometimes help, you're better off watching for these visual cues and fluidly stringing together combos.



Guide Bruce to line A as instructed and continue on to meet Jack Ryder. Practice more counters by fending off the aggressive inmates and rescuing Ryder from the beating of his life.



Bruce eventually finds himself staring at the grinning, nefarious Penguin. This time you have more freedom to dig into the combat with counters, strikes, and a combo counter in play. Take care of Penguin's minions and climb the nearby ladder with the intention of reaching the rooftop.



At the rooftop, Alfred has already prepared a care package to be en route to a location nearby. Daredevil leap off the rooftop toward the neon sign to just grab hold of the ledge and shimmy over to the right until you can pull yourself up. This narrow ledge wraps around the building, although you'll have to duck and drop into a hanging position to get past certain points. Eventually, you'll find a ladder leading up to the rooftop and to the impeccably timed arrival of Alfred's package.



Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-escape-to-the-batsuit-walkthrough-part-2>

# Rescue Catwoman

On the Cryptographic Sequencer, move the cursor to the bright orange dot and decode the broadcast to learn that Two-Face is keeping Catwoman prisoner in the courthouse.

With the suit you now have access to certain abilities, such as gliding and grappling. Jump off the building and hold down the glide button to steady the altitude change. The entrance sits on the balcony on the front side of the courthouse. You can grapple to or above it using the Grapnel Gun. Once on the balcony, head inside the courthouse.



After watching the scene in the courthouse, follow the hallway down and either grapple or climb the ladder to get one floor up. Silently take down the lone gunman here and balance across the wire.

Choose your random hapless target here and drop down to get into an all-out brawl with the crowd.

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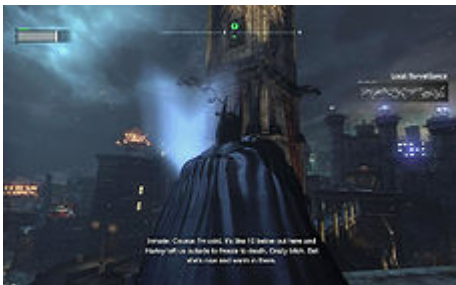
# Locate Joker

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<http://www.ign.com/videos/2011/10/18/batman-arkham-city-track-joker-walkthrough-part-4>



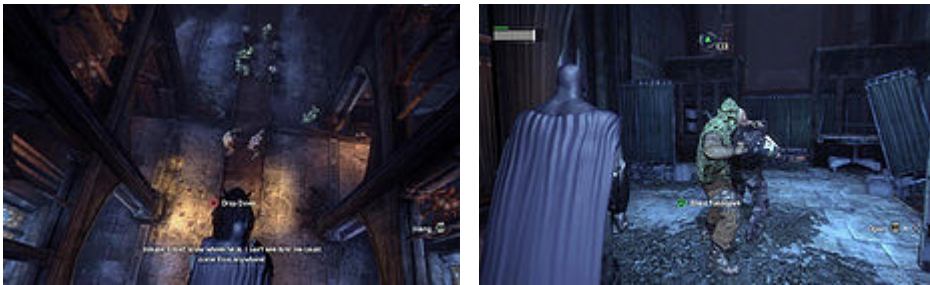
Joker's sniper is nearby, but in order to pinpoint his location you'll need to examine the two points of contact made by the bullet. Activate Detective Mode and examine the ballistic evidence on the floor and window to deduce the trajectory. With the location newly noted in the map, head out and start heading east to the church. Enter through the huge double doors on the south side of the church. As you're heading to Joker, you might be notified of AR Training side missions. It is recommended that you do these as soon as you can to receive a useful gadget upgrade that allows you to travel through Arkham City faster.



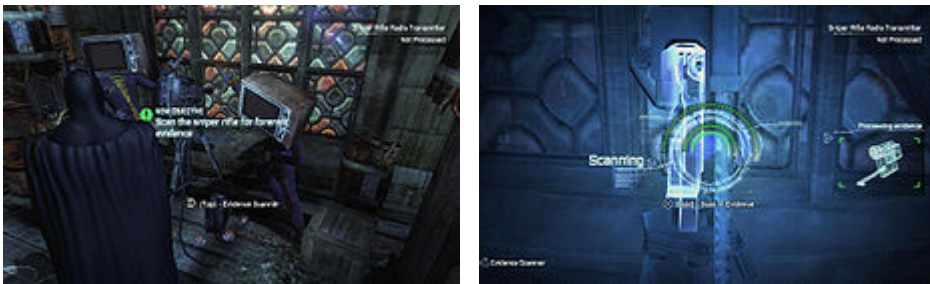
## Medical Center



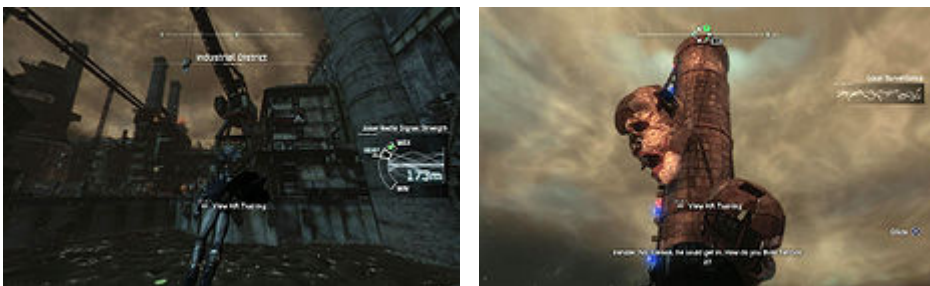
Harley Quinn isn't much of a fighter, but the four other armed ruffians with her wouldn't mind spilling some blood. While Harley leaves you in their care, you need to quickly get out of sight and take them down without harming the hostages. This is a good time as any to learn of the different ways to defuse these delicate situations, as there could be many ways to tackle the many challenges to come. Luckily, Batman constantly has interior monologues and all you'll need to do is listen to what he says.



With the four hostiles dispatched, the hostages can fend for themselves while you move up to the bell tower and investigate the source of Joker's sniper rifle. Use Detective Mode to examine trace evidence on the sniper rifle.



It's a trap! Quickly escape from the bell tower pending detonation by jumping through the window.



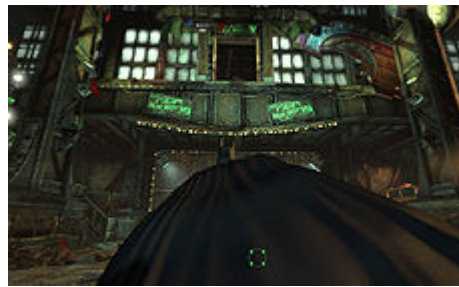
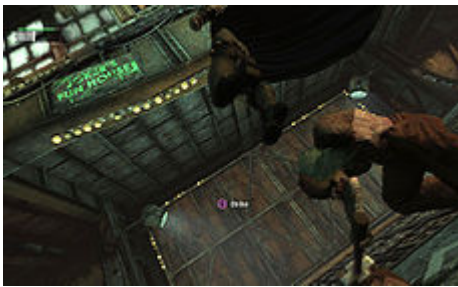
Using the gathered evidence from the church, you are able to pick up radio signals from Joker's hideout. Travel approximately northeast, making sure the signal meter stays out of the red and the number (indicating the distance) goes down instead of up. Eventually, you are led to the Industrial District, more specifically the Sionis Steel Mill, presumably where the source of Joker's broadcasting is. To infiltrate the actual place, Alfred suggests entering via the big chimney, which you can reach by looking at the tip and grappling over.

# Joker's Lair

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-mr-hammer-boss-walkthrough-part-6>

The main focus here, of course, is the one-armed elephant in the room, although you should work quickly to remove the other minions while keeping an eye out for Mr. Hammer's massive hammer. Mr. Hammer packs a lot of power behind his attacks, but he is slow and easily frustrated. The Remote Electrical Charge stuns Mr. Hammer enough for you to use Batman's speed and agility to your advantage, allowing you to rush in and unleash a lightning storm of attacks before darting away to avoid retaliation.



With the enemies out of the way, try grappling the ledge again to meet up with Harley and Joker.



# Find Mr. Freeze

Mr. Freeze is located somewhere in the sprawling metropolis of Arkham City, but locating him is made easier by the Climate Analyzer. Head north to see the temperature dip steadily, affirming you are headed in the right direction.

## GCPD Building



By the time you reach the right location, Joker is already one step ahead of you and has sent in his troops to get into the Gotham City Police Department. They'll struggle to open the shutter doors to the building, but a Remote Electrical Charge will budge it just enough for you to slide under.

Grab the broadcasting signal chip from the body by the door, decode the broadcast, and then head inside.

Five of Penguin's goons, all armed, currently occupy the GCPD. All the goons have their heart rates monitored, so Penguin -- and by extension the rest of the hit squad -- will be alerted the instant anyone is taken out of commission. If you make too much noise, Batman won't be able to withstand the sheer amount of heat these guys will shower on him.

You'll need to go about this discreetly and swiftly. There are enough high perches around for you to pick and choose your kills. After methodically overpowering the gang, the last one standing will voluntarily surrender, allowing you to interrogate him on the whereabouts of Freeze.

One cool thing to note: Activating the electromagnets around the room when a guard is in the vicinity will temporarily disarm him, allowing you to go for the swift takedown.

On this note, Penguin traps you in the GCPD, but you'll be introduced to hacking via the Cryptographic Sequencer. First, pop open the floor grates and crawl under to access the security room next to the GCPD entrance and use the Sequencer to interact with the security panel. Successfully hacking the system gets you out of here and onto the next location: the museum.



# Infiltrate the Museum

## The Museum

Follow the green marker across the city to Penguin's purported location. A couple of guards stand outside the security-locked entrance. Use the Cryptographic Sequencer to force open the gates and enter.

A couple of bold gangsters brandishing knives greet you inside. The room on the left holds a Riddler puzzle; the prize for solving the riddle, of course, is a Riddler Trophy. Simply hit the three buttons rapidly one after the other with quick-fire Batarangs. Locate another security panel in the room on the right, accessed by smashing the windows and entering. To your chagrin, you must first disable Penguin's multiple military grade jammers hidden somewhere in the city. Head back outside -- there's nothing to be done here until those jammers are taken care of.

## Penguin's Jammers

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-penguins-scramblers-walkthrough-part-9>

The first jammer can be found nearby, on one of the lower rooftops of the museum. Be sure to destroy all the terminals to shut it down fully. The second one is a little further away, but still on a rooftop guarded by Penguin's well-armed henchmen.

## Subway Tunnels

There's only one more jammer to deal with, but this one is nestled underground in the subway tunnels near the museum. Take the entrance leading down to the dilapidated subway station and put the two guards here to sleep. A few Riddler Trophies can be found by exploring the inside of vents: one vent cover in a small room in the subway lobby, one at the bottom of the stairs, and another when you descend deeper in (by the derailed train).

Grapple to the top of the train to circumvent the clogged subway tunnels. When you come across some haphazardly boarded-up area, smash down the wall and head to the right to find another Riddler Trophy between two trains. Continue along until you drop down behind some hoodlums. While they take a dirt nap, charge up the electromagnet above the shutter doors to open it wide enough for you to slide through.

The jammer is situated on the other side of the room, protected by five armed guys. Luckily, most are spread out and patrolling alone. There are plenty of hiding places to quickly conceal you if need be. Destroy the jammer and return to the museum, the outside of which has been re-occupied by more of Penguin's disposable lackeys.

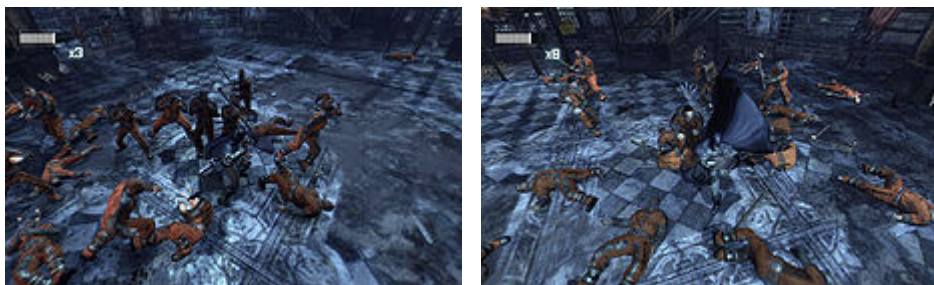


# Inside the Museum

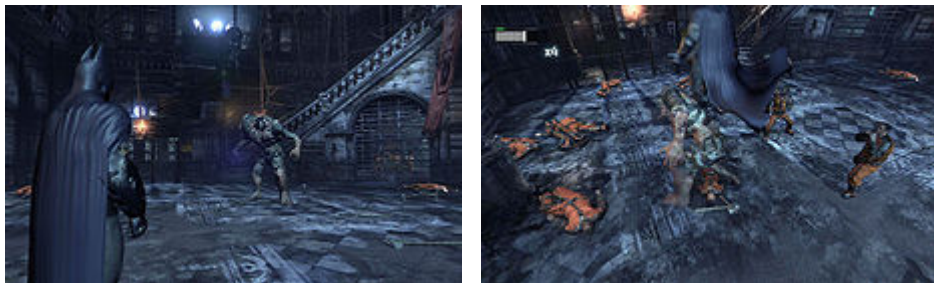
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<http://www.ign.com/videos/2011/10/18/batman-arkham-city-gladiator-pit-boss-walkthrough-part-11>

The door deposits you right in the heart of a gladiator pit. As you can probably predict from here, it won't be long before Batman is rushed by the savage and violence-starved inmates. As always, some combat finesse will help you prevail even against the overwhelming odds. Despite having his crew completely trounced by your hands, Penguin seems a little too unconcerned.



He plays his secret card in unleashing a Titan mutant thug -- basically, another huge, brainless brute. This time the Titan is so easily flustered by a trio of Batman's stun attacks, which the game actually instructs you to do, that it's easy to subdue him and control him (albeit clumsily) for a little while.



While you're on his back, steer the lumbering bloke towards the small fry and watch them flounder helplessly. Avoid the Titan's direct attacks and repeat this until this huge enemy and his friends finally fall.



By the time you survive the gruesome battle, Penguin will be out of sight, leaving you wondering what to do. For starters, the doors on either side are blocked off by a thick current of electricity. There's a switch behind one side of the fence, but you'll have to use a Remote Controlled Batarang to hit the switch. The switch opens up a door which in turn leads to a security panel. Hop in the elevator behind

the security door and activate it by adding juice to the electromagnets.



The elevator leads seemingly to a dead end, but really, it's nothing a thick coat of Explosive Gel can't fix.



