



## Batman: Arkham Asylum Guide

Arkham Asylum for the Criminally Insane: An unprecedented repository for Gotham's most infamous nut jobs. Its stone walls resound with the wails and cackles of killers, freaks, villains and a few geniuses -- most of them put there by one man. But Batman's war on Gotham's worst can't be won by simply locking the loonies away, out of sight and out of their minds. In the process of hiding Gotham's seamy underbelly, Arkham Asylum has become one of the most dangerous places on earth. This has piqued the interest of Batman's greatest nemesis, The Joker.

The Joker has turned the asylum's vengeful occupants into his own personal army, and has transformed Arkham into the perfect weapon against Batman. Facing hundreds of his mortal enemies, Batman still chooses to go it alone. But that doesn't mean you have to. Let IGN Guides be your faithful sidekick -- don't worry, we'll leave the tights at home.

***In this Batman: Arkham Asylum strategy guide, you'll find:***

- **BASICS** // A crash course in masked vigilantism.
- **CHARACTERS** // A behind-the-scenes look at the heroes and villains of Batman: Arkham Asylum.
- **WALKTHROUGH** // A step-by-step guide to surviving a night in the asylum.
- **THE RIDDLER'S CHALLENGE** // Each of the game's 240 Riddler Challenges located and solved.
- **Q & A** // A's for your most pressing Q's.

**Guide by:** Samuel Claiborn

*Characters section by: Dan Phillips*

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# Batman: Arkham Asylum Basics

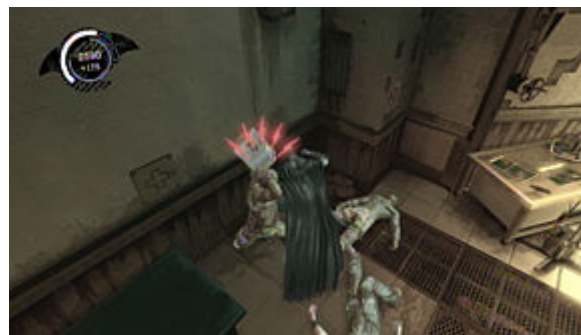
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## Basic Combat

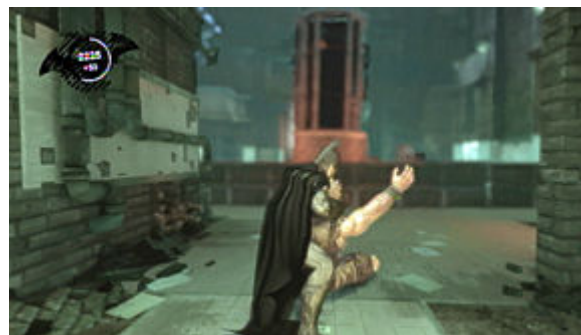
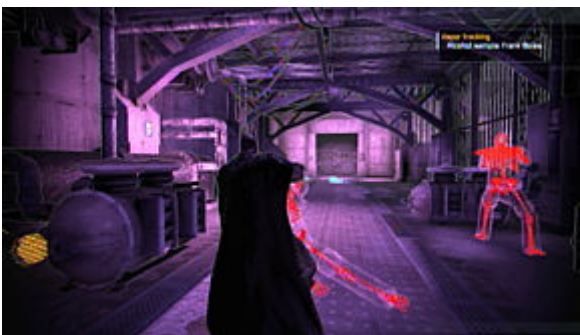
Batman is thoroughly trained in all forms of martial arts, and his fluid combat proves this. Your first few dozen battles can be easily won by just tapping STRIKE. If you watch Batman's animations closely, you'll learn to recognize when to time your taps so Batman won't flub a punch. By doing this, you can increase your combo.



When enemies are about to strike you, your "bat sense" will tingle, and wavy lines will appear over the enemy. This is your chance to hit COUNTER for a counter attack. This will keep your combo going -- and help you avoid taking damage.



You can use the COUNTER button to take down enemies silently if you sneak up to them from behind. You can sneak by holding the CROUCH button. If an enemy doesn't spot you, you can take him out quietly so as not to alert nearby cronies. If someone spots his body, however, they will be tipped off to your presence, so keep an eye on the body to take additional enemies by surprise (or booby trap it with Explosive Gel).



When an enemy is knocked down, you can press CROUCH and COUNTER when prompted to perform a Ground Takedown. This is not a good idea when in a group of several enemies, since it leaves you vulnerable -- but it's certainly

useful if you have the time to pull it off.



The CAPE STUN button can be used to stun enemies with weapons. Instead of attack enemies with weapons directly -- which they can use for defense -- you'll need to stun them first. When an enemy grabs an object to use as a weapon, red lines will appear around his head. Stun him to relieve him of the object.

### (Un)Armed Combat

Many enemies are armed with weapons that are dangerous even to Batman -- like firearms. Thus, it is often preferable to grapple to an area high above and make strikes tactically -- and stealthily -- to stay out of harm's way. From your perch above, you can do a number of attacks, like the Zip Kick, which will be prompted by a Batman symbol above targets below. You can also purchase upgrades that allow you to do things like quietly snatch enemies below you from your perch. These moves are invaluable for dangerously armed enemies.



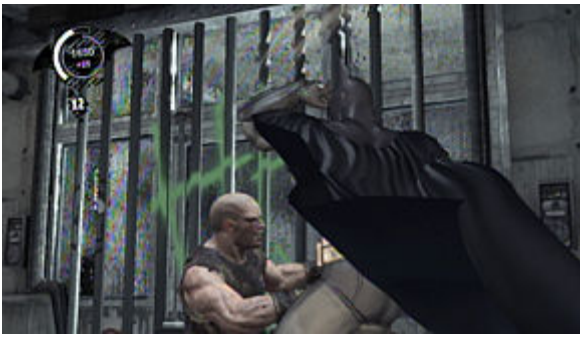
You can also use your Batarang to temporarily stun armed enemies -- either by using Corner Cover (crouch and approach a corner and you'll get a prompt) and staying out of sight, or by using a quick Batarang (double tap AIM) to stun a nearby weapon-wielding enemy in mid-fight.

### Health

When you take damage, your health meter, a circle in the upper left of the screen, will decrease. To refill this, you'll need to gain Experience (XP) by fighting enemies. If you lose all your health, you'll be sent back to a previous checkpoint.

### Experience

You'll gain Experience (XP) which can be used to purchase Upgrades in two ways: fighting and Riddle solving. The latter should not be underestimated as a source of XP -- Riddler Trophies, for instance, are worth 300 XP for each you find. It pays to complete the Riddler's challenges.



When in combat, you'll receive XP for each takedown, with successive takedowns counting towards more XP due to the game's combo system. With a 10x or 20x combo you'll be gaining much more XP. Certain upgrades will aid you in keeping your combo going, and some will even increase the amount of XP you earn.



You can spend XP on Upgrades for your combat abilities and gadgets.



## Detective Mode

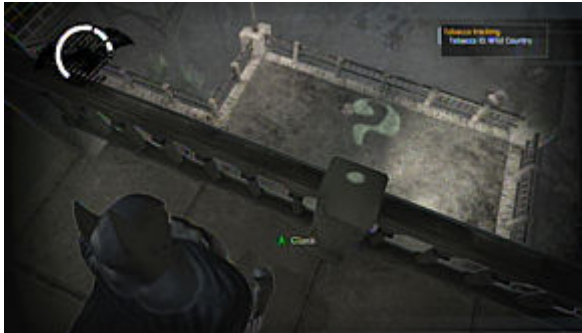
Detective Mode highlights points of interest in Batman's nearby environment, allowing you to identify threats, sniff out clues and solve Riddles. Enemies can be seen around corners and through walls with this mode, so it's a good idea to switch it on regularly.



At some points in the game you'll be told to search an area for clues. After identifying a traceable object, you can then follow a trail that's only apparent in Detective Mode.



In Detective Mode you can see certain spots that require Gadgets to interact with. For instance, destructible walls will be highlighted -- and you'll be able to see what lies beyond them. Detonate these with Explosive Gel once you have it. You'll also see removable grate covers highlighted in orange, and grapple points like gargoyles high above.



You can also perform an Environmental Scan in Detective Mode which will reveal the solutions to some of The Riddler's Challenges.

## Gadgets

Batman begins with a small arsenal at his disposal, but as you progress you'll find more helpful devices to help reach every nook and cranny of Arkham. We include a full rundown of these devices in our Army section.

## Map

Your map is an indispensable tool to help you navigate Arkham -- but it gets better! Each area has a map that can be found that reveals the locations of all of The Riddler's challenges. These appear as green question marks that show the relative location of each remaining challenge. The locations of each map, as well as the various Riddler Challenges, can be found in our Walkthrough and The Riddler's Challenge sections.



## The Riddler's Challenge

The Riddler's Challenge consists of 240 challenges of six types: Chronicles of Arkham, "Mystery," Patient Interview Tapes, Riddles, Riddler Trophies and Teeth. Each area of the game has its own set of 20 or 30 Challenges that can only be found / solved in that area. Although we cover the location of and solution to each of these in our section titled The Riddler's Challenge, here is a rundown of each challenge:

- **Chronicle of Arkham** - Hidden within Arkham Asylum are 24 stone slabs to find with an insignia of a beetle on them. When you see one of these slabs, perform an Environmental Scan in Detective Mode to collect its "audio file."
- **"Mystery"** - The "Mystery" of each area is actual a Secrets Map. Each area has a Secrets Map, often located in an office of some sort. When found, this map will reveal the locations of all of The Riddler's challenges in the area.
- **Patient Interview Tape** - The audio logs of Arkham's looniest inmates are located throughout the complex. These look like small rectangular boxes of tape and are highlighted in orange when in Detective Mode.
- **Riddles** - Riddles are word puzzles given by The Riddler that correspond to Environmental Scans you can make. Upon entering a room with a Riddle therein, you will be notified and reminded of the riddle. While sometimes these require you to just take an Environmental Scan of a "scene," most require you to find a question mark symbol. The body of the "?" and its dot must be lined up to complete the full symbol from your perspective.
- **Riddler Trophies** - These green question mark trophies can be found in the unlikeliest of places around Arkham.
- **Teeth** - The Joker's novelty teeth show up in many places. You'll need to kill certain amounts of these with your Batarang to complete these challenges. Whenever you see a set of teeth, hit it.

## Batman: Arkham Asylum Characters



Batman: Arkham Asylum features a large cast of characters drawn from Batman's past and present. Here is a list of some of the major players along with a bit of history behind each.

### Batman

Any self-respecting Batman fan should be aware of the be-all end-all classics such as *Batman: Year One*, *The Dark Knight Returns*, and *The Killing Joke*. That being the case, we figured it'd be best to point you in the direction of the quintessential tales that feature the Dark Knight and Arkham Asylum. If you want to get a taste of what it's like when Batman is thrown right smack in the middle of Gotham's nuthouse, look no farther than these classic tales:

#### Arkham Asylum: A Serious House on Serious Earth

Written by Grant Morrison, Art by Dave McKean

The Arkham inmates, led by the Joker, have taken over the Asylum, and unless Batman turns himself over to their deranged "treatment," they'll kill the facility's staff. Sounds familiar, right? The mark of Grant Morrison's seminal 1989 graphic novel is all over *Batman: Arkham Asylum's* core story, which is definitely a

good thing. This is one of the most cerebral, thought-provoking and haunting Batman stories of all time, and it forever changed the way comic fans looked at the Dark Knight's Rogue's Gallery.

### **The Last Arkham**

Written by Alan Grant, Art by Norm Breyfogle

A criminally underrated story by one of the most criminally underrated creative teams to ever work on Batman, *The Last Arkham* shares a lot in common with *A Serious House on Serious Earth* without being derivative. On the trail of incarcerated serial killer Mr. Zsasz, Batman goes deep undercover in the newly renovated Arkham to solidify his case. However, as Batman quickly discovers, time in Arkham is no cake walk, and the asylum's disturbed chief resident, Jeremiah Arkham, quickly forces Batman to face his inner demons. *The Last Arkham* is not only one of the most disturbing psychological Batman thrillers of all time; it also introduced the world to one of the most chilling Batman villains in the form of Mr. Zsasz. Hunt it down in back-issue bins and you won't be disappointed.



## The Allies

### Oracle

Barbara Gordon spent her teenage years fighting by Batman's side as Batgirl, until the fateful day when the Joker put a bullet through her spine and crippled her for life (see: *The Killing Joke*). After some soul searching, Barbara reinvented herself as Oracle – a technological wunderkind and one of Batman's most effective allies in his war on crime.

#### **Batgirl: Year One**

Written by Scott Beatty and Chuck Dixon, Art by Marcos Martin

If you want to know what makes Oracle tick, it's best to go back and get to know her as the green-behind-the-ears Batgirl. For that, search out this fantastic origin story, which masterfully lays out what makes Barbara Gordon such a strong, relatable character. Getting to know her as an up-and-coming crimefighter makes her post-*Killing Joke* transformation all the more remarkable. And with art by the amazing Marcos Martin, you're in for even more of a treat.



#### **Birds of Prey**

Written by Chuck Dixon and Gail Simone, Art by Various

Soon after establishing herself as one of Batman's most valuable assets, Oracle struck out on her own and formed a globe-trotting crime-fighting unit known as the Birds of Prey. With a strike force featuring the Huntress, Black Canary and Lady Blackhawk, among others, Oracle quickly became one of the premier heroines in the DCU. The series ran from 1999 to 2009, and any of the collected trade paperbacks should give you a good idea of just how awesome a character Barbara truly is.

### Commissioner Gordon

Although Alfred serves his supper and Robin watches his back, Batman's greatest ally is without a doubt Commissioner Gordon. In many ways, the interplay between the Dark Knight and Gordon has driven many of the greatest Batman tales of the modern age. As such, most of the quintessential Batman stories also provide a fantastic exploration of Gotham's Top Cop. Seeing as how you've already read *Batman: Year*

One, *The Dark Knight Returns*, and *The Killing Joke*, though, we'll point you in some other directions. You *have* already read *Batman: Year One*, *The Dark Knight Returns*, and *The Killing Joke*, right? Right?!

### **The Long Halloween, Dark Victory**

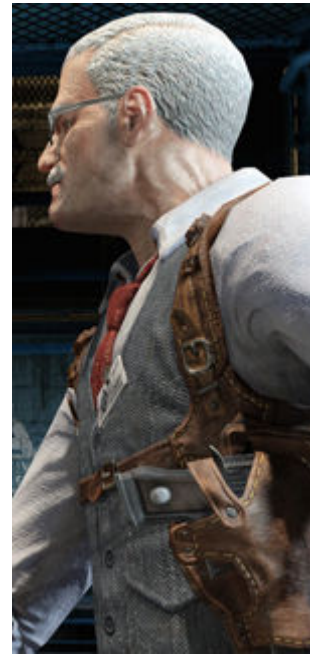
Written by Jeph Loeb, Art by Tim Sale

A pair of follow-ups to Frank Miller's *Batman: Year One*, *The Long Halloween* and *Dark Victory* both provide further exploration of the fascinating Batman/Gordon dynamic, proving that Batman's war on crime takes just as much of a toll on his closest ally as it does him. If you're interested in finding out how Gordon's rise to prominence mirrored Batman's, hunt down these two trades.

### **Turning Points**

Written by Greg Rucka, Art by Various

Bruce Wayne's career as a costumed crime-fighter has been marked with devastating tragedies and questionable decisions. In 2001, writer Greg Rucka set out to detail exactly how those tragedies and questionable decisions impacted Batman and Commissioner Gordon's relationship. If you're interested in knowing just how Gordon reacted to Batman's choice to enlist the help of an adolescent sidekick, his decision to hand his mantle over to a psychopath in the wake of *Knightfall*, or his decision to walk away from Gotham after the city was devastated by an earthquake – this is the miniseries for you.



## The Villains

### Joker

The Joker is one comic book villain that needs no introduction. He's the ying to Batman's yang, and arguably one of the most iconic, terrifying antagonist in modern popular fiction. Classics like *The Killing Joke* and *Arkham Asylum* masterfully lay out what makes him such a formidable foe. Here's a couple more:

#### **The Man Who Laughs**

Written by Ed Brubaker, Art by Doug Mahnke *The Killing Joke* outlined the Joker's tragic origins, but Ed Brubaker and Doug Mahnke's 2001 graphic novel finally gave comic fans a canonical account of his first murderous crime spree. Drawing on a number of classic Joker stories from the Golden, Silver and Bronze Age for inspiration, *The Man Who Laughs* details the Clown Prince of Crime's horrific coming out party as Gotham's villainous head honcho. **Batman #663: The Clown at Midnight**  
Written by Grant Morrison, Art by John Van Fleet

There are better Joker stories out there, to be sure, but no single comic does a better job of fully encapsulating what makes the character tick than *Batman #663*, a prose story written by Grant Morrison. Following up on his brilliant psychological deconstruction of the character in the *Arkham Asylum* graphic novel, Morrison dives straight into the Joker's psyche with disturbing results. If you're eager to spend a day in the mind of Gotham's chief lunatic, hunt this modern gem down in either single issue form or as part of the *Batman and Son* trade paperback.



### Harley Quinn



Introduced in the Emmy Award-winning *Batman: The Animated Series*, Harley Quinn went on to make her comics debut in 1999 courtesy of co-creator Paul Dini. Unfortunately, the character's career in comics has never quite lived up to her time on the small screen – with one notable exception. For that reason, we'll point you in the direction of the one comic that truly does the character justice.

### **Mad Love**

Written by Paul Dini, Art by Bruce Timm

After bringing Harley Quinn to life in their animated series, Dini and Bruce Timm set out to detail the character's origin in their Eisner Award-winning graphic novel, *Mad Love*. The result was a hilarious, tragic and oddly moving account of Harley's love affair with her murderous "puddin"- the Joker. The character has been made more deranged and deadly in the comics over the years – and she's sure to be an insane handful in the *Arkham Asylum* game – but she's never shined brighter than she does in *Mad Love*.



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### **Scarecrow**

Each of Batman's villains challenge him in different ways, but Jonathan Crane, aka the Scarecrow, is the one rogue capable of frightening the Dark Knight to his very core. Christopher Nolan's *Batman Begins* definitely did the character justice, but there are still a few classic Scarecrow comics that every fan should read in order to get to know the villain.

