

BATMAN

ARKHAM KNIGHT



INSTRUCTION MANUAL

MINIMUM SYSTEM REQUIREMENTS

OS: Win 7 SP1, Win 8.1 (64-bit Operating System Required)
Processor: Intel Core i5-750, 2.67 GHz | AMD Phenom II X4 965, 3.4 GHz
Memory: 6 GB RAM
Graphics Card: NVIDIA GeForce GTX 660 | AMD Radeon HD 7950
Graphics Memory: 2 GB (NVIDIA) | 3 GB (AMD)
DirectX®: 11
Network: Broadband Internet Connection Required
Hard Drive Space: 45 GB

RECOMMENDED SYSTEM REQUIREMENTS

OS: Win 7 SP1, Win 8.1 (64-bit Operating System Required)
Processor: Intel Core i7-3770, 3.4 GHz | AMD FX-8350, 4.0 GHz
Memory: 8 GB RAM
Graphics Card: NVIDIA GeForce GTX 760
Graphics Memory: 3 GB
DirectX®: 11
Network: Broadband Internet Connection Required
Hard Drive Space: 55 GB

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STORY SO FAR

BATMAN™: ARKHAM ASYLUM



Having captured the Joker during one of the villain's attempts to attack Gotham City Hall, Batman accompanied his greatest foe into the maximum-security wing of Arkham Asylum. It soon became clear that the Joker's capture was merely part of a grand scheme to trap and ultimately kill Batman within Arkham Asylum. Batman found himself fighting many incarcerated members of his Rogues Gallery, as well as extremely powerful criminals enhanced with the Titan formula, a more potent version of the Venom drug used by Bane. The Joker consumed an overdose of the Titan formula in a last-ditch attempt to stop Batman, but even in his monstrous form the Joker was ultimately defeated on the rooftops of Arkham Asylum.

STORY SO FAR

BATMAN™: ARKHAM CITY

A year after the Joker's attempt to kill Batman in Arkham Asylum, Quincy Sharp used his new powers as Mayor of Gotham to convert the city's most notorious slums into a massive prison: Arkham City. Mayor Sharp placed the prison under the control of psychiatrist Dr. Hugo Strange and the private military corporation, TYGER Security. Bruce Wayne, publicly airing his disapproval of the Arkham City project, was arrested and thrown into the facility.

Retrieving the Batsuit via an airdrop from Alfred, Batman was able to infiltrate the heart of Arkham City and stop Hugo Strange's plot to obliterate Arkham City and kill everyone inside. Batman encountered several of his old foes in Arkham City, including Two-Face, Mr. Freeze, the Penguin, Clayface, and the Joker... who was slowly dying from his exposure to the Titan formula. In their final battle, the Joker accidentally destroyed the cure developed by Batman and Mr. Freeze, and ultimately succumbed to his illness. The Joker was no more.

STORY SO FAR

BATMAN™: ARKHAM KNIGHT



Many months have passed since the Joker fell. Gotham City has been holding its collective breath ever since, fearing a war over the power vacuum left by the Clown Prince of Crime. That battle never came. Crime rates actually dropped for the first time in Gotham's recent memory, and its citizens prepared to breathe a sigh of relief.

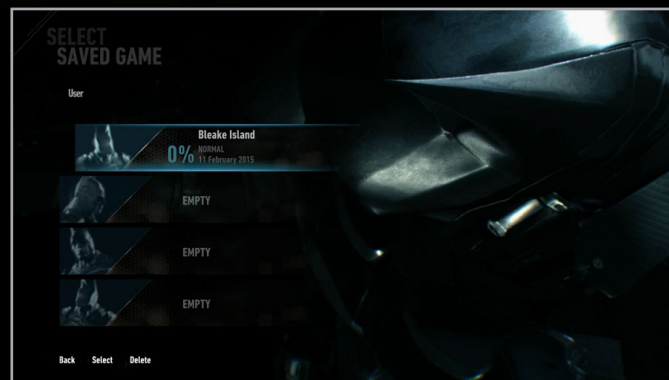
That is, until the Scarecrow's return to Gotham on the eve of Halloween, threatening to inundate all of Gotham with fear gas. A mass evacuation lead by the GCPD has cleared the city of innocent civilians. Only those who enjoy the chaos, the scum of Gotham, remain within the evacuated city.



Tonight, Gotham is relying on one man to save them all.

GETTING STARTED

NEW STORY



To begin a New Story, press **Enter** or click on the title screen, highlight an empty Save File, and press **Enter**. Set the New Story Options and press **Enter** again to begin the game.