In this new area, the first valve cover you come to hides a Riddler Trophy. In order to retrieve a Riddler Trophy hidden behind a destructible wall, you first need to stand outside the elevator and raise it to get it out of the way.

Then blow up the wall to find it. Continue along the corridor and detonate some Explosive Gel on the thick wall of ice.

# The Torture Chamber

Welcome to the Torture Chamber.

The vast room is named such for its perverted methods of afflicting pain. In this case, it's absolute freezing temperature combined with sharks. Not even kidding. The icy surface on which you walk is thin and cracks easily under enough pressure, so you'll need to proceed with delicate care to the trapped officer ahead. Once you reach him, break him out his ice prison and he'll tell you there are others around that need to be freed.



Crouching doesn't seem to ease the danger of falling through the ice anymore than walking upright does, but the speed at which you move does a whole lot in that regard. The other trapped officers are located on the right-hand side of the room, across the shark-infested waters. It's worth noting that once you take a dive, you won't be coming back up. As such, you require a makeshift boat of some sort to safely navigate over to the distressed policemen.

## Saving the Officers

Gingerly work your way to the right-side of the room. You'll see two policemen calling for help.



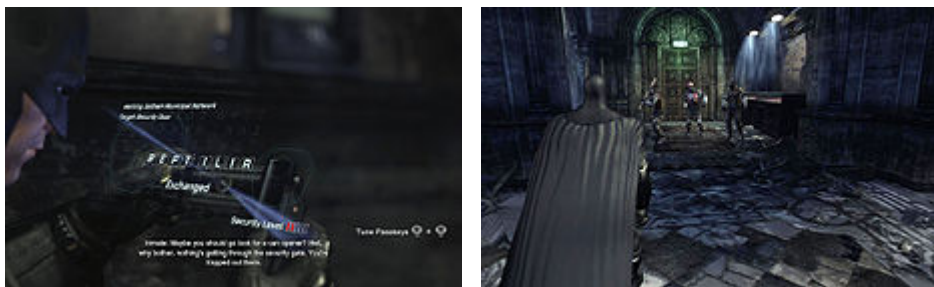
Observe the hanging platform and shoot it to drop it into the water. Hook one of its rings with the Batclaw and slowly yank it over. While you don't have an oar or anything to propel the floating platform in any direction, you can again utilize the Batclaw and clasp one of the numerous metal rings installed all over the room to pull yourself in a specific direction. Do this to reach Officer Whitman and then to Officer Strickland on the platform.

## Locate Mr. Freeze

Traverse the Torture Chamber to the opening on the left side under the giant statue head to find three hooligans taunting you. The reason for their bravado is the security panel protecting them from you.



Simply hack it to deactivate the security measures and make them eat their words. A note of caution: one of the thugs is wearing durable armor.



Enter the War Room and head to the center area, where you'll see a stripped Mr. Freeze encased in the Hawaii exhibit. There's nothing you can do for him from here, so head over to the breakable wall on the right. As you try to topple it with Explosive Gel, a big burly bloke strikes you back into the room. It's time to deal with Mr. Hammer's brother.

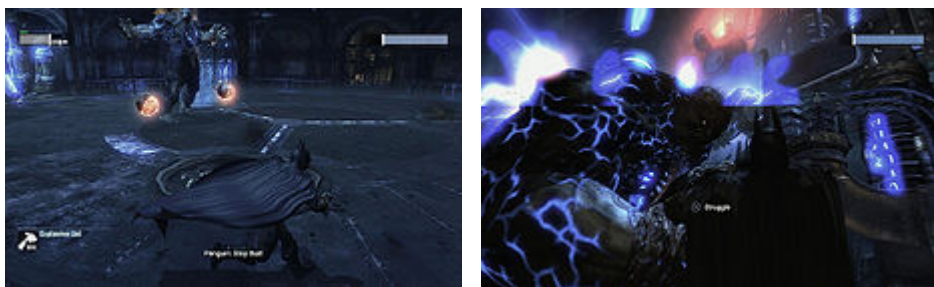
Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-solomon-grundy-boss-walkthrough-part-15>

Grundy cannot be damaged by conventional means. In fact, those electrical contraptions around him zap him back to full health every couple minutes, pretty much making him immortal. We'll need to hit him where it will hurt the most -- cut off the source to his immortality. Throughout the fight, you'll be prompted (if hints are enabled) to use button shortcuts to swiftly apply Explosive Gel. Use this on each of the three electrical receptors (circular pads) on the floor and blow them up.



The balls and chain are obviously his main methods of attack, but the main one to look out for is when he sweeps the chain in a circular fashion. Avoid damage by leaping over it with proper timing.



With Grundy's power source choked off, he slumps to the floor and becomes vulnerable to a serious beatdown.



After a flurry of punches, things kick into high gear in the second phase, where things remain largely the same, except the receptors now have protective lids that open and close. Plant the Explosive Gel and detonate only once the core is exposed. Again, pound his head into oblivion until the third and last phase initiates. Again, focus attack the receptors, but you'll have to contend with electric maggot-type enemies, but as soon as all the receptors are destroyed Grundy will finally fall.

# The Trail to Râ's al Ghul

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-into-wonder-city-walkthrough-part-18>

With the fully assembled video footage, you can watch the key assassin access a secret panel somewhere in Wonder City. This exact wall is located to the left of the giant immovable door that you saw earlier. Some keen observation reveals that a sword fits neatly into the keyhole, and just as Batman thinks this, an assassin drops on cue to present the key. Counter this to insert her sword into the keyhole and open it up.



# The Demon Trials

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-ras-al-ghul-boss-walkthrough-part-20>

Finally, you end up in a sandy arena and fight the nigh immortal Ra's al Ghul. The fight essentially splits into two separate phases -- that is, the second phase resumes after a brief cutscene.



For the first part, dispatch the crazy dream ninja monsters until they all merge with Ra's to form one ultra being that chucks shurikens and waves of vertical blades at you. In the latter form, you can see a meditating Ra's al Ghul in the center, protected by a constantly revolving ring of crazy dream ninja monsters. The main idea here is to blast Ra's with quick-fire Remote Electrical Charge through holes in the defense, while diving away from the aforementioned attacks. Hit Ra's with enough electrical charges to cue the intermission.

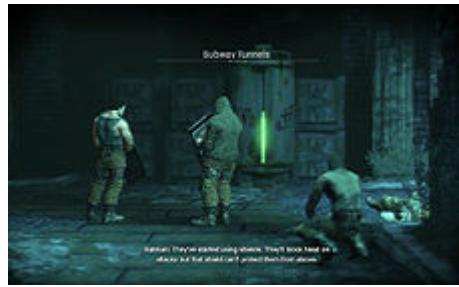


When the fight resumes, the crazy dream ninja monsters -- with Ra's among them -- attacks en masse. Rapidly tap the counter button to make sure Batman will use his mighty strength to repel them all. Get to work on cutting down their numbers until they again roll up together to form the bigger version of Ra's. The strategy remains the same: zap Ra's al Ghul in the center with the Remote Electrical Charge. Only this time the revolving ring of Ra's' defense moves faster and the attacking blades appear with more frequency.

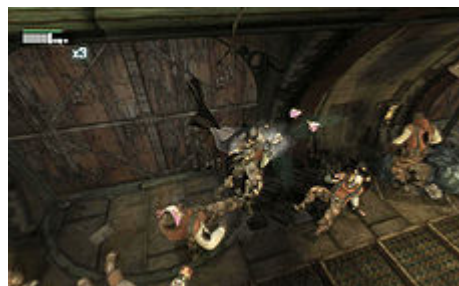




Back in reality, Ra's gets desperate and resorts to some extreme measures. Use the reverse Batarang to disarm Ra's and free his hostage. With Batman's strength returned, you can now trek back through the tunnels to the subway and eventually back to Mr. Freeze. However, on your way out, you'll encounter more hostiles in the subway area. Someone in this group is sporting a jammer pack, but there are about six guys in queue for a beatdown.



The next trio of thugs after this group introduces you to enemies in riot shields. The only way to damage them is to use aerial attacks. Follow the button prompts on-screen to execute them and dispose of this crew. Continue into the Subway Station to find a whole pack of brigands gathered there. You can emerge from the grates and take out who appears to be the leader first and deal with the rest. Two will attempt to keep a shield equipped at all times, but remember to counter these guys with aerial attacks.



Hack the security device afterward to exit the subway and into the cold, crisp air of Arkham City.



# Return to Mr. Freeze

## Find and Interrogate Quincy Sharp



Travel toward Quincy Sharp's location. A group of Joker's minions are huddling over him. Nearby an electromagnet can both easily satisfy a Riddler challenge and strip the bunch of their weapons. Take them out to find Sharp as a helpless heap on the floor. He's a bit beaten and worn from the abuse, but his condition is nothing a little coercing can't get around.

Click this link to see the video <http://www.ign.com/videos/2011/10/18/batman-arkham-city-back-to-freeze-walkthrough-part-22>

You're always kept abreast of his current activity thanks to the suit telemetry meter on your screen -- you'll know exactly when he's aware of your position and when he isn't. Occasionally, he'll send out heat trackers to pinpoint your location.



Keep on the move and rotate your attacks. At the end of the battle, you'll receive the Freeze Blast. Use it on the steam valves blocking the morgue entrance, letting you pass through them unharmed.

Grab the Riddler Trophy from inside the room on the left before you exit.

# Retrieving Cure From Joker

## Rescue Vicki Vale

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-the-joker-boss-walkthrough-part-27>

It would be wise to focus on the Titan almost immediately to use him to soften up the crowd. Remember that you need to use Batman's cape three times to stun the big guy and then beat him into oblivion to jump on his back. Also, use the Remote Electrical Charge to spin Mr. Hammer and spur him on to swing his giant hammer around, knocking those around him to the ground. Periodically, the tracks light up, indicating that something is about to run through the room and anyone who happens to be standing in the way.



So really you have myriad options for putting the hurt on your opponents -- just have to make sure you aren't hurt yourself. Utilize the Freeze Blast and Line Launcher, the latter of which can help you get out of jams while knocking people over. Joker by himself is a total pushover and will end the fight once you slap him to a pulp.

# Stop Protocol 10

## Finding the Master Controls

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-dr-strange-boss-walkthrough-part-31>

# Stop Joker

## To the Theatre

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-clayface-boss-walkthrough-part-30>

Turns out the other Joker was just a clever ruse devised by Clayface, whom you must now battle to the death. The key to victory here resides in the Freeze Blast, which you must keep chucking at Clayface to slowly freeze over his mushy body.



In the meantime, Clayface will pound you into a pancake with a copious attacks. First, he'll jab you, which you can press the counter button to dodge. Or, he'll turn his arms into large swinging scythes, which you must jump over to avoid. Finally, he rolls himself into a giant ball and rolls violently toward you. Jump out of the way to let him continue on his one-way collision course with one of the four corners filled with TNT to deal a chunk of damage.



Keep inserting Freeze Blasts into his body until he completely freezes over, allowing you to remove the sword from his back and use it against him. The process repeats once more, although Clayface will have learned a new trick or two: he'll spin around, slinging mudballs at Batman; when he curls up into a ball, he'll redirect himself several times before finally crashing into the wall. Placing yourself in a corner and dodging his rolling attack will guarantee a TNT hit and deal massive damage. Again, continue to plant Freeze Blasts in him until you can hack his crystallized body into pieces.



Then comes the last phase of the battle, in which the whole foundation once more relies on tossing Freeze Blasts into his body. This time, however, he will be joined by his clay monsters that you must hack away while waiting for Clayface to emerge from hiding. When he does, watch out for the single clay projectile he shoots out -- sometimes he may shoot multiple. Squeeze in some Freeze Blasts before he retracts back into his hole.

# YouTube Guide

IGN has worked up a **YouTube Guide** to Batman: Arkham City. Play the video below and you can navigate to campaign Walkthrough help, Collectibles locations videos, Side Quests, Achievements / Trophies and goofy fun stuff, all on video, all on YouTube. Please enjoy.

*Note: The menus work best when the embedded video is expanded to full screen mode.*

# Catwoman Walkthrough

Catwoman is a playable character for players who purchased *Batman: Arkham City* new and "activated" the content on their disc. Players who've purchased the game used (or are renting it) will need to unlock Catwoman's missions via a online permissions pass from Xbox Live Marketplace or the Playstation Store.

- Prologue
- Get To Ivy
- Robbing The Safe
- On The Prowl

# Catwoman - Prologue

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-catwoman-1-walkthrough-part-1>



# Catwoman - Get To Ivy

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-catwoman-2-walkthrough-part-7>

# Catwoman - Robbing The Safe

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-catwoman-3-walkthrough-part-28>

# Catwoman - On The Prowl

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-catwoman-4-walkthrough-part-35>

# Harley Balloon Locations

Harley Balloons are collectibles in the Harley Quinn's Revenge DLC. There are 30 Harley Balloons in the episode. Collect all 30 to get the [Party's Over] [[|Achievements/Trophies|Achievement/Trophy]].

# Lost Property

Click this link to see the video

<http://www.ign.com/videos/2012/05/29/batman-arkham-city-harley-quinns-revenge-walkthrough-part-1-lost-property>

# Breaking and Entering

Click this link to see the video

<http://www.ign.com/videos/2012/05/29/batman-arkham-city-harley-quinns-revenge-walkthrough-part-2-breaking-and-entering>

# The Last Laugh

Click this link to see the video

<http://www.ign.com/videos/2012/05/29/batman-arkham-city-harley-quinns-revenge-walkthrough-part-4-the-last-laugh>



# Frequent Flyer

To unlock the Frequent Flyer Achievement / Trophy simply use Robin's Zip Kick on 5 enemies. To do this tap left trigger and Y (Triangle on PS3) when an enemy is near and Robin will use his Zip Kick maneuver.

# Battering Ram

To unlock this Achievement / Trophy you simply need to shield bash 5 enemies. To do this just double tap the right trigger quickly and Robin will hit an enemy in the face with his Shield. This can be done in or out of combat.

# A Few New Tricks

To unlock this Achievement / Trophy you need to use 3 of Robin's quick fire gadgets in one combo. Robin has the following quick fire items available.

Shield Bash - Executed by pressing the right trigger quickly

Shuriken - Executed by pressing the left trigger twice quickly

Snap Flash - Executed by pressing left trigger and B (O on PS3)

# Bomb Squad

The Bomb Squad Achievement / Trophy can be acquired after you free Batman from the trap near the end of the Harley Quinn DLC. After he is freed he says that he will begin defusing the bombs located throughout the level. The timer will not start until after you diffuse the first bomb and a short piece of commentary plays.

Click this link to see the video

<http://www.ign.com/videos/2012/05/29/batman-arkham-city-harley-quinns-revenge-walkthrough-part-4-the-last-laugh>

As soon as you diffuse the first bomb, move to the large doorway on the far side of the room. Once it opens the timer will begin. In the next room you'll encounter some thugs that you'll need to take out as fast as you possibly can.