#### **Batman #455-457: Identity Crisis**

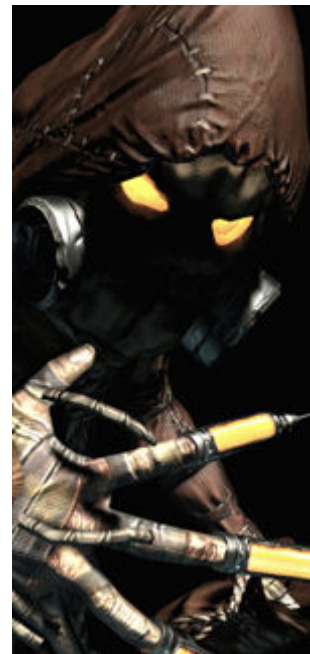
Written by Alan Grant, Art by Norm Breyfogle

Batman hit an all-time psychological and emotional low following the murder of the second Robin, Jason Todd, and the Scarecrow was more than happy to seize the opportunity. This powerful tale marks the closest Crane has ever come to destroying the Caped Crusader, and if not for the intervention and triumphant debut of the third Robin, Tim Drake, he very well might have succeeded. Hunt it down in either single issue form or as part of the *Robin: A Hero* reborn trade paperback.

#### **Batman: Terror**

Written by Doug Moench, Art by Paul Gulacy

Scarecrow teams up with one of Batman's earliest and deadliest foes, Dr. Hugo Strange, for a scheme that threatens to devour both Batman and his beloved femme fatale, Catwoman. Written by another criminally underrated Batman scribe, Doug Moench, *Batman: Terror* is great account of Scarecrow's effectiveness at getting under the Dark Knight's skin.



### **Riddler**

Batman prides himself on being the world's greatest detective, yet there have been a few occasions where Edward Nigma, aka the Riddler, has almost proven to be his deductive equal. Though he began his career

as a rather unassuming gimmick-driven criminal, Riddler has evolved into a rather fascinating character – one who works for and against the law depending on which is more profitable.

### Hush

Written by Jeph Loeb, Art by Jim Lee Edward Nigma is obsessed with both the Batman and riddles, and for him, there was no greater riddle than "who is the Batman?" In Jeph Loeb and Jim Lee's blockbuster 2002 storyline, Riddler finally figures out that burning question, and the results are disastrous for the Caped Crusader. Riddler's discovery sets off an explosive chain of events that involve Bruce Wayne's troubled childhood friend, his deadliest villains and closest allies. Although not exactly the most well written Batman caper of all time, it is entertaining, and brings Riddler's character to an interesting place. **Dark Night, Dark City**  
Written by Peter Milligan, Art by Kieron Dwyer

The actions of a centuries-old evil cult have horrific ramifications on present day Gotham City, transforming the Riddler into a murderous psychopath. One of the oddest Riddler stories of all time, this hard-to-find classic by British scribe Peter Milligan is a firm example of how the English invasion of writers in the 1980's changed the face of American comics forever. Quirky, off-beat, and terrifying, this one's definitely worth tracking down.



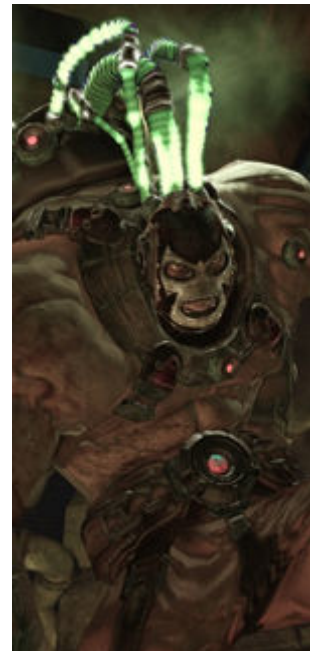
### Bane

Plenty of villains have temporarily gotten the best of Batman, but only one can claim to have successfully broken him both physically and mentally – Bane. Bursting onto the comics scene in 1993 with the epic crossover *Knightfall*, the chemically enhanced Bane proved Batman's equal in every way, eventually crippling the Dark Knight and forcing him to abandon his mantle. To this day, he remains one of Batman's most formidable foes, even if a lot of writers don't portray him as such.

### The Vengeance of Bane

Written by Chuck Dixon, Art by Graham Nolan

This classic one-shot details Bane's origins on the prison island of Santa Prisca, where he was incarcerated for the crimes of his father and eventually transformed into a monster. Transfixed by tales of Batman told to him by his cellmate, a low level Gotham hood, Bane developed an unhealthy obsession with destroying the Dark Knight. After he was volunteered for a dangerous experimental procedure in which inmates were pumped full of a super-steroid serum called Venom, Bane went nuts and broke free of the jail. Fueled by the drug, he arrived in Gotham and went about making his obsession a reality.



### Knightfall

Written by Various, Art by Various

This two years-long storyline followed Bane's meticulous destruction of Batman, and while it definitely overstayed its welcome, the first act – in which Bane physically and mentally "Broke The Bat" – remains a gripping read. By breaking Batman's deadliest rogues free of Arkham at the worst possible time, Bane forced Batman to run a taxing gauntlet that proved too much for him to handle. Sadly, though, few comics writers have been able to carry through on the promise the character showed in this storyline, and it wasn't until Gail Simone got her hands on him recently in the pages of *Secret Six* that Bane returned to his former glory.

## Zsasz

In a Rogue's Gallery populated by costumed, gimmick-driven nutjobs, Zsasz has defined himself through brutal simplicity. Simply put, he's a serial killer. Granted, he carves a tally mark in his skin for every murder he commits, but that's more of a sick compulsion than a gimmick. Above all else, Zsasz represents what Batman fears most – pure, unadulterated evil.

### **The Last Arkham**

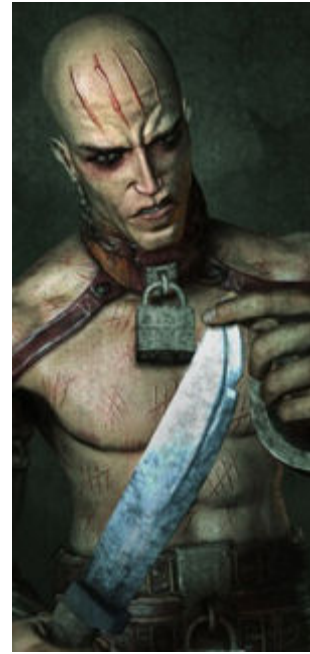
Written by Alan Grant, Art by Norm Breyfogle

We've made it up until this point without recommending the same story twice, but really, you can't talk about Zsasz without mentioning his first appearance in *The Last Arkham*. This tale is Zsasz's scary-as-hell coming out party, and it announced him as one of the coolest Batman villains of the modern age – even if few writers have been able to follow up on the promise of that first story.

### **Batman #493**

Written by Doug Moench, Art by Norm Breyfogle

Part of the *Knightfall* saga, *Batman #493* is proof that, in the right hands, Zsasz has the power to be one of Batman's most frightening adversaries. The story sees the blood-thirsty psychopath take an all-girls boarding school hostage, with Batman and the Gotham police scrambling to put a stop to his killing spree. The way Zsasz pushes Batman to the brink of murder is brilliantly handled, and the issue remains a stellar highpoint of this uneven crossover.



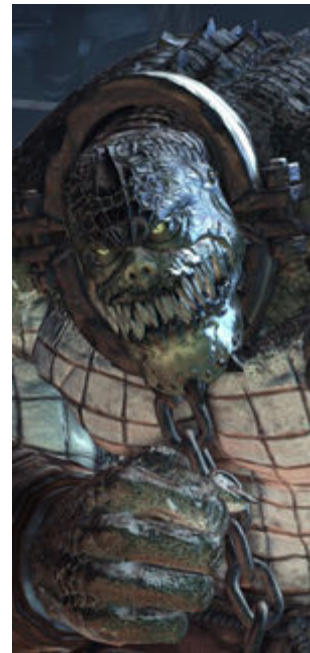
## Killer Croc

Most of Batman's villains have had the chance to shine in the comics over the years, but sadly, there are a few characters that writers have inexplicably struggled to fully realize. Killer Croc is one of those villains, as far too many comics writers have been content with painting him as a mindless goon with little to no personality. Other than Brian Azzarello's admirable yet ultimately failed attempt to reinvent him as a street hustler and pimp in his and Eduardo Risso's *Broken City*, Killer Croc has never risen as a special character. Thankfully, as it did with so many others, *Batman: The Animated Series* was able to bring the most out of ol' Croc. Seeing as how Paul Dini, one of the masterminds behind the show, also wrote the *Batman: Arkham Asylum* game, we figured we'd recommend one of Killer Croc's finer episodes.

### **Sideshow**

Written by Michael Reaves

This Season 2 episode sees Killer Croc bust out of incarceration and find refuge in a band of retired carnie freaks. Though he's welcomed with open arms, Croc is unable to repress his inner greed and savagery, and he soon turns on the very people that took him in. It's a phenomenal episode that imbues the character with more tragedy and pathos than he's ever enjoyed in the comics, and for that reason it's worth tracking down on DVD.



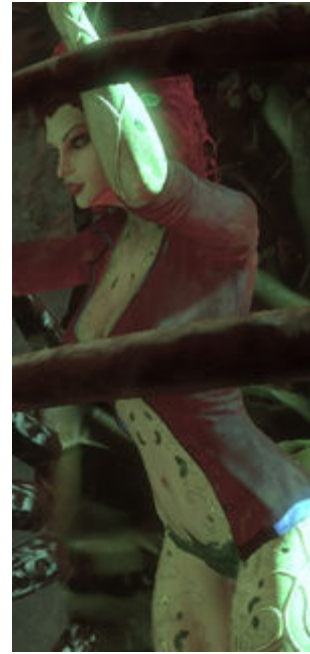
## Poison Ivy

Pamela Isley is another Batman rogue that has never quite blossomed – for lack of a better term – in the pages of the comics, but has enjoyed considerable heights on the small screen. More so than any other comic book story – *Hush*, *No Man's Land* and *Suicide Squad* all came close – *Batman: The Animated Series* elevated Poison Ivy to true A-list status. Here's another classic episode that summarizes what makes her a great character. And surprise, surprise – it's written by Paul Dini.

### House and Garden

Written by Paul Dini

Another season two highpoint, this episode sees Poison Ivy released from Arkham, seemingly reformed and married to a doctor and father of two. Batman suspects she hasn't exactly put her old evil ways behind her, though, and sure enough, his suspicions are confirmed. Ivy's nefarious plan is disturbing, tragic and sad all at once, and it's another example of this incredible show doing more with a character than the comics have yet to accomplish. Check it out and see for yourself.



## Batman: Arkham Asylum Walkthrough

<b>Walkthrough</b>
<a href="#">Intro / Intensive Treatment</a>
<a href="#">Island (Exterior)</a>
<a href="#">Medical Facility</a>
<a href="#">The Morgue</a>
<a href="#">Experimental Chamber / Bane</a>
<a href="#">Caves</a>
<a href="#">Arkham Mansion</a>
<a href="#">The Penitentiary</a>
<a href="#">Botanical Gardens</a>
<a href="#">The Island Transformed</a>
<a href="#">Croc Hunt</a>
<a href="#">(Back) To the Batcave!</a>
<a href="#">Confronting Poison Ivy</a>
<a href="#">The Joker's Party</a>

«	Intensive Treatment	Island Exterior	Medical Facility	The Morgue	»
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Part 1	Part 2	Part 3	Part 4	Part 5
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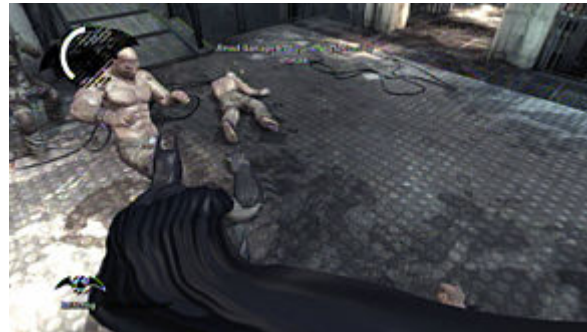
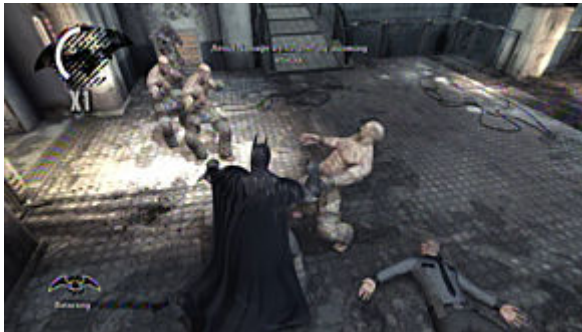
**Intro**

I N T E N S I V E T R E A T M E N T

The long, cinematic intro sequence involves Batman escorting Joker to a lower level of Arkham. All you'll need to do is follow the pack, entering elevators and taking in the sights and sounds of the asylum.



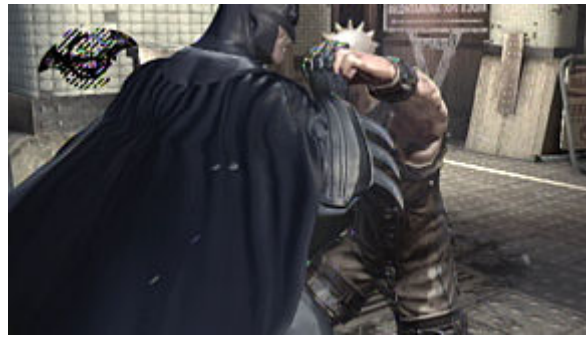
At the bottom, the internment of the Joker will run into a bit of a ... hiccup. It's time to hone your fighting skills. Attack the enemies with your STRIKE and try out some counters with COUNTER (check your pause menu for your control setup). For the latter, when you see the enemy emit lightning bolts from his head, tap COUNTER to do a special attack.



Head up the stairs toward where the Joker left -- you can hold RUN to move faster. In a room to your left are a handful of novelty wind-up teeth you can test your Batarangs on. Use the shoulder buttons / triggers to lock onto the them and fire a few Batarangs. Each one you kill counts towards solving one of the Riddler's riddle challenges -- so when you see teeth, take 'em out!



Further down the hall you'll encounter a couple of thugs. They shouldn't present a significant threat. Just hit them and use counters. After they are clear, head down the hall towards Eddie the guard.



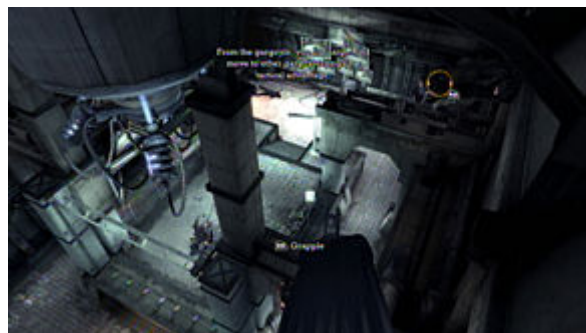
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Part 1	Part 2	Part 3	Part 4	Part 5
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In the next section, talk to the guard and you'll hear about a tense situation: Mr. Zsasz is threatening to submit a guard to involuntary shock treatment. Head up the stairs just past this gruesome scene and go all the way to the end of the hall. Once here, talk to the guards and you'll initiate a plan to sneak up on Zsasz from behind.



Enter Detective Mode and look up at the high walls above the scene below. The gargoyles protruding from the sides of the walls are perfect spots to grapple. Aim at the nearest spot and hit GRAPPLE. You'll automatically reel up to the spot. From there, grapple to the next two spots until you are behind Zsasz.



You'll now be prompted to Zip Kick the maniac below you. Be ready to use a ground attack in combination with this which will consist of a shoulder button + COUNTER. This will put Zsasz down for good.



After the cutscene is over, turn on Detective Mode and move into the far right corner of the room. You'll see a vent along the bottom of the wall highlighted in orange. Approach it, remove it and crawl inside to find a Riddler Trophy ([Intensive Treatment #9](#)).



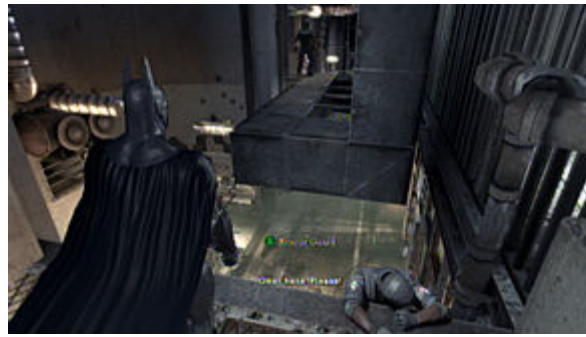
You'll also find a destructible wall along this same side that you'll have to return to later... Another grate on the opposite side of the room can also be removed. Enter this and crawl down the air duct to find another Riddler Trophy ([Intensive Treatment #15](#)).



«	<a href="#">Intensive Treatment</a>	<a href="#">Island Exterior</a>	<a href="#">Medical Facility</a>	<a href="#">The Morgue</a>	»
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<a href="#">Part 1</a>	<a href="#">Part 2</a>	<a href="#">Part 3</a>	<a href="#">Part 4</a>	<a href="#">Part 5</a>
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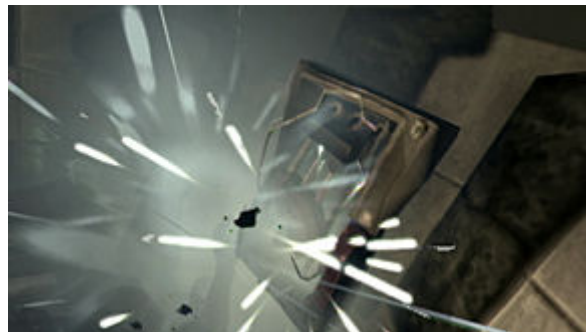
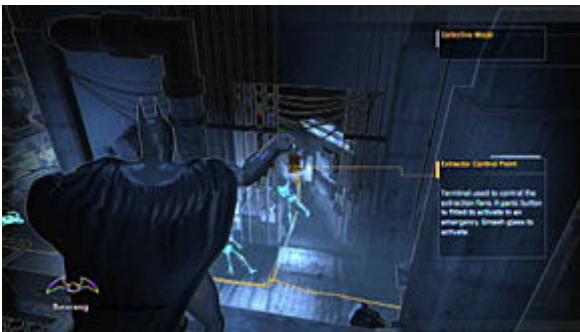
Drop down and run forward until you come upon another horrific scene. Talk to the guard and grapple up to the point above. Go through another ventilation shaft and drop down.



Pick up the guard on the edge of the platform. Now you'll have to run at this edge, which allows you to jump onto the platform across the way -- you jump automatically each time you run at an edge like this.