GETTING STARTED

NEW STORY OPTIONS

■ 1. DIFFICULTY

Choose between Easy, Normal, Hard, and Knightmare difficulties. Easy difficulty is best suited for novice crime-fighters, as Batman deals more damage to foes and takes less in return. Normal difficulty is recommended for Caped Crusaders who enjoy a challenge, gradually increasing or decreasing the overall difficulty based on player performance. Hard difficulty is recommended for expert players ready to prove themselves as the true Dark Knight. Knightmare difficulty can only be unlocked after completing the game. This option constantly sets the game at the greatest challenging difficulty, and it can be changed at any time during play from the Game Options.

GETTING STARTED

■ 2. SUBTITLES

Turn subtitles ON or OFF.

■ 3. HINTS

Turn hints ON or OFF.

■ 4. BRIGHTNESS

Adjust the overall brightness level of the game.

■ 5. SPEAKERS

Adjust speaker setup.

GETTING STARTED

CONTINUE GAME

To continue a game, select a Save File and press **Enter** to resume gameplay from the last saved checkpoint. Any Save File listed on the Select Save File menu shows the difficulty, location, and percentage completion of the current game.

AUTOSAVE



Batman™: Arkham Knight automatically saves as Batman progresses through the game. Do not exit or close the STEAM® program while the Autosave icon is displayed on screen.

WBPLAY™

WBPlay™ offers bonus game content and instant access to the WB Games community. You can be among the first to know when early access and sales are taking place. To sign into an existing WBPlay™ account or to create a new one, select WBPlay™ in the Main Menu. If you are signed into your WBPlay™ account and you want to sign out of it, select WBPlay™ in the Main Menu and choose the Unlink WBPlay™ Account option.

To learn more about WBPlay™, visit <http://wbplay.wbgames.com/help>

CONTROLS

MENU CONTROLS

Navigate menu items..... **W / S / A / D** or Arrow Keys
Select menu item **Enter**
Previous screen **Esc**

GAME CONTROLS – ON FOOT

Move **W / S / A / D** or Arrow Keys
Look Mouse
Aim Gadget Right Mouse Button (Hold)
Use Gadget Left Mouse Button
Zoom **Z**
Run / Glide Space Bar (Hold)
Evade Space Bar (Tap) (Tap)
Strike Left Mouse Button
Cape Stun Middle Mouse Button or Q
Climb down Left Control + Middle Mouse Button
Counter Right Mouse Button (Tap)
Enter / Call Batmobile **E**
Grapple **F**

CONTROLS

Crouch	Left Control (Hold)
Toggle Crouch	Caps Lock
Special Combo Takedown 1	Alt + 1
Special Combo Takedown 2	Alt + 2
Special Combo Takedown 3	Alt + 3
Special Combo Takedown 4	Alt + 4
Quickfire Batarang	Unassigned (Tap)
Quickfire Explosive Gel	Unassigned
Quickfire Batclaw	Unassigned
Quickfire Remote Electric Charge	Unassigned
Detective Mode / Scan	X (Tap)
Environmental Analysis	X (Hold)
Gadget Select	G
Select Gadget	Mouse / Left Mouse Button (Tap)
Select Gadget 1	1
Select Gadget 2	2

CONTROLS

Select Gadget 3	3
Select Gadget 4	4
Select Gadget 5	5
Select Gadget 6	6
Select Gadget 7	7
Select Gadget 8	8
Select Gadget 9	9
Select Gadget 10	0
Select Gadget 11	Minus (-)
Select Gadget 12	Equals (=)
Mission Select menu	V
AR Challenges	C
Pause menu	Esc
WayneTech	Tab

NOTE: Please see the Batmobile section of this manual for details on Pursuit Mode and Battle Mode controls.

NAVIGATION

MOVEMENT



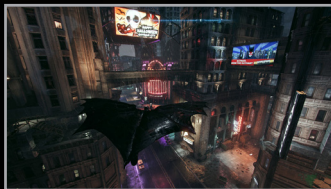
Use **W / A / S / D** or **Arrow Keys** to move Batman. Holding the **Space Bar** while moving allows Batman to run. Batman automatically climbs up small ledges while moving or running.

CROUCH

Hold the **Left Control** key to Crouch. Batman moves silently while crouched, making this the perfect method for sneaking up on enemies without being noticed.



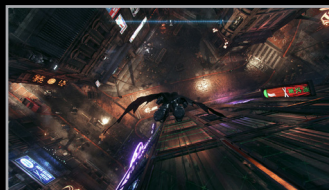
GLIDE



Hold the **Space Bar** while in the air to Glide using the Batsuit's cape. Direct Batman's descent by moving the mouse.

NAVIGATION

DIVE BOMB



Batman needs to build up speed to Glide over long distances. Hold the **Left Control** key while gliding to perform a Dive Bomb by quickly plummeting toward the ground. Release the **Left Control** key and move the mouse to pull up and continue Gliding.

NOTE: Batman can safely land from any height, even during a Dive Bomb.

