



ARKHAM ORIGINS



INSTRUCTION MANUAL

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing. IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

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

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BLACK CHRISTMAS

It has been almost two years since Bruce Wayne returned to Gotham. Crime rates have skyrocketed, and a corrupt police force does little to stem the violent tide. Our hero fights to maintain order and deliver justice when others will not. But he still has much to learn. Not yet the refined and focused Dark Knight, he has trouble controlling his temper and insists on doing everything himself...

Batman's current target is a man named Roman Sionis (AKA Black Mask), a criminal mastermind who has taken control of much of the city's underworld. After a long day of following leads, our hero has returned to Wayne Manor. It's Christmas Eve, you see – and he intends to spend a nice quiet evening with Alfred. But all that is about to change. A massive storm front has moved in over Gotham, bringing with it more than just nasty weather...

GETTING STARTED

NOTICES:

Video output in HD requires cables and an HD- compatible display, both sold separately.

Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

PLAYSTATION®3 SYSTEM

STARTING A GAME: Before use, carefully read the instructions supplied with the PlayStation®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Batman™: Arkham Origins disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press **X**. Refer to this manual for information on using the software.

QUITTING A GAME: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

To remove a disc, touch the eject button after quitting the game.

Hint

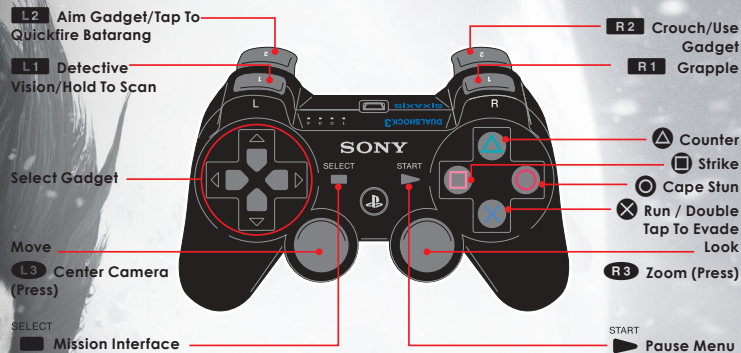


TROPHIES: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

SAVED DATA FOR PS3™ SYSTEM FORMAT SOFTWARE

Saved Data for PS3™ system format software is saved on the system's hard disk. The data is displayed under "Saved Data Utility" (PS3™) under [Game].

CONTROLS

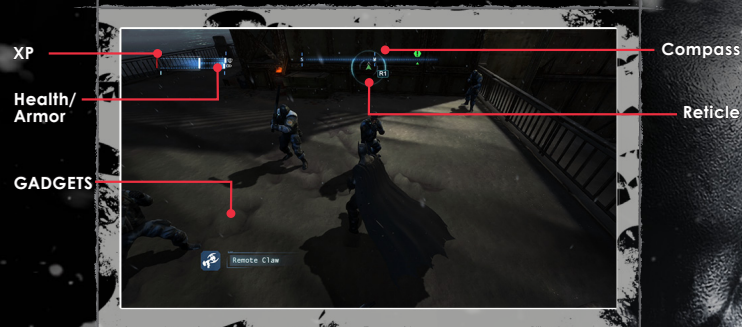


Move	left stick
Look	right stick
Run/Evade	X (hold)/ X , X
Strike	□
Cape Stun	○
Counter	△
Defective Vision	L1
Grapnel Gun	R1
Aim Gadget (hold)/Quickfire Batarang (tap)	L2
Crouch/Use Gadget	R2
Select Gadget	◀ / ▶ / ▲ / ▼
Mission Interface	SELECT
Pause	START
Center Camera	L3
Zoom	R3

PLAYING THE GAME

NOTE: You need to set the wireless controller to Port 1 in order to play Batman: Arkham Origins.

GAME SCREEN



1. XP: The green bar in the upper left corner shows Batman's current XP level. Batman can earn XP by defeating criminals. When the green bar is filled he may purchase an upgrade from WayneTech.

2. Health/Armor: The blue bar underneath the XP gauge displays Batman's health. Purchase upgrades from the WayneTech menu to add additional armor to the Batsuit, making it more resilient to gunfire or melee attacks.