Grapple up even higher to the next catwalk and save another guard. From here, walk off the edge holding RUN to glide to the platform at the far end of the room. Grab the baddie here. Now scan the room below. You'll be able to target and toss a Batarang at a control panel below to clear the room of harmful gas.



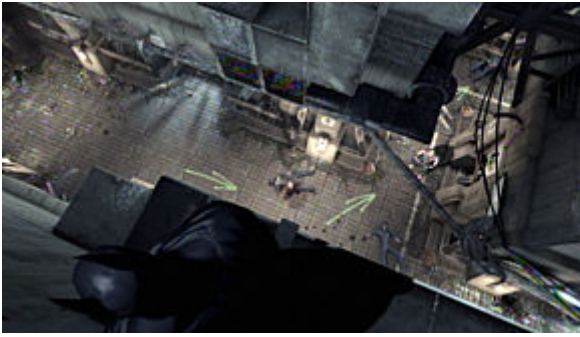
Before leaving the room, look for a vent in the floor in the middle of the room. Remove this and enter it for a Riddler Trophy (**Intensive Treatment #19**). There is another trophy here behind the locked security gate you'll have to come back for...



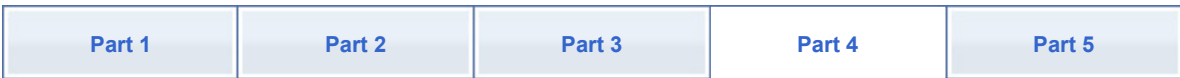
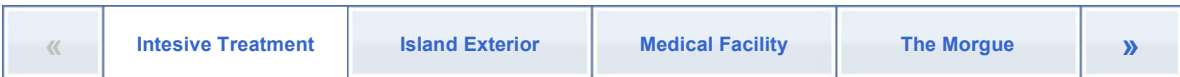
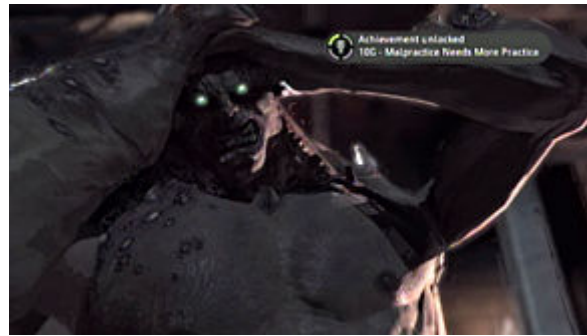
Follow the green arrows on the ground into the next room. Here you'll find two thugs patrolling the hallway. Pull yourself



up to the vents above and use them to practice your air attacks -- drop on an enemy holding ATTACK, then perform a ground takedown -- or just punch the dudes a few times and use counters.



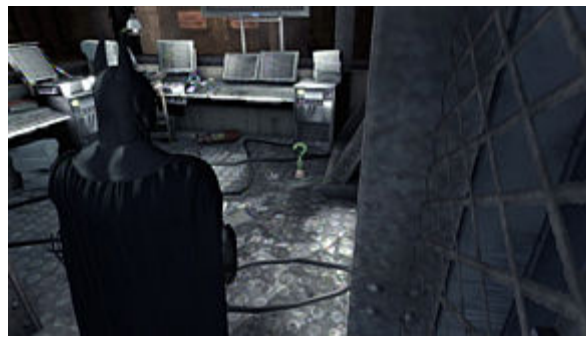
Follow the arrows into the next room and a cutscene will occur. The giant mutant unleashed on Batman turns out to be something of a lightweight. Just dodge his attacks by double-tapping run and holding in a direction. Throw a Batarang his way when you have a chance and the mutant will enter the throes of death without a fight.



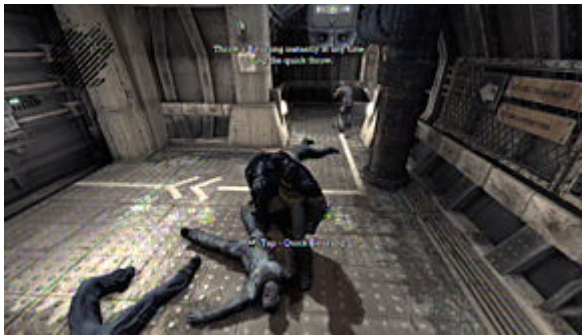
You'll now gain access to skill upgrades. We *highly* recommend grabbing awesome the Inverted Takedown first.



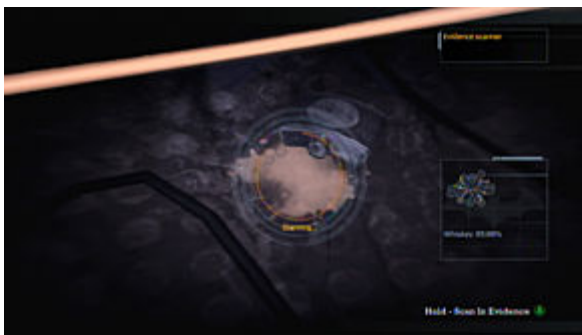
Before leaving this room, check out the booth across the room for a Riddler Trophy ([Intensive Treatment #20](#)).



Head out of the control room and hang a left through the downed security gate. At the next intersection are a couple of goons. Punch them out and head right. Your map shows where you should go with a "!"



You'll find a room with some key evidence on the ground in the corner -- a flask of Boles' bourbon. In Detective Mode, you can scan this. This reveals an evidence trail.

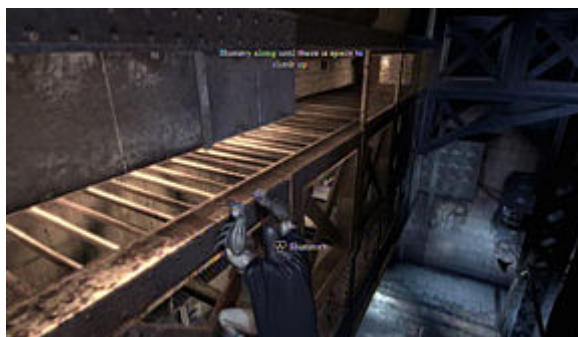


Follow this trail back out the door you came and straight down another hallway. In a reception room, pause and you can listen to an eerie phone call from the Joker. In the next room a cutscene will occur.

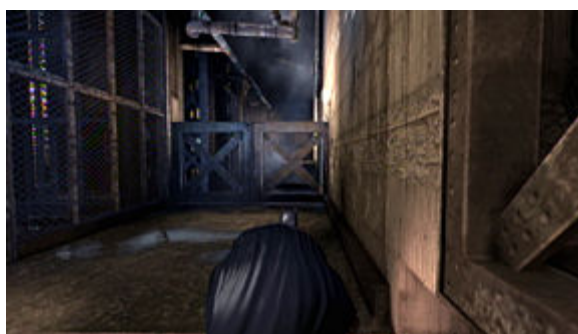
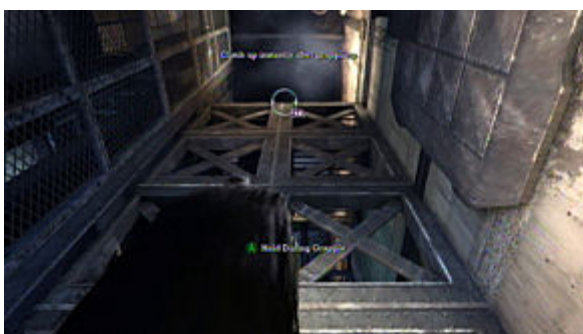
Climb the nearby stairs and follow them up to a control room. Here you can find a Patient Interview for Harley Quinn (**Intensive Treatment #27**). Now head back down to the shaft and grapple up to two higher platforms.



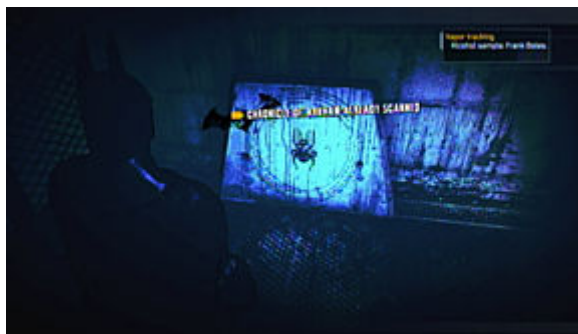
Run across the platform and jump to the handhold across the way, then shimmy over to the vent. Exit the vent and grapple up higher. Run and jump across another gap and you'll almost be at the top.



Grapple to another platform and you may notice a vent to your left where you must crouch under the overhang. Some destructible walls are beyond this that you cannot deal with yet.



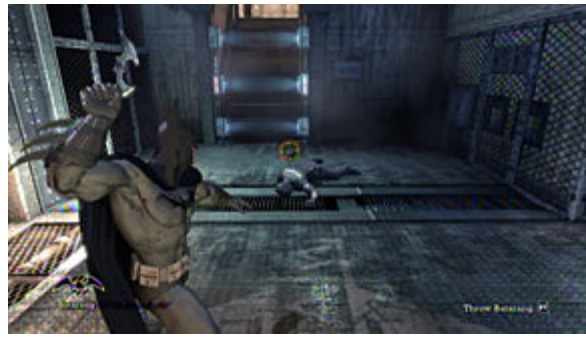
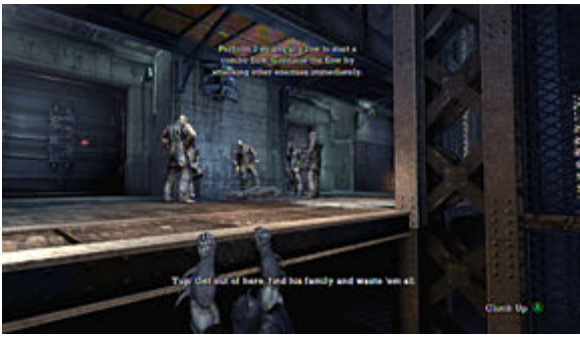
Jump up and grab the wall and shimmy over to another platform. Look for a box you can climb on to reach another grapple point. Here you may be noticing that you are getting ever closer to a group of five hostiles. Walk through this level and keep your Detective Mode on. You'll come across a beetle on a stone panel. Scan this for a Spirit of Arkham Deciphered Message (**Intensive Treatment #3**).



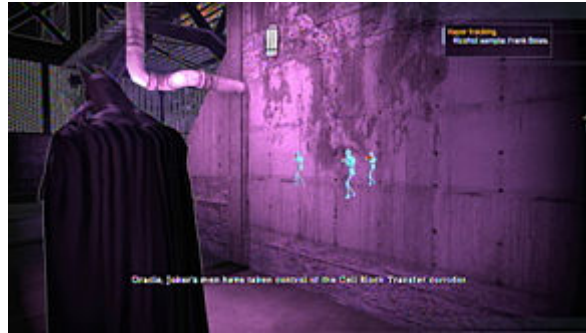
«	<a href="#">Intensive Treatment</a>	<a href="#">Island Exterior</a>	<a href="#">Medical Facility</a>	<a href="#">The Morgue</a>	»
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<a href="#">Part 1</a>	<a href="#">Part 2</a>	<a href="#">Part 3</a>	<a href="#">Part 4</a>	<a href="#">Part 5</a>
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Grapple up and hang below the thugs. You can hop up and take them on fairly easily, just keep swinging and remember to use ground takedowns when you can. After this, scan the area and you'll see a vent grate on the wall leading out. You may notice a set of chattering teeth here and elsewhere -- always destroy them with a Batarang for easy XP.



At the end of the vent is a squad of goons with guns. Instead of taking them on directly -- otherwise know as suicide -- you can grapple the gargoyle just above and follow them over and across the room. Drop down silently as commanded and crouch.



Sneak up on the thugs for three easy silent takedowns, starting with the closest one. As long as you stay behind them, they won't notice you.



Just up some stairs is a control room. Crouch and sneak up behind the baddy up here as well. While you are crouching, you may notice a grate on the wall. Move this and enter the next room.



While crouching, eliminate the next guard stealthily. From here, grapple to the ceiling and around to the other side above the unwitting criminal. Try out your awesome Inverted Takedown on him (if you purchased it) to make things especially

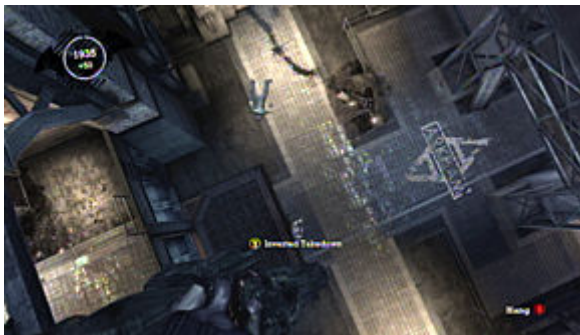
easy! A final man patrols one side of the upper level.



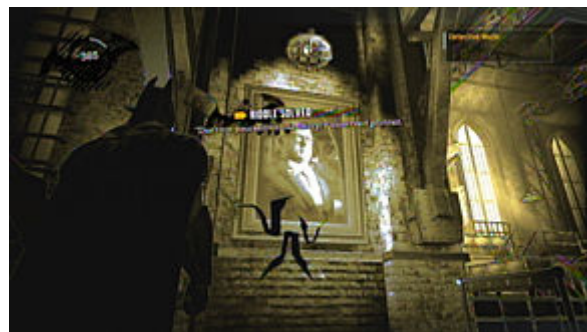
You should use your Inverted Takedown on the remaining guard, or use the Zip Kick + Ground Takedown combo to glide over to him and incapacitate him in a less stealthy manner. The Joker will call in three more enemies to deal with.



Stick to the gargoyles and you'll be OK. Follow the trail to the doorway and you'll encounter a cutscene and a message from an old nemesis -- The Riddler.



Scan the nearby portrait of Sharp in Detective Mode mode to solve your easy first Riddle (**Intensive Treatment #7**). You will now have access to the Riddler's riddle menu.



Before leaving this area, look for a Riddle question mark in the southwest corner of the lobby office in the center of the

area. There is a window with the upper body of a question mark on it that you can only see in Detective Mode mode. Line this up with the visible dot on the far wall it to solve the riddle. The dot is under a large circular vent (**Intensive Treatment #26**).



In this same office area is a Harley Quinn interview tape. It's on the opposite side of the office from the riddle question mark on a desk (**Intensive Treatment #18**).



After the cutscene, follow the series of rooms until you get to a doorway -- you can open this door and then find a vent further down the way.



«	Intesive Treatment	Island Exterior	Medical Facility	The Morgue	»
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«	Part 1	Part 2	Part 3	»
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**The Island**

A R K H A M I S L A N D , E A S T

Now outside, grapple up to the guard tower on the left and grab the Joker Interview Tape (**Arkham Island, East Riddle #12**). You'll soon be informed the Batmobile is in jeopardy.



Grapple up to the top of the tower in the northwest for another Riddler Trophy (**Arkham Island, East Riddle # 9**). Yet another Riddler Trophy (**Arkham Island, East Riddle # 10**) is on the southern shore of this area (behind the statue).



In the Arkham Mansion area to the west, look for the walled in courtyard. Grapple up from here to a spot with a arched and barred window with a scenic view. Behind a column up here is a Riddler Trophy (**Arkham Island, East Riddle # 5**).



Just above this area is another trophy on the roof (**Arkham Island, East Riddle # 7**). This is on the far eastern edge of the map.



In the center of the large Arkham Mansion area in the east is a tall clock tower. Scale this by using grapple points on the front and rear. On the south facing ledge, just under the giant clock face, is a Riddler Trophy (**Arkham Island, East Riddle # 1**).

Now float down to the small shack in the northern part of the Arkham East outside area for another Riddler Trophy (**Arkham Island, East Riddle # 2**). It's just inside the shack.



After your done collecting / solving area Riddles find the north exit of the area towards the waypoint on your map. You'll come across an ambulance with two thugs just beyond it. Stay out of their line of sight and grapple up onto the wall. Bypass the gate, drop down and use steal takedowns on the both of the enemies -- nearest first.



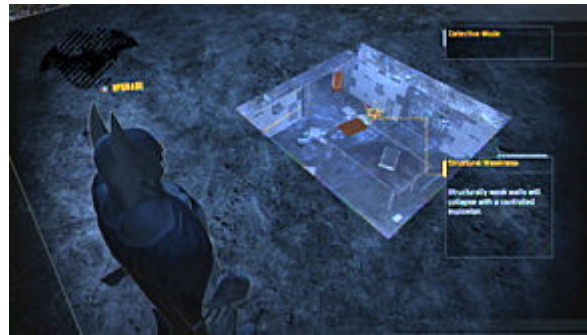
A R K H A M I S L A N D , N O R T H

There are five thugs around your car -- thankfully without firearms. A nearby building will allow you to use Zip Kicks on them, but a good ol' fashioned brawl with counters will do the trick as well. After this, approach the Batmobile for a new toy: Explosive Gel!





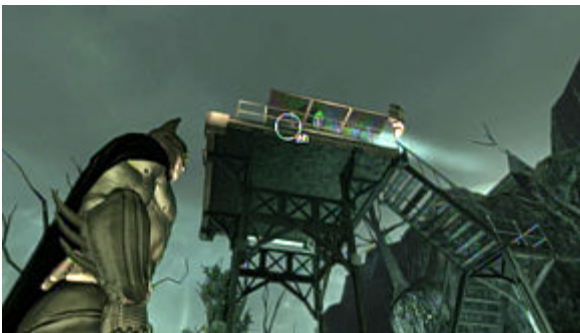
With the Explosive Gel you can break certain walls giving you access to new areas and secrets. By activating Detective Mode you can identify these walls -- they'll be marked in orange and will be transparent. Test out your new toy on the building by the Batmobile.



Grapple onto the roof and toggle Detective Mode to find the destructible panel. Place charges then back off and trigger them. Inside this building is the Arkham Island, North secrets map (**Arkham Island, North Riddle # 13**).



There are two guard towers here. Grapple up to the closest one to grab a Joker Interview Tape (**Arkham Island, North Riddle # 20**). On the roof of this tower is a Riddler Trophy (**Arkham Island, North Riddle # 12**).



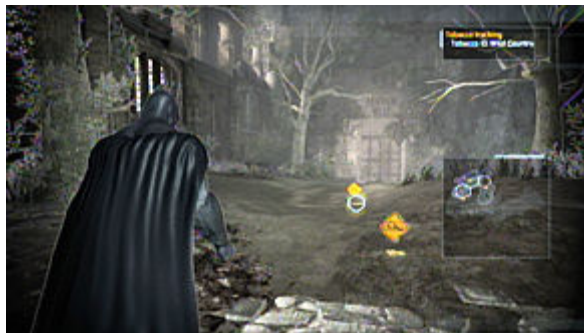
In the ground floor of the destroyed building in the northwest is a Riddler Trophy (**Arkham Island, North Riddle # 4**).