GLIDE KICK

Press the **Left Mouse Button** when gliding or perched while targeting an enemy to initiate a Glide Kick. Once initiated, Batman will automatically Glide toward the enemy, knocking them to the ground when the attack connects.



NOTE: A Glide Kick does not instantly knockout an opponent; Batman will need to perform a Ground Takedown to fully incapacitate the downed enemy.

GRAPNEL

The Grapnel allows Batman to rapidly ascend to nearly any point in Gotham City. Press **F** to fire the Grapnel when a valid targeting point appears on the screen.

NAVIGATION

FLOOR SLIDE



Batman can slide through narrow openings or trip up enemies with a Floor Slide. To perform a Floor Slide, press the **Left Control** key while running.

DROP ATTACKS

When Batman is above an enemy, he can perform a Drop Attack to knock them to the ground. Position the camera toward an enemy below Batman and press the **Left Mouse Button** to perform a Drop Attack.

NOTE: Drop Attacks do not instantly knockout an opponent; Batman will need to perform a Ground Takedown to fully incapacitate the downed enemy.



COMBAT

STRIKE



Tap the **Left Mouse Button** to perform a basic Strike against an enemy. Control the direction of a Strike by pressing **W / A / S / D** or **Arrow Keys** in the direction of an enemy and tapping the **Left Mouse Button**.

COMBAT

COUNTER



Press the **Right Mouse Button** when a light blue icon appears above an enemy's head to Counter their attack. If two enemies attack Batman at once, press the **Right Mouse Button** twice in rapid succession to Counter both of their attacks.

Batman can also Throw Counter an enemy during a Counter by holding **W / A / S / D** or **Arrow Keys** towards the attacking enemy while pressing the **Right Mouse Button** at the last possible moment. The enemy will be thrown in the direction of **W / A / S / D** or **Arrow Keys**.

Some enemies, such as charging foes, appear with a red icon above their head before attacking. These charging attacks can only be avoided by tapping the **1** twice to fire a Batarang, or by evading their attack (tap the **Space Bar** twice).

EVADE

Tap the **Space Bar** twice while moving any direction with **W / A / S / D** or **Arrow Keys** to Evade. Evading is vital for avoiding certain enemy attacks or creating some breathing room when surrounded by opponents.



COMBAT

CAPE STUN

Press the **Middle Mouse Button** or **Q** to perform a Cape Stun, temporarily incapacitating the enemy. Batman can perform a Beat Down attack on a stunned enemy by rapidly pressing the **Left Mouse Button**. Certain enemies must be hit with a Cape Stun before they can be attacked directly.

GRAB AND USE WEAPON

Batman can now grab a melee weapon from an enemy and use it against them. Press the **Space Bar** + **Left Mouse Button** when the prompt appears to take the weapon, and then press the **Left Mouse Button** to attack. Batman will continue to use the weapon until it breaks or until he performs a different type of move or attack.

QUICKFIRE GADGETS

A few of Batman's Gadgets are extremely useful during combat, providing ways to repel enemies from a distance or take out multiple enemies at once.



COMBAT

Assign a key to Quickfire a Batarang and tap it at anytime to perform this action. Doing so automatically targets the nearest enemy. Batarangs can temporarily stun enemies.

Assign a key to Quickfire an Explosive Gel charge at the direction Batman is facing which will detonate shortly after. Only one Quickfire Explosive Gel charge can be active at a time.

Assign a key to Quickfire the Batclaw and pull an enemy into close range.



TAKEDOWNS

Takedowns knock out an enemy instantly. They are essential maneuvers to utilize when Batman needs to swiftly incapacitate large groups of enemies.

GROUND TAKEDOWN

Press the **Left Control** key + the **Right Mouse Button** near a fallen enemy to perform a Ground Takedown, knocking them out. Enemies can still attack Batman while he's performing a Ground Takedown, so be ready to counter any incoming attacks.



COMBAT

Hold the **Left Control** key + the **Middle Mouse Button** to pick up a fallen enemy instead, allowing Batman to continue a frontal assault by tapping the **Left Mouse Button**.

SPECIAL COMBO TAKEDOWN



After landing 8 successive strikes to fill the Combo meter, press **Alt + 1** to perform a Special Combo Takedown. Special Combo Takedowns instantly knock out an enemy, regardless of whether or not they have taken damage yet.

NOTE: Once used, Batman can perform another Combat Takedown after every five successive strikes as long as the Combo remains unbroken.

ENVIRONMENT TAKEDOWNS

Batman can use certain objects in the environment, such as electrical boxes or overhead lamps, to instantly knock out an opponent. Position Batman near one of these objects and press **Alt + 2** near a highlighted enemy to perform the Environment Takedown.



NOTE: Environment Takedown objects can be identified by a distinct blue outline.

