See important health and safety warnings in the system Settings menu.

**PLAYSTATION®4 SYSTEM**

**STARTING A GAME:** Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the power button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the *Batman™: Arkham Knight* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the game application in the PS4™ system’s home screen, and then press the S button. Refer to this manual for information on using the application.

**QUITTING A GAME:** Press and hold the p button, and then select [Close Application] on the screen that is displayed.

**RETURNING TO THE HOME SCREEN FROM A GAME:** To return to the home screen without quitting a game, press the p button. To resume playing the game, select it from the content area.

**REMOVING A DISC:** Touch the eject button after quitting the game.

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

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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.
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 S on the title screen, highlight an empty Save Slot, and press S again.
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.

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 Saved Game and press S, and then select Continue Story to resume gameplay from the last saved checkpoint. Any Saved Game listed on the Select Saved Game 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 turn off the PlayStation®4 computer entertainment system 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................................................................. left stick / directional buttons
Select menu item .............................................................................. X
Previous screen.................................................................................. C

CONTINUE GAME

AUTOSAVE

WBPLAY™
**CONTROLS**

**GAME CONTROLS – ON FOOT**

- **Move** ............................................................................................................ left stick
- **Look** .............................................................................................................. right stick
- **Zoom** .......................................................................................................... △
- **Run / Glide** ................................................................................................... ▼ (Hold)
- **Evade** ........................................................................................................... left stick + ◀, ◁
- **Strike** ............................................................................................................ ◆
- **Cape Stun** ..................................................................................................... ◇
- **Climb down** ................................................................................................ ◊
- **Counter** .......................................................................................................... A
- **Enter / Call Batmobile** .................................................................................. L1
- **Grapple** ......................................................................................................... R1
- **Aim Gadget** ................................................................................................... ◇ (Hold)
- **Crouch** ........................................................................................................... ◇
- **Quickfire Batarang** ....................................................................................... ◇ (Tap)
- **Quickfire Explosive Gel** ................................................................................ ◇ + ◊
- **Quickfire Batclaw** ........................................................................................ ◇ + ▼
- **Detective Mode** ............................................................................................. ▲ (Tap)
- **Environment Analysis** ................................................................................ ▲ (Hold)
- **Gadget Select** ............................................................................................... ▼
- **Mission Select menu** .................................................................................. ▼
- **AR Challenges** ............................................................................................. ▼
- **Pause menu** .................................................................................................. OPTIONS button
- **WayneTech** ................................................................................................... touch pad button

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

**NAVIGATION**

**MOVEMENT**

Use the left stick to move Batman. Holding ◀ while moving allows Batman to run. Batman automatically climbs up small ledges while moving or running.

**CROUCH**

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

**GLIDE**

Hold ◁ while in the air to Glide using the Batsuit’s cape. Direct Batman’s flight with the left stick.
DIVE BOMB

Batman needs to build up speed to Glide over long distances. Hold \(R\) while gliding to perform a Dive Bomb by quickly plummeting toward the ground. Release \(R\) and use the left stick to pull up and continue Gliding.

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

GLIDE KICK

Press \(F\) 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 \(R1\) to fire the Grapnel when a valid targeting point appears on the screen.

FLOOR SLIDE

Batman can slide through narrow openings or trip up enemies with a Floor Slide. To perform a Floor Slide, press \(R\) 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 \(F\) 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 🎨 to perform a basic Strike against an enemy. Control the direction of a Strike by moving the left stick in the direction of an enemy and tapping 🎨.

COUNTER

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

Batman can also Throw Counter an enemy during a Counter by moving the left stick towards the attacking enemy while pressing 🎨 at the last possible moment. The enemy will be thrown in the direction of the left stick.

Some enemies, such as charging foes, appear with a red icon above their head before attacking. These charging attacks can be avoided by tapping 🎨 to fire a Batarang, or by evading their attack (left stick + ⏩, ⏪).

EVADE

Tap ⏩, ⏪ while moving any direction with the left stick to Evade. Evading is vital for avoiding certain enemy attacks or creating some breathing room when surrounded by opponents.
Batman can now grab a melee weapon from an enemy and use it against them. Press S + F when the prompt appears to take the weapon, and then press F to attack. Batman will continue to use the weapon until it breaks or until he performs a different type of move or attack.

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.

**CAFE STUN**
Press 2 to perform a Cape Stun, temporarily incapacitating the enemy. Batman can perform a Beat Down attack on a stunned enemy by rapidly pressing 2. 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 X + B when the prompt appears to take the weapon, and then press B 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.

Press A to perform a Cape Stun, temporarily incapacitating the enemy. Batman can perform a Beat Down attack on a stunned enemy by rapidly pressing 2. Certain enemies must be hit with a Cape Stun before they can be attacked directly.

Press W + F to Quickfire an Explosive Gel charge at the direction Batman is facing which will detonate after a short time. Only one Quickfire Explosive Gel charge can be active at a time...

Press W + D 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.

Press R + D near a fallen enemy to perform a Ground Takedown, knocking them out. Enemies can still attack Batman while he’s performing a Ground Takedown.