3. Compass: The compass can be found at the top of the screen. Waypoints appear on here, indicating the direction Batman should travel in to reach his objective.

4. GADGETS: Batman's arsenal is displayed in the lower left corner of the screen. Progress through the story to unlock additional gadgets.

5. Reticle: The targeting reticle appears whenever there is a nearby ledge for Batman to grapple to, or when manually aiming a Gadget.

COMBAT



To survive the night, Batman must utilize all of his training and keen instincts to disable his foes. Press **□** to strike.

COUNTERING ATTACKS

When an enemy is about to attack Batman, a lightning bolt icon appears above their head. Before the icon disappears, press **△** to counter the attack.

STUN

Press **○** to cape stun an enemy. In their confusion, Batman can land a beatdown attack, aerial attack, or make a quick getaway using the grapple gun. Some enemies must be stunned before they can be attacked.

EVADE

Batman can leap over enemies or dive away from attacks by moving the left stick and quickly pressing **× ×**.

QUICKFIRE GADGETS

Quickfire Batarang	Tap L2
Quickfire Batclaw	L2 + △
Quickfire Explosive Gel	L2 + □
Quickfire Concussion Defonator	L2 + ○
Quickfire Glue Grenade	R2 R2

COMBOS

String together strikes, counters, gadgets, stuns, and evasive moves without taking or missing a hit to create a combo. Combos multiply the amount of XP Batman receives from a fight. The current multiplier is displayed under Batman's health bar. If Batman is attacked or takes too long to land the next hit, then the multiplier ends.

DETECTIVE VISION



Tap **L1** to activate Detective Vision at any time. Detective Vision gives Batman an alternate view of his surroundings, enabling him to spot enemies, hiding spots, and structural weaknesses in the environment.

Hiding spots, such as gargoyles and grates, and other objects of interest, like security cameras and doors, appear orange in color. Enemies with weapons also appear orange, while unarmed enemies are blue. Structurally unsound walls that Batman can break through or destroy appear translucent, with an "explosion" icon superimposed over them.

While using Detective Vision, Batman also receives tactical information on enemies and objects, such as what weapons or equipment an enemy has or the specific function of a control panel, such as security systems or door locks.

SCANNING

By holding **L1** in certain situations, Batman can scan the area for clues. Use this tool to analyze evidence, or mark out-of-reach Enigma Datapack locations for future retrieval.

CRIME SCENES

The GCPD have set up Crime Scenes to investigate suspicious deaths throughout the streets of Gotham City. Batman can solve these crimes by searching the area for clues and holding **X** down to recreate the sequence of events. Press and hold **L2** to scrub back, and **R2** to scrub forward through these reconstructions to review the Crime Scenes for any vital clues to the investigation.



INVISIBLE PREDATOR

During his time away from Gotham, Batman trained to become an expert at hunting from the shadows and striking fear into the minds of his enemies. Tonight, those techniques and tools will be put to the test.

VANTAGE POINTS

The gargoyles keeping watch over Gotham make the perfect spot for Batman to avoid detection and survey his enemies. Combined with Detective Vision, crouching on a vantage point provides an excellent opportunity to plan the best way to take out foes.



WARNING: Some enemies are equipped with thermal scanners that can detect Batman's presence on a vantage point.

CORNER COVER/CORNER COVER TAKEDOWN

While hidden in Corner Cover, Batman can take out any approaching, unaware enemy when they move into close proximity. While crouching, press **X** to take cover and press **A** to initiate the takedown with the target in range.



SILENT TAKEDOWN

To knock out an enemy without alerting nearby foes, hold **R2** to crouch and sneak up behind the target. Once in position, press **△** to initiate a takedown.



KNOCKOUT SMASH

During a Silent Takedown, Batman can instantly render an enemy unconscious by pressing **□**.

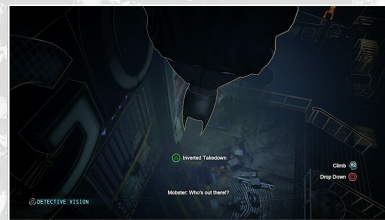
However, this move is noisy and will attract nearby enemies.