COMBAT



BATMOBILE ASSISTED TAKEDOWNS

Batman can utilize Batmobile weapons to assist in fighting enemies on the streets of Gotham. While engaged in melee combat with the Batmobile nearby, a special meter will appear to right of the Combo gauge that fills each time Batman strikes an enemy. Once the meter is filled, press **Alt + 2** to initiate a Batmobile Assisted Takedown.

DETECTIVE MODE



Tap **X** to enter Detective Mode at any time. Detective Mode gives Batman an alternate view of his surroundings, enabling him to spot enemies, hiding spots, and structural weaknesses in his surrounding environments.

Detective Mode also provides tactical information on enemies or objects, such as what weapons or equipment an enemy has, or what the specific function of a control panel is.

ENVIRONMENT ANALYSIS

Hold **X** to perform a quick scan of the surrounding area. This allows Batman to analyze evidence or mark out-of-reach Riddler trophy locations to return to later on.

PREDATOR



Batman has trained for years to become an expert at hunting from the shadows and striking fear into the criminals of Gotham City. He will need to utilize every technique and tool that he's developed over the years in order to survive Halloween in Gotham City.

VANTAGE POINTS

Vantage Points, such as Gargoyles and steel beams, allow Batman to stalk his enemies unnoticed from above. Tap **F** to quickly Grapple between Vantage Points.



INVERTED TAKEDOWNS

If an enemy passes below Batman while sitting or hanging on a Vantage Point, press the **Right Mouse Button** to perform an Inverted Takedown. Enemies are sure to notice one of their comrades hanging by their feet, so Batman will need to quickly move to another area before he is discovered.

PREDATOR

FLOOR GRATES AND VENTS

FLOOR GRATES



Networks of Floor Grates exist all over Gotham City, allowing Batman to sneak through an area. To enter a Floor Grate, press the **Left Control** key + the **Middle Mouse Button** or the **Left Control** key + **Q**. Batman will enter the nearest Floor Grate automatically, even if he's a few feet away from the entrance.

NOTE: Enemies can spot Batman in a Floor Grate if they are aware he is in the area.

CHUTES AND VENTS

Chutes can be found on various walls in exterior and interior locations, usually connecting two networks of Floor Grates. Batman can safely travel between upper and lower levels without being heard by his opponents. He can also enter Chutes by using the Grapnel to travel directly to an entrance.



Batman can perform a Vent Takedown by staying near a covered entrance and pressing the **Right Mouse Button** when an enemy comes near.

PREDATOR

CORNER COVER

In Predator areas, Batman can hide behind corners by pressing the **Left Control** key + the **Space Bar**.

CORNER COVER TAKEDOWN

If an enemy comes near a corner where Batman is hiding, he can perform a Corner Cover Takedown by pressing the **Right Mouse Button** when the prompt appears. This counts as a Silent Takedown.

TAKEDOWNS

SILENT TAKEDOWN

Holding the **Left Control** key drops Batman into a crouch, allowing him to move silently. While crouched, position Batman behind an enemy and press the **Right Mouse Button** to perform a Silent Takedown.



PREDATOR

FEAR MULTI-TAKEDOWNS



The Fear Multi-Takedown allows Batman to defeat up to three enemies at once. Press the **Left Mouse Button** when near an unaware enemy to initiate a Fear Multi-Takedown, then move the camera to view the next enemy and press the **Left Mouse Button** again to continue the Takedown.

Batman must perform a Silent Takedown before he can initiate another Fear Multi-Takedown.

LEDGE TAKEDOWN

Batman can quietly incapacitate an enemy while hanging from a ledge by moving near the opponent and pressing the **Right Mouse Button**. If the opponent is too far away for a Ledge Takedown, Batman will use the Batclaw to pull the enemy closer before performing a Silent Takedown.

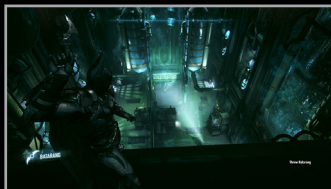
GADGETS

Fighting crime in Gotham is no easy feat, and the World's Greatest Detective has a number of Gadgets at his disposal to aid him in his duties. Press **G** to open the Gadget menu, move the mouse to highlight a Gadget, and then press the **Left Control** key to equip it.



Batman has access to several Gadgets at the start of his adventure, but additional Gadgets can be unlocked or improved by completing missions or AR Challenges, or by purchasing WayneTech Upgrades.

BATARANG



The Batarang is a versatile tool and acts as Batman's primary ranged attack. To manually aim a Batarang, equip it from the Gadget menu, hold the **Right Mouse Button** to aim, and then press the **Left Mouse Button** to throw. Tap your assigned key to Quickfire a Batarang, regardless of which Gadget Batman currently has equipped.