On the western precipice of the Intensive Treatment entrance in the southern portion of this area is a Joker Trophy (Arkham Island, North Riddle # 7 ).



After your collecting spree, scan the Batmobile for clues. Near its front bumper is a pipe left by Commissioner Gordon. Scan this to reveal a trail of tobacco leading west. You



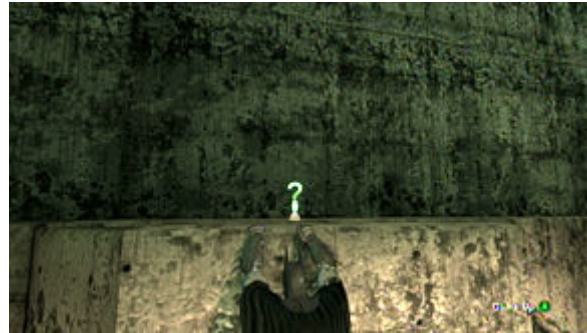
To bypass the door, squirt some gel onto the adjacent wall -- in Detective Mode you'll see it's vulnerable to explosives. Blast it and enter the hole. Follow the pipe trail through the next area into the open space of Arkham West.



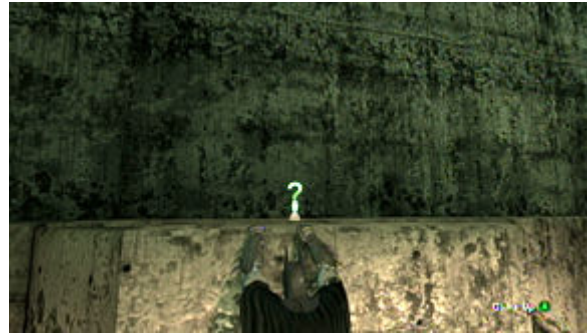
«	Intesive Treatment	Island Exterior	Medical Facility	The Morgue	»
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«	Part 1	Part 2	Part 3	»
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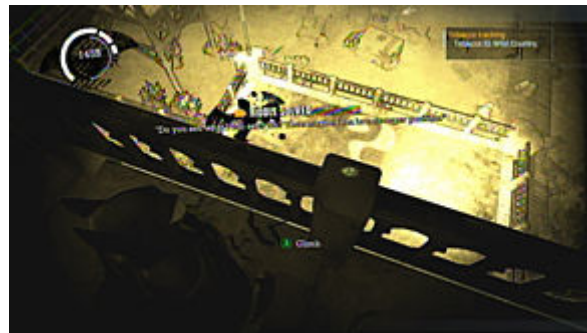
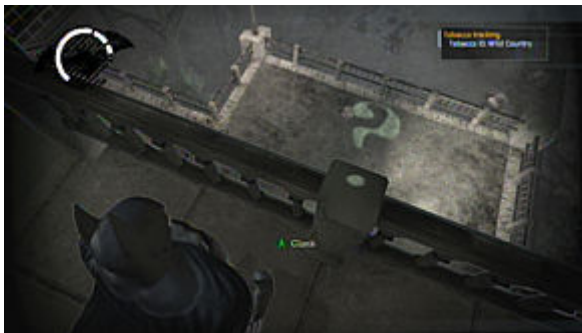
A R K H A M I S L A N D , W E S T



Flip around as soon as you enter the area and look up. Just over the entrance is a Riddler Trophy (**Arkham Island, West Riddle # 16**). Around the entrance to the Penitentiary wing you'll find a few grunts in nailing some boards. Stealth takedown one, then beat the other into submission. Grapple above this entrance and you'll see a secure door on an upper platform you can't enter.



Switch on Detective Mode. Below this platform -- right at the western entrance to the Penitentiary -- is a Riddle solution - half of a question mark. Line up one of the guard rail posts with a dot on it to complete the "?" and solve the riddle (**Arkham Island, West Riddle # 19**).



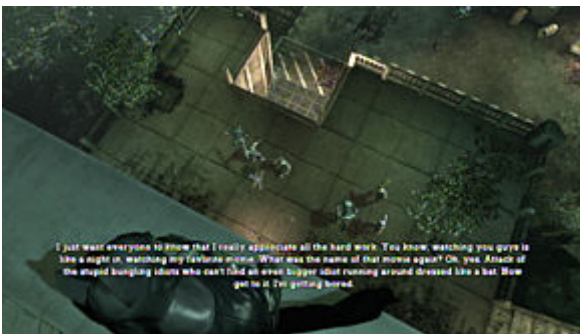
Just below the portal to North Arkham is a waterfall and a stream in a deep gully. Near the base of the waterfall is a Riddler Trophy (**Arkham Island, West Riddle # 2**). Also, below the central guard tower there's a bush obscuring another Riddler Trophy (**Arkham Island, West Riddle # 11**).



On the roof of the shack along the shoreline in the southwest of the area is another easy Riddler Trophy (**Arkham Island, West Riddle # 7**). Inside the shack, on a crate in the corner is a Joker Patient Interview Tape (**Arkham Island, West Riddle # 14**).



It's time to continue following Gordon's trail. Near the doorway to the Medical area are five of Joker's henchmen. You can use the upper perch to take out one with a Zip Kick, but it's easy enough to beat up the rest quickly since they have no guns. Look for some chattering teeth on the ground here before moving on.



After the cutscene inside, head back outside. Grapple onto the roof. Search the southwestern edge of the roof of the Medical Facility for a Riddler Trophy (**Arkham Island, West Riddle # 4**).



Search the other side of the rooftop of the facility for a destructible wall. Mine it with Explosive Gel, drop down and enter

the door to access the Medical Facility's Maintenance Access.



«	Intensive Treatment	Island Exterior	Medical Facility	The Morgue	»
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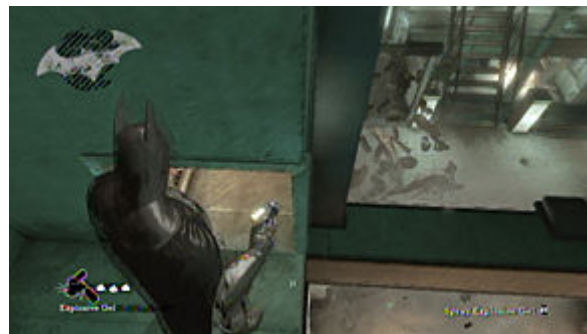
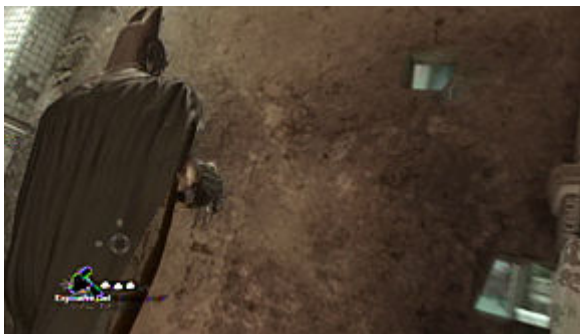
«	Part 1	Part 2	Part 3	»
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## Medical Facility

In the Maintenance Access area, drop down and enter the ventilation shaft via the grate on the right. Follow this back until it splits. Take the right path back to the caged area with a Riddler Trophy ([Medical Facility Riddle # 21](#)).



You'll now come upon the spacious, multi-tiered Sanatorium. There are several thugs on patrol in this area. Luckily, the gargoyles in the room make stealth takedowns easy.



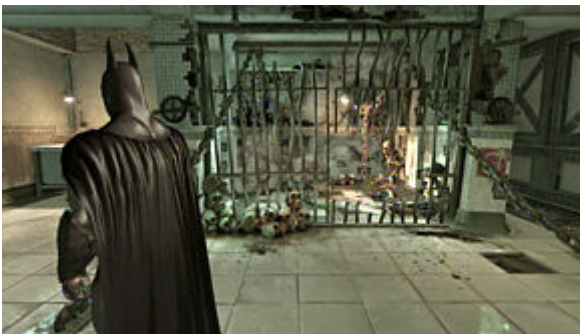
You can also mine the floor or destructible walls with your Explosive Gel then detonate it when the unlucky henchman happens by. Whatever you do, don't take these guys on hand-to-hand, you will get torn apart by their guns.



After talking to the doctors, you'll get three new objectives. Before heading to these objectives you should search the area for various Riddler-related items. There is a Joker Interview Tape in the northwest corner of the Sanatorium on a desk in an office ([Medical Facility Riddle #6](#)).



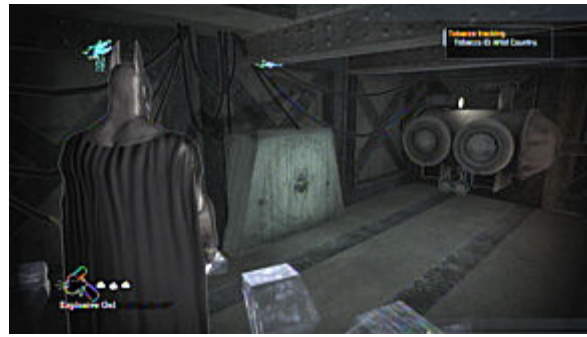
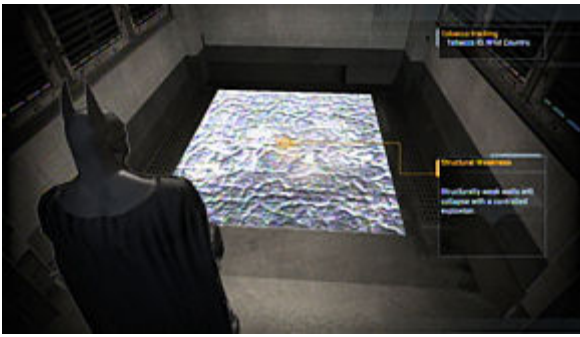
In the northwest section of the Sanatorium is a jail cell filled with skeletons. Scan it in Detective Mode mode to solve a Riddle ([Medical Facility Riddle #24](#)).



Blow open a destructible wall to find an easy Riddler Trophy in the southeast corner of the Sanatorium ([Medical Facility Riddle #17](#)). While you are down here, scan the floors for chattering teeth to destroy for the Riddler Teeth challenges.



On the upper floor, search the middle of the west side of the room for a breakable floor. Detonate it, then drop down and scan the beetle block for a Chronicle of Arkham scan ([Medical Facility Riddle #5](#)).



In the middle of the room along the west side of the Sanatorium (top level), look for a destructible panel on the ground. You can look through it with Detective Mode to see a partial "?". The dot to complete it is on the floor below. Detonate the floor, then line up the scan ([Medical Facility Riddle #14](#)).



«	<a href="#">Intensive Treatment</a>	<a href="#">Island Exterior</a>	<a href="#">Medical Facility</a>	<a href="#">The Morgue</a>	»
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«	<a href="#">Part 1</a>	<a href="#">Part 2</a>	<a href="#">Part 3</a>	»
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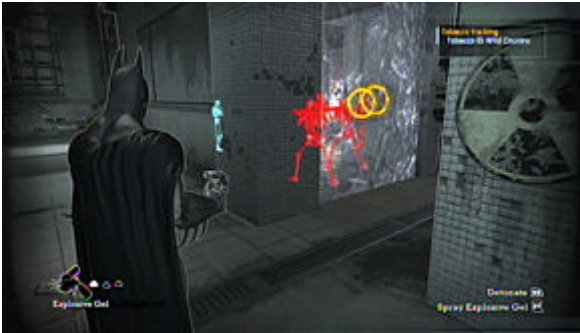
Now, exit the Sanatorium via the door on the north side of the bottom floor. Take the hallway to the right towards the X-Ray Room. Before you get there, a squad of goons will appear. Beat them up using close-range attacks and ground takedowns and they won't have time to respond.



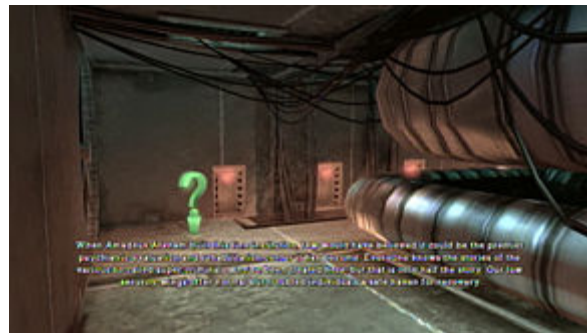
Enter the X-Ray Room. Spray some Explosive Gel on the closest destructible wall -- but don't detonate it yet. Instead, grapple up onto the roof. Here you'll find a Riddler Trophy ([Medical Facility Riddle #27](#)). Now, drop down onto the other side and put some gel on the explosive wall here so that the grunts will get hit from both angles.



Blow the wall and talk to the doctor. Exit back into the Upper Corridor. You may encounter a box of chattering teeth from the Joker out here. Destroy them for the Riddler's challenge and move on.



In the Upper Corridor there's an unprotected vent opening up high you can grapple to. Keep Detective Mode on and look out of it. Grapple up and follow this back for a Riddler Trophy ([Medical Facility Riddle #26](#)).



Enter the Surgery Room and you'll see the good doctor has been prepped for ... something. Five thugs drop down to confront you. Since they are unarmed, just move amongst them attacking and counter when you can. If one of the henchmen goes for a panel on the wall to beat you over the head with, be sure to hit them before they can make something of it.



Talk to the doctor then head out. You should encounter another gift from the joker in the hallway -- a few more teeth to



destroy. Just outside Observation are two of Joker's lackeys you can easily take down with standard attacks. Alternately, lay down some Explosive Gel, get their attention and let them run into your trap.

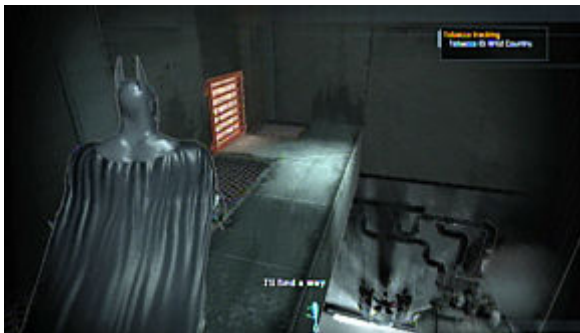


«	Intensive Treatment	Island Exterior	Medical Facility	The Morgue	»
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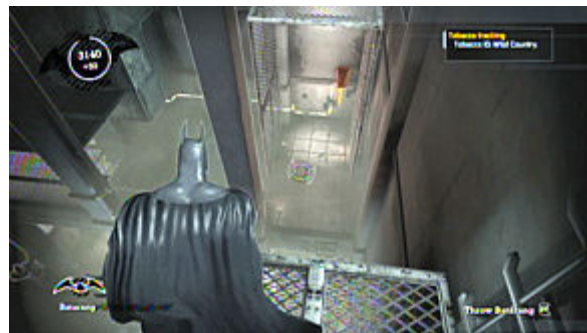
«	Part 1	Part 2	Part 3	»
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There are two more thugs you can deal with in a similar manner in the Observation room. Grapple up to the ventilation ducts above once they are taken care of and enter the duct behind the grate.

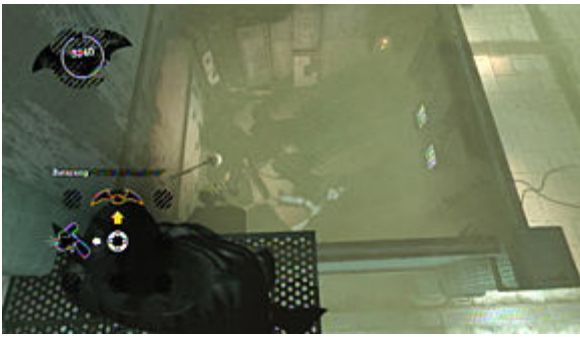
On the other side you'll find a room brimming with poisonous gas. Move to the right and activate Detective Mode. A line leading from the fan across the way will reveal the control panel for it, marked in orange. Hit this panel with a Batarang, then hit the teeth chattering on the platform below it.



Now you can move around the room, jumping and gliding to the platforms, ever nearer to the stranded baddie. When you can't go any further, turn around and hit another fan switch. Look for more teeth around the room. There are several here.



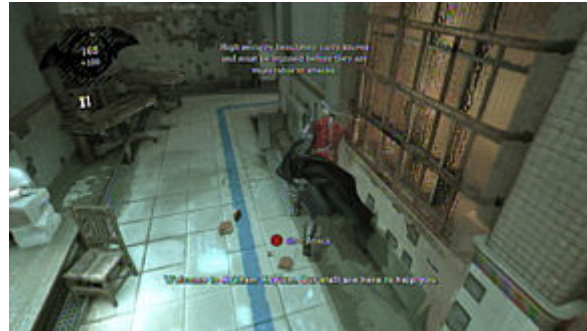
With the second fan down, glide down to the platform near the hanging enemy. Hit him with a Batarang to bring him down through the breakable roof.



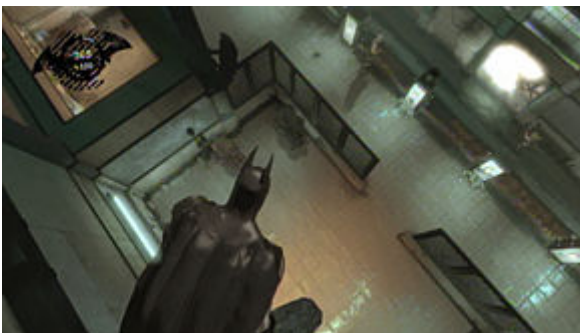
You can now hit the panel in the room below to fully clear the room. Now on the ground, head into the nearby office for a Riddler Patient Interview on the desk (**Medical Facility Riddle #7**).



Head out of the Observation area via the vent you entered it by. In the hallway is another present from Joker -- this time with a thug in it. Use a stun attack on him before attacking or risk getting seriously damaged by his knife. Hit the teeth with Batarangs and follow the colored lines on the ground back to the Sanatorium.



Once the cutscene is over, grapple to the ceiling and use your gargoyle / stealth antics to deal with the three incoming enemies. Zip kicks and ground takedowns will do nicely. If you hit an enemy while he climbs a ladder with a Batarang he'll hit the ground and be instantly incapacitated. Enter the elevator to take it down to the Morgue. Great.



T H E M O R G U E

After the cutscene, look for a wall near the security door that can be mined with your Explosive Gel. Enter it and follow the passage back. You'll see a brief cutscene with Gordon.