DOUBLE TAKEDOWN

Move silently behind two unaware enemies and press **△** to dish out a skull-cracking move that knocks them both out simultaneously.

INVERTED TAKEDOWN

If Batman is perched atop a gargoyle and an enemy wanders underneath Batman, press **△** to ambush them. Note that this move is not silent and will attract nearby enemies. Be prepared to move!



GRATE TAKEDOWN

If an unaware enemy wanders by while Batman is hiding under a floor grate or in a vent grate, press **△** to leap out and knock them unconscious. This move is noisy, and will cause other enemies to investigate the grate.



LEDGE TAKEDOWN

While hanging from a ledge, press **△** to reach up and grab an enemy on the walkway above, pulling them over the edge and knocking them out. This takedown is noisy and will attract nearby enemies.

HANGING LEDGE TAKEDOWN

If Batman is standing on a ledge, or perched on a railing directly above an enemy, he can drop down and use his legs to silently choke the enemy unconscious.

WINDOW/WOODEN WALL TAKEDOWN

When Batman finds himself on the opposite side of a window or weakened wall from an enemy, he can smash through and instantly knock out his opponent. This move generates a lot of noise and will attract any nearby enemies.



TIP: Only the Silent Takedown, Corner Cover Takedown, and Hanging Ledge Takedown are silent attacks. Be prepared to move quickly when performing one of the other takedowns.

NAVIGATION

Use the left stick to move Batman through the environment. Holding **ⓧ** while moving causes Batman to run. While running, Batman automatically jumps and climbs over obstacles.



GLIDE

Batman's cape is specifically designed to allow gliding through the air over long distances. When in the air, hold **ⓧ** to deploy Batman's cape and use the left stick to guide his descent.



DIVE BOOST

Hold **R2** while gliding to make Batman dive straight down and then pull up to gain a boost in speed and height. Use this to glide longer distances, or catch unsuspecting enemies with a brutal tackle.



GRAPNEL GUN

Batman's grapple gun is an essential tool for speedy navigation. Simply tap **R1** and Batman will instantly grapple and climb to the nearest ledge. Press **○** at any time during a grapple to disengage the hook. Combined with Dive Boosts and Glides, Batman can cover huge distances without ever touching the ground.



SLIDE

While running, press **R2** and Batman will perform a slide kick. Sliding can be used to navigate under small gaps, instantly remove vent covers, or initiate combat.



DROP ATTACK

When Batman is above an enemy, he can perform a Drop Attack if a Bat symbol appears above their head. Press **□** when the symbol appears to drop down on an enemy.



GLIDE KICK

While gliding, or perched on a vantage point, Batman can initiate a Glide Kick on any enemy in range. When the Bat symbol appears above an enemy's head, press **△** and Batman will automatically glide down and attack.



GADGETS



Batman is well known for his arsenal of crime-fighting technology. Properly utilizing Batman's gadgets is crucial for surviving the night. He begins the evening with a small number of gadgets, but can acquire more by defeating certain enemies, completing side missions, and purchasing upgrades through WayneTech. Gadgets are selected with **◀ / ▶ / ▲ / ▼**.

BATARANG



Batman's signature weapon can be used to stun foes or hit out of reach objects. Hold **L2** to aim, and press **R2** to throw the Batarang. Alternatively, tap **L2** to quickly throw a Batarang. Up to three Batarangs can be thrown in succession.

REMOTE CONTROLLED BATARANG



The Remote Controlled Batarang is useful for hitting out of reach switches and objects. Batman can control the speed and direction of the Batarang as it flies through the air. It can also be upgraded to throw a pre-programmed Batarang that will loop back on itself and hit an enemy from behind.

Auto Level

R1

Brake

L2

Boost

R2

U-Turn

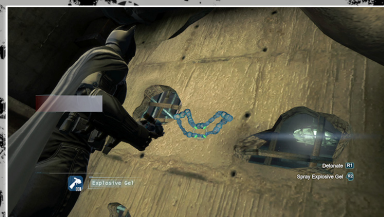
L2 + R2

BATCLAW



The Batclaw is used primarily to interact with out of reach objects and pull them towards Batman. Hold **L2** to aim, and press **R2** to fire the Batclaw. The Batclaw can be upgraded to disarm gun-wielding enemies.