GADGETS

REMOTE BATARANG



Remote Batarangs can be guided to strike hard-to-reach targets. Hold the **Right Mouse Button** to ready the Remote Batarang, and then press the **Left Mouse Button** to throw. Batman retains control of the Remote Batarang until it strikes a surface/ target, or until Batman is struck by an attack. Batman will not retain control if the gadget is flown out of range.

REMOTE BATARANG CONTROLS

Steer	Mouse
Brake	Right Mouse Button
Accelerate	Left Mouse Button
U-Turn	Left + Right Mouse Buttons
Auto Level	Middle Mouse Button
Exit	Space Bar

GADGETS

BATCLAW



The Batclaw is used to pull objects or enemies closer to Batman. Hold the **Right Mouse Button** to ready the Batclaw, and press the **Left Mouse Button** to fire. The targeting reticle will automatically snap to a valid target in the environment.

EXPLOSIVE GEL



Explosive Gel can destroy weak walls or add explosive surprises during combat. Hold the **Right Mouse Button** and press the **Left Mouse Button** to apply a charge, and then press the **Middle Mouse Button** to detonate the highlighted Explosive Gel.

Batman can have up to three charges of Explosive Gel active at one time. Charges return instantly after detonation.

GADGETS

LINE LAUNCHER



The Line Launcher enables Batman to fire a taut wire between two points, allowing him to cover horizontal distances very quickly.

To fire the Line Launcher, hold the **Right Mouse Button** to bring up the targeting reticle and move the mouse to find a valid attachment point. The arrows

above and below the targeting reticle flash green to indicate if the surface is valid.

Once in place, Batman automatically begins to zip down the line. Press the **Left Control** key to drop down from the line, or press the **Middle Mouse Button** or **Q** to walk on the wire. While walking on the wire, press the **Left Control** key to resume zipping down the line.

Batman can also fire an additional line while riding a wire by holding the **Right Mouse Button**. Time slows down while Batman aims, giving him ample time to line up the shot.

GADGETS

SMOKE PELLET



With the Smoke Pellet equipped, Batman can throw it by holding the **Right Mouse Button** to aim, and then pressing the **Left Mouse Button** to throw, or he can drop it at his feet by pressing the **Right Mouse Button + Middle Mouse Button** or **F**. A targeting arc appears when manually aiming a Smoke Pellet throw.

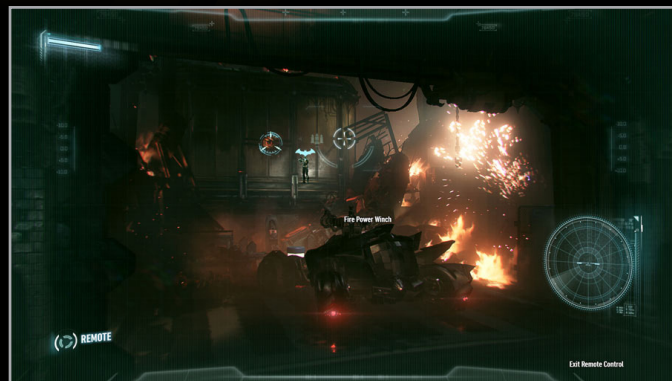
NOTE: Detective Mode automatically activates when Batman enters smoke.

ESCAPE

The Smoke Pellet allows Batman to escape from pursuing enemies, giving him time to reassess the situation. When spotted by armed criminals, tap the **Right Mouse Button** to drop a Smoke Pellet. Pursuing enemies will run into the smoke, so be sure to leave the immediate area before they arrive.

GADGETS

BATMOBILE REMOTE



Batman can take control of the Batmobile at any time by equipping the Batmobile Remote. The Batmobile has a limited range while being controlled remotely, with Batman's current location called out by a Bat symbol. Press **E** at any time to exit remote control of the Batmobile.

NOTE: Batman will automatically enter the Batmobile if it is driven close enough to his current position.

GAME SCREENS

ON FOOT



1. COMPASS

The Compass indicates the direction in which the Camera is currently facing. Any active waypoints appear on the Compass as bright colored markers.

2. XP

The green bar in the upper-left corner shows Batman's current experience (XP) level. Batman can earn XP by defeating criminals. When the green bar is filled, he may purchase an Upgrade from WayneTech.

GAME SCREENS

3. HEALTH / ARMOR

This shows Batman's current levels of Health and Armor. Batman loses Armor (if any) or Health when struck by melee attacks or hit with firearms. Batman must restart from the last saved checkpoint if he loses all of his Health.