A simple way to attain this trophy is to die or fail right before the last one is diffused, when you revive you are given ample time to finish it within the 3 minutes.

# Snap To It

To get the Snap To It Achievement / Trophy in the Harley Quinn DLC you need to Snap Flash an unarmed thug, an armed thug, and environmental object and a Titan while playing as Robin.

Click this link to see the video

<http://www.ign.com/videos/2012/05/29/batman-arkham-city-harley-quinns-revenge-snap-to-it-achievement-trophy>

You can snap flash an unarmed thug at any time, but the game gives you specific moments where you can easily get the rest. The first armed thug is just through a door and two of them have their backs to you. The game prompts you to use your snap flash on them at this point if you don't take them out first.

The environmental object tag is later in the game when you encounter a sniper and need to sneak around him. Once you do you can place a Snap Flash on a conveyor behind him and detonate it.

The final one is on a Titan who you'll encounter near the end of the game. Just be sure you do while you're in the final combat scenario as Robin that you tag the Titan with a Snap Flash and you should unlock this Achievement / Trophy.

# Side Missions

Throughout Arkham City, you'll come across people (and some you don't even expect) who require your assistance. They aren't formally activated until you investigate the situation further. Many of these side missions are tied to very specific (and familiar characters):

## Contents

- Arkham Assault: Acts of Violence
- Batcomputer: AR Training
- The Riddler: Enigma Conundrum
- Bane: Fragile Alliance
- Zsasz: Cold Call Killer
- Nora Fries: Heart of Ice
- Stolen Freeze Tech: Hot And Cold
- Hush: Identity Theft
- Iceberg Lounge: Remote Hideaway
- Deadshot: Shot in the Dark
- Mad Hatter: The Tea Party
- Azrael: Watcher in the Wings

# Acts of Violence

The objective is to save political prisoners (kind of look like homeless folk) from attackers. In each case, a helpless prisoner is being attacked by one or two uncouth scum.

To find the side missions, enter Detective Mode. As you fly around the city, you will pick up voice transmissions that sound like someone is in need of assistance. Search the area in Detective Mode to find the source of this distress call; usually you'll find one or two people beating on a defenseless chap. Rip these assailants from the victim to successfully save a political prisoner!

Note: There are multiple "Acts of Violence" all over Arkham City, so just wander around searching for them. Plus, they give you a neat XP boost!

# AR Training

In the city itself, you'll be alerted to AR Training that you can partake in as a side mission. You simply have to head to its location and initiate these training sessions by stepping into the red Batman symbol. Successfully do all of them to get an upgrade to your Grapnel Gun. Peep at the video below for a visual run-through.

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-get-the-grapnel-boost>



# Enigma Conundrum

Click this link to see the video

<http://www.ign.com/videos/2011/10/26/batman-arkham-city-riddler-side-quest-part-8>

# Fragile Alliance

If you follow the distress signal to Krank Co. Toys building in Amusement Mile, you'll come across Bane. He is not outwardly hostile toward you, as he has other immediate concerns preoccupying his mind. It seems he is not a huge fan of the idea of other Titan mutants running rampant and is working on destroying the TITAN containers located around the city.

In a very tenuous alliance, Batman will agree to help him hunt them down. There are six in total that you'll need to find. For finishing this side quest, you earn the Achievement/Trophy: Broken Toys.

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-bane-side-quest-aka-broken-toys>

# Cold Call Killer

This is a side mission that involves Zsasz in Arkham City and earns you the Achievement/Trophy: Dial Z for Murder. It begins as soon as you pick up a ringing payphone for the first time. Use Detective Mode to pinpoint the location of the ringing phone (it comes up as an orange object emitting some sound waves).



View image at actual size.

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-zsasz-side-quest>

# Heart of Ice

Click this link to see the video

<http://www.ign.com/videos/2011/10/26/batman-arkham-city-nora-fries-aka-heart-of-ice>

This side mission is acquired after defeating Mr. Freeze at the GCPD building, when he begs that you find his wife for him.

At the start of the quest in which you attempt to rescue Mr. Freeze's wife, you will be given a quest marker close to the Joker's territory. Set the marker as your primary objective and head there. The marker should lead you to the rooftop of a building that looks across the street at a large sign that reads Joker's Funland (you really can't miss the sign). To the right of the sign is a building with double doors (the doors glow orange in Detective Mode).

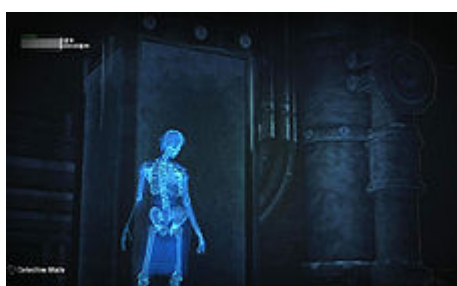


You can knock on the front door to see a rather freaked out guard tell you that Batman isn't allowed in.

Head to the side of the building that's facing the water. You'll see a barge (a large flat boat) that you can land on. From there use Detective Mode to spot the large destructible wall ahead of you.



Shoot a Freeze Blast into the water to create your own floating platform. Then use the Batclaw and the giant metal ring above the wall to pull yourself towards it. Once you blow up the wall, it's a straight shot to Nora. Of course, though, you'll have a huge throng of baddies to contend with first.



You'll have armored foes, shielded foe, and others to worry about. Confirm Nora's safety and then return to Mr. Freeze.



Note that Freeze changes his entrance a couple of times. The hardest to find is when he moves it to the other side of the police department building water side. There's an opening on the third floor of the building that you can just grapple hook to.

Completing this quest gets you the Bargaining Chip Achievement/Trophy.

# Hot and Cold

When you're in the middle of retrieving the cure from Joker and are bumbling around the Steel Mill, you'll come across Harley Quinn who's bound and gives you this side quest when you un-gag her.



Mr. Freeze's stolen goods are actually located in the Boiler Room within the Steel Mill. Back in the area where you fought Mr. Hammer, look for some blast doors that can be opened with the Remote Electrical Charge. Head through, hacking open the door and activating the elevator to get it out of the way.



You might have some goons to fight, but drop down and then grapple up to the other platform. You'll enter the Boiler Room.



The Boiler Room is occupied by a great number of thugs. Once you've taken care of them, collect Freeze's technology to receive Freeze Cluster.

# Identity Theft

This is a side mission that involves a serial killer on the loose cutting off civilians' faces! Several citizens claim they saw Bruce Wayne committing the crimes.



Batman ac hush.jpg

[View image at actual size.](#)

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-hush-side-quest-aka-serial-killer-achievement>

# Remote Hideaway

After saving Quincy Sharp, the officers at Penguin's museum will ask you to return to them, as they have something for you. Head over to the objective marker, which takes you outside the Iceberg Lounge entrance outside of the museum. Take out the thugs that are waiting for you outside of the Iceberg Lounge. When attempting to open the door one of the officers will tell you to go away only to quickly realize that you're not a thug and he'll let you in. Simply walk in, speak to Officer Jones, and receive the Mine Detonator upgrade.



# Shot in the Dark

This side mission involves Deadshot and earns you the Achievement/Trophy: Contract Terminated.



View image at actual size.

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-deadshot-side-quest-aka-contract-terminated-achievement>

# The Tea Party

This minor encounter involves Mad Hatter and earns you the Stopping the Clock Achievement/Trophy. This side mission starts automatically when you complete a particular map objective and does not show as a side mission on the Missions Display.

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-mad-hatter-side-quest-stopping-the-clock-achievement>

# Watcher in the Wings

This is a side mission that involves Azrael in Arkham City and earns you the Achievement/Trophy: Mystery Stalker. Also before completing the mission, you can earn the achievement Catch by throwing a Batarang at him.



View image at actual size.

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-azrael-side-quest-aka-mystery-stalker-achievement>

# Collectibles



There is a vast quantity of collectible items in Arkham City. If you're keen on catching 'em all, you'll need to collect 400 total items throughout the game. These include:

- Riddler Trophies
- Riddles
- Breakable Objects
- Tyger Cameras

While you will be able to take pride in your meticulous gaming habits and earn Achievements/Trophies, collecting these items also serves another purpose: To beat the Riddler at his own game. By collecting these items, you will be able to partake in his twisted game of cat-and-mouse in the sidequest Enigma Conundrum.

# Riddler Trophies

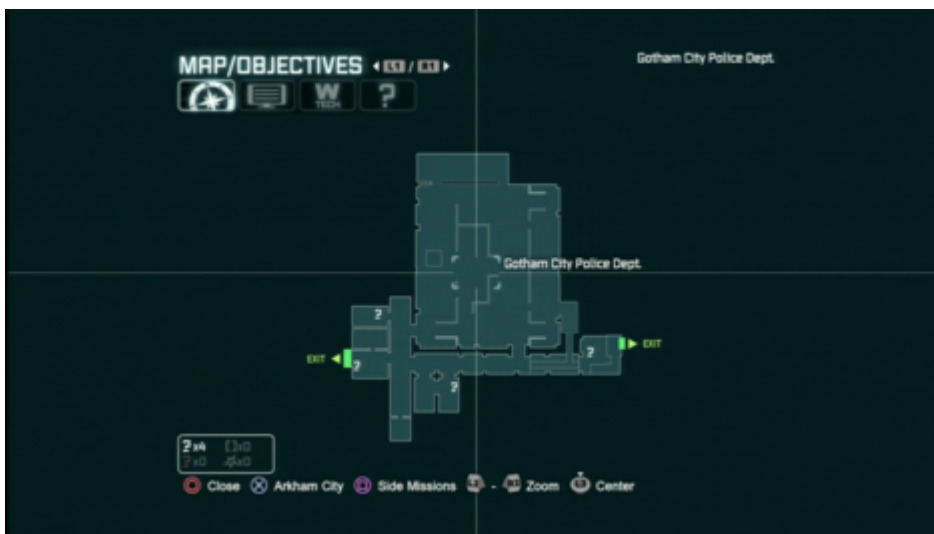
There are a total of 281 Riddler Trophies hidden throughout Arkham City and its constituents. This number includes the pink-colored ones that can be picked up only by Catwoman.



Their locations are broken down by area:

- Amusement Mile Riddler Trophies
- Bowery Riddler Trophies
- Church Riddler Trophies
- Courthouse Riddler Trophies
- GCPD Riddler Trophies
- Industrial District Riddler Trophies
- Museum Riddler Trophies
- Park Row Riddler Trophies
- Steel Mill Riddler Trophies
- Subway Riddler Trophies
- Wonder City Riddler Trophies

# Amusement Mile Riddler Trophies



Click this link to see the video

<http://www.ign.com/videos/2011/10/26/batman-arkham-city-amusement-mile-riddler-trophies>

# Bowery Riddler Trophies



Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-bowery-riddler-trophies>

# Church Riddler Trophies

The Church/Medical Center interior location is part of the Park Row Riddler Trophies.





# Courthouse Riddler Trophies

The Courthouse location is part of the Bowery Riddler Trophies.



# GCPD Riddler Trophies

The GCPD building is part of the Amusement Mile Riddler Trophies.



# Industrial District Riddler Trophies



Click this link to see the video

<http://www.ign.com/videos/2011/10/26/batman-arkham-city-industrial-district-riddler-trophies>

# Museum Riddler Trophies



Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-museum-riddler-trophies>

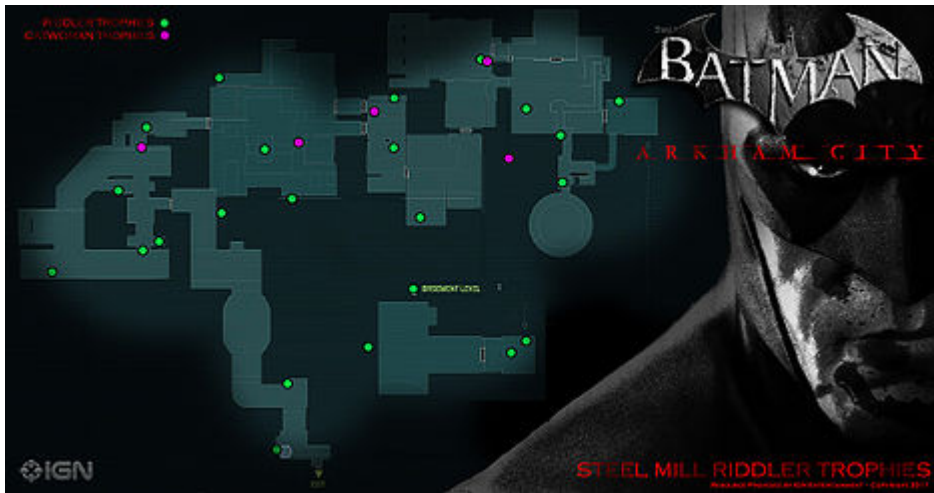
# Park Row Riddler Trophies



Click this link to see the video

<http://www.ign.com/videos/2011/10/26/batman-arkham-city-park-row-riddler-trophies>