Enter the grate on your left. Crawl through to the other side to find Commissioner Gordon slumped against the wall, apparently dead. Head left down the hall and enter the Morgue.



Inside the Morgue are three body bags. Open the first two on the right and left -- if you hadn't been aware that something fishy was afoot until now, you may be surprised to find who is inside the third.



T H E S C A R E C R O W

With The Scarecrow's appearance, the world suddenly is torn asunder. Hop across the platforms until you reach another cutscene. Scarecrow will now be a giant in the midst of a vortex, scanning the environs in a clockwise sweep. Dash between his scans to cover spots.



You can duck for low cover to avoid his gaze. You'll eventually come to a wall you need to climb. Pause there after shimmying over and wait for his gaze to pass. You can make a mad dash for the next cover spot.



When you come to a wall you cannot pass, whip out your Explosive Gel. Lay it on the wall and wait for Scarecrow to face the opposite direction. Detonate it and his interest will be drawn to the blast site.

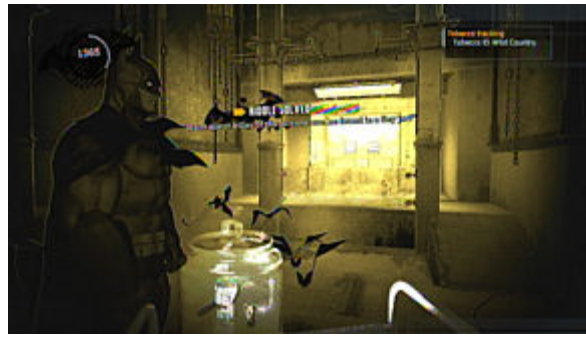


When he peers around your left side, run and jump to the next area. Scale it and quickly find cover. Just ahead is a large spotlight.

Approach the spotlight and activate it when Scarecrow is facing away to end the scene.

## T H E M O R G U E

When you are returned to the Morgue, scan the jar nearby the body bag to solve a Riddle. You'll need to position your camera view so the contents of the jar are large in the frame. Just rotate around it in Detective Mode until the Riddle is solved ([Medical Facility Riddle #19](#)).



Exit the morgue and head back to where "Gordon" was. Lay some Explosive Gel down near the next doors and move near them. The enemies that come through will be stunned by your charges -- just finish them off with ground takedowns.



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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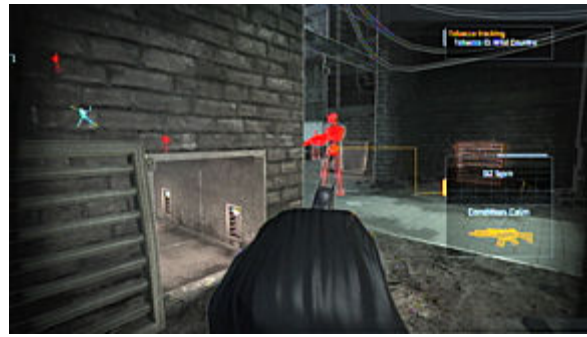
«	Experimental Chamber	Bane	»
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T H E E X P E R I M E N T A L C H A M B E R

Follow the arrows to the Experimental Chamber, hitting all the chattering teeth on the way. Right when you enter the Experimental Chamber, you'll find the Secrets Map on a table on your left. **(Medical Facility Riddle #13)**.



The situation looks grim for Gordon. Head into the ventilation shaft on your right and drop down. Go into the next tunnel and remove the grate on the other end.



Crouch and sneak up to the goon and give him the "silent treatment" with a quiet takedown. Enter another grate across the way. In the next shaft is a Riddler Trophy. (**Medical Facility Riddle #11**).



Pop out and silently take down the nearest baddy here. There should be two more of them circling the central area you'll need to stay out of sight, so use the trench and the large structure for cover. With Detective Mode engaged, approach one of the enemies and execute a silent takedown. You'll need to get to the other before he notices the body.



Climb the stairs in the south and grapple up above the security door. Up here is a Riddler Trophy (**Medical Facility Riddle #22**). Walk onto the skylight above Harley and you'll be prompted to take her down.



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Experimental Chamber	Bane	»
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B A N E ( T H E B O I L E R R O O M )

After the cutscene, a new threat will have emerged. Bane is like a freight train -- lots of power, but not so nimble. He'll charge you for his main attack, and throw large chunks of wall for a secondary attack. Both can be dodged by double tapping RUN and pressing a direction away from the offending object.



But you don't want to just dodge him. Keep a Batarang at the ready and trained on Bane's forehead. When he begins to rush at you, hit him with it and immediately dodge him. You'll need to keep your distance so as to have enough time to dodge him.



Bane will hit a wall and be temporarily stunned. If he grabs his head, he is vulnerable -- if he shakes it off, be ready to nail him again. It should take two Batarangs / wall hits to stun him.



At this point, run up to him and attack him with STRIKE. Batman will crawl on his back and detach a gas tube. Immediately back away to avoid his ground pound.



After the first tube is detached, Bane will receive five goons as backup. Concentrate on them with normal attacks and counters, but always watch Bane, ready to dodge his attacks. He'll do some damage to the henchmen as well.

Once cleared, you'll need to Batarang him again and detach another tube. Another wave of enemies will come -- but you'll be used to the routine by now. Detach a third tube to break Bane.

«	<b>Experimental Chamber / Bane</b>	Caves	Arkham Mansion	Penitentiary	»
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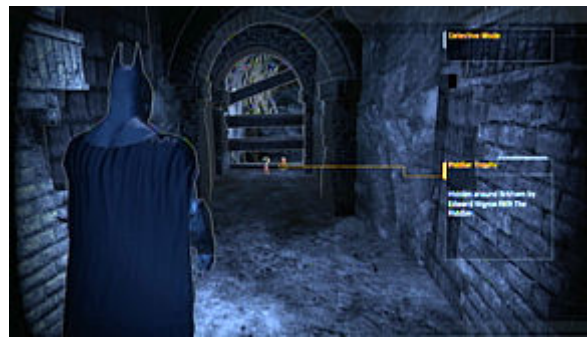
«	Part 1	<b>Part 2</b>	Part 3	Part 4	»
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**Caves**

T O T H E B A T C A V E ! ( A R K H A M I S L A N D , W E S T  
A N D N O R T H )

Now outside, head back towards Arkham North. In the passage on the way, look out for some chattering teeth. There are now henchmen outside in these areas to beat up for XP, too. An upgrade should be imminent.

Follow the path to the waypoint on the east side of the Intensive Treatment building's exterior. Grapple up onto the building roof, then above the cave entrance onto the ledge with a doorway. A Riddler Trophy is just inside ([Arkham Island, North Riddle #8](#)).



The cave entrance is BELOW this blocked passage with the trophy. Drop down and enter the cave. Grapple up and look to the left. A Chronicle of Arkham marker is here ([Arkham Island, North Riddle #14](#)).





Enter the door down the hall and continue down the cave passage. Look to the right of the pile of skulls in Detective Mode for a breakable wall. Beyond it is a Riddler Trophy ([Arkham Island, North Riddle #17](#)). Climb up the nearby ledge and go outside to enter a cutscene where you'll drop down the edge of a cliff into the Batcave.

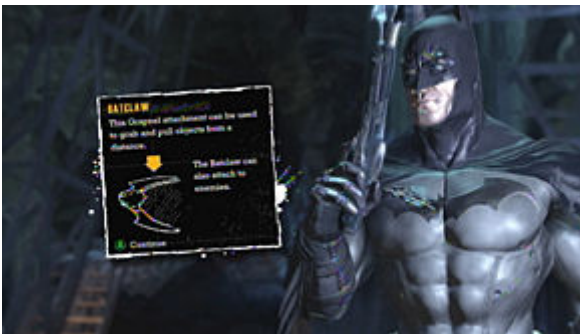


«	<a href="#">Experimental Chamber / Bane</a>	<a href="#">Caves</a>	<a href="#">Arkham Mansion</a>	<a href="#">Penitentiary</a>	»
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«	<a href="#">Part 1</a>	<a href="#">Part 2</a>	<a href="#">Part 3</a>	<a href="#">Part 4</a>	»
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### C A V E S

Follow the passage back into the Batcave. In the Batcave you'll get the Batclaw attachment for your Grapple gun. Test it out on the boxes below the computer terminal. You can grapple boxes across the gap and pull them down to make a path over it.



The Batclaw's greatest strength is in pulling down those pesky out of reach ventilation covers. In the next area you'll have a chance to target and yank down one of these. Grapple up and you'll realize you are not alone.



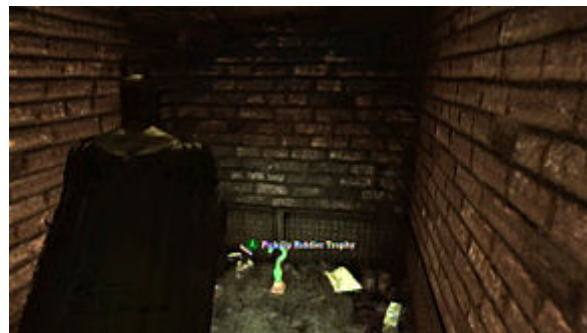
Drop into the old sewer and snuff out the criminal nearby. Look to the right for a Chronicle of Arkham marker (**Caves #16**). Just ahead is a group of criminals. To make short work of them, mine the area with Explosive Gel and get their attention. Finish them off with combos. Any enemies with weapons can now be disarmed with the Batclaw.



Move down the sewer tunnel until you come to a body with a Croc Interview Tape next to it (**Caves Riddle #7**). Just above this is a Riddler Trophy behind a grate you can Batclaw (**Caves Riddle #18**).



The nearby door here is locked and ... guarded ... so there's only one way to go. Continue down the long hall and shoot the teeth with your Batarangs. Look to the left for a destructible panel you can mine for a Riddler Trophy (**Caves Riddle #3**). Open the door at the end to enter the Main Sewer Junction



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	»
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M A I N S E W E R J U N C T I O N

The masonry in the Main Sewer Junction is decrepit and your Grapnel Gun won't find a hold on the bricks above. You'll have to climb. Head right to find a hold at the base of the tower. Drop down onto the platforms on the other side. On one of the lower platforms near the center of the room is a Riddler Trophy ([Caves Riddle #29](#)).



Now head around the platforms to the east. Look in the distance for some teeth to kill along the northern edge of the room. Instead of hopping onto the ground below, hop towards the handhold on the column across from you. Scoot around and pull yourself up into the area bathed in red light to score a Riddler Trophy ([Caves Riddle #30](#)).



Crouch and walk towards the edge of the column and you'll get a prompt to drop down. Shimmy around and head towards the platforms on the north side of the area. Run up the fallen column and hop towards the center of the room. Here you'll find a stream of water flowing over an aqueduct of sorts. Hop across and nab the easy Riddler Trophy here ([Caves Riddle #14](#)).



Walk down the aqueduct and up the fallen column to the next level. Look for a handhold to the left on this large column. Shimmy around to a secret area on the northern side with a Riddler Trophy ([Caves Riddle #9](#)).



In this same area is the dot for this room's riddle. The question mark body is on the arch just above. Look up and line the two pieces up to solve the riddle (**Caves Riddle #27**). Shimmy back to the main platforming area and hop over to the passage leading out of the room. Be sure to hit the teeth on the way out.



Now in the Surface Access area, a Croc Interview Tape is on some boxes in a corner just as you enter (**Caves Riddle #2**). Follow the passage to the dead end. Slap some Explosive Gel on the wall here and blow it to make a path to the surface.



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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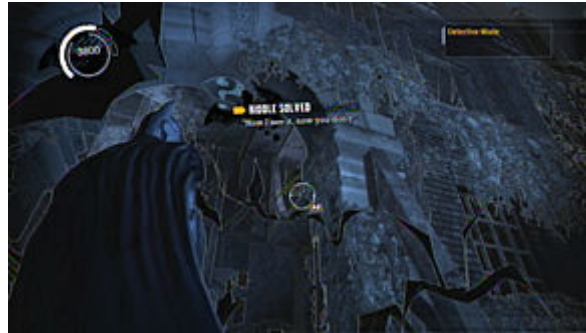
«	Part 1	Part 2	Part 3	Part 4	»
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A R K H A M I S L A N D , N O R T H

You'll find yourself in the destroyed building on the northern edge of Arkham Island. Just below this doorway is a Spirit of Arkham marker (**Arkham Island, North Riddle #15**). You'll have to glide down to the middle floor of the building to get it from the top.



On the bottom floor is an arched doorway with the body of a question mark on it. The dot is on the ceiling above (Arkham Island, North Riddle #6). You'll have to line this up just right to solve the riddle.



This may prove difficult with the snipers now stationed on the guard towers in the area. You can grapple to the first and stealthily kill the nearest one. Make your way to the second one on the ground when the sniper isn't looking, grapple up and do the same.

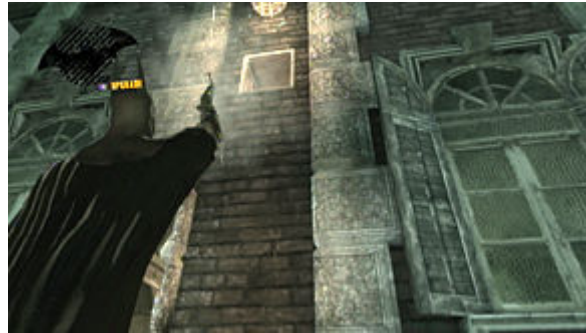
Head towards the entrance to Arkham East. Just outside the doorway is a clump of teeth to kill. In the passageway to East Arkham, beware of an ambush. Some of the thugs in here are armed so be sure to use your stun attacks on them before attacking.



On the other side of the passage are two more guard towers with sniper which you should know how to deal with by now. The snipers above the entrance to the Mansion are another story. Make your way over the cemetery to the rooftop behind them.



Drop down to their ledge and use ledge takedowns on them -- it's fun! Just shimmy under their legs and press the corresponding button when prompted. The way into the Mansion is blocked just inside by a security door.



An alternate route is just above the sniper ledge. Pull down the grate and enter the building via the ventilation shaft.

«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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**Arkham Mansion**

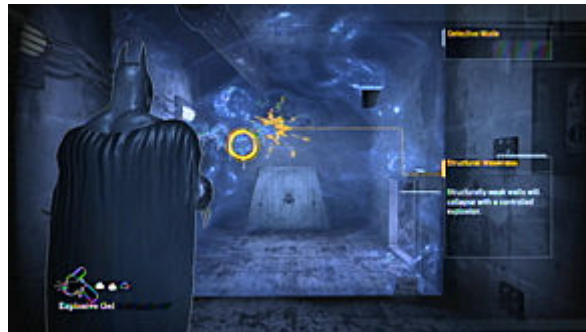
One of the goons below has a gun, so target him with your Zip Kick. Hit him with a ground takedown and knock out the other two with punches and counters.



Head down the stairs towards the security gate and flip around to find a grate near the ground. This leads back to a Riddler Trophy ([Arkham Mansion Riddle #26](#)).



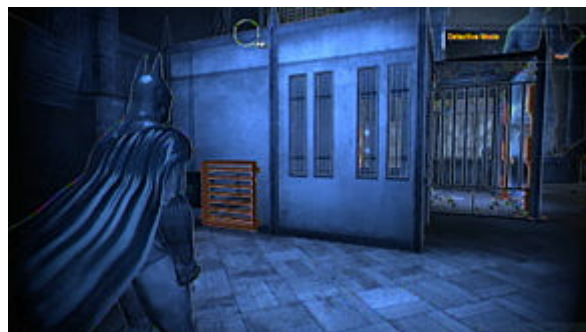
The door out of this room is locked so you'll have to grapple above it. A vent on the ceiling here can be accessed via your Batclaw. Pull yourself up and detonate the wall here.



The cleared wall will reveal a Chronicle of Arkham marker ([Arkham Mansion Riddle #5](#)). You'll now be in the Main Hall. Below are a dozen or so thugs tearing through papers, looking for Young's work. Take them on directly for a big combo - use your stun attack on the enemies with clubs to disarm them. While attacking, you can also use stun to prevent enemies from attacking instead of using counters. Doing so will make it easier to keep your combo going in large battles. Move from thug to thug quickly and move away from threats to safely maintain your combo.



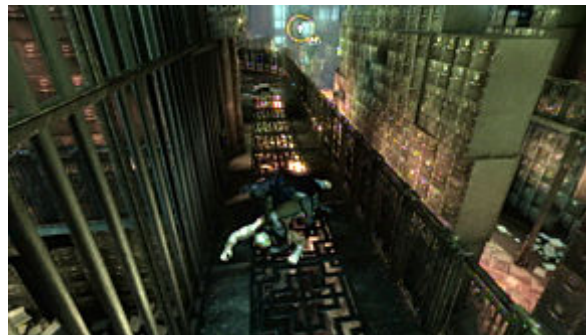
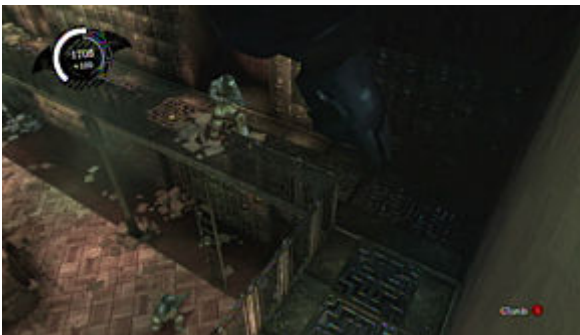
A grate under the large statue in the Main Hall can be removed to reveal a trophy ([Arkham Mansion Riddle #23](#)). In the northwest corner of the room is a removable grate near the ground that will allow you into a small office. Here you can pick up a Scarecrow Interview Tape ([Arkham Mansion Riddle #10](#)).



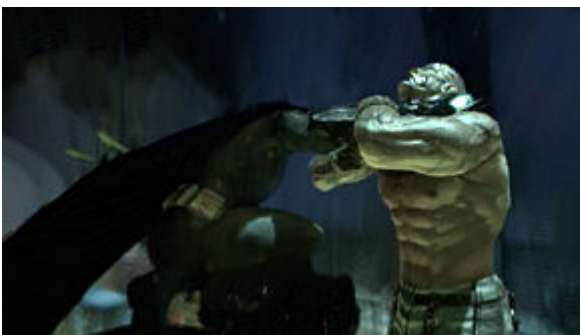
Also in this area are several chattering teeth to destroy -- including one in a tiny office you'll only gain access to via a removable grate near the ground. Now head out through the door in the northwest of the area leading into the West Wing. Immediately crouch and use a silent takedown on the villain in front of you. Move through the long room and enter the door to the west.