4. COMBO COUNTER / METER

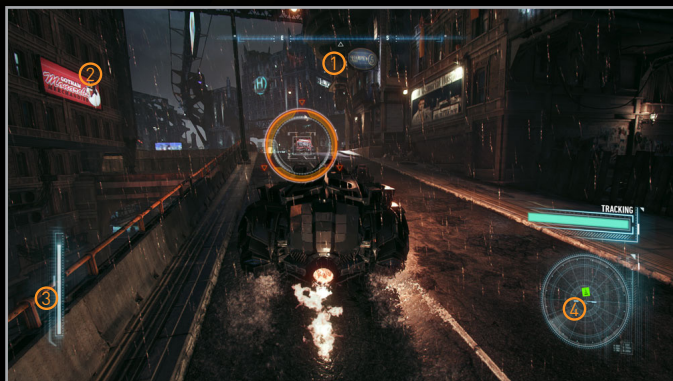
The Combo counter increases as Batman lands successive Strikes and Counters against his foes. When the meter is filled, Batman can perform a single Takedown and instantly knock out an opponent. Larger combos reward additional XP, but the counter resets to zero whenever Batman is hit by an enemy.

5. EQUIPPED GADGET

Shows Batman's currently equipped Gadget.

GAME SCREENS

BATMOBILE – PURSUIT MODE



1. COMPASS

Indicates the direction in which the Camera is currently facing. Any active waypoints appear on the Compass as bright colored markers. Directional arrows also appear on the road, leading Batman toward the current active waypoint.

GAME SCREENS

2. ARMOR

Shows the current Armor level of the Batmobile. The Batmobile will be destroyed if the Batmobile's health is depleted, forcing Batman to restart from the last saved checkpoint.

3. AFTERBURNER

Shows the current amount of Afterburner available. Afterburner can provide a significant speed boost for a short period of time, and recharges automatically when not in use.

4. RADAR

The Batmobile's radar shows nearby enemy vehicles and drones.

GAME SCREENS

BATMOBILE – BATTLE MODE



1. RETICLE

Indicates where the Batmobile's weapon systems are currently aimed. Move the targeting reticle with the mouse.

2. BATMOBILE WEAPON GENERATOR

Indicates the readiness of the Batmobile's weapon systems. The meter fills as Batman successfully hits enemy vehicles and depletes when the Batmobile is hit.

BATMOBILE

Developed by Lucius Fox, the Batmobile serves as Batman's primary mode of transportation around the streets of Gotham. Whether on or off street level, Batman can call the Batmobile at anytime where there's road accessibility by pressing **E**. The Batmobile's tracking computer can find Batman anywhere in Gotham, so don't hesitate to use it.

Batman must start over from the last saved checkpoint if the Batmobile is destroyed, even if he isn't in it at the time. Be careful with her; she's one of a kind.

ELECTROSHOCK DEFENSE

The Batmobile is equipped with an Electroshock Defense system that repels enemy attackers who are on foot. Its front and rear conductor rods automatically shock any criminal that comes close to the Batmobile, pushing them away from the vehicle.

FORENSICS AND CONTAINMENT UNIT

The Batmobile also serves as a mobile forensics lab, equipped with several specialized tools that are sure to help Batman as he attempts to stop the criminals of Gotham City. Follow the on-screen instructions when Batman needs to use these tools.

Located at the rear of the vehicle, the Containment Unit is used for transporting dangerous criminals to GCPD, and also for transporting civilians to safety.

PURSUIT MODE

Powered by a WayneTech hybrid power cell and jet turbine engine, the Batmobile can chase down any criminal vehicle in Pursuit Mode.

Hold **W** to accelerate and steer using **A / D** or **Left / Right Arrow Keys**.

BATMOBILE

PURSUIT MODE CONTROLS

Steer	A / D or Left / Right
Look	Mouse
Look behind	R
Cycle camera	F
Accelerate	W or Up
Exit Batmobile	E
Battle Mode	Right Mouse Button (Hold)
Brake / Reverse	S or Down
Power slide	Left Shift
Afterburner	Left Mouse Button (Hold)
Immobilizer Missiles	Middle Mouse Button or Q
Eject to Glide	Space Bar (Tap) (Tap)
Wheel Spin	Left Shift + W
Donut	Left Shift + W + A or D
Afterburner Donut	Left Shift + W + A or D + Left Mouse Button

AFTERBURNER

Hold the **Left Mouse Button** to activate the Batmobile's Afterburner, providing a significant speed boost for a short period of time. The Afterburner meter on the left side of the screen depletes while the **Left Mouse Button** is held down. Afterburner recovers automatically over time when not in use.

BATMOBILE

POWER SLIDE



Press **Left Shift** while accelerating to power slide around corners. This allows the Batmobile to navigate tight corners with minimal loss of momentum.

EJECT

Tap the **Space Bar** twice to activate the electromagnetic ejection system of the Batmobile, launching Batman high into the air and initiating a Glide.

IMMOBILIZER MISSILES

The Batmobile is equipped with non-lethal Immobilizer Missiles that can stop any moving vehicle in its tracks. Once the Batmobile has locked-on to an enemy vehicle, press the **Middle Mouse Button** or **Q** to fire the Immobilizer Missile.