# Steel Mill Riddler Trophies



Click this link to see the video

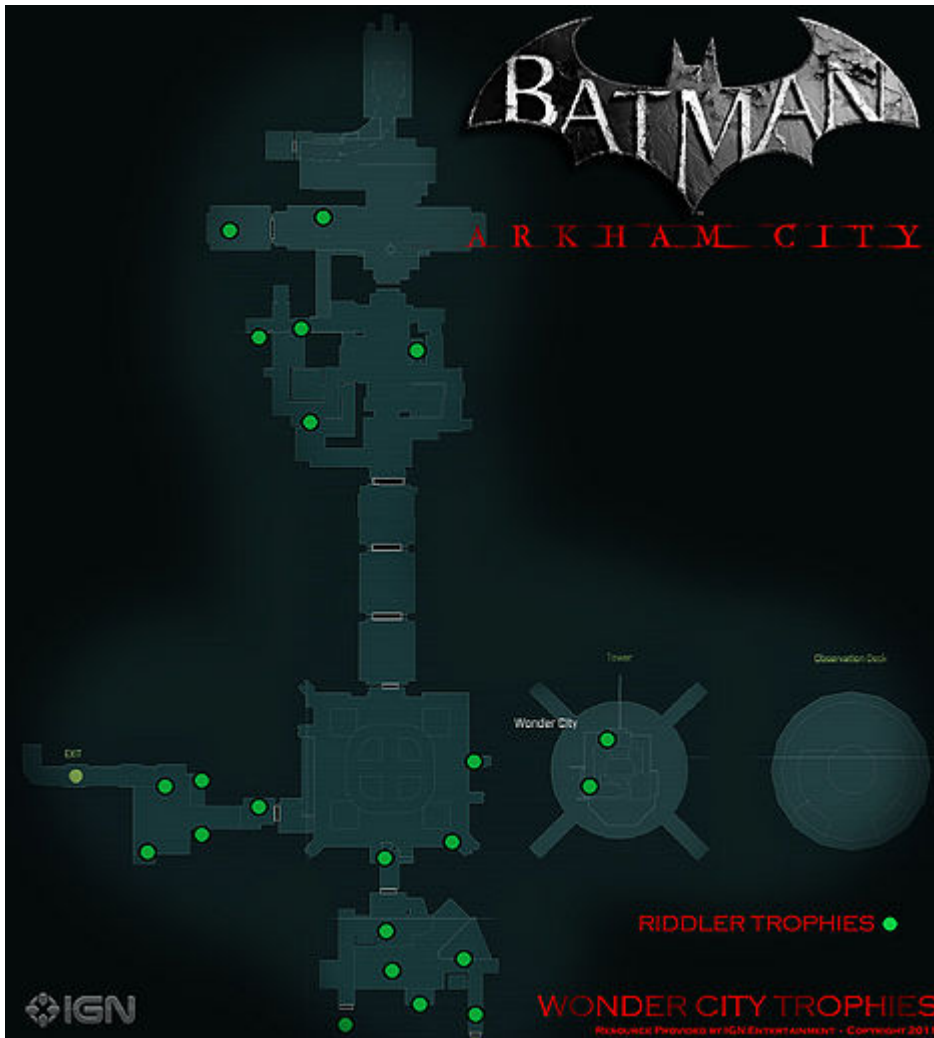
<http://www.ign.com/videos/2011/10/18/batman-arkham-city-steel-mill-riddler-trophies>

# Subway Riddler Trophies

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-subway-riddler-trophies>

# Wonder City Riddler Trophies



Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-wonder-city-riddler-trophies>



# Riddles

## Contents

- Amusement Mile Riddles
- Bowery Riddles
- Church Riddles
- Courthouse Riddles
- GCPD Riddles
- Industrial District Riddles
- Museum Riddles
- Park Row Riddles
- Steel Mill Riddles
- Subway Riddles
- Wonder City Riddles

# Amusement Mile Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-amusement-mile-riddles>

# Bowery Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-bowery-riddles>

# Industrial District Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-industrial-district-riddles>

# Museum Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-museum-riddles>

# Park Row Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-park-row-riddles>

# Steel Mill Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-steel-mill-riddles>

# Subway Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-subway-riddles>



# Wonder City Riddles

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-wonder-city-riddles>

# Breakable Objects

Breakable objects comprise of:

- Balloons
- Demon Seals
- Harley Heads
- Penguins
- Teeth

Each is usually unique to an area. When you find any of these, you must break them. In the case of demon seals, you'll need to use the Batclaw to yank on them and break them.

The breakable objects you'll find are separated by location:

- Amusement Mile Breakable Objects
- Industrial Breakable Objects
- Museum Breakable Objects
- Steel Mill Breakable Objects
- Subway Breakable Objects
- Wonder City Breakable Objects

# Amusement Mile Breakable Objects

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-amusement-mile-balloons-aka-breakable-objects>

# Industrial Breakable Objects

# Museum Breakable Objects

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-museum-breakable-objects-aka-penguins>

# Steel Mill Breakable Objects

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-steel-mill-breakable-objects-aka-harley-heads>

# Subway Breakable Objects

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-subway-breakable-objects-aka-jokers-teeth>

# Wonder City Breakable Objects

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-wonder-city-demon-seals-aka-breakable-objects>



# Tyger Cameras

Tyger Cameras are scattered all over Arkham City and look like standard security cams, located on buildings and other structures around the city. Some Riddler challenges require destroying these cameras with a Gadget. You receive around 50 experience points per camera you destroy.

When in Detective Mode, these cameras can glow bright orange as an armed enemy or special item does. When destroyed, they stop glowing. You can uncover every one of their locations on the map by hacking into a total of four master controls (usually located atop rooftops) for each of the four quadrants of the city.



[Click on image to view actual size.](#)

In the map above, the yellow dots signify the location of a Tyger camera. Use Detective Mode to spot it.

For help with the cameras, click on the links below (each categorized by district):

- [Amusement Mile Tyger Cameras](#)
- [Bowery Tyger Cameras](#)
- [Industrial Tyger Cameras](#)
- [Park Row Tyger Cameras](#)

# Amusement Mile Tyger Cameras

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-amusement-mile-cameras>

# **Bowery Tyger Cameras**

# Industrial Tyger Cameras

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-industrial-district-cameras>

# Park Row Tyger Cameras

Click this link to see the video

<http://www.ign.com/videos/2011/10/25/batman-arkham-city-park-row-cameras>

# Secrets and Spoilers

## Code to Unlock skins in Story Mode

Using the cheat below, you can select all the Batman Skins and play them in the main game, without having to complete the full game.

To unlock this, simply press the following combination on the Main Menu screen (after you have selected your save slot):

- **LEFT, LEFT, DOWN, DOWN, LEFT, LEFT, RIGHT, UP, UP, DOWN.**

You will get an audio confirmation and when you continue your game, you will get the option to select your favorite skin.

*If this code does not work, you dont have any skins, you have either unlocked all the skins, or the game may require an online (soft) patch. Please connect your system to the internet for the latest Batman Arkham City patches and updates.*

## Big Head Mode

Use the Cryptographic Sequencer. Hold down all shoulder buttons (don't let go), rotate the left stick counter-clockwise and the right stick clockwise. After a few seconds, the mode will activate. (Warning: You need to play on atleast Normal for this to work.)

It's also worth noting that it works with all the various Skins.

Click this link to see the video

<http://www.ign.com/videos/2012/05/07/batman-arkham-city-pregnancy-test-easter-egg>

If you return to where the Joker's lair in the Steel Mill from the beginning of the game, you will find a pregnancy test next to Harley's things sitting on the ground. The test reads positive.

In Harley Quinn's Revenge DLC, there is now a baby crib set up with the scarface doll and a negative pregnancy test. On both boxes reads the line "chance for a false positive." Additionally, there are many other negative test results scattered around the crib.

## Secret. Map in Room - Catwoman Prologue

In the first level as catwoman where you are in the office, look straight at the vault and then turn behind to your left and you will see a corner table with a lamp on it. If you look closely at the pictures on the wall above those tables, they are actually blueprints of a place and a map. The map is more likely Arkham City. What the blueprints are about remain a mystery.

## **Mr. Freeze Has a Sense of Humor**

After completing the side mission, "Heart of Ice," return to the GCPD after Mr. Freeze has left. Inside the forensics lab, walk up to Freeze's computer and zoom in on the keyboard. Instead of letters, each of the main keys is a different emoticon ranging from silly faces to happy faces.

## **Joker's Doppelganger Hint**

When you first enter the steel mill, by flying through the furnace chimney, keep progressing with the story until a fight with a lieutenant wielding a large hammer and a group of henchmen. Immediately after this if you walk under the room where Harley just shut herself in you will get a hint at the Joker's plan for the game. She remarks, "You look perfect baby, its like a miracle...oh wait, that's no you is it?" Which the joker replies with, "Be quiet Harley!"

# Easter Eggs

## Harley Quinn's Revenge - Harley's not Pregnant?

When playing through the Batman portion of the Harley Quinn's Revenge DLC for Batman: Arkham City you can come across a crib that's surrounded by Pregnancy Tests that are negative. This could mean that the earlier Easter Egg showing that Harley was pregnant could be false or it could just be another item to keep us Batman fans guessing.

Click this link to see the video

<http://www.ign.com/videos/2011/10/20/batman-arkham-city-hidden-radio-messages-easter-egg>

Throughout the game use the Cryptographic Sequencer to search the radio waves. there are a few stations that give off random numbers followed by a chime. These numbers can be decoded with a simple cipher by matching them up to letters in the alphabet (A=1, B=2, C=3).

### Station 500.00/900.00

**5 15 9 7 21 18 18 14 3 5 24 15 12 7 22 3 10 5 15 9 22 3 8 25 26 15 16 25 10 15 17 25** \*music chime\* repeats. Decoded as: *"YOU WILL PAY FOR WHAT YOU HAVE DONE TO ME"*

### Station 700.00/500.00

**9 23 9 12 12 18 5 20 21 18 14 2 1 20 13 1 14** \*chime\* Decoded as: *"I WILL RETURN, BATMAN"*

### STATION; 200.00/500.00

**3 20 26 18 26 16 24 1 11 4 24 9 3 8 5 2 12 18 6 16 7 11 3 10 17 5 13 4 21 8** \*music chime\*

Decoded with the keyword SCARECROW, it reads "FEAR WILL TEAR GOTHAM CITY TO SHREDS".

## Harley's Revenge

After you beat the game, head back to Joker's Fun House, beat up the thugs, and then grapple up to Joker's old office. Walk to the back where Harley's nurse outfit from the first game is. Zoom in and look at the ground to the left of the costume to see a positive pregnancy test. During the end credits, Harley can be heard singing a lullaby. "Momma's gonna kill for you the whole damn world..."

## Gotham City Disaster Map

Remember that last symbol Azrael left you after he left told you about the whole Gotham will burn and so will you" thing? Well, also remember how that exact type of symbol was used to locate him? So I did some research and I found something that you might like, now if you go and compare that symbol



with this official map of Gotham

([http://upload.wikimedia.org/wikipedia/en/a/ae/Gotham\\_City\\_map.jpg](http://upload.wikimedia.org/wikipedia/en/a/ae/Gotham_City_map.jpg)) from DC's No Man's Land then you will notice that a few locations can be targeted PERFECTLY. Image for comparison: (<http://i1143.photobucket.com/albums/n626/yourejustafreak/bac.png>); First off #42 the Cathedral Square, then a little bit up north you can find #31 The Reservoir, #32 the Wayne Botanical Garden (Poison Ivy!?) #45 Monolith Square, and the last one could either be #46 the C Building or #54 the South Complex! So obviously each one will be infected with a villain (already found one!) So I ask you this, Batman: Fall Of Gotham? I say yes.

## Appearance of Black Mask

After you find your way out of that chair in the opening sequence, and are headed to line A, take a peek to your right hand side before you hit the gates. Black Mask is being subdued by 6 Tyger Guards with batons and he does not seem to be very happy about it.

## Scarecrow's fear gas containers and Hencemen

In the second Riddler room at the back you will find a fence with containers behind them that have Scarecrow's symbol on them. Maybe Riddler and Scarecrow team up?

Hencemen that seem to be affiliated with Scarecrow can also be seen during Protocol 10 on top of the Gotham Casino building and Krank Co. Toys building. They are wearing a burlap sack over their faces and have on clothing similar to Scarecrow's. Perhaps they were doing Scarecrow's bidding while he stayed low.

## Poison Ivy's Revenge

Returning to Poison Ivy's Lair as Catwoman after the destruction of Wonder Tower, there is two Arkham City inmates and a Tyger Guard kneeling before her. The three manipulated guys talk about loving her, while Ivy says they will do everything for her.

Afterwards there is a possibility to talk to her. Finding out *Hugo Strange* killed her last plant, she gets angry and talks about killing Strange, destroying Gotham and that the world will fear her.

Possible hint for the upcoming sequel?

## Azrael's first appearance

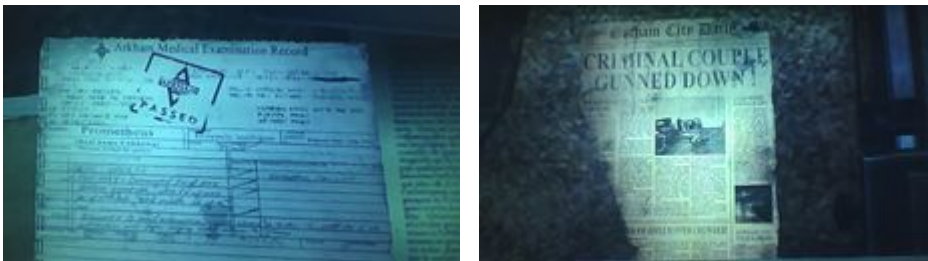
When you walk in as Bruce Wayne into Arkham City, you can see Azrael on top of a building watching you. This could mean that Azrael is fully aware that Bruce Wayne is Batman. If you zoom in on him he will disappear in a cloud of smoke.

## Calendar Man disappearance

The Calendar man is located in a cell in the Solomon Wayne Courthouse basement. Once you've completed all the dates with Calendar Man go away and come back and you'll see that he's gone and left a Two-Face thug hanging in the cell.

## Possible New Enemy DLC or for Arkham World

When you go to the room you fought Mr. Freeze in, scan the walls for papers. When you find a bunch of papers use your remote control batarang and slow it down to read the legible stuff on the papers. (There are several papers on walls so you may need to attempt more than once). You will find an Arkham City bio for a "certain villain" (Prometheus) that will prove a great enemy for Batman potentially.



## Mr. Freeze Has a Sense of Humor

After completing the side mission, "Heart of Ice," return to the GCPD after Mr. Freeze has left. Inside the forensics lab, walk up to Freeze's computer and zoom in on the keyboard. Instead of letters, each of the main keys is a different emoticon ranging from silly faces to happy faces.

## City in a Puddle

In the Gladiator Pit of the Museum, go under the middle gate and then break through the window on the right side of the room with the leaking vault door. In the back corner of the next room is a puddle. Zoom in on the puddle to see the reflection of a cityscape. Some have claimed it could be a hint to Bludhaven, Gotham City, Metropolis, or Keystone.

## Harley's Baby (Harley Quinn's Revenge DLC)

The Ventriloquist's puppet is baby Joker!! Around the same area you find the pile of pregnancy test in the Harley Quinn's Revenge DLC Scareface is in the crib painted as baby Joker.

While playing as Batman, in Harley's Revenge, there is a Cadmus Labs poster after you zipline over the watered path. The poster can be seen to the right before you go up the stairs.

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# New Game Plus

## How do I unlock new game plus?

Finish Batman: Arkham City on Normal or Hard mode to unlock **New Game Plus**.

## What do I start new game plus with?

*All* of your gadgets from the end of your first play though, *all* of your XP (including unlocked upgrades and riddles).

## What is different?

- No counter icons on thugs.
- Different Thug Levels: Tougher thugs are available from the start of the game.
- Different Thug Configuration.
- Increased Difficulty Bosses: Bosses will be even more cunning.
- There's a small Easter Egg at the end of the credits.

## How is it different from Hard mode?

The main difference is that you will have *all* of your gadgets and XP so even though the Enemies may be tougher you will have the technical upper hand.

## Is new game plus one difficulty setting?

Yes, regardless of whether you finish the game on Normal or Hard, New Game Plus will be the same difficulty.