Hold R + C to pick up a fallen enemy instead, allowing Batman to continue a frontal assault by tapping B.
COMBAT

SPECIAL COMBO TAKEDOWN

After landing 8 successive strikes to fill the Combo meter, press A + B 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 X + Y near a highlighted enemy to perform the Environment Takedown.

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

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 X + Y to initiate a Batmobile Assisted Takedown.
**DETECTIVE MODE**

Tap ▲ 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 ▲ 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 ▼ to quickly Grapple between Vantage Points.

**INVERTED TAKEDOWNS**

If an enemy passes below Batman while sitting or hanging on a Vantage Point, press ▼ 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.
Networks of Floor Grates exist all over Gotham City, allowing Batman to sneak through an area. To enter a Floor Grate, press \[\text{R} + \text{A}\]. 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.

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 \[\text{D}\] when an enemy comes near.

**CHUTES AND VENTS**

In Predator areas, Batman can hide behind corners by pressing \[\text{R} + \text{X}\].

**CORNER COVER TAKEDOWN**

If an enemy comes near a corner where Batman is hiding, he can perform a Corner Cover Takedown by pressing \[\text{A}\] when the prompt appears. This counts as a Silent Takedown.

**SILENT TAKEDOWN**

Holding \[\text{L}+\text{L}\] , drops Batman into a crouch, allowing him to move silently. While crouched, position Batman behind an enemy and press \[\text{A}\] to perform a Silent Takedown.
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 ▼ to open the Gadget menu, move the right stick to highlight a Gadget, and then press R 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 A.R. Challenges, or by purchasing WayneTech Upgrades.

The Batarang is a versatile tool and acts as Batman’s primary ranged attack. To manually aim a Batarang, hold ▼ to aim, and then press R to throw. Tap ▼ to Quickfire a Batarang, regardless of which Gadget Batman currently has equipped.

**PREDATOR**

**FEAR MULTI-TAKEDOWNS**

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

**LEDGE TAKEDOWN**

Batman can quietly incapacitate an enemy while hanging from a ledge by moving near the opponent and pressing ◀. 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**

**BATARANG**
GADGETS

REMOTE BATARANG

Remote Batarangs can be guided to strike hard-to-reach targets. Hold \[E\] to ready the Remote Batarang, and then press \[R\] 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**: left stick / right stick
- **Break**: \[L2\]
- **Accelerate**: \[R2\]
- **U-Turn**: \[L2\] + \[R2\]
- **Auto Level**: \[R1\]
- **Exit**: \[L1\]

BATCLAW

The Batclaw is used to pull objects or enemies closer to Batman. Hold \[L2\] to ready the Batclaw, and press \[L2\] 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 \[L1\] and press \[L2\] to apply a charge, and then press \[L1\] 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.
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 and to bring up the targeting reticle and move the right stick 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 to drop down from the line, or press to walk on the wire. While walking on the wire, press to resume zipping down the line.

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

SMOKE PELLET

With the Smoke Pellet equipped, Batman can throw it by holding to aim, and then pressing to throw, or he can drop it at his feet by pressing . 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, press 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 \[LT\] 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.
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.

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.
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.

1. BATMOBILE – BATTLE MODE

1. RETICLE
Indicates where the Batmobile’s weapon systems are currently aimed. Move the targeting reticle with the right stick.

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.
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 \[\text{LS}]. 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 \[\text{R}\] to accelerate and steer using the left stick.

**PURSUIT MODE CONTROLS**

- **Steer** ........................................................................................................... Left stick
- **Look** ............................................................................................................ Right stick
- **Look behind** ................................................................................................. \[\text{R3}\]
- **Cycle camera** ................................................................................................. \[\text{R1}\]
- **Accelerate** ....................................................................................................... \[\text{R2}\]
- **Exit Batmobile** ............................................................................................... \[\text{L1}\]
- **Battle Mode** .................................................................................................. \[\text{L2}\] (Hold)
- **Brake / Reverse** ............................................................................................ \[\text{R3}\]
- **Drift** .............................................................................................................. \[\text{R2}\] + [square] (Hold)
BATMOBILE

Afterburner ........................................................................................................... 
Immobilizer Missiles ................................................................................................ 
Eject to Glide ............................................................................................................ 
Wheel Spin ...............................................................................................................  
Donut .......................................................................................................................  
Afterburner Donut ..................................................................................................  

**AFTERBURNER**

Press \( \textcolor{blue}{A} \) 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 \( \textcolor{blue}{A} \) is held down. Afterburner recovers automatically over time when not in use.

**DRIFT**

Hold \( \textcolor{green}{L2} \) while accelerating to drift around corners. This allows the Batmobile to navigate tight corners with minimal loss of momentum.

**EJECT**

Tap \( \textcolor{red}{R1} \) \( \textcolor{red}{R2} \) \( \textcolor{red}{X} \) 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 \( \textcolor{blue}{A} \) to fire the Immobilizer Missile.

**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 \( \textcolor{green}{L2} \) to switch the Batmobile into Battle Mode.