The Arkham Records Room presents your greatest challenge yet. The five henchmen in this room constantly patrol, and to make things worse, they have collars that alert their buddies when you take one down. Use this against them by laying booby traps when you can.



Use a Hanging Takedown on a lone goon and spray some Explosive Gel around his body. Escape back to the gargoyles before you are found out. Otherwise, make sure you keep your distance from pairs of goons and try and go for solo ones with your Hanging takedowns and Zip Kicks. If they stay on the bottom level, try and use the underground passageways that run the course of the room to get behind them. Any man you take down you should mine. The proximity mine Explosive Gel upgrade helps quite a bit here!



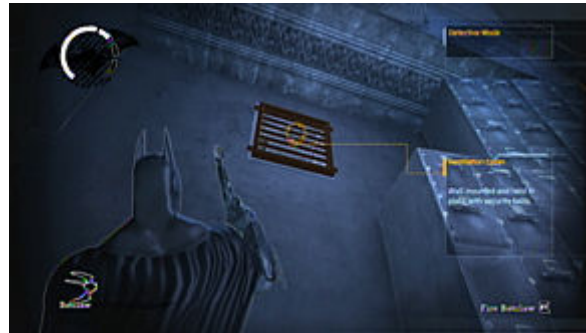


«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	»
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T O D R . Y O U N G ' S O F F I C E

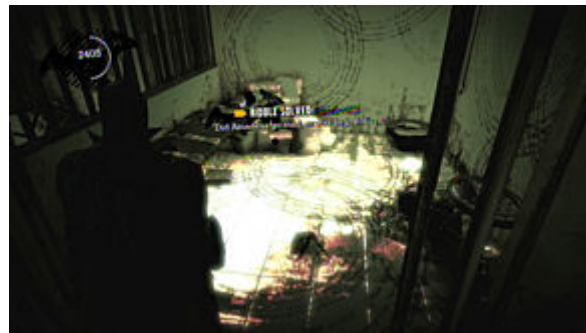
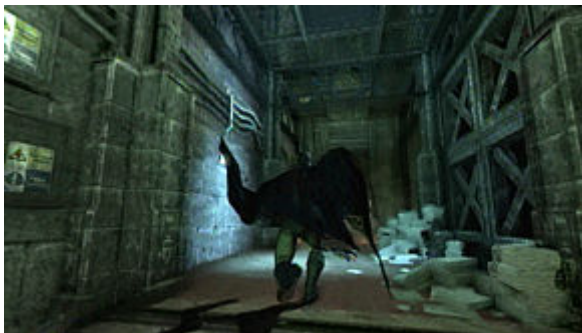
With the final thug out cold, free the hostages in the middle of the room. There are stairs in the middle of the southern portion of the room. Above these stairs is a grate you can remove. Follow the vent behind it back to the gated off office area to retrieve a Scarecrow Interview Tape ([Arkham Mansion Riddle #20](#)).



In the far west area of the room there's another removable grate on the wall above the upper walkway. Enter this and follow it back to another gated area with a Riddler Trophy ([Arkham Mansion Riddle #18](#)). Exit the area via the door in the north.



In the North Corridor, you'll find the door leading to Young's Office locked -- no matter, Batman has no need for doors. Enter the vent shaft on the floor to the left of the locked door and follow it back to a room with some teeth and two holding cells. Execute and Environmental Scan on the holding cell with all the writing on the ground to solve the area Riddle ([Arkham Mansion Riddle #16](#)).



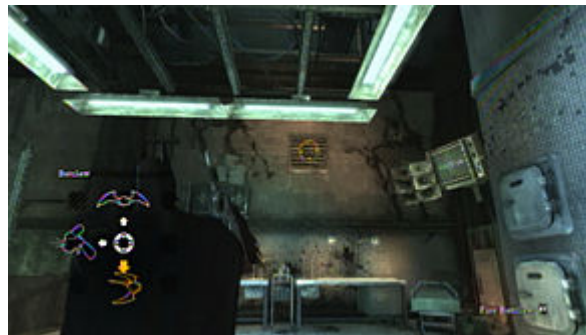
Don't leave this area. Instead, search the upper area near the high ceiling for a grapple point into another ventilation shaft. On the other side of this you'll come out on the cage-like ceiling of the area. Head south for a Riddler Trophy ([Arkham Mansion Riddle #19](#)).



Now, look for another crawlspace to bypass that pesky locked door. It's in the southwest corner of this upper area. This leads directly to Dr. Young's office area -- but you aren't at the safe quite yet.



Zip Kick the thug with the gun below, then melee attack all three enemies until they are no longer a threat.



Move up into the laboratory area and check out the northern wall in Detective Mode for a removable grate. Grapple up, crawl through the cobwebby corridor and drop down into Dr. Young's office.



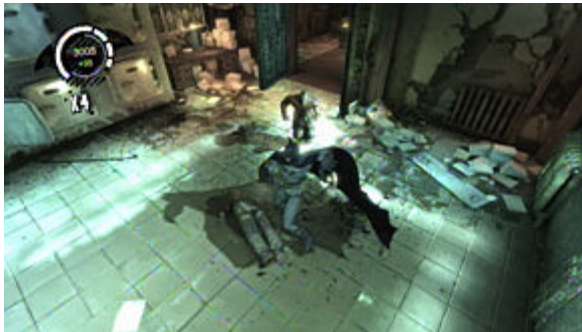
You'll now need to search the area for clues. You should be familiar with this process by now. The key clue is on the edge of the wall safe. Scan this to reveal a trail of greasy handprints -- this mysterious stranger is sure touchy!



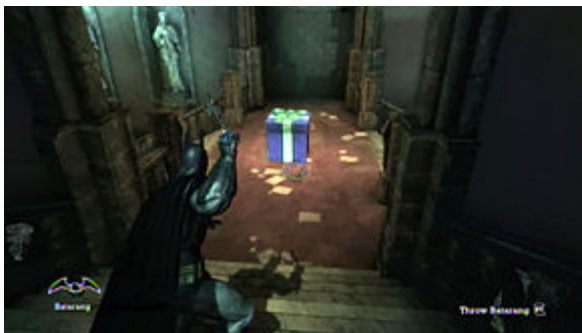
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«	Part 1	Part 2	Part 3	Part 4	»
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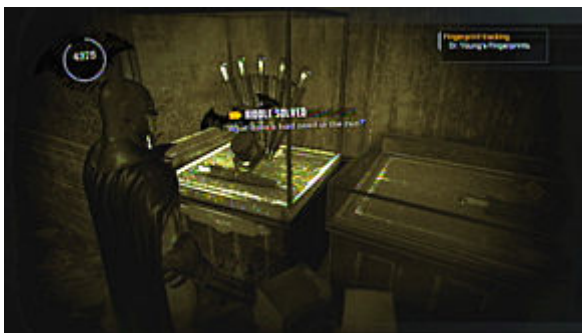
Grapple up and out of the office and you'll be confronted by a group of thugs. Some of these are armed so be sure to stun them before attacking. They've conveniently cleared a path for you out of the area, but before leaving look at the desk behind the doorway they entered through for a Scarecrow Interview Tape ([Arkham Mansion Riddle #30](#)).



Follow the trail of prints east through the West Wing Corridor and into the Main Hall. You should encounter a present from Joker -- teeth to eliminate. You can catch the two criminals here by surprise and make short work of them. Enter the door to the east of the henchmen and proceed into the South Corridor.



In the South Corridor, look for a display case with a top hat and some umbrellas to along the east wall as you enter. Perform an Environmental Scan on these objects to solve a riddle! ([Arkham Mansion Riddle #2](#)).



Grapple up to the left as soon as you have the opportunity to. Just past the ventilations shafts is a hidden alcove with a destructible wall. Behind the wall is a Chronicle of Arkham marker ([Arkham Mansion Riddle #3](#)).



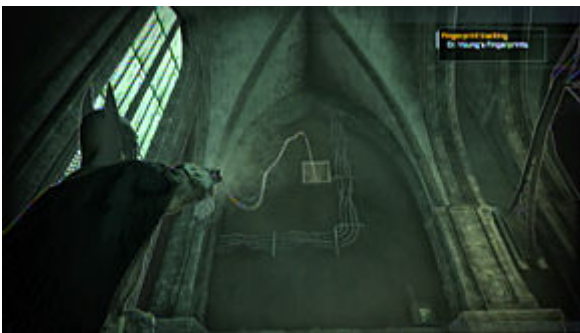
Before hopping down, you can also complete a Riddle from this area. A dot on the ventilation shaft up here aligns with the body of a question mark on the wall below ([Arkham Mansion Riddle #1](#)).



There are several enemies around the bend just ahead, but since they can't see you you'll have time to prepare for them. Mine the ground with Explosive Gel, then take a corner cover spot so you can send a Batarang at the first goon to disarm him. Grapple up high or back away and let the fireworks fly as the thugs walk into your trap. Finish them off with close range attacks.



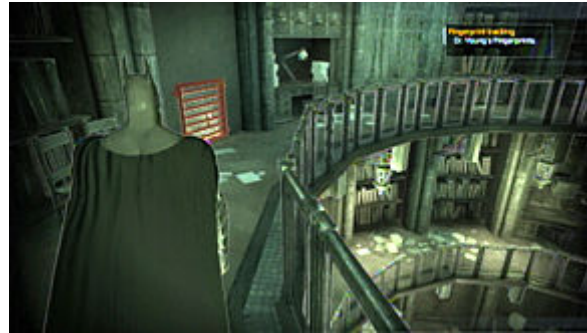
Look up high in the southwest area of the room for a grate you can Batclaw down off the wall. Grapple up for an easy trophy. Don't forget to take out all the teeth in this area before moving on ([Arkham Mansion Riddle #27](#)). Now enter the Library.



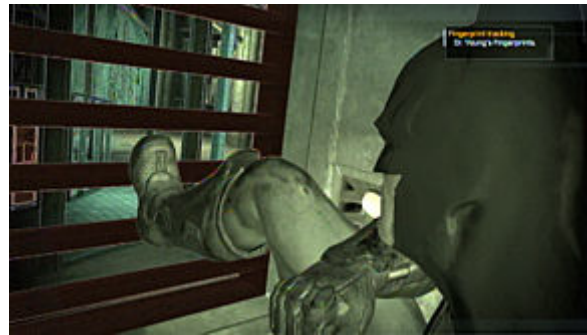
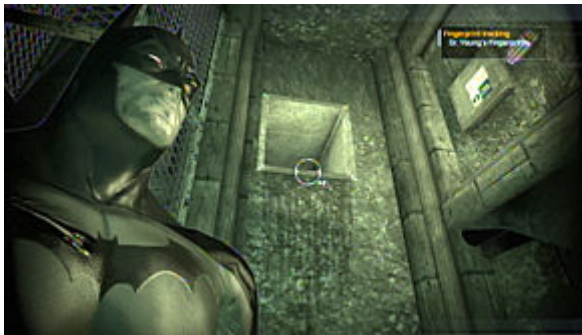
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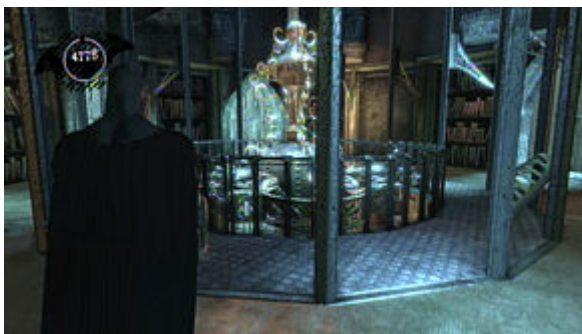
T H E L I B R A R Y



**NOTE: MAKE SURE YOU HAVE ALREADY SCANNED THE PRINTS ON THE SAFE IN DR. YOUNG'S OFFICE BEFORE YOU PROCEED IN THE LIBRARY.** The Library has several armed thugs waiting for you as you enter. You can take them on directly -- but there's a far more creative way to do this. Grapple up the floors of the library until you are under the massive chandelier.



Look for a grate you can pull off and enter the shaft behind it. On the other side you can grapple up to another shaft. Follow this path until you reach the top of the area above the chandelier.



Look for another grate by the top of the chandelier and enter the shaft behind it for a Riddler Trophy ([Arkham Mansion Riddle #28](#)).



Now, hit the cord holding the chandelier with a Batarang to cut it and send it plummeting to the floors below. Hop down and approach the hostages immediately to free them from ... danger. Now, grapple back up to the floor you entered on.



A grate on the wall can be yanked down with your Batclaw to reveal yet another ventilation shaft with a Riddler Trophy ([Arkham Mansion Riddle #24](#)). Head down the stairs from this level to hit some pesky teeth chattering about in the stairwell. Search the bookshelf near the hostages in Detective Mode and you'll find a book you can interact with. The book is covered in the hand prints you've been following since Dr. Young's office. This will lead to a cutscene.



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 3	Part 4	Part 5	Part 6	»
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T H E S C A R E C R O W P A R T I I

As you leave the Library, you may notice things get a bit ... weird. Walk to the end of the hallway and, after you transform, keep walking to the far door.



The Scarecrow has returned with one of his odd 2.5-D levels. This time you won't have nearly as much time between his passes. You'll need to really move fast when he passes his gaze past you. When you come to a long, open stretch with no cover, shoot your Batclaw at the crates above the area.

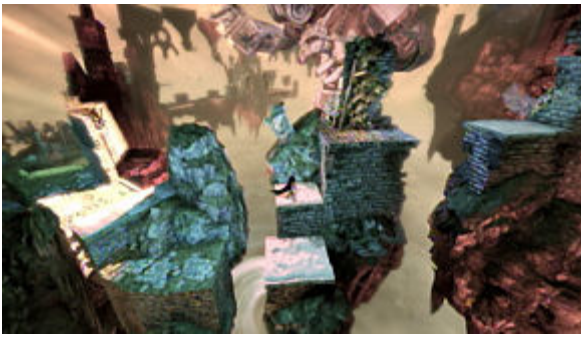


Yank these down to make cover spots. Run around the corner and the insidious Dr. Crane will summon a few skeletons to fight. You shouldn't have a problem cutting through them with basic combos.



Climb up and leap off the ledge, using the handhold to shimmy around. Make your way up to the cover spot and wait for the Scarecrow to pass his gaze over your spot.





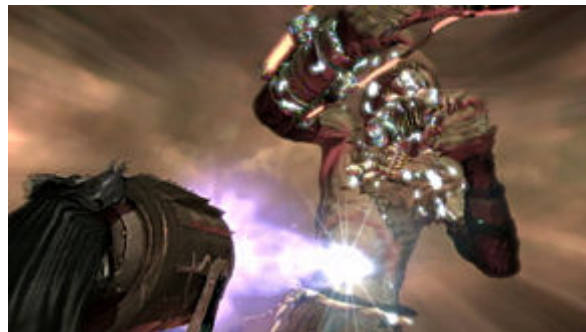
Continue until you reach more skeletons. You'll have to stun these since they have melee weapons. After this, grapple up



Wait at the stretch before the pendulum until Scarecrow has just passed over you and started to move away. Time your jumps across the pits and wait in the alcove on the other side before climbing.



When he passes back over you, dash down the long strip away from him. You're in the clear now!



When the good doctor looks away, make a mad dash for the spotlight and you'll end the scene.

«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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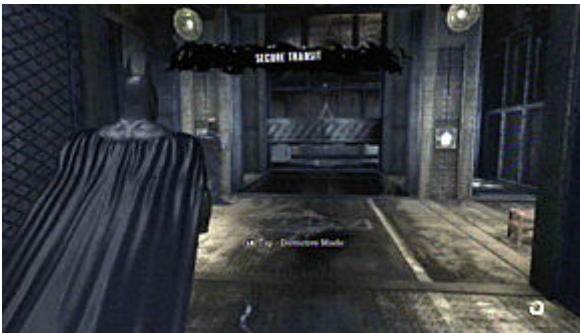
«	Part 3	Part 4	Part 5	Part 6	»
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T H E W A R D E N ' S O F F I C E

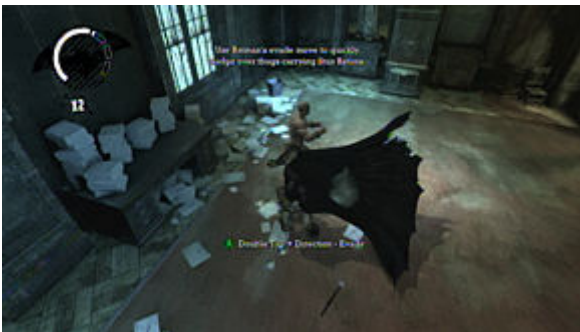
Safely returned to the Main Hall, you may feel some disorientation. Aim a Batarang at the giant bell's support rope and let 'er fly.



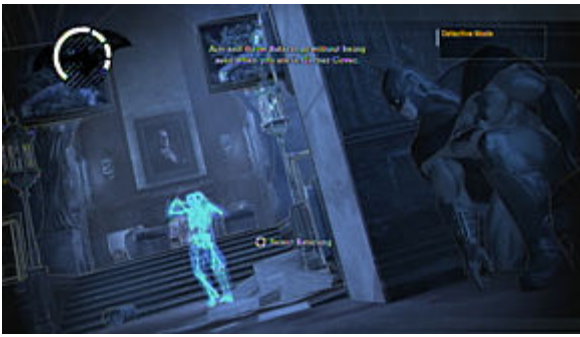
The security door blocking your path into the East wing Corridor is now smashed. Enter the corridor and take out your Batclaw. Hit the nearby thug with it to disarm him, then beat him senseless.



Look for a display case with Catwoman's claws and mask in the southeast corner. Scan this to solve a riddle ([Arkham Mansion Riddle #17](#)).



There's an easy thug to silently takedown in the adjacent bathroom area. After doing so, head through the door into the Warden's Office.

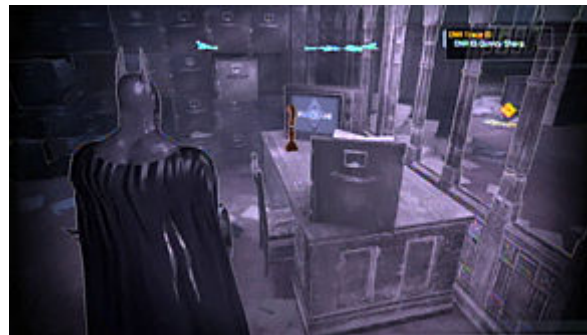


Crouch and approach the corner to take cover. You can now toss a Batarang at Zsasz's exposed face.