## Can I still replay the game without new game plus?

Yes you can, however you won't start with all of your gadgets.

Source: Batman: Arkham City - What is New Game Plus?

# Big Head Mode

Click this link to see the video

<http://www.ign.com/videos/2011/11/15/batman-arkham-city-big-head-mode>

Bring out the Cryptographic Sequencer and rotate the right thumbstick to the right, and the left thumbstick to the left while holding the bumpers and triggers to give Batman, and everyone in the game a big head.

In order to do this in Riddler's Revenge Game Mode you must pause the game and rotate the right thumbstick to the right, and the left thumbstick to the left while holding the bumpers and triggers. You can also do Big Head Mode on the main menu. Plus, you do not need the Cryptographic Sequencer to do this you can do this with any gadget. In order to reverse Big Head Mode just press and hold the same controls that you did to enable it and it will reverse.

# Gadgets

Having no superpowers to aid him on his quest to shut down Arkham City, Batman must rely on his personal arrangement of gadgets in order to traverse the city, solve the Riddler's riddles, and take down the thugs found all over.

When you are finally reunited with the Batman Suit, the only gadgets you will have will be the Batarang, Remote Controlled Batarang, Batclaw, Explosive Gel, and Cryptographic Sequencer. As you progress throughout the story of Arkham City, you will obtain even more gadgets that will prove usefull in all sorts of situations.

## Additional Gadgets

- Sonic Batarang
- Reverse Batarang
- Disruptor
- Remote Electrical Charge
- Freeze Blast
- Smoke Pellet
- Freeze Cluster
- Line Launcher
- Mine Detonator

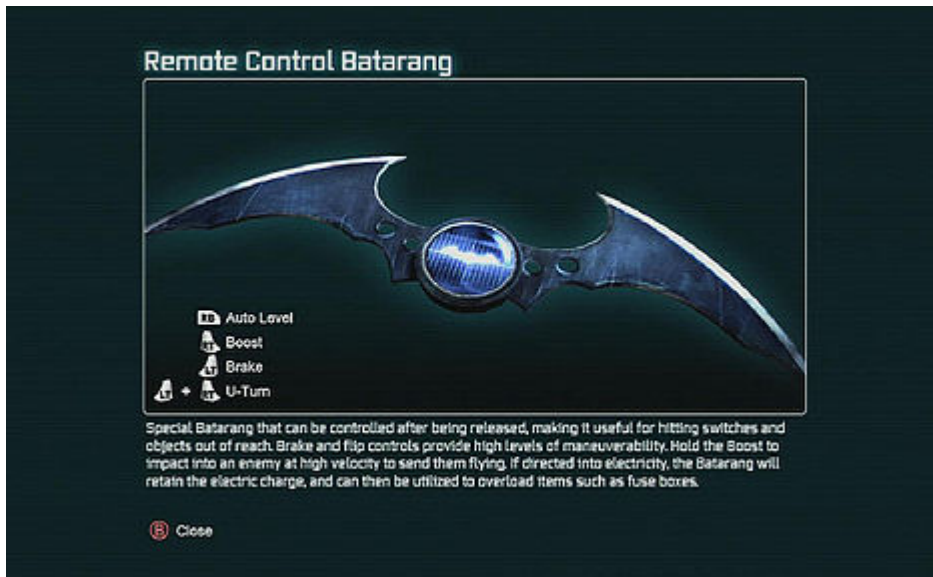
# Batarang



Batman's trusty bat-shaped projectile weapon. A default weapon, the Batarang can be used to hit switches from afar or to knock down enemies momentarily. The Batarang has quick-fire keys mapped to controls, allowing you to rapidly fire off three Batarangs in a row.

Variations of the Batarang enable this weapon to be very versatile and handy. See: Remote Controlled Batarang, Reverse Batarang, and Sonic Batarang.

# Remote Controlled Batarang



A special Batarang that you can manually control once it is released. These are useful for hitting objects that are way out of reach. The device is built with brakes and acceleration, providing fine control over its movements. If you can run them through electricity, you'll be able to blow out fuse boxes.

# Reverse Batarang



An upgrade of the Remote Controlled Batarang that is gained through natural story progression. It has a brief lock-on time. Once thrown, it travels around an enemy and hits them from behind, confusing them as to which way it came from. Useful for sending enemies running in the wrong direction.



# Sonic Batarang

This is an upgraded feature to the standard Batarang that can be acquired through adding points in the Waynetech menu. The Sonic Batarang can then be further upgraded to the Sonic Shock Batarang.

# Batclaw



Batman starts out with the Batclaw. It allows him to grab hold of certain objects (valve covers, metal rings, Riddler trophies, etc.) from afar or even snag weapons right out of enemy hands (with the upgrade). Its quickfire command is LT+Y on Xbox.

It can pull an enemy toward you in a fight. If combined with a strike attack, you will perform a powerful clothesline sort of attack. Beware, though, that you are vulnerable to attacks, but you will also dart over to the enemy and can thus be used as an evasive maneuver.

You can go into first-person POV when shooting the Batclaw by holding the Batclaw out and double tapping the Grapple button (RB on Xbox).

# Cryptographic Sequencer



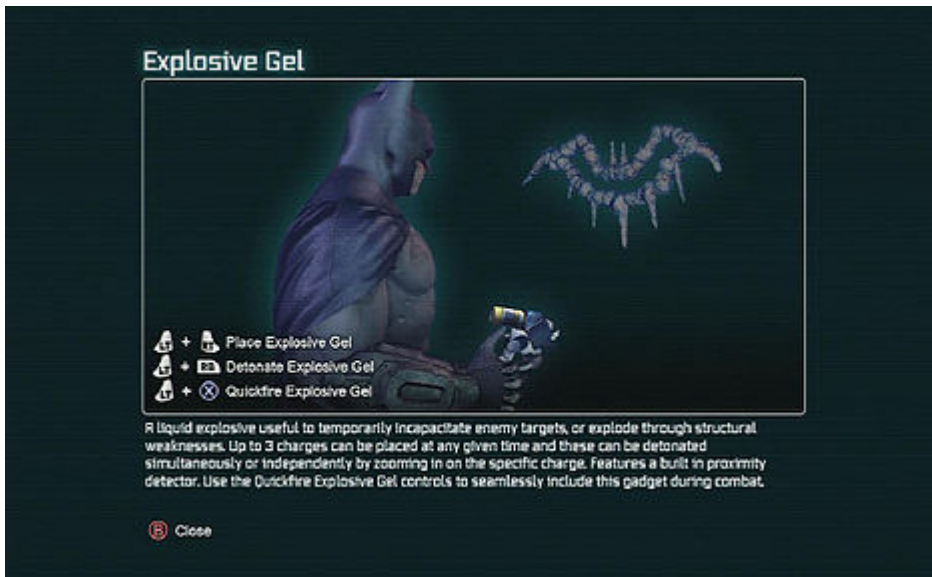
A Waynetech signature item, the Cryptographic Sequencer allows Batman to hack into security panels and infiltrate normally restricted areas. And with the proper lead, the Sequencer can also track down airwave signals and intercept broadcasts. The Cryptographic Sequencer can be upgraded to increase its strength and area of affect, allowing you to hack into better protected networks and from a distance.

# Disruptor



The Disruptor is an incredibly useful gadget against firearms. When upgraded to do so via Waynetech upgrades, you'll be able to remotely lock up firearms without the enemy even realizing until they pull the trigger. It can also disable Tyger sentry guns and the Tyger helicopter machine guns. It has two uses before there's a recharge period.

# Explosive Gel



You'll find yourself leaning on the explosive gel in and out of combat situations. Whenever you come across structural weaknesses (indicated by a crack in the wall or ground), you can apply a thin coat of this explosive liquid to instantly bring it down. As well, you can quickly slap down some via hot keys to momentarily incapacitate foes who happen to be in the vicinity of the explosion. Batman is also impervious to the blast for the Explosive Gel.

# Freeze Blast



When used against human targets, the Freeze Blast renders a single target unable to move for an extended period of time. From there, it enables you to do a special takedown. Its other uses include freezing water or steam.

# Freeze Cluster



The Freeze Cluster is acquired after completing the Hot and Cold side mission. An upgrade of sorts to the Freeze Blast, it can immobilize multiple enemies at once. Unlike the Freeze Blast, however, these frozen enemies are still able to attack if equipped with firearms.

# Grapnel Gun

The Grapnel Gun is one of if not the most used gadget in the game. It allows Batman to move around the city with ease by deploying a retractable cord at a target and pulling him to it. Since Arkham Asylum it has been given some upgrades. It now fires at a much longer distance and has a boost ability that slingshots the Dark Knight over a chosen target into a glide without out touching the ground, but the latter requires completion of a side mission to upgrade. It's a good idea to get acquainted with the distance it fires just to be ready.



# Line Launcher

First obtained after trying to track down one of Ra's al Ghul's assassins.



The Line Launcher is very useful and tactical gadget. Its main purpose is to launch a horizontal zip-line that Batman uses to traverse large gaps and traps. The Line Launcher has also been upgraded since Arkham Asylum allowing Batman to consecutively fire zip-lines without touching the ground as long as there is something to attach them to. Batman can also stop mid-line and pull himself on top of the line using it like a tightrope, creating his own vantage point and perform a takedown on an unsuspecting enemy.

>> Upgrade lets Batman balance atop the tightrope, helping you get to some Riddler Trophies.

# Mine Detonator

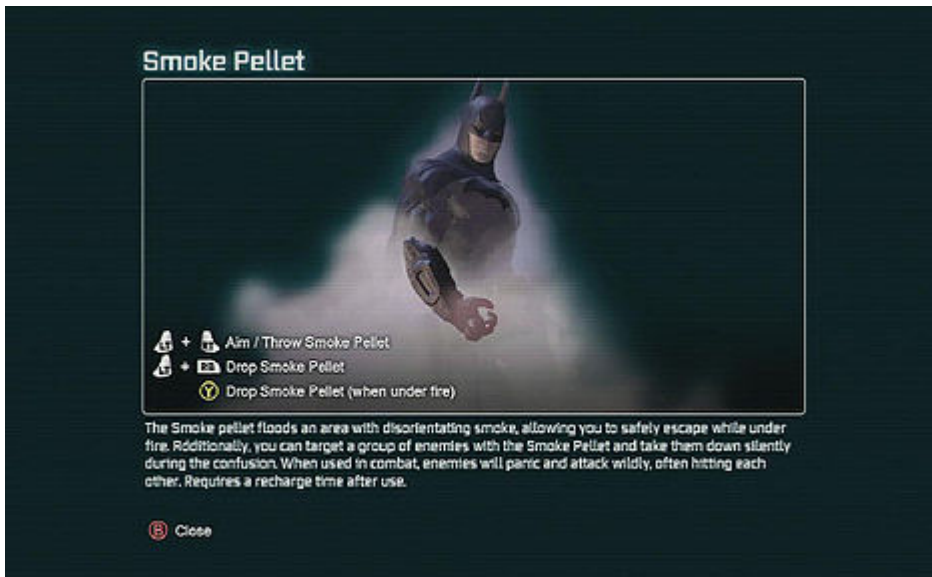
Received for completing the Remote Hideaway side mission, the Mine Detonator allows you to detonate mines from a distance and locate Riddler Trophies.

# Remote Electrical Charge



The Remote Electrical Charge (REC) is a gadget you acquire when you save the doctor from the Joker. Its quickfire command is LT+B for Xbox and L1+O for Playstation. It is used to start up many generators in Arkham. These generators have many purposes from solving/finding riddler trophies to pushing or pulling enemies guns from them. When aimed at a generator it will give you 2 button options one to push or pull or one for up or down. In combat it is best used around enemies with weapons where as they hit one of their allies. If you hit someone with a gun it will force them to fire, frightening their friends. Good for a distraction to sneak up on someone. I haven't determined yet but it may be possible that the gun fire covers up sound, so no one will hear your knockout smash. This is one of my favorite new additions to the gadgets Batman carries.

# Smoke Pellet



The Smoke Pellet is one of the most versatile and helpful tools Batman acquires in Arkham City. Its main function is to conceal Batman if he is discovered allowing him to escape taking little to no damage. Enemies cannot see into or out of the smoke cloud, so if used correctly this gadget can also be a great offensive tool. Tossing one into a group of unsuspecting criminals confuses/stuns them allowing Batman enough time to take out stragglers and get back into hiding or attack those left in the cloud. After either manually throwing one or deploying one via counter button when discovered, it will require a short recharge time. There are several explosive items around Arkham City that can be hit with Batarangs to produce the same effects as a smoke pellet.

# Challenge Maps

**Challenge Maps** allow you to play as Batman, Robin and Catwoman.

## Pre-Order Bonus Challenge Maps

Included with the Collector's Edition of Arkham City is one Challenge Map.

- Iceberg Lounge

The following challenge maps are available as pre-order bonuses from various retail outlets and are later released as DLC. Check DLC & Expansions for more information.

- Black Mask Hideout
- Freight Train Escape
- Joker's Carnival

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-robin-dlc-black-mask-map>

# Riddler's Revenge

Riddler's Revenge is part of a set of Challenge Maps that can be accessed from the main menu.



## Map Types

- Combat Maps
- Predator Maps
- Campaign Maps

# Predator Maps

Click this link to see the video

<http://www.ign.com/videos/2011/10/27/batman-arkham-city-riddlers-revenge-end-of-the-line-extreme-predator-map>

# Campaigns

go find a video on youtube o\_O



# Black Mask Hideout

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-robin-dlc-black-mask-map>

# Freight Train Escape

The Freight Train Mission is part of the robin DLC pack. The pack allows players to take control of Robin in Challenge mode, and make use of his own unique gadgets and special moves. The pack also includes another Challenge map Black Mask Hideout.



Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-animated-robin-costume>

# Iceberg Lounge

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-dark-knight-costume-dlc>

# Joker's Carnival

## Availability

- Pre-order it at Gamestop...if you dare.
- Now available as download from XBL or the PSN (for 240 ms points) This map is also combined with 2 additional maps that were previously pre-order bonuses.

According to a recent video you have unlimited amount of thugs but with a timer. If you get a 100x combo Joker jumps in the ring to fight you. Some TITAN henchmen are also going to appear and fight you!

# Characters

These are the **Characters** that you'll encounter in one way or another in Arkham City.