NOTE: Stopping an armored vehicle may require several successful Immobilizer Missile strikes.



BATMOBILE

BATTLE MODE

When a situation calls for some serious firepower, the Batmobile can switch to Battle Mode nearly instantaneously. Its 60mm Cannon is loaded with highly explosive penetrator shells that can take down heavily-armored drones, and its Vulcan Cannon is equipped with non-lethal riot control rounds that can stop large groups of criminals in their tracks.

Hold the **Right Mouse Button** to switch the Batmobile into Battle Mode.

BATTLE MODE CONTROLS

Battle Mode	Right Mouse Button (Hold)
Move / Strafe	W / S / A / D or Arrow Keys
Aim	Mouse
Zoom	Z
Vulcan Cannon / Fire Power Winch	Left Mouse Button
60mm Cannon	Middle Mouse Button or Q
Exit Batmobile	E
Missile Barrage	1
Drone Hacker	2
EMP Blast	3
Dodge Thrusters	Space Bar (Tap)

BATMOBILE

60MM CANNON



The Batmobile's 60mm Cannon is the ideal tool for taking down armored drone vehicles. Aim the reticle at the intended target and press the **Middle Mouse Button** or **Q** to fire.

NOTE: Batman will not fire the 60mm Cannon directly at criminals. If Batman attempts to fire the 60mm Cannon at an enemy on foot, the Riot Suppressor will fire a non-lethal round instead.

VULCAN CANNON AND RIOT SUPPRESSOR

The Vulcan Cannon is ideally suited for taking down lightly armored drone vehicles. Press the **Left Mouse Button** to fire the Vulcan Cannon, or hold the **Left Mouse Button** for sustained fire. Note that the Vulcan Cannon is best used in controlled bursts, as its sustained fire decreases accuracy over time.



The Batmobile is also equipped with the latest in riot suppressing technology, including a specialized cannon loaded with non-lethal rounds. Press the **Left Mouse Button** to fire the Riot Suppressor at criminals, knocking them out instantly.

NOTE: Batman does not earn XP for taking down criminals with the Riot Suppressor.

BATMOBILE

MISSILE BARRAGE



A Missile Barrage system is also built into the Batmobile, which can be used to take down heavily armored drone vehicles. The system must be charged first, requiring Batman to land several hits with the 60mm Cannon before the Missile Barrage can be fired. The meter will decrease if the Batmobile is hit by enemy fire. Attack enemy drones until the curved

meter under the reticle is filled, tap **1** multiple times to lock onto multiple targets.

DODGE THRUSTERS

The Batmobile combat computer can predict enemy actions and project them on-screen, enabling Batman to easily evade enemy attacks. Press the **Space Bar** while moving with **W/S/A/D** or **Arrow Keys** to dodge in any direction.



POWER WINCH



The final tool in the Batmobile's arsenal is its heavy duty Power Winch, which serves a variety of uses. A targeting reticle appears over any valid Power Winch target. Press the **Left Mouse Button** to attach the Power Winch to the object. It can be used to create makeshift ramps, open doors, or even pull the Batmobile up vertical walls.

CHALLENGES / MOST WANTED



CHALLENGES

Press **C** to open the AR Challenges. Use the mouse to select an item and press the **Left Control** key to confirm the selection. Challenges are divided into several different categories, each designed to test the limits of Batman's abilities.

CHARACTER CATEGORIES

Additional challenges featuring other characters from the Batman universe are available as Downloadable Content. Check the Downloadable Content menu on the Main Menu to see which are available.

CHALLENGES / MOST WANTED

MOST WANTED

Press **V** to open the Most Wanted Menu. The Most Wanted Menu allows Batman to easily keep track of the various missions and side-missions he encounters in Gotham City. Use the mouse to select a mission category and press the **Left Control** key to instantly set a Waypoint for the next objective or starting point in that category.



Select the bottom entry on the radial menu to see Batman's overall progress toward completing each Most Wanted category.

GAME MENUS

MAIN MENU



NEW STORY / CONTINUE STORY

Start the story from the beginning or continue from the last saved checkpoint.

ARKHAM EPISODES

Experience the stories of other characters from the *Batman™: Arkham Knight* universe.

DOWNLOADABLE CONTENT

View any Downloadable Content available for *Batman™: Arkham Knight*.

GAME MENUS

■ AR CHALLENGES

Take on several unique AR Challenges designed to test the limits of every skill at Batman's disposal.

■ SHOWCASE

View any purchased or unlocked skins for the Batmobile and various characters.

■ EXTRAS

View the Story Synopsis, unlocked Concept Art, and Credits.

■ WBPlay™

Sign into your WBPlay™ account using your WBID credentials, or sign up for a new WBPlay™ account.

■ OPTIONS

Adjust Game Options, Audio Options, and View Controls.