EXPLOSIVE GEL



Batman's Explosive Gel is used to temporarily incapacitate enemies or destroy structurally weakened objects. Hold **L2** to aim, and press **R2** to place a charge of Explosive Gel. To detonate the gel, hold **L2** and press

R1. Up to three charges may be placed before detonation.

CRYPTOGRAPHIC SEQUENCER

The Cryptographic Sequencer comes in handy when Batman needs to decrypt a secure radio frequency, hack into a security console, or break an electronic door lock. Hold **L2** to aim, press **R2** to deploy the tool, and then use the left and right sticks to interact with the device.



SMOKE PELLET

Smoke pellets flood the area with a disorientating smoke. The smoke can be used defensively, allowing Batman to escape while under fire, or offensively to create confusion among enemies. Hold **L2** to aim, and press **R2** to throw a smoke pellet, or press **R1** to drop a pellet at Batman's feet.



REMOTE CLAW

The remote claw can be used to create new pathways for traversal. Hold **L2** to aim, and press **R2** to automatically deploy a tightrope between two anchor points, or press **R1** to manually select both targets. The remote claw can also be used to attach two enemies to one another, or launch an object at an enemy.

The remote claw can be upgraded to allow Batman to perform takedowns while walking or ziplining across the tightrope. It can be further upgraded to allow Batman to suspend enemies from above a vantage point. Tightrope capacity is limited, though it can be increased via upgrades.

CONCUSSION DETONATOR

This gadget can be used to temporarily disorient enemies. Press **L2** and **○** to quickfire the concussion detonator. After a brief delay it will explode – stunning anyone caught within the blast.

This gadget can be upgraded to increase stun duration and area of effect.

GLUE GRENADE

Use this gadget to restrain a single enemy. Additionally, the unique chemical composition of the glue grenade means it can be used to create a temporary platform which will float on water. Hold **L2** to aim, and press **R2** to throw a grenade.

DISRUPTOR

The Disruptor can be used to remotely disable firearms, signal jammers, and gun-boxes. Hold **L2** to aim, and hold **R2** to disable the targeted device. It may be used up to two times before requiring a recharge.

This gadget can be upgraded to disable mines as well as PA systems in predator rooms.

SHOCK GLOVES

The Shock Gloves can be used to provide electricity to unpowered generators and other devices, opening up new areas for Batman. When prompted, hold **ⓧ** to charge a device. They can also be used to administer a non-lethal shock to enemies. When prompted in combat, press **L3** + **R3** to activate the gloves, and press **□** to deliver an electrified strike.



BATCOMPUTER

Press **SELECT** at any time to access the Batcomputer. From here Batman can set waypoints, review character dossiers, or access WayneTech to purchase new gadget upgrades and skills. Press **L1** / **R1** to switch between the five main Batcomputer functions.



MAP SYSTEM

Through sophisticated satellite technology, Batman has access to the full layout of Gotham City. Batman is able to see waypoints for his current objectives or side missions, and set custom waypoints.

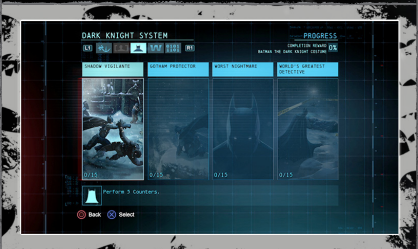
Highlight an area on the map and press **△** to set a custom waypoint. A white marker appears on Batman's compass to guide the way, and the Bat-Signal appears in the Gotham City sky above the custom waypoint location.

MOST WANTED

Here Batman can access all of the latest information on opt-in missions spread throughout Gotham City. They are organized by the head of various criminal operations that Batman needs to track down.

Each Most Wanted File will bring up a map showing any known objectives that Batman has discovered thus far. With a known objective highlighted, press **△** to make it your current objective by setting it as your waypoint.

DARK KNIGHT SYSTEM



Always looking to improve upon himself, Batman has created a self-evaluation program that measures his performance in 4 key areas. Complete these challenges to unlock various upgrades in the WayneTech tree. Complete all challenges to unlock a new suit to use in story and challenge mode.