## Playable Characters

- Batman
- Bruce Wayne
- Catwoman
- Robin
- Nightwing

## Non-Playable Characters

- Alfred
- Azrael
- Bane
- Calendar Man
- Clayface
- Harley Quinn
- Hugo Strange
- Hush
- Joker
- Killer Croc
- Mr. Freeze
- Penguin
- Poison Ivy
- Ra's al Ghul
- Riddler
- Talia al Ghul
- Two Face
- Solomon Grundy
- Deadshot
- Black Mask

# Batman

<b>Real Name</b>	Bruce Wayne
<b>Occupation</b>	World's Greatest Detective
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	Black
<b>Height</b>	6ft.2in.
<b>Weight</b>	210 lb
<b>First Appearance</b>	Detective Comics No. 27 (May 1939)

Also known as: Bruce Wayne, The Dark Knight, The Caped Crusader

As a child, Bruce Wayne was witness to the murder of his parents at the hands of a desperate mugger. This singular event forever changed him, and upon reaching adulthood was the motivation for creating the Batman in order to ensure that what Bruce Wayne suffered that night no one else would.

Using his inherited wealth and his position as CEO of Wayne Enterprises, Batman has a vast array of technologically advanced crimefighting tools at his disposal, in addition to various martial-arts skills and crime-solving techniques which has earned him the title of "World's Greatest Detective".

**Batman** is, naturally, the only playable character through Batman: Arkham City's campaign. Unless you purchase the Cat Woman DLC, which allows you to play as Cat Woman during certain parts of the campaign. Robin and Nightwing are available for challenge maps.

## Batman Skins

Various alternate Batman Skins are available as pre-order bonuses. Which skin you get is not only determined by where you pre-order, but from what country you pre-order. All skins are now available for download from the PlayStation Network Store and the Xbox Live Marketplace. The skins included are: 1970s Batman skin, the Batman Beyond Batman skin, the Earth One Batman skin, the Dark Knight Returns Batman skin, the Animated Series Batman skin, the Year One Batman Skin, and the Sinestro Corps Batman skin.



Skin	How to Get It
<b>1970s Batman</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at EB Games</li> <li>• <b>UK:</b> Pre-order at ShopTo</li> <li>• <b>US:</b> Pre-order at Toys 'R' Us</li> </ul>
<b>Animated Series</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at JB HiFi</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> <li>• <b>US:</b> Pre-order at Gamestop</li> </ul>
<b>Batman Beyond</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at Game</li> <li>• <b>UK:</b> Pre-order at GameStop</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> </ul>
<b>The Dark Knight Returns</b>	Comes with the Collector's Edition of Arkham City
<b>Earth One</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at JB HiFi</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> </ul>

Source: ArkhamCity.co.uk and Source: BatmanArkhamCity.com

# Batman

<b>Real Name</b>	Bruce Wayne
<b>Occupation</b>	Detective/CEO of Wayne Enterprises
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	Black
<b>Height</b>	6ft.2in.
<b>Weight</b>	210 lb
<b>First Appearance</b>	Detective Comics No. 27 (May 1939)

Also known as: Bruce Wayne, The Dark Knight, The Caped Crusader, B-Man (Harley Quinn), Batsy (Joker).

As a child, Bruce Wayne was witness to the murder of his parents at the hands of a desperate mugger. This singular event forever changed him, and upon reaching adulthood was the motivation for creating the Batman in order to ensure that what Bruce Wayne suffered that night no one else would. Though, he had promised not to kill a living being (even if the person is the worst as he/she gets) because that will make him no better than a criminal.

Using his inherited wealth and his position as CEO of Wayne Enterprises, Batman has a vast array of technologically advanced crimefighting tools at his disposal, in addition to various martial-arts skills and crime-solving techniques which has earned him the title of "World's Greatest Detective".

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Skin	How to Get It
<b>1970s Batman</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at EB Games</li> <li>• <b>UK:</b> Pre-order at ShopTo</li> <li>• <b>US:</b> Pre-order at Toys 'R' Us</li> </ul>
<b>Animated Series</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at JB HiFi</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> <li>• <b>US:</b> Pre-order at Gamestop</li> </ul>
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## Weapons

- Grappling Hook- Use to help fly from Point A to Point B (There is an upgraded version available in the game)
- Bat-Claw- Pull enemies/objects closer and disarm enemies
- Batrang- A standard throwing, bat-like looking weapon
- Explosive Gel- Sprayed in a form of a bat. Can be used to blow breakable walls up.
- Cryptographic Sequencer- Hack into local surveillance
- Line Launcher- Creates a zipline

- Remote Control Batrang- Control the direction and speed of a batrang
- Sonic Batrang- Will attract enemies to its destination with a disturbing noise
- Smoke Grenade- Will produce a large puff of smoke. Enemies stunned in this will randomly began hitting each other.
- Remote Electric Charge- Use the electric charge to stun enemies and to power electronic objects
- Disruptor- Will completely jam an enemy's gun
- Ice Grenades- Will freeze a single enemy or a whole group.

Source: ArkhamCity.co.uk and Source: BatmanArkhamCity.com

# Robin

<b>Real Name</b>	Tim Drake
<b>Occupation</b>	Student
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	Black
<b>Height</b>	5ft.10in.
<b>Weight</b>	170 lb
<b>First Appearance</b>	Batman No. 436 (August 1989)

Also known as: The Boy Wonder, Tim Drake

Robin is Batman's partner, personally trained by the Dark Knight himself. The current Robin is the third person to have taken up the mantle; the original Robin (Dick Grayson) created his own persona of Nightwing after moving to Bludhaven. The second Robin, Jason Todd, was murdered by the Joker. The current Robin is named Tim Drake, who figured out Batman's identity on his own and persuaded him to take him on as a partner.



**Robin** is a playable character in Batman: Arkham City's Challenge Maps. At first Robin was available only to buyers who pre-ordered the game, a "Robin Bundle Pack" was released on November 22, available to all owners of the game for \$6.99 or 560 Microsoft Points. See: What pre-order bonuses are available?

## Robin Skins

Various alternate Robin Skins are available. The skins are: the Red Robin Skin and the Animated Series Robin skin.



Skin	How to Get It
Red Robin	UK buyers pre-order at GAME OR gamestation, US buyers pre-order at Best Buy

# Alfred

<b>Real Name</b>	Alfred Pennyworth
<b>Occupation</b>	Butler
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	Gray (formerly black)
<b>Height</b>	6ft.
<b>Weight</b>	160 lb
<b>First Appearance</b>	Batman No. 16 (April-May 1943)



Alfred Pennyworth is Bruce Wayne's butler (or "gentleman's gentleman", as he prefers) who reluctantly assists Bruce in his war on crime as Batman. After the murder of Thomas and Martha Wayne, Alfred raised Bruce himself. Alfred's unflappable nature helps keep Bruce grounded and focused. A gifted actor, Alfred also acts as field support for Batman when need in addition to being a trained combat medic.

# Oracle

<b>Real Name</b>	Barbara Gordon
<b>Occupation</b>	Information Broker
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	Red
<b>Height</b>	5ft.11in.
<b>Weight</b>	126 lb
<b>First Appearance</b>	Detective Comics No. 359 (January 1967)



*Barbara Gordon* helped **Batman** in the fight against crime in Gotham City as **Batgirl**. It all changed when the **Joker** shot her in the spine (In the Killing Joke) paralyzing her from the waist down.

Determined to still help the city of Gotham she took a new identity **Oracle**. Her base is on the **Gotham City Clocktower**

She was your guide in '**Batman Arkham Asylum**' for the entire game and in '**Batman Arkham City**' she comes in half way when Batman becomes infected and is dying from the disease.

If you have the *Catwoman DLC* and get to the choice to save Batman or walk out with the loot, choosing to just take the loot will end the game and you will hear Oracle sending out a distress message.

# Bane

<b>Real Name</b>	Unknown
<b>Occupation</b>	Professional Criminal
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Brown (when on Venom:Green)
<b>Hair Color</b>	Brown
<b>Height</b>	5ft.6in. (when on Venom:9ft.2in.)
<b>Weight</b>	140 lb (when on Venom:350lb)
<b>First Appearance</b>	Batman: Vengeance of Bane No.1 (January 1993)



Bane will help Batman during a series of side-missions that involve tracking down shipments of chemicals. You will have to find barrels of Titan around Arkham City after you find Bane in the Kranks Toy Factory, you will then have to use explosive gel to destroy the barrels mainly guarded by gangs. After you destroyed all the barrels going back to Bane will have a surprise...

Source: Batman Will Team Up With Bane

# Bane

<b>Real Name</b>	Unknown
<b>Occupation</b>	Professional Criminal
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Brown (when on Venom:Green)
<b>Hair Color</b>	Brown
<b>Height</b>	5ft.6in. (when on Venom:9ft.2in.)
<b>Weight</b>	140 lb (when on Venom:350lb)
<b>First Appearance</b>	Batman: Vengeance of Bane No.1 (January 1993)



Bane will help Batman during a series of side-missions that involve tracking down shipments of chemicals. You will have to find barrels of Titan around Arkham City after you find Bane in the Kranks Toy Factory, you will then have to use explosive gel to destroy the barrels mainly guarded by gangs. After you destroyed all the barrels going back to Bane will reveal his true intentions...

Source: Batman Will Team Up With Bane



# Catwoman

<b>Real Name</b>	Selina Kyle
<b>Occupation</b>	Professional Thief
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Green
<b>Hair Color</b>	Black
<b>Height</b>	5ft.7in.
<b>Weight</b>	125 lb
<b>First Appearance</b>	Batman No. 1 (Spring 1940)

Also known as: Selina Kyle



**Catwoman** is a playable character in Batman: Arkham City and accounts for roughly 10% of the campaign gameplay [1]. Catwoman has her own moves and story.

Catwoman doesn't have a bunch of gadgets. Instead, she relies on her whip and a couple of handy tools worthy of a burglar (or ninja), such as caltrops (little spikes that slow enemies). The whip can be used not only to strangle baddies, but also to swing across the city. This doesn't get her a ton of extension or height, so expect to stick to the lower portion of the city--including the sewers [2].

Click this link to see the video

<http://www.ign.com/videos/2011/06/02/batman-arkham-city-the-catwoman-trailer>

# Hugo Strange

<b>Real Name</b>	Hugo Strange
<b>Occupation</b>	Psychiatrist
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Grey
<b>Hair Color</b>	Grey
<b>Height</b>	5ft.10in.
<b>Weight</b>	180 lb
<b>First Appearance</b>	Detective Comics No.36 (February 1940)



Hugo Strange was once a respected Psychiatrist in Gotham City until he became fixated on one subject, Batman. He followed his every vigilante move, he analyzed his every gadget until he made a patient profile that fit only one man in Gotham City: Bruce Wayne.

Arkham City was built after Hugo Strange was working in Arkham Asylum, he had been able to get full access to the Mad Hatter and asked him how to mind control people. When the Mad Hatter opened up after a surprise present known as Alice, Hugo Strange mind controlled Quincy Sharp to sell Arkham Asylum and build Arkham City in the North of Gotham. Hugo Strange devised a plan to steal Bruce Wayne with his new security enforcements for Arkham City known as TYGER.

By the end of the game you are able to confront him and find out the secret that Ra's al Ghul was Hugo Strange's leader in all of this. It was all Ra's' idea to rid the scum of this city, but Strange is stabbed through by Ra's al Ghul. He dies just before the explosion of Wonder Tower.

# Joker

<b>Real Name</b>	Jack Nicholson
<b>Occupation</b>	Professional Criminal
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Green
<b>Hair Color</b>	Green
<b>Height</b>	6ft
<b>Weight</b>	160 lb
<b>First Appearance</b>	Batman No.1 (Spring 1940)

Also known as: The Joker, Clown or the Clown Prince of Crime

The **Joker** is a character in Batman: Arkham City. Scroll down past the video *only if* you don't mind spoilers.

Click this link to see the video

<http://www.ign.com/videos/2011/09/23/batman-arkham-city-joker-and-harley-trailer>

The Titan Formula has left the Clown Prince of Crime dying and sick. After he captures Batman, he gives him a cell phone with which he instructs Batman to find the cure being developed by Mr. Freeze. The cure is stolen and the Joker appears to be cured. Then it is revealed the cure never reached him and was taken by Talia al Ghul from Harley Quinn. The cured Joker was Clayface masquerading as him. Batman dispatches Clayface and gets the cure from Talia before the Joker shoots her. Batman is going to give the dying Joker the cure when The Joker stabs Batman, making him drop the cure. It breaks and the Joker dies. Batman carries Joker's body out of Arkham City and the credits roll, but not without hearing a phone message from the Joker singing "Only You".

The Joker in the game is voiced by the wonderful Mark Hamill who has stated this will be his last game.

# Mad Hatter

Also known as: Hatter, The Mad Hatter



The Mad Hatter is part of a side story that is activated when you find the cure. You will have a rabbit cowl instead of the bat cowl which after you beat the Mad Hatter will become a trophy.

## Appearance on YouTube

Skip to the 3:37 mark in the video above to see The Mad Hatter.

# Mr. Freeze

<b>Real Name</b>	Dr. Victor Fries
<b>Occupation</b>	Professional Criminal
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	None
<b>Height</b>	6ft3in.
<b>Weight</b>	190 lb
<b>First Appearance</b>	Batman No.121 (February 1959)

Also known as: Dr. Victor Fries, Freeze, Victor Fries



In *Batman: Arkham City*, **Mr. Freeze** is voiced by actor Maurice LaMarche. Maurice previously voiced Brain in *Animaniacs* and Egon Spengler in *The Real Ghostbusters* cartoon.

Source: Two More Villains Confirmed For *Batman: Arkham City*

Mr. Freeze had an incident while working with cryogenics, turning him into Mr. Freeze. He now has to wear a suit that keeps him at subzero temperatures and created a gun that fires bolts of ice.

Mr. Freeze is an ally and a villain throughout the game. When Batman arrives at the GCPD Building, which Freeze has turned into his new headquarters, he finds that the Penguin has kidnapped him. After rescuing Mr. Freeze, Freeze, through a series of events, finishes the cure. When Batman comes to retrieve the cure, he breaks one vial and locks away the other. He demands that Batman save his cryogenically frozen wife, Nora, from the Joker, or he will never see the vial again. Batman fights and defeats Mr. Freeze, but finds that the vial has been stolen. The boss battle with Mr. Freeze is often considered the best in the game. A side-mission allows you to rescue Nora and return her to a grateful Mr. Freeze.

Click this link to see the video

<http://www.ign.com/videos/2011/08/15/batman-arkham-city-mr-freeze-rewind-theater>

# Mr. Hammer

Mr. Hammer is one of the Ambrovici Brothers who were conjoined twins at birth, he works for Joker while his brother works for the Penguin.