**BATTLE MODE CONTROLS**

- Battle Mode \( \textcolor{red}{L2} \) (Hold)
- Move \( \textcolor{red}{L2} \) left stick
- Aim \( \textcolor{red}{R2} \) right stick
- Zoom \( \textcolor{red}{R3} \)
- Vulcan Cannon / Fire Power Winch \( \textcolor{red}{R1} \)
- Heavy Cannon \( \textcolor{red}{R1} \)
- Exit Batmobile \( \textcolor{red}{L1} \)
- Missile Barrage \( \textcolor{blue}{B} \)
- Dodge Thrusters \( \textcolor{red}{L1} \) left stick + \( \textcolor{red}{X} \)
The Batmobile’s 60mm Cannon is the ideal tool for taking down armored drone vehicles. Aim the reticle at the intended target and press R 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 R1 to fire the Vulcan Cannon, or hold R1 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 R1 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.

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 R 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 X while moving the left stick 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 R1 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 ▶ to open the AR Challenges. Use the left stick or right stick to select an item and press ▼ 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.

**MOST WANTED**

Press ▶ 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 left stick or right stick to select a mission category and press ▼ 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.
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 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.

DOWNLOADABLE CONTENT
View any Downloadable Content available for Batman™: Arkham Knight.
GAME MENUS

PAUSE MENU

Press the OPTIONS button 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.

CONTROLS
View a controller diagram with a list of all available controls. Use the left stick or right stick or directional buttons to toggle between control diagrams for Batman, Pursuit Mode, and Battle Mode.

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 the touch pad button during gameplay to open the Map menu. Several markers indicate starting points for missions and A.R. 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.

CUSTOM WAYPOINTS

To set a Custom Waypoint, use the left stick to move the reticle to the desired location and press A. Press A 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 .................................................................................................................. left stick
- Rotate Map ............................................................................................................. right stick
- Zoom in ..................................................................................................................... LT
- Zoom out .................................................................................................................... LB
- Set / Remove Waypoint .......................................................................................... A

CHARACTER BIOS

Press the touch pad button to enter the Map screen, and then press R1 to navigate to the Character Bios Screen. Additional information is unlocked as Batman encounters notable characters during his adventure.
Press the touch pad button to open the Map menu, and then press $A1$ 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.

**Earning Upgrades**

Upgrade points are acquired by earning experience points. The meter on the left 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 A.R. 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 OPTIONS

**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 the touch pad button to open the Map menu, and then press \R1\ 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 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.
GAME OPTIONS

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

■ BRIGHTNESS
Adjust the overall brightness of the game.

REMOTE PLAY

NOTE: Remote Play requires a PlayStation®Vita handheld entertainment system. Controls for  "", "", "", "" are mapped to the rear touch pad.

REMOTE PLAY CONTROLS

■ MENU CONTROLS
Navigate menu items........................................... left stick / directional buttons
Select menu item ................................................. left stick + ○
Previous screen ..................................................... ○

■ GAME CONTROLS – ON FOOT
Move ................................................................. left stick
Look ........................................................................ right stick
Zoom .......................................................................... rear touch pad (lower right)
Run (Hold) / Glide .................................................. ○
Evade ........................................................................ left stick + ○, ×
Strike .......................................................................... ●
Cape Stun ............................................................... rear touch pad (upper right) + ○
Climb down................................................................. rear touch pad (upper right) + ○
Counter ........................................................................ A
Enter / Call Batmobile .............................................. ←
Grapple ...................................................................... □
Aim Gadget ............................................................... rear touch pad (upper left) (Hold)
Crouch ...................................................................... rear touch pad (upper right)
Quickfire Batarang ................................................... rear touch pad (upper left) (Tap)
Quickfire Explosive Gel ......................................... rear touch pad (upper left) + ○
REMOTE PLAY

GAME CONTROLS – PURSUIT MODE

Steer ...................................................... left stick
Look ...................................................... right stick
Look behind ........................................rear touch pad (Lower Right)
Cycle camera ...................................... ▲
Accelerate .......................................... rear touch pad (Upper Right)
Exit Batmobile .................................... ◀
Battle Mode ........................................rear touch pad (Upper Left) (Hold)
Brake / Reverse .................................. ◀
Drift ...................................................... rear touch pad (Upper Right) + ◀ (Hold)
Afterburner ........................................... ◀
Immobilizer Missiles ............................. ◀
Eject to Glide ...................................... ◀, ◀

GAME CONTROLS – BATTLE MODE

Battle Mode ........................................rear touch pad (Upper Left) (Hold)
Move .................................................... left stick
Aim ...................................................... right stick
Zoom ................................................. rear touch pad (Lower Right)
Riot Suppressor / Fire Power Winch ........... ◀
Heavy Cannon ................................... ◀
Exit Batmobile .................................... ◀
Missile Barrage ................................... ◀
Dodge Thrusters ................................. left stick + ◀
Mission Select menu ............................ ◀
AR Challenges .................................... ◀
Pause menu ......................................... ◀
WayneTech ......................................... screen (Touchscreen)
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