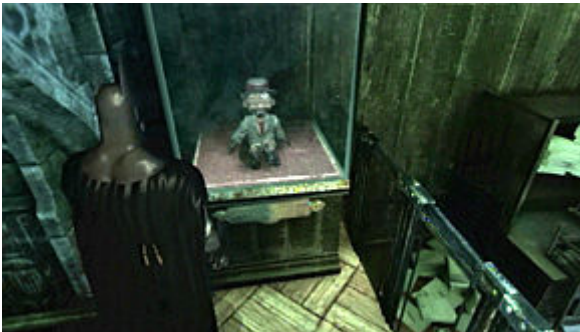
After the cutscene, take out the unarmed thugs with attacks, but hit the armed thug with your Batarangs, Explosive Gel or Batclaw. Scan the area with your Detective Vision when prompted -- Harley left a bit of her scepter behind to scan.



Before leaving the area, grab the Secrets Map on the desk in the southeast part of the office ([Arkham Mansion Riddle #13](#)). Also, there's a n easy Riddler Trophy to nab in the northwestern office area on a desk ([Arkham Mansion Riddle #21](#)).



Finally, scan the museum display case in the southern part of the Warden's Office with the puppet in it to solve the area's only Riddle ([Arkham Mansion Riddle #6](#)).



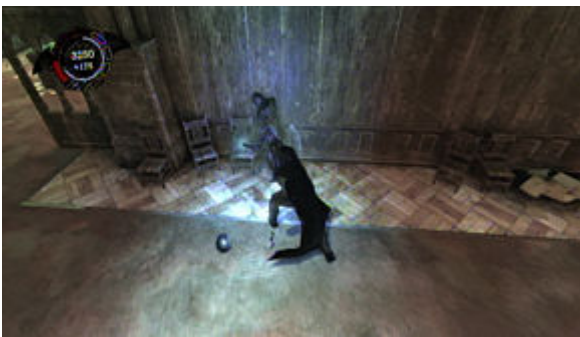
«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
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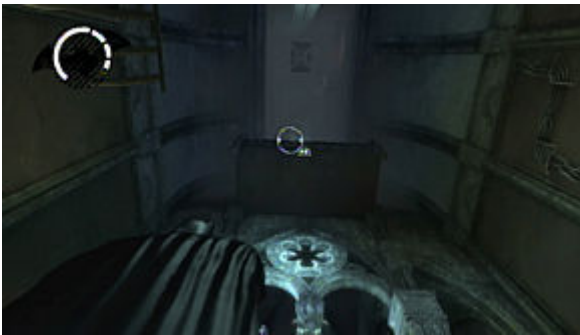
## The Penitentiary

### T H E R O A D T O T H E P E N I T E N T I A R Y

After leaving the Warden's Office, you'll be in the East Wing hallway with a whole crew of nasty thugs. Two have knives and one has a cattle prod / electric wand, so beware. You should avoid the enemy with the wand while racking up combos on the other enemies. Deal with him with some quick grapple attacks (tap CROUCH) which will stun him, then hit him with a ground takedown to finalize it. A present from Joker will appear in this area now with a few teeth to kill. Hot on the trail of the Warden's blood, you should continue into the Main Hall.



Back in the Main Hall, you should immediately grapple up to the balcony above the fallen bell / statue. This high ledge has a Chronicle of Arkham marker on it ([Arkham Mansion Riddle #4](#)). Now that the room is full of armed goons, you'll want to remain in a lofty position.



The nearest of the three enemies can be dealt with via a stealth takedown by swooping in behind him. Immediately grapple up to a gargoyle to lose the attention of the remaining enemies. Use the Batarang to stun the remaining goons on the ground from corner cover spots and use a ground takedown on each.



Take a snap shot of the gold plaque to the left of the door leading to the south corridor to solve another riddle ([Arkham Mansion Riddle #7](#)).



Exit the Mansion via the front door, which no longer has a security field blocking it. You should now be picking up the trail of the Warden's DNA in Detective Mode.



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
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A R K H A M I S L A N D E A S T / W E S T



Cross the Arkham East outside area to the door leading to Arkham West. In the Abandoned Tunnel a pack of goons lies in wait. Two of them have guns, the rest melee weapons. You can just hop into the fray, eliminating the guys with guns first and then continuing your combo on the rest of them.



Grapple up above the visible Riddler Trophy behind the bars on the north side of the passage to find a destructible panel above it. Place Explosive Gel on the panel and hop down to get the trophy. ([Arkham Island, West Riddle #12](#))



Enter the main Arkham West area and you'll see that the trail leads to the Penitentiary wing of the Asylum. Great. Grapple up to the sniper tower ahead of you and hang on the edge until the sniper approaches your position. Nab him for a ledge takedown. Hit the teeth up here on the floor of the tower as well.



Grapple above the large squad of goons hanging out in front of the Penitentiary. From up here or on the stairs nearby you should be able to nail the electric wand-wielding enemy with a Batarang to stun and disarm him. Move in and take out the rest of the goons. Enter the Penitentiary through the door nearby after things cool down.



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
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T H E P E N I T E N T I A R Y

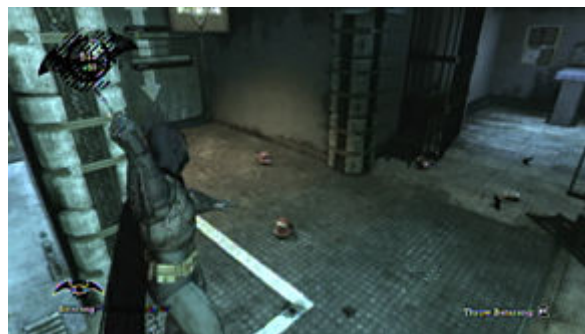
Just as you enter the Cells Access area from outside, look to the right for a Zsaz Interview Tape on a desk ([The Penitentiary Riddle #12](#)).



Crouch and enter the trench below you and pop out on the other side to take out the nearest thug with a gun. Hit the other two with your melee attacks and continue following the trail of blood.

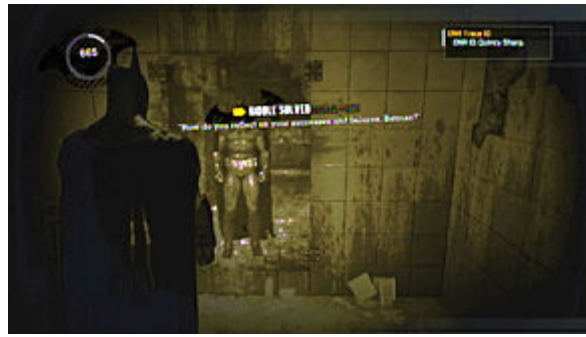
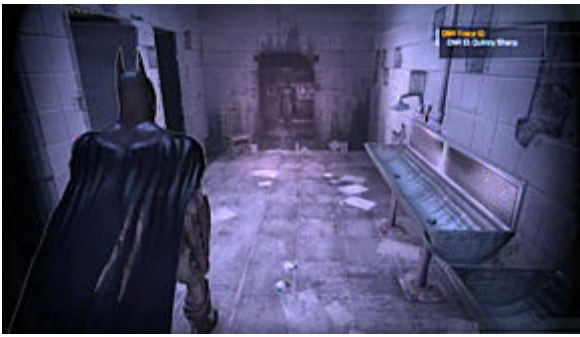


Go left and around the gate via the shower area. Kill some thugs on the other side, then cross the office to the bathroom area.



Here you can head into the ladies' room and perform an Environmental Scan on the mirror to solve a riddle ([The Penitentiary Riddle #23](#)).

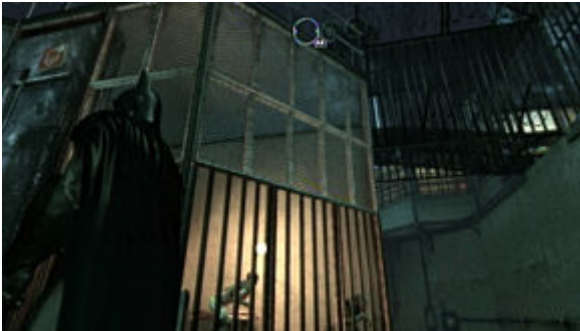




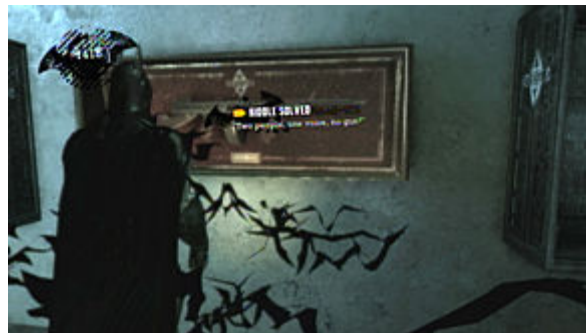
In the men's room on the other side you'll find a Riddler Trophy in the final stall (**The Penitentiary Riddle #10**). After this, continue to follow the trail of blood deeper into the Penitentiary.



In the Main Cell Block you'll encounter some serious loonies -- luckily they're locked up ... for now. Grapple up above the holding cells into the offices. In the northeast corner you'll find a Zsasz Interview Tape on the desk. (**The Penitentiary Riddle #15**).



Just east of this is a Tommy gun mounted on the wall. Perform an Environmental Scan on the wall here to solve a riddle (**The Penitentiary Riddle #18**).



Before leaving, in the southern area of the Main Cell Block -- just before the door to the Green Mile -- you can blow up a wall to make a path to the Generator Access. A trophy is sitting just on the other side (**The Penitentiary Riddle #6**).



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
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Enter the Green Mile and you'll be treated to a cutscene with Poison Ivy. Move into the next area, the Security Control Room, and walk up the stairs to the tower in the middle. You'll be treated to another cut scene.



You now will gain the use of the Cryptographic Sequencer -- a device that can be used to dismantle the many security doors around Arkham. Test this out on the nearby panel which is linked to the doorway via an orange cable in Detective Mode. Learn to spot these cables and boxes in Detective Mode and you'll have access to much more of Arkham's secrets. As soon as you can, get the Cryptographic Range Amplifier upgrade for this that allows you to use it at greater distances.



Take out the Cryptographic Sequencer and initiate it. You have to use the analog sticks to "tune" it. You want the waves to be bigger on the screen, so keep twiddling the knobs until they grow large and then turn green.



The duplicate of the Warden behind the glass below is Clayface -- scan him to solve a riddle ([The Penitentiary Riddle #17](#)).



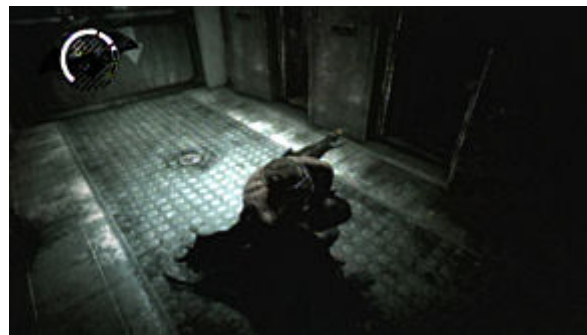
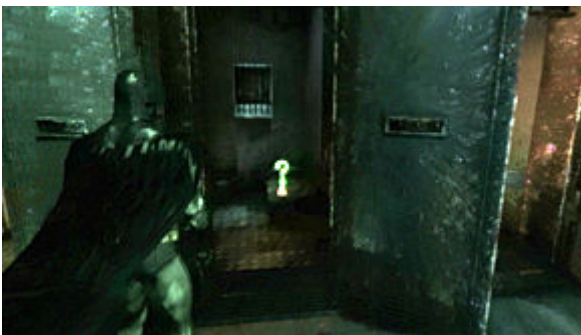
The stairs leading up from Clayface seemingly dead-end at the top. You can actually destroy the wall here for another Riddler Trophy ([The Penitentiary Riddle #1](#)).



Before you leave this area, you should test out your Cryptographic Sequencer one more time at the top of the stairway at the north end of the Security Control Room. The box up here, when hacked, will open the gate with a Riddler Trophy behind it ([The Penitentiary Riddle #8](#)).



Head back into the Green Mile. All those empty cells don't bode well for the Bat. In one on the west side is a Riddler Trophy ([The Penitentiary Riddle #2](#)). A lunatic will hop onto you before you enter the Main Cell Block. Shake him off as prompted and perform a Ground Takedown to put him to rest.



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
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H A R L E Y Q U I N N ' S C H A L L E N G E P T . 1

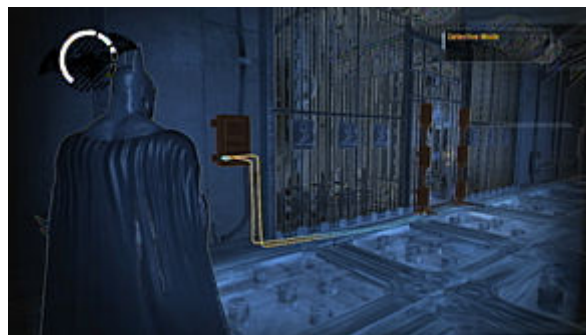
After a brief cutscene, Harley Quinn will appear to brighten your day -- with an electrified floor. Immediately grapple above one of the nearby cells. One or more enemies up above the area may be armed, so be sure to send a Batarang their way. There are boxes with firearms up here to the east and west that you should guard constantly.



The thugs will attempt to grab these guns repeatedly, so just keep an eye on these boxes while performing your combos. You shouldn't have too much trouble if you keep using stun attacks and flinging Batarangs to avoid getting shot.



With the thugs dealt with, head over to the offices in the north area of the room and deactivate the floor via the box on the wall. Hop down to the floor and hack another box with your Cryptographic Sequencer on the west side of the room at ground level. You'll now have access to the west wing of the Main Cell Block.



Just as you enter this area, look to the left for a Riddler Trophy in a cell ([The Penitentiary Riddle #7](#)). What were the inmates doing with these?



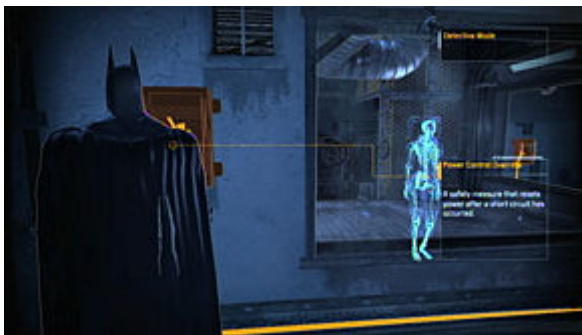
One of the cells in the west wing of the Main Cell Block is covered in the pages of a desktop calendar. It's along the north wall. Take an Environmental Scan of this to solve a riddle. ([The Penitentiary Riddle #11](#))



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»				
«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»

H A R L E Y Q U I N N ' S C H A L L E N G E P T . I I

Now enter the Guard Room and walk through the large door just ahead. Harley Quinn has strung up some guards over electrified water. Luckily, the power in this room is routed through the hack-able panels that are no match for your Cryptographic Sequencer. The box you need to hack first is right by Quinn's window.



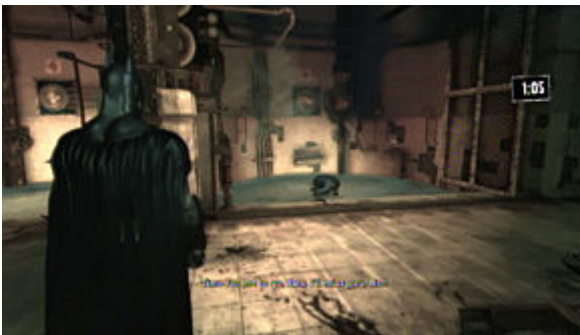
Hack it and cut the guard down via a Batarang aimed at his rope. In a few moments, the power will return. You need to hack the same box a second time, then run to the pool of water just past Quinn on the left.



Hack the second box here, then send a Batarang quickly at the second guard's rope. You have two minutes to do this.



With 30 seconds left on the Joker's gas bomb, you now need to hack the door panel for the door you entered through. Doing so will end this scene.



You can now continue right where there was a security door before. In this area of the Guard Room you'll find a computer with papers stacked high around it. A Zsasz interview tape rests here. ([The Penitentiary Riddle #20](#)).



«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
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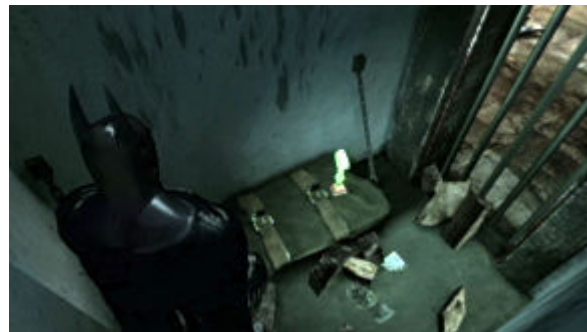
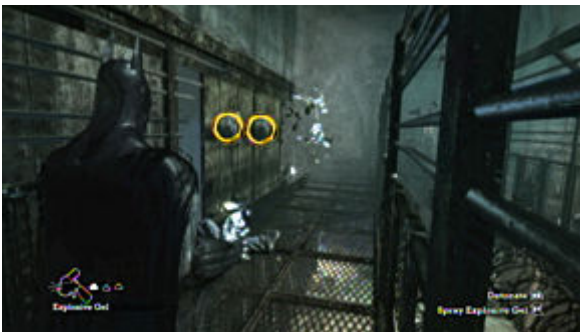
Back track through the Main Cell Block, being mindful of lunatics that may be lying in wait. You should encounter a bunch of Joker teeth to take out on the way. Harley will open the door leading east into Controlled Access.



Inside Controlled Access your way will be blocked by a security door. A vent on the ceiling above it will allow you to access the upper part of this area. Grapple up and look on the desk for a Zsasz interview tape (**The Penitentiary Riddle #19**).



Just down the catwalk from here is a series of weakened walls above three cells. Detonate all three, then look below for a Riddler trophy (**The Penitentiary Riddle #3**).



Along the south wall of the first floor of Controlled Access is a cell that's half tidy, and half covered in maniacal writings. This is Two Face's cell. Scan the Harvey Dent poster to solve the riddle (**The Penitentiary Riddle #21**).





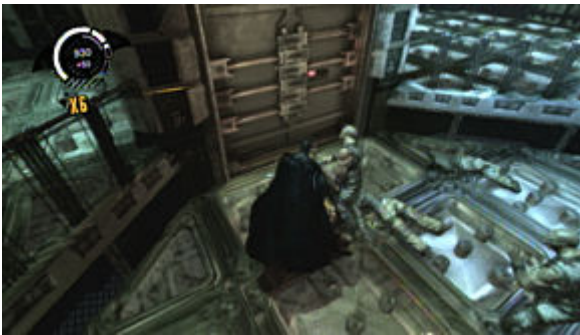
Now, exit the area via the door in the northeast.