# Penguin

<b>Real Name</b>	Oswald Chesterfield Cobblepot
<b>Occupation</b>	Black Market Racketeer
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	Black
<b>Height</b>	4ft10in.
<b>Weight</b>	175 lb
<b>First Appearance</b>	Detective Comics No.59 (December 1941)

Also known as: Oswald Chesterfield Cobblepot, The Penguin

**Penguin** is one of the main enemies in Batman: Arkham City. Penguin thinks he can own anything, taking refuge in his museum with a little surprises in there to (Solomen Grundy, a Shark and Mr Freeze).

Click this link to see the video

<http://www.ign.com/videos/2011/07/22/batman-arkham-city-the-penguin-trailer>



# Poison Ivy

Also known as: Ivy, Pamela Isley

**Poison Ivy** was first noticed in a video flash with Mad Hatter.

Pamala Isely was a biologist until an experiment gone wrong caused her to become a plant-human hybrid. With the urge to rid the world of the 'meat sacks' she decided to go to the one place ruining nature the most; Gotham City.

In Arkham Asylum; Poison Ivy was in a containment chamber unable to control plants until Harley Quinn released her. She set upon the Botanical Gardens to devise ecological warfare.

When you get to the gardens you need Ivy's help to find a chemical substance that can reverse the effects of Titan. When you get back to her, you find she has learned that the plants are getting stronger and not dying from the Titan. When you defeat her and her massive man-eating plant, she is last seen buried beneath the gardens.

In Arkham City, the only one to have contact with her is Catwoman. When you need someone to help you break into the TYGER vault there is only one person that can help you: 'Posion Ivy'. Ivy is very happy with Selina and decides she should die. Selina explains that Hugo Strange has taken the last plant that can turn people into plant-like creatures. Catwoman agrees to get into the vault where Ivy has created massive vines that have broken the wall to the vault.

When Catwoman gets back to Ivy (your choice), Catwoman tells Ivy that Hugo Strange destroyed it. The last thing she tells you is that Hugo will pay for what he has done. When in Ivy's Lair as Catwoman you find three men hypnotised by her plant charms.

# Ra's al Ghul

<b>Real Name</b>	Unknown
<b>Occupation</b>	International Terrorist
<b>Based In</b>	Mobile
<b>Eye Color</b>	Green
<b>Hair Color</b>	Grey with white streaks
<b>Height</b>	6ft.
<b>Weight</b>	210 lb
<b>First Appearance</b>	Batman No.232 (June 1971)



## Origin

Ra's al Ghul's early life and exact age have been described differently by various writers. His current, Post-Crisis origin story is told in the graphic novel *Batman: Birth of the Demon* (1992) by Dennis O'Neil and Norm Breyfogle.

As told in *Birth of the Demon*, Ra's al Ghul is born over 600 years before his first appearance in *Batman* comics, to a tribe of nomads in a desert somewhere in Arabia, near a city whose inhabitants' ancestors have journeyed to the Arabian Peninsula from China. Ra's is interested in science from an early age, and abandons his tribe to live in the city, where he can conduct his scientific research. He becomes a physician and marries a woman named Sora, the love of his life.

Ra's discovers the secret of the Lazarus Pit, and he saves a dying prince by lowering him into it. The prince, who is sadistic to begin with, is driven completely insane by the Lazarus Pit. He proceeds to strangle Sora, on whom he has already had his eye for some time. The ruler of the city, unwilling to admit to himself his son's culpability, declares Ra's guilty of the crime and sentences him to a slow, tortured death in a cage with Sora's corpse.

Ra's is set free by the son of a dying elderly woman, whom Ra's had earlier examined. The son feels that he owes Ra's a debt for easing his mother's suffering during her last few hours. Ra's and the son head into the desert to seek the tribe of Ra's' birth. Ra's convinces the head of his tribe, his uncle, to

follow Ra's in his quest for revenge by promising the downfall of the king of the city. By understanding the germ theory of disease hundreds of years before anyone else, [\[clarification needed\]](#) Ra's is able to infect the prince with a deadly virus by sending him contaminated fabrics. When the ruler of the city comes to ask Ra's to cure the prince again, Ra's kills both him and his son. Ra's then leads his tribe to raze the city to the ground and kill all of its inhabitants. Subsequently, Ra's declares himself the "Demon's Head."(Need more info)

# Riddler

<b>Real Name</b>	Eddie Nashon aka Edward Nigma
<b>Occupation</b>	Professional Criminal
<b>Based In</b>	Gotham City
<b>Eye Color</b>	Blue
<b>Hair Color</b>	Brown
<b>Height</b>	6ft.1in.
<b>Weight</b>	183 lb
<b>First Appearance</b>	Detective Comics No.140 (October 1948)
<b>Quote</b>	"Riddle me this Batman"

Also known as: Edward Nigma, The Riddler



**Riddler** provides various challenges as a side distraction in Batman: Arkham City. The player could play through the entire game without touching any Riddler challenges [1].

Click this link to see the video

<http://www.ign.com/videos/2011/06/02/batman-arkham-city-e3-interview>

# Solomon Grundy

<b>Real Name</b>	Cyrus Gold
<b>Occupation</b>	N/A
<b>Based In</b>	Slaughter Swamp
<b>Eye Color</b>	Gray
<b>Hair Color</b>	Gray
<b>Height</b>	Varies
<b>Weight</b>	Varies
<b>First Appearance</b>	All-American Comics No.61 (October 1944)
<b>Abilities</b>	Super Strength, Super Endurance Healing Factor Self-Resurrection



Last Seen with The Penguin.

# Talia al Ghul

<b>Real Name</b>	Talia al Ghul
<b>Occupation</b>	Assassin
<b>Based In</b>	Mobile
<b>Eye Color</b>	Green
<b>Hair Color</b>	Brown
<b>Height</b>	5ft.7in.
<b>Weight</b>	141 lb
<b>First Appearance</b>	Detective Comics No.411 (May 1971)

Also known as: Talia

In Batman: Arkham Asylum, **Talia al Ghul** is voiced by actor Stana Katic. Stana is best known for her role in ABC's Castle television series.



# Two Face

Real Name: Harvey Dent



The biography that accompanied this picture of **Two Face** didn't contain much that we don't already about Dent, except that he's apparently "thriving in Arkham City, rallying inmates to join his gang using tried and tested campaign tactics."

Harvey Dent aka Two Face and Selina Kyle aka Catwoman are having a very big feud, after Catwoman clawed his face or kidnapping her. She goes on to kick him in the chest while he hangs upside down and then knocks him out when Catwoman finds he gave half her jewels away. There is maybe another big brawl against them when they get out.

Source: Batman: Arkham City Two-Face Artwork



# Killer Croc

Killer Croc can be a little difficult to spot in the game.

As you enter the subway system from the east under the restricted tower section in the middle of Arkham City, you will be prompted to solve a riddle. You solve the riddle by scanning the discarded chains of Killer Croc that are left on the bed. After this event, if you try to return out to Arkham City from the east, you will find your route blocked. At this area you can throw a batarang through a gap in the gate to a button to seemingly unlock the way out. This event triggers Killer Croc's appearance in the game. Only available after you defeat Ra's al Ghul and are leaving the subway tunnels.



# Hush

**Real Name:** Thomas Elliot

**Occupation:** Master Surgeon

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He is revealed in the game when you do the identity theft side mission. In the game he removes then bandages the faces of his victim. You later track him down and reveal his identity as Thomas Elliot a surgeon who was Bruce Wayne's old friend.



This is the location of all the places you need to visit. They are all unmarked on the map and can be done all at once.

# Spoilers

As the name implies, this section is chock full of spoilers (!!!) -- perhaps even moreso than the guide itself. If you don't want the game's ending ruined in any way for you, don't watch anything contained within this and its subsequent pages!

You've been warned.

For the rest of you, enjoy these spoiler-ridden videos, like the Endings.

## **does joker really die?**

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/spoiler-petas-going-to-be-mad-at-batman-arkham-city>

# Endings

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/spoiler-alternate-ending-of-batman-arkham-city>

# Achievements / Trophies

There are 50 Achievements/Trophies in Batman: Arkham City. The Harley Quinn's Revenge DLC has an additional 10 Achievements and Trophies. Click the name of the **Achievements / Trophies** for tips to earn them.

5G

50x Combo

Complete a combo of 50 moves (any play mode, any character)

10G

Acid Bath

Save the damsel, but is she in distress?

10G

Aggravated Assault

Stop all assaults in Arkham City

25G

AR Knight

Complete all augmented reality training exercises

15G

Bargaining Chip

Reunite the separated couple

40G

Brainteaser

Rescue the fifth hostage from Riddler

25G

Broken Toys

Destroy it all

10G

Bronze Revenge

Obtain 24 medals on the original Arkham City ranked maps (as Batman)

10G

Campaign bronze

Obtain 24 medals on the original Arkham City ranked maps (as Batman)

40G

Campaign Gold

Obtain all 108 medals on the original Arkham City campaigns (as Batman)

20G

Campaign Silver

Obtain 72 medals on the original Arkham City campaigns (as Batman)

5G

Catch

Find someone to play remote Batarang catch with

10G

Chimney Sweep

There is only one way in

10G

## Communication Breakdown

Clear the airwaves

Congratulations

Earn all other trophies on the PlayStation 3 version.

25G

Contract Terminated

Stop the contract operative

20G

Conundrum

Rescue the first hostage from Riddler

25G

Dial Z For Murder

Stop the phone booth killer

5G

Distress Flare

Answer the call for help

50G

Exit Stage Right

All the world is a stage

5G

Flawless Freeflow Fighter 2.0

Complete one combat challenge without taking damage (any character)

10G

Forensic Expert

Collect enough evidence to locate the gun for hire

25G

Freefall

Don't look down

10G

Fully Loaded

Collect all of Batman's gadgets and upgrades

5G

Gadget Attack

Use 5 different Quickfire gadgets in one fight (any play mode)

50G

Genius

Rescue all the hostages from Riddler

25G

Ghost Train

Fight for survival

10G

Gladiator

Last man standing

40G

Gold Revenge

Obtain all 72 medals on the original Arkham City ranked maps (as Batman)

5G

Gotham Base Jumper

Jump off the tallest building in Arkham City and glide for 1 minute without touching the ground

25G  
Hide And Seek  
A deadly game of hide and seek  
10G  
I'm Batman  
Become the Bat  
30G  
Intellectual  
Rescue the fourth hostage from Riddler  
10G  
IQ Test  
Solve the first riddle  
10G  
Lost And Found  
Uncover the secret of Arkham City  
20G  
Mastermind  
Rescue the second hostage from Riddler  
15G  
Mystery Stalker  
Reveal the mystery watcher  
10G  
One Armed Bandit  
Hammer the point home  
5G  
Pay Your Respects  
A moment of remembrance  
5G  
Perfect Freeflow 2.0  
Perform a perfect combo including all of Batman's combat moves (any play mode)  
75G  
Perfect Knight - Day 2  
Main Story, Side Missions, Upgrades, Collectables, New Game Plus and Riddlers Revenge (as Batman)  
30G  
Puzzler  
Rescue the third hostage from Riddler  
5G  
Ring Ring  
Answer a ringing phone  
25G  
Sand Storm  
We are legion  
10G  
Savior  
Save the medical volunteers  
25G  
Serial Killer  
Track down the serial killer

20G  
Silver Revenge  
Obtain 48 medals on the original Arkham City ranked maps (as Batman)  
15G  
Stop the Clock  
Time is running out  
10G  
Story Teller  
Have 12 murderous dates with Calendar Man  
75G  
Twice Nightly  
Complete New Game Plus  
25G  
Wrecking Ball  
Stop the unstoppable

## Harley Quinn's Revenge

There are 10 Achievements/Trophies in Harley Quinn's Revenge.

- There are an additional 250 Achievement points.
- There are 3 Silver Trophies and 7 Bronze.

20G  
Lost Property  
No crimefighter should be without this  
20G  
Breaking and Entering  
Find a way into the secret base  
20G  
How's It Hanging?  
Clean up the Dry Docks  
40G  
The Last Laugh  
The joke's on who?  
10G  
Frequent Flyer  
Zip Kick 5 different thugs  
10G  
Battering Ram  
Shield Bash 5 different thugs  
20G  
Snap To It  
Snap Flash an unarmed thug, an armed thug, an environmental object and a Titan  
40G  
Bomb Squad  
Defuse all bombs in 3 minutes or less  
20G  
A Few New Tricks



Use 5 different Quickfire gadgets in one fight as Robin in Harley Quinn's Revenge

50G

Party's Over

Destroy all Harley Balloons

# Frequently Asked Questions

## What pre-order bonuses are available?

Batman: Arkham City's release was bundled with a number of unique pre-order bonuses tied to specific retailers. Here is the full list:

### US Pre-Order Bonuses

Retail Outlet	Pre-order Bonus
Amazon	<ul style="list-style-type: none"><li>• \$10 Amazon credit</li><li>• Batman: Arkham City Comic</li></ul>
Best Buy	<ul style="list-style-type: none"><li>• Playable Robin character</li><li>• Two Robin Challenge Maps: Black Mask Hideout and Freight Train Escape</li><li>• Red Robin Skin</li><li>• Batman: The Animated Series Skin</li><li>• Batman: Under the Red Hood Download from Cinema Now</li></ul>
GameStop	<ul style="list-style-type: none"><li>• Joker's Carnival Challenge Map</li><li>• Batman: Gotham Knight Movie Download</li><li>• Batman: The Animated Series Skin (Power Ups Rewards Exclusive)</li></ul>
OnLive	<ul style="list-style-type: none"><li>• Free OnLive game system OR free game</li><li>• 30% off for PlayPack subscribers (expires 9/14/11)</li></ul>
Walmart	<ul style="list-style-type: none"><li>• \$10 Walmart eGift card</li><li>• Copy of Batman: Arkham Asylum - Game of the Year Edition</li></ul>

Toys R Us Canada	<ul style="list-style-type: none"> <li>• FREE Ltd. Batman Action Figure</li> </ul>
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### UK Pre-Order Bonuses

Retail Outlet	Pre-order Bonus
GAME	<ul style="list-style-type: none"> <li>• Playable Robin character</li> <li>• Two Robin Challenge Maps</li> <li>• Two alternate Robin Skins</li> </ul>
gamestation	<ul style="list-style-type: none"> <li>• Playable Robin character</li> <li>• Two Robin Challenge Maps</li> <li>• Two alternate Robin Skins</li> </ul>
GameStop	<ul style="list-style-type: none"> <li>• Batman Beyond Skin</li> </ul>
ShopTo	1970's Batman Skin

Tesco	<ul style="list-style-type: none"><li>• Joker's Carnival Challenge Map</li><li>• All pre-orders get the Steelbook Edition</li></ul>
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## **Is there a New Game Plus mode?**

Yes, developer Rocksteady Studios has confirmed a New Game Plus mode for Batman: Arkham City.

## **Which characters are playable?**

Check out the Characters section of the wiki for more info on playable characters.