WAYNETECH

With the WayneTech interface, Batman can use the XP earned in combat to purchase new skills or gadget upgrades. Each full bar of XP earned allows Batman to purchase one item from WayneTech.

Items are unlocked in the WayneTech tree by completing challenges in the Dark Knight System, acquiring new gadgets and by progressing through the game.



DATABASE

The Database is where Batman keeps personal notes on crimes, criminals and his investigations so far. Access this page to find out more about the world of Gotham City.

MAIN MENU



NEW STORY/CONTINUE STORY

Start a new Batman: Arkham Origins game from the beginning, or continue a story from the last saved checkpoint.

WARNING: Batman: Arkham Origins automatically saves your progress at certain checkpoints. When the autosave icon appears on your screen, do not turn off the system or eject the disc.

STATISTICS

View various gameplay statistics and track your overall progress through the game.

CHALLENGE MODE

Take on challenges designed by Batman to test his abilities. Additional challenges are unlocked by progressing through the story.

RANKED CHALLENGES: Take on the Batman's challenges with no set modifiers. Compare your skills against your Friends and the world, using the online leaderboards.

CUSTOM CHALLENGES: Select a map, and then add multiple modifiers to create a unique challenge.

CAMPAIGNS: Fight your way through a gauntlet of challenges, while tactically choosing which modifiers to use on each map. The only requirement is that you must have used every modifier by the end of the campaign.

COMBAT TRAINING: Engage in training sessions focused on teaching advanced techniques.

STORY SYNOPSIS

Review your story progress on the game save currently in progress.

CHARACTER TROPHIES

View 3D character models that are unlocked by progressing through the game.

OPTIONS

Adjust game settings and view controls. Please see the options section of the manual for more details.

NEW GAME PLUS

Enemies appear in different configurations and the overall difficulty is increased. You must complete the main story at least once on Normal or Hard difficulty to unlock this option.

I AM THE NIGHT

ONLY FOR THE HARDCORE. Start a new game — this time, however, DEATH IS PERMANENT. You must complete the main story on New Game Plus to unlock this option. Are you ready for the challenge?

CONCEPT ART

View environment and character concept art. These can be unlocked by progressing through the game.

WBID

Warner Bros. (WB) ID provides instant and personalized access to WB websites and applications so you can spend more time using them and less time trying to access them.

Sign up for WBID with a verified email address to unlock the exclusive content for use in game!

To learn more about WBID, visit <http://wbid.warnerbros.com>

ONLINE

Select this option to launch Batman: Arkham Origins Online. See the Invisible Predator Online section for more details.

IN GAME STORE

View and purchase downloadable content in the Batman: Arkham Origins In Game Store.

CREDITS

View the Batman: Arkham Origins credits.

GAME OPTIONS



INVERT LOOK: Select to invert the controls while moving the camera up and down.

INVERT ROTATION: Select to invert the controls while moving the camera left and right.

INVERT FLIGHT CONTROLS: Invert the controls while Batman is gliding.

INVERT BATARANG FLIGHT CONTROLS: Invert the controls when steering the Remote Controlled Batarang.

CAMERA ASSIST: Select if you would like to use the Camera Assist feature.

HINTS: Turn in-game hints on or off.

VIBRATION: Toggle controller vibration function on or off.

MOTION SENSOR FUNCTION TO GLIDE: Toggle use of the motion sensor for gliding.

BRIGHTNESS: Adjust the brightness of the game.

AUDIO OPTIONS

SOUND OUTPUT SELECTION: Optimize the sound output for Headphones, TV, Stereo, or Home Theater settings.

SUBTITLES: Select if you would like to display in-game subtitles.


SFX VOLUME: Adjust the volume for sound effects.

MUSIC VOLUME: Adjust the volume for the music of Batman: Arkham Origins.

DIALOGUE VOLUME: Adjust the volume for all dialogue in the game.

PAUSE MENU



Press  at any time during gameplay to enter the pause menu.

RESUME

Return to the game currently in progress.

GAME OPTIONS

Adjust gameplay and brightness settings.

AUDIO OPTIONS

Adjust volume and subtitle settings.

CONTROLS

Review the basic gameplay controls.

RESTART

Resume the game from the last saved checkpoint.