«	Experimental Chamber / Bane	Caves	Arkham Mansion	Penitentiary	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	Part 8	»
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H A R L E Y Q U I N N ' S C H A L L E N G E P T . I I I

In Extreme Incarceration, the floors are once again electrified, and once again under the control of Joker's main gal. Harley Quinn will periodically shift the activated floor to one of the three spaces below her.



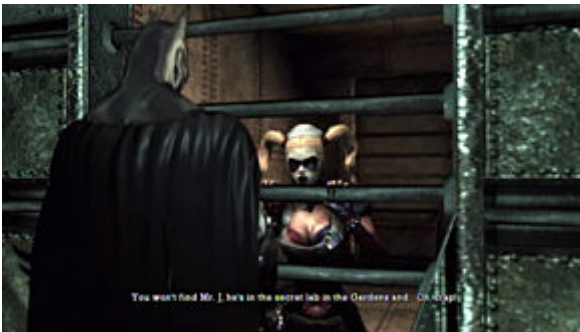
You will notice Harley changing up the "safe" floor when the thugs start crawling up the walls to the adjacent floors. At this time you should too -- although it's kind of annoying since you need to stand still at the edge of the adjacent area to get the "Climb" prompt. The point is, if you stay you will get shocked and lose life.



Any thugs that remain on the electric floor will be incapacitated. You should by now have your melee attacks upgraded with some cool moves -- like the instant takedown. Use these to work your way through the criminals. These work well on the electric wand wielding enemies.



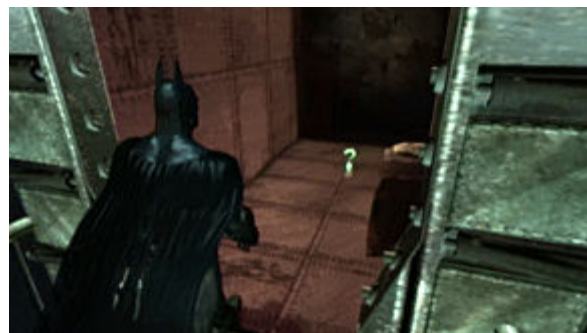
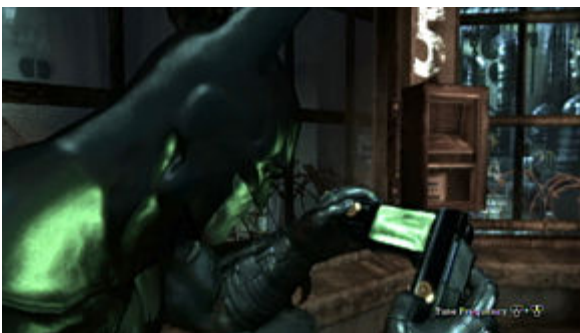
Be sure to throw in some quick Batclaw grapples if you are having trouble with armed enemies. After about 15 or so enemies, Harley will run out of backup and a cutscene will ensue.



After this, walk up to the stalagmites of ice and take an Environmental Scan of the cell across the gap to solve the area's riddle ([The Penitentiary Riddle #16](#)). Head up into the control room where Harley was to find a Zsasz Interview Tape ([The Penitentiary Riddle #14](#)).



Just below here is the Penitentiary's Secrets Map on a desk ([The Penitentiary Riddle #13](#)). There are also a few teeth down here to destroy.



Hack control box #5 in Harley Quinn's control room with your Cryptographic Sequencer to open the #5 cell. Inside is a Riddler Trophy ([The Penitentiary Riddle #4](#)).



The rear wall of the cell is destructible, so lay some Explosive Gel on it and blow it to reveal a Chronicle of Arkham marker (**The Penitentiary Riddle #26**). Grapple up from here and you can escape Harley's final trap. Exit the area back to Controlled Access.

«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»
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## The Botanical Gardens

### T H E R O A D T O T H E B O T A N I C A L G A R D E N S

As you make your way out of the Penitentiary, keep your Detective Mode on since maniacs are hiding in every nook and cranny. You can spot them ahead of time in Detective Mode and preempt their strikes.



As it turns out, your path to the Botanical Gardens is rife with crazies. Take the northwest passage to Arkham North, which has been overrun by the escaped lunatics. As they run at you, perform counters or just melee attack them before they can leap onto your back. Perform a ground takedown afterwards to put them down for good.



## A R K H A M I S L A N D , N O R T H

In the small building with a security door is a Joker Interview Tape. You'll need to hack the panel to the right of the door with the CS ([Arkham Island, North Riddle #19](#)).



On the eastern side of this building is a panel on the ground that can be mined with explosive gel. Beneath it is a Riddler Trophy ([Arkham Island, North Riddle #3](#))

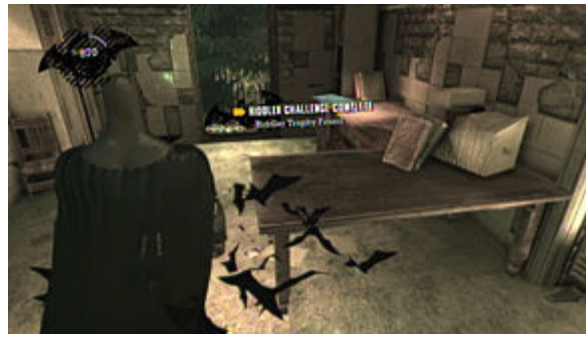


Now, head through the eastern passageway to Arkham Island, East.



## A R K H A M I S L A N D , E A S T

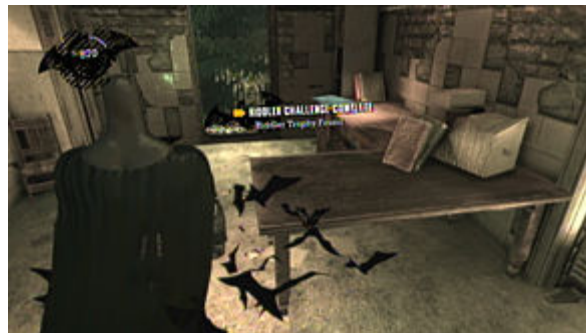
The lunatics have taken care of the snipers in this area, but you'll still need to keep an eye on them and react quickly when they approach. Look out for teeth on the path through the area. You can now hack your way into the small building in the middle of this area.



Inside you'll find a Riddler Trophy on the table ([Arkham Island, East Riddle #3](#)). You'll also find the Arkham Island East Secrets Map here ([Arkham Island, North Riddle #13](#)).



In the far north region of the cemetery in Arkham North is a Riddler Trophy obscured in the grass ([Arkham Island, East Riddle #8](#)).



Before entering the Botanical Gardens through the front door, check under the stairs leading up to the door for a destructible wall with a Chronicle of Arkham Marker behind it ([Arkham Island, East Riddle #18](#)).



«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»
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B O T A N I C A L   G A R D E N S

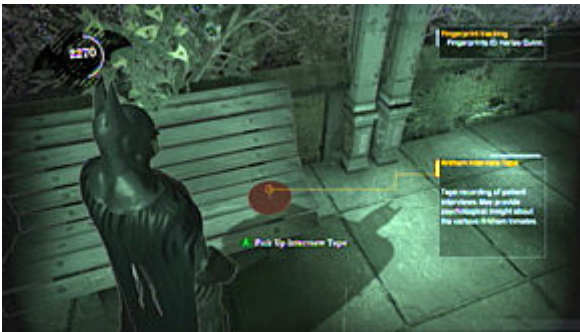
Just as you enter the Botanical Gardens from Arkham West, turn left and take an environmental scan of the slumped guards on a bench to solve the area Riddle (**Botanical Gardens Riddle #17**). Look around for teeth in the area and hit them with Batarangs. Soon you'll see some larger targets for your 'rangs.



The two armed goons that come up the stairs can be dealt with by quick-throwing a few Batarangs at each. Once they are on the ground, hit them with a ground takedown to make sure they stay down.



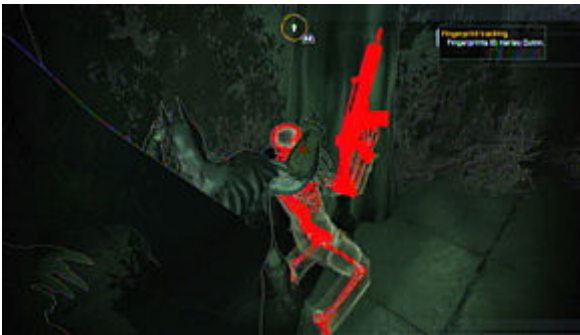
Check the bench in the northwest corner for a Poison Ivy Interview Tape (**Botanical Gardens Riddle #8**) before heading down the stairs to the security door..



Hack the panel to the left of the door to gain entrance to the Botanical Glasshouse.



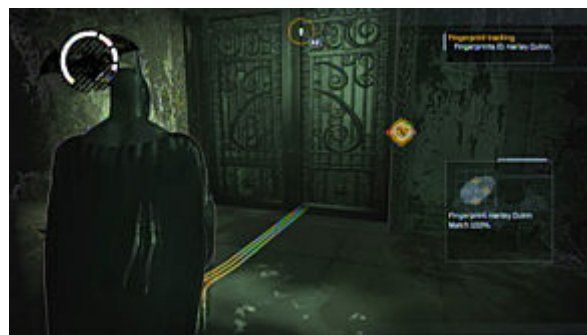
The Glasshouse is crawling with thugs armed to the nines. You'll have to carefully plan your attacks here to stay out of the crossfire. There are ample gargoyles to escape to around the room. We hit the first enemy up to the left with a silent takedown. After that, we grappled to the gargoyle above and watched the reaction of the goons.



They all crowded around the downed man. When they split off into groups, we Zip Kicked a group of two and used ground takedowns on them, then escaped immediately back to the gargoyles.



The last two are easier to deal with -- if they are together, use Zip Kicks from above. If not, then try to get behind them for a silent takedown. The trench below the floor can help with this, but sticking to the rooftop is a good idea. Consider mining the upper level with Explosive Gel as well.



Follow the prints through the door on the upper level and you'll be treated to a cutscene with the Main Maniac himself.

With the water electrified in here, there's little you can do other than bullseye teeth from across the room with Batarangs.

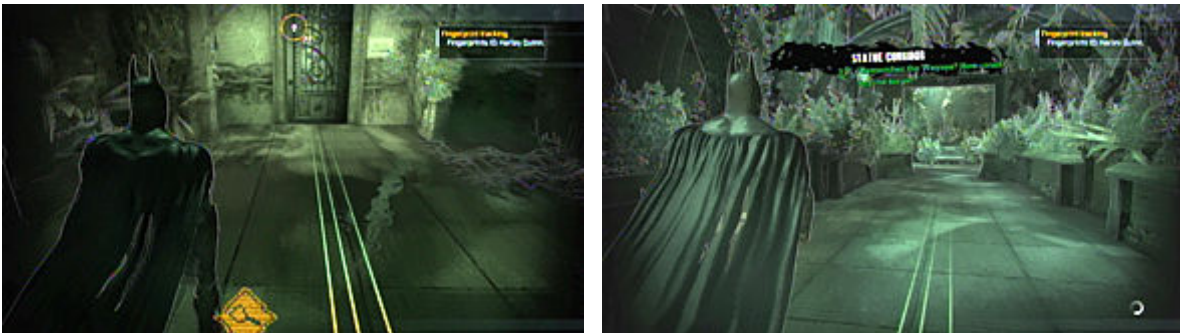


You'll need to follow the active wires out of this room to their sources -- they are glowing in Detective Mode and are easy to follow.

«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»
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Backtrack through the Botanical Glasshouse and exit via the door in the east to the Statue Corridor. Here you'll find some teeth to destroy.

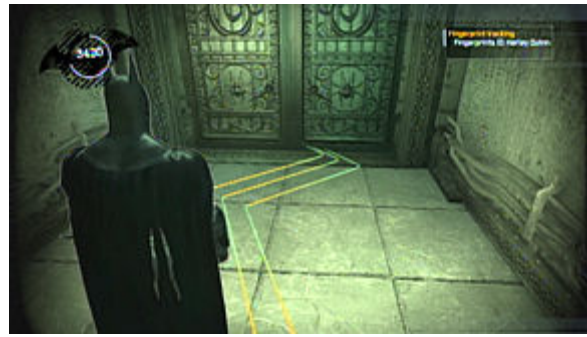


A bench at the end of the walkway has a plaque on it that mentions the Waynes. Zoom in on this (Click the RIGHT STICK) and scan it to solve a Riddle ([Botanical Gardens Riddle #2](#)).



Another bench at the east end of the Statue Corridor has a Poison Ivy Interview Tape on it ([Botanical Gardens Riddle #9](#)). Enter the Glasshouse Generator Room via the northern door.

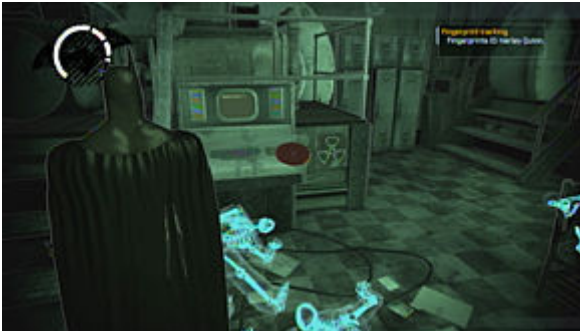




This room has several thugs with weapons, and a few more unarmed ones to contend with. Your priority is to hit the target on the far left with the electric wand first. Use a Batarang to knock him out and you'll be able to move in and start racking up a combo on the rest of the enemies. Use your special takedowns and stun moves to make things easier.



On a computer terminal in the Glasshouse Generator Room is a Poison Ivy Interview Tape ([Botanical Gardens Riddle #4](#)). Grab this and free the hostage.



Walk over to the booby trapped wall panel and begin to hack it. You'll have to go through two tough hacking cycles. Just adjust one dial until the screen goes green, then use the other to hit that bright green sweet spot.



Grapple up high in this room to find a security door. With the Cryptographic Range Amplifier upgrade (get this early!), you can use your CS to hack the panel inside this small hideout. To the right is the Botanical Gardens Secrets Map

(Botanical Gardens Riddle #13).



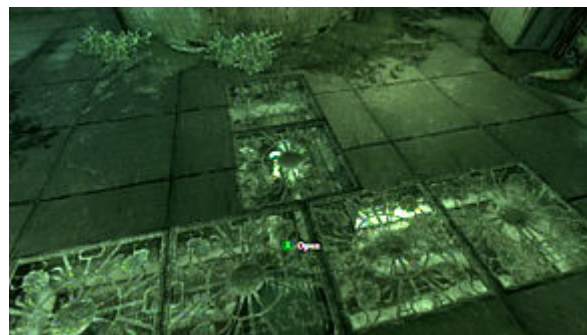
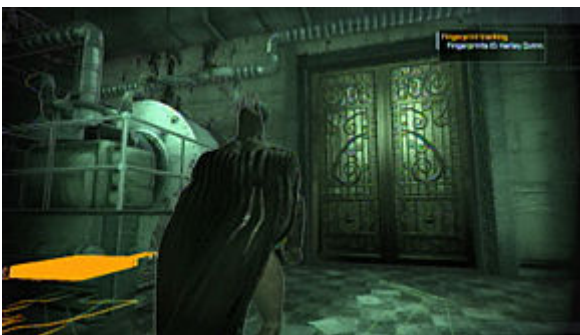
Also in this same area is a Riddler Trophy (Botanical Gardens Riddle #30).



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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»
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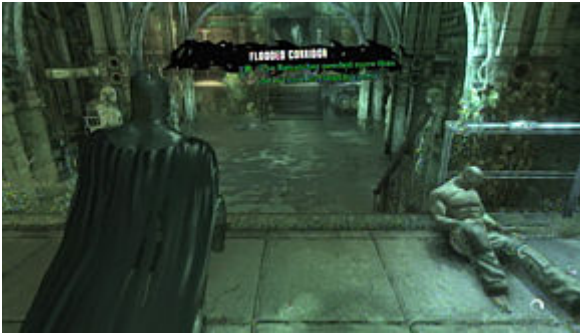
Head back to the Flooded Corridor via the Statue Corridor and the Glasshouse. In the Botanical Glasshouse, check out the second level for a removable section of grates over a trench. Down here is a Riddler Trophy (Botanical Gardens Riddle #20).



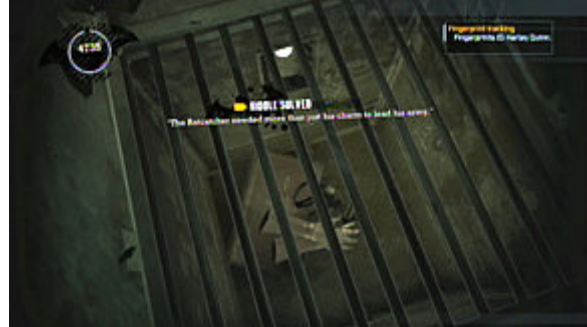
Right next to this is a tea set, conspicuously set amongst some greenery on a short wall. Snap a shot of this to solve a riddle (Botanical Gardens Riddle #1).



Enter the Flooded Corridor via the door at the top of the Glasshouse. You can now traverse the water safely. Cross this and enter the vent near the collapsed portion.



Crawl through until you see a grate on the ground. Take an Environmental Scan of the mask and gloves below to solve a Riddle ([Botanical Gardens Riddle #6](#)).



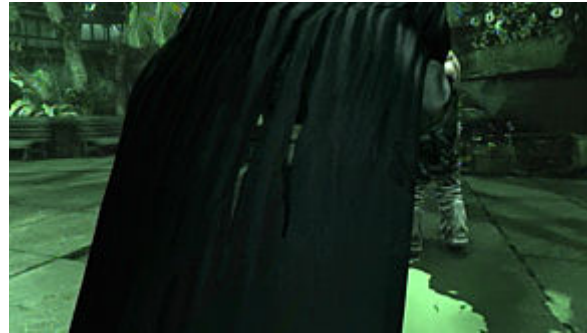
This same ventilation shaft veers north and dead ends at a Riddler Trophy near some wild mushrooms ([Botanical Gardens Riddle #22](#)).



Exit the vent at the other end and turn on Detective Mode to see the breakable wall just past the fallen column. Mine this and continue on into the