## **How do I hit the fuse boxes?**

You need to use the Remote Controlled Batarang and guide it through running electricity to supercharge the item. Then continue to steer the Batarang toward the fuse box to short-circuit it. Remember that the Remote Controlled Batarang must be charged with electricity for this to work, even if that means controlling it for an extended time.

# Collector's Edition

The Batman: Arkham City **Collector's Edition** includes a custom Batman statue produced by Kotobukiya, a leading manufacturer of comic, movie, and video game figures.

It also contains the obligatory collectible art book and exclusive in-game content, including early access to the Iceberg Lounge Challenge Map and a special Batman: The Dark Knight Returns character Skin.

Also bundled into the box will be the game's official album, featuring original songs by hit artists, and the DC animated movie Batman: Gotham Knight.



Source: Batman: Arkham City Collector's Edition

# DLC & Expansions

Outside of Challenge Maps, DLC & Expansions have been announced for Batman: Arkham City.

## The Arkham Bundle

Available for \$14.99 or 1200 MP. The discounted bundle includes Nightwing, Robin, and the Arkham City skins pack (see below). If you don't get the Arkham Bundle you will get the three for \$18.97 or 1520 MP. What do you think is the better deal?

## Nightwing Bundle Pack

Available for \$6.99 or 560 MP. This pack features Nightwing along with an alternative skin, The Animated Series Nightwing. It also features two challenge maps: Wayne Manor and Main Hall. One predator and one fighting map respectively. Nightwing includes his own moves and gadgets.

## Robin Bundle Pack

Available for \$6.99 or 560 MP. This pack features Robin and two alternative skins: The Animated Series Robin and the Red Robin. It also features two challenge maps: Black Mask and Freight Train. Just like Nightwing, Robin also includes his own moves and gadgets.

## Skins Pack

Available for \$4.99 or 400 MP. If you missed any of the pre-order skins for Batman, this DLC bundle is designed to remedy that. As an option, you may purchase individual skins for \$1 (or 80 MSP) each.

Included in the pack are seven skins:

- 1970s Batsuit Skin
- Year One Batman Skin
- The Dark Knight Returns Skin
- Earth One Batman Skin
- Batman Beyond Batman Skin
- Animated Batman Skin
- Sinestro Corps Batman Skin

In addition, you may swap out Batman's default character skin with something else of your choosing. Check out the possibilities in the Skins section. We even have videos of them, so you can check them out!

## Challenge Map Pack

Available for \$2.99 or 240 MP. The PC version gets it for free. This pack features an all new map, **The Batcave**, and pre-order maps the Joker's Carnival Map and the Iceburg Lounge.

## **Batman Inc. Skin**

Available for free! When you download it there is a cheat code for you to activate all the skins on the main menu when you enter in the cheat code below (It even works on easy.)

### **Cheat Code**

**LEFT, LEFT, DOWN, DOWN, LEFT, LEFT, RIGHT, UP, UP, DOWN.**



# GOTY Edition

**Batman: Arkham City Game of the Year Edition** was released 2012 May 29 (US) and 2012 September (EU, AU, Asia) for Xbox 360 and PlayStation 3. The GOTY version adds Harley Quinn's Revenge, adding an estimated two hours of gameplay to the original game. Also included are five previously released downloadable content (DLC) packs, as well as a Batman Year One movie download (restrictions apply).

## DLC included On-Disc for GOTY Edition

- Catwoman Pack
- Nightwing Bundle Pack
- Robin Bundle Pack
- Challenge Map Pack
- Arkham City Skins Pack

All told, Batman: Arkham City Game of the Year Edition packages new gameplay content, seven maps, three playable characters, and 12 skins beyond the original retail release:

- Maps: Wayne Manor, Main Hall, Freight Train, Black Mask, The Joker's Carnival, Iceberg Long, and Batcave
- Playable Characters: Catwoman, Robin and Nightwing
- Skins: 1970s Batsuit, Year One Batman, The Dark Knight Returns, Earth One Batman, Batman Beyond Batman, Animated Batman, Sinestro Corps Batman, Long Halloween Catwoman, Animated Catwoman, Animated Robin, Red Robin and Animated Nightwing

## Gallery







# Robin Walkthrough

The Robin DLC is available through Best Buy at the moment, but will be available for purchase digitally on November 22.

Click this link to see the video

<http://www.ign.com/videos/2011/10/18/batman-arkham-city-robin-dlc-black-mask-map>

# Challenge Maps (DLC)

There are various Challenge Maps available as pre-order bonuses to players that pre-order the game. They are:

- Joker's Carnival
- Black Mask Hideout (Robin)
- Freight Train Escape (Robin)
- Iceberg Lounge

# Skins

There are a lot of alternate costumes in Arkham City, that once downloaded will change the look of Batman.

## How to Unlock Skins and Costumes

Here are some of the ways to acquire different skins in Batman: Arkham City.

### Batman Inc. Skin



As of Dec. 21, 2011, the Batman Inc. skin was made available for download, free of charge. The skin is available from Xbox Live Marketplace, PlayStation Network and Games for Windows Marketplace.

### Skins Pack

Available now for \$4.99 or 400 MP. If you missed any of the pre-order skins for Batman, this DLC bundle is designed to remedy that. As an option, you may purchase individual skins for \$1 (or 80 MSP) each.

### Batman Skin Unlock Code

On Dec. 20, 2011, Rocksteady revealed a code that unlocks all of Batman's skins, that you have already acquired, at the start of the campaign. To use the code, the following button combination must be pressed on the Main Menu screen after a save slot has been selected:

**Left, Left, Down, Down, Left, Left, Right, Up, Up, Down**

If the code is entered correctly, an audio cue will sound, and the option to select a skin will appear upon continuing the game.

## Batman Skins

Various alternate Batman are available as pre-order bonuses.



Skin	How to Get It
<b>1970s Batman</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at EB Games</li> <li>• <b>UK:</b> Pre-order at ShopTo</li> <li>• <b>US:</b> Toys R Us</li> </ul>
<b>Animated Series</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at JB HiFi</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> <li>• <b>US:</b> Pre-order at GameStop</li> </ul>
<b>Batman Beyond</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at Game</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> <li>• <b>UK:</b> Pre-order at GameStop</li> <li>• <b>US:</b> Limited Time Buy a Can of NOS Energy Drink and Redeem point on their website to get him..</li> </ul>
<b>Batman Inc.</b>	<ul style="list-style-type: none"> <li>• <b>US:</b> Free to download as of Dec. 21, 2011.</li> </ul>
<b>The Dark Knight Returns</b>	<ul style="list-style-type: none"> <li>• <b>US:</b> Comes with the Collector's Edition of Arkham City</li> </ul>
<b>Earth One</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at JB HiFi</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> <li>• <b>UK:</b> Pre-order at Amazon.co.uk</li> </ul>

<b>Sinestro Corp Batman Skin</b>	<ul style="list-style-type: none"><li>• <b>US:</b> Comes with the Green Lantern Blu-ray</li></ul>
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## Robin Skins

Various alternate Robin are available.



Skin	How to Get It
Red Robin	<ul style="list-style-type: none"><li>• <b>AU:</b> Pre-order at JBHIFI</li><li>• <b>UK:</b> Pre-order at GAME or at Gamestation</li><li>• <b>US:</b> Pre-order at Best Buy</li></ul>

## Videos / More Information



**Batman: Sinestro Corps Skin** - This piece of DLC comes exclusively with the blu-ray release of Green Lantern.

Click this link to see the video

<http://www.ign.com/videos/2011/10/19/batman-arkham-city-red-robin-costume-dlc>



**Red Robin** - This costume is an alternate costume that can be selected in the Robin DLC.

# Batman Skins

Various alternate Batman Skins are available as pre-order bonuses.



Skin	How to Get It
<b>1970s Batman</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at EB Games</li> <li>• <b>UK:</b> Pre-order at ShopTo</li> <li>• <b>US:</b> Pre-order at Toys 'R' Us</li> </ul>
<b>Animated Series</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at JB HiFi</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> <li>• <b>US:</b> Pre-order at GameStop</li> </ul>
<b>Batman Beyond</b>	<ul style="list-style-type: none"> <li>• <b>AU:</b> Pre-order at Game</li> <li>• <b>UK:</b> Pre-order at GameStop</li> <li>• <b>NZ:</b> Pre-order at MightyApe</li> <li>• <b>US:</b> <b>NOS</b> purchase award</li> </ul>
<b>Batman Inc. Skin</b>	<ul style="list-style-type: none"> <li>• <b>US:</b> Free to download as of Dec. 21, 2011.</li> </ul>
<b>The Dark Knight Returns</b>	<ul style="list-style-type: none"> <li>• Comes with the Collector's Edition of Arkham City</li> </ul>



**Earth One**

- **AU:** Pre-order at JB HiFi
- **NZ:** Pre-order at MightyApe
- **UK:** Preorder at **Amazon.co.uk**

Source: ArkhamCity.co.uk and Source: BatmanArkhamCity.com

## **Batman Skin Videos**

### **Batman: Sinestro Corps Skin**

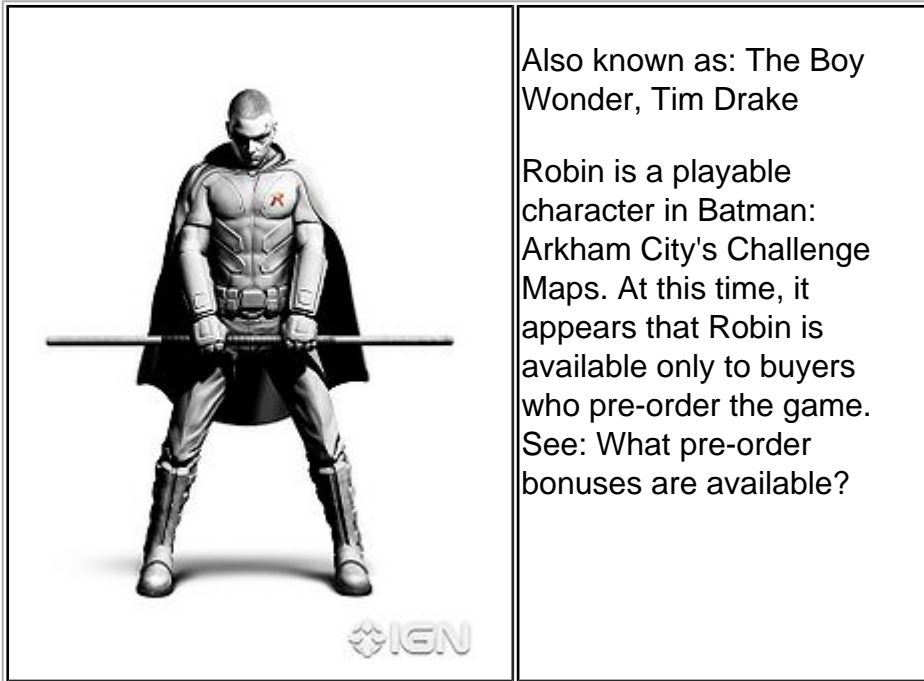


**Batman: Sinestro Corps Skin -**  
This piece of DLC comes exclusively with the blu-ray release of Green Lantern.

Click this link to see the video

<http://www.ign.com/videos/2011/10/20/batman-arkham-city-earth-one-costume>

# Robin Skins



## Robin Skins

Various alternate Robin Skins are available.



Skin	How to Get It
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<b>All Robin Costumes</b>	UK buyers pre-order at GAME OR gamestation, US buyers pre-order at Best Buy
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## Robin Skin Videos

All of the Robin content in Arkham City was made available as DLC if you pre-ordered the game at Best Buy. It will be made available to everyone on November 22, 2011 for \$6.99 or 560 MP.

### Default Robin

Click this link to see the video

<http://www.ign.com/videos/2011/10/19/batman-arkham-city-red-robin-costume-dlc>



**Red Robin** - This costume is an alternate costume that can be selected in the Robin DLC.

# Nightwing Skins

There are two skins available when you download the Nightwing DLC Pack.

## DLC Pricing

- XBOX Live: 560 Microsoft Points
- Playstation Store: £6.99/\$6.99

## Nightwing Arkham City Outfit

This outfit is a high tech uniform that allows Nightwing to flow with the material, his logo covers his arms, chest and back with his escrima sticks being holded at the back by to holes in the logo.

## Nightwing Animated Series Outfit

This outfit is from the Batman Animated Series and is like the Catwoman and Robin animated skins (black outline included still) this one gives the white eyes from the mask, the quiff of the hair and the bird on the chest with the escrima stick holders added at the back.

# Nightwing

Click this link to see the video

<http://www.ign.com/videos/2011/11/01/batman-arkham-city-nightwing-dlc-wayne-manor-armory-combat>

**Nightwing** was announced just before the release of '**Batman Arkham City**' the **1st of November**.

It costs 560 Microsoft Points (XBOX Live) and \$6.99 (Playstation Store USA) or £6.99 (Playstaion Store UK)

## Weaponry

- **Escrima Sticks:**

*These two sticks are seen in the comic books but with another suprise, they are electrical and pulse an electrical charge in a contained area and can shock the enemy (literally). Can be used for stealth takedowns. Also turn into a throwing weapon.*

- **Wrist Darts:**

*This weapon can be used to knock down or knock out enemies. To knock down an enemy just shoot their body, legs, or arms. To knock out an enemy you must hit the enemy in the head.*

- **Advanced Offensive Devices:**

*Offensive means to just attack (Defence is to defend yourself), this means there is more gadgets to enjoy with Nightwing. It shows nightwings type of Batarangs he can throw multipule times at enemies.*

## Info On Character

- **Name:** Richard 'Dick' Grayson
- **Height:** 6ft 0in
- **Weight:** 175lbs

## Abilities

- Peak Strength
- Endurance
- Astounding Agility

## Maps Included In DLC

- Wayne Manor Armoury (Combat)
- Wayne Manor Main Hall (Predator)

## Review On Nightwing DLC

## **8.5 Great**

Want another character and two new challenge maps for you to do then grab the mute nightwing for the prices but if you want more story and things to do in Arkham City then wait a little longer. Nightwings gadgets are limited but they do bring out what you expect of the character (his escrima sticks are brilliant), most of his attacks are based on his sticks and electricity. His detective mode is a bit old fashioned being a radar system but it still shows where the bad guys are and if they have weapons or not. His outfit is a remenace of his comic version and the animated series outfit that come with this DLC gives him the same look as Catwoman and Robin animated skin (black outline included).

# Batman Arkham City Armored Edition

**Batman Arkham City Armored Edition** is exclusively for the Wii U. Developer is WB Games Montreal.

- VAT (or BAT) Mode - Fills up a super meter for special moves.