EXIT

Quit the game and return to the main menu. Any unsaved progress will be lost.

INVISIBLE PREDATOR ONLINE

FOR THE FIRST TIME IN AN ARKHAM GAME, Batman: Arkham Origins has an Online mode that lets you play against other players as Batman, Robin, Thug Elites, Joker or Bane. And this time, Batman and Robin face even tougher opposition – the Thug Elites aren't just street punks, they're tough, smart ruthless professionals, armed to the teeth, equipped with an array of special tactical equipment.

The Thug Elites must wear down and finish off the other gang to win, while fending off Batman and Robin. The Heroes will be trying to build up enough Intimidation by using a variety of Takedowns while not getting caught in the process. Joker and Bane will want to enter the fray themselves, and the first player to let them in gets to wield their power.

GETTING INTO A MATCH

JOINING A MATCH (QUICK MATCH):

Select this option to find a game, or start a new lobby if one cannot be found.



CREATING A PRIVATE MATCH (CREATE PRIVATE GAME)

Create a custom multiplayer lobby that only Friends can be invited to, with the ability to set the Map and enable or disable Map Rotation.



HUD



1. WEAPON & AMMO

Shows current equipped Weapon, Ammo and Frag Grenades remaining.

2. GADGETS

Displays current available abilities and cooldowns.

3. CONTROL POINT MARKERS

Indicates direction and distance to active Control Points.

4. INTIMIDATION METER

Shows how near to victory Batman and Robin are.

5. AMMO CACHE INDICATOR

Indicates direction and distance to the nearest Ammo Crate.

6. MATCH TIMER

Indicates time remaining.

7. ELITE TEAM ICONS

Shows how many players are alive on each team, and how many Reinforcements they have remaining.

8. OBITUARIES

Shows successful Elite kills and Hero takedowns.

9. DASH STAMINA BAR

Shows how much longer you can Dash.

10. GRENADE INDICATOR

Alerts you to dangerous enemy Frag Grenades.

11. DIRECTIONAL DAMAGE INDICATORS

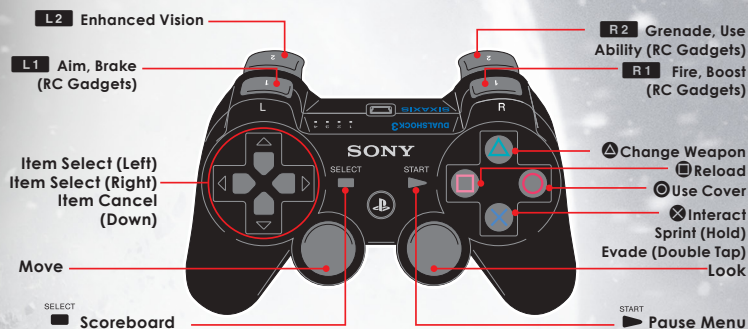
Shows direction of enemy fire hitting you.

12. SUPER-VILLAIN ENTRY DOOR

Shows direction and distance to playable Super-Villain entry point.

PLAYING AS ELITES

Elites utilize slightly different tactics and controls than playing as Batman. For Batman controls please see pages 3 to 12.

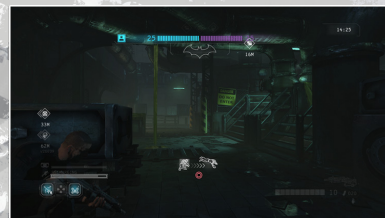


DASH

Press or hold **X** to sprint-dash for short distances. Releasing **X** will stop your sprint-dash. The dash meter gradually regenerates.

COVER

Press **O** to enter cover and lean or pop up with **L1**, and fire from cover **R1**. You can Dash into cover by using the left stick and tapping **O**.



ENHANCED VISION

Press **L2** to turn on Enhanced Vision. Enhanced Vision can spot Heroes and the other Thug Elites.

Caution: after extended use the battery must recharge fully before you can use Enhanced Vision again.