GAME MENUS

PAUSE MENU



Press **Esc** at any time to access the Pause Menu.

■ RESUME

Return to gameplay.

■ GAME OPTIONS

Change several game options including control inversion, Hints, and Camera Assist. See the Options section of this manual for more details.

GAME MENUS

AUDIO OPTIONS

Adjust the volume levels for sound effects, music, and dialogue. Subtitles can also be turned on or off.

GRAPHICS OPTIONS

View and customize PC graphics options.

GAMEPAD CONTROLS

View the gamepad control layout.

KEYBOARD CONTROLS

View and customize keyboard and mouse controls.

RESTART

Restart gameplay from the last saved checkpoint. A notification will appear detailing how long it has been since the last save.

EXIT

Exit the game and return to the Main Menu. Any unsaved progress will be lost.

GAME MENUS

MAP



Press **Tab** during gameplay to open the Map menu. Several markers indicate starting points for missions and AR Challenges. If Batman is currently on a mission, his Main Objective is displayed in the upper-left corner. The current Gotham City district is identified in the upper-right corner, along with the overall Threat Level of that district.

GAME MENUS

CUSTOM WAYPOINTS

To set a Custom Waypoint, use **W / S / A / D** or **Arrow Keys** to move the reticle to the desired location and tap the **Left Mouse Button**. Tap the **Left Mouse Button** again to remove the Custom Waypoint. An active Waypoint displays an indicator on the Compass for Batman to follow. Directional arrows also appear on roadways when a Waypoint is active and Batman is in the Batmobile.

MAP CONTROLS

Move Map.....**W / S / A / D** or **Arrow Keys**
Rotate Map.....**Right Mouse Button**
Zoom in.....**]** or **Mouse Wheel Up**
Zoom out.....**[** or **Mouse Wheel Down**
Set / Remove Waypoint**Left Mouse Button (Tap)**

CHARACTER BIOS

Press **Tab** to enter the Map screen, and then press **Minus (-)** or **Equals (=)** to navigate to the Character Bios Screen. Additional information is unlocked as Batman encounters notable characters during his adventure.

GAME MENUS

WAYNETECH



Press **Tab** to open the Map menu, and then press **Minus (-)** or **Equals (=)** to navigate to the WayneTech menu. Batman can spend Upgrade points to unlock additional combat abilities and Gadgets, or to improve the Batsuit V8.03 or the Batmobile. A brief description is available for each Upgrade when it is highlighted.

GAME MENUS

EARNING UPGRADES

Upgrade points are acquired by earning experience points. The meter on the right side of the screen indicates how many more experience points need to be earned before the next Upgrade point is awarded. Experience points are earned through several in-game actions including: completing missions and AR Challenges, finding Riddler Trophies, and building up large combos during combat.

WAYNETECH UPGRADE CATEGORIES

COMBAT

Combat Upgrades provide Batman with additional abilities during melee combat.

SKILL GADGETS

Gadget Upgrades increase the capabilities of Batman's various gadgets or provide additional uses in different scenarios, such as while Gliding.

TECH GADGETS

Upgrades additional Gadgets such as the Disruptor, Smoke Pellet, and several others.

GAME MENUS

BATSUIT

Increases the abilities of the Batsuit itself, including additional armor against melee and ranged attacks, as well as additional Glide capabilities.

BATMOBILE WEAPONS

Increases the effectiveness of Batmobile weapons.

BATMOBILE

Improves the armor, Afterburner, and Eject to Glide capabilities of the Batmobile.

RIDDLER

Press Tab to open the Map menu, and then press **Minus (-)** or **Equals (=)** to navigate to the Riddler Grid.

Every city has its secrets, but Gotham City has a lot more than most. The Riddler has hidden a number of various challenges across the city, each designed to test the limits of Batman's detective skills.

Riddles: Straightforward riddles that are solved by scanning the correct object in the environment.

Puzzles: More complicated conundrums that reward a Riddler Trophy once solved.

Secrets: Special destructible items and objects hidden amongst the skyscrapers and alleyways of Gotham City.

GAME OPTIONS

Game Options can be accessed via the Main Menu or the Pause Menu.

■ INVERT LOOK

Switches the up/down controls for the camera. Default setting is OFF.

■ INVERT ROTATION

Switches the left/right controls for the camera. Default setting is OFF.

■ INVERT FLIGHT CONTROLS

Switches the up/down controls of Batman while Gliding. Default setting is ON.

■ INVERT BATARANG FLIGHT CONTROLS

Switches the up/down controls while operating a Remote Batarang. Default setting is ON.

■ CAMERA ASSIST

Toggle Camera Assist features during combat. Default setting is ON.

■ HINTS

Toggle in-game Hints on or off. Default setting is ON.

■ BRIGHTNESS

Adjust the overall brightness of the game.

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