JOKER GANG ABILITIES

1. **Dual Wield** lets you equip and fire two nailguns, akimbo-style, for some serious firepower.
2. **Surprise, You're Dead!** lets you drop a booby-trapped package provided by the Clown Prince of Crime himself. What does it do to the enemy? It's a surprise. Just not a pleasant one.
3. **RC Airship** lets you pilot a radio-remote-controlled explosive airship model. The airship will explode if you tap **X**, if it takes too much damage from the enemy, or if it touches an enemy or anything else in the map.

BANE GANG ABILITIES

1. **Ultrasonic Pulse** emits a sonic shockwave that temporarily stuns enemy players caught in its radius.
2. **UAV** lets you deploy a remotely-piloted UAV drone. You can fly the UAV around the map to attack your enemies, but it will self-destruct after a set time, or if hit by enemy fire.
3. **The Tactical Dart** will stick to any surface and then deploy like a mine that explodes if an enemy player passes near it, showering all nearby enemy players with tracking beacons. These will allow you to track the position of enemies on the battlefield, even through walls.

PLAYING AS SUPER-VILLAINS

Enter combat as the Clown Prince of Crime, The Joker or as the Bat-breaker himself, Bane.



Enter combat as the Clown Prince of Crime, Batman's most intimate foe, the Joker. Joker is deadly at both short and long ranges, and plays like a Thug Elite character.

ACE OF SPADES

Joker's main weapon is incredibly powerful and accurate, and can vanquish enemies with a single shot.

KING OF HEARTS

Joker's secondary weapon unleashes a volley of explosive rounds.

JOY-BUZZER

Joker's melee attacks are enhanced by his paralyzing Joy-Buzzer, allowing him to directly execute his enemies.



Enter the battlefield as Batman's most fearsome foe - the Bat-breaker himself, Bane. Bane is highly mobile, and plays like a Hero character.

GROUND SMASH

Bane's melee attack can knock down multiple characters around him.

THROW/SLAM

Bane's equivalent to a Takedown allows him to pick up an enemy thug and throw them, or triggers a special execution if used against a Hero. Throwing an enemy Elite will knock out any other enemies if they are hit.

ROCKET LAUNCHER

Bane can also equip and fire a rocket launcher.

CUSTOMIZATION

Players can set up loadouts which allow them to quickly change weapons, abilities and their appearance in the lobby in between rounds. They are allowed to select one skin for when they play as Batman or Robin, and set up to 5 loadout configurations apiece at maximum Overall Level for when playing as an Elite in Joker or Bane's Gangs. The loadouts for Gang Elites allow players to choose a weapon, 2 faction abilities, and a full set of clothing.



PENGUIN'S BLACK MARKET

Earning XP in the game also earns players ARKHAM CREDITS, which they can then use in Penguin's Black Market. ARKHAM CREDITS can also be purchased by players using real currency.

Various sizes of Cobblepot Containers are available, which contain a random selection of per-round use consumables and Gang clothing items that are not available via Faction XP.



ONLINE OPTIONS ELITE CONTROLS

Adjust Elite control schemes and options.

PROGRESSION

The more you play, the more your characters grow in power and flexibility. This is reflected at an overall level, and per villain faction.

OVERALL XP

XP accrues at account level regardless of what faction is being played. This type of XP unlocks Hero gadgets and gadget upgrades, Hero skins, loadout slots, and Enhanced Vision upgrades for playing as an Elite. Weapon proficiency is tracked by its use through matches by eliminated opposing elites, super-villains and heroes.

FACTION XP

When playing as an Elite, players also get XP for the particular Gang they are playing as. This unlocks the Gang Abilities mentioned on pages 18 and 19, as well as faction themed clothing items that convey the player's dedication to the particular Super-Villain.

ARKHAM ONLINE RATING

A player's Arkham Online Rating represents their time and investment into the Batman: Arkham Origins multiplayer mode.

Arkham Online Ratings are composed of levels earned for all factions, and bonuses for Prestiging (detailed below). A new profile starts with an Arkham Online Rating of 1.

When a player reaches the highest level with all factions, an option appears in the Customization interface allowing them to Prestige. If they do so, all factions are reset to 1, and a bonus of 60 is applied to the Arkham Online Rating. All progression is reset; but unlocked loadout configurations are saved even though they are locked once again; so players who have set up various loadouts and prestige have those same set ups available when they progress to the necessary account level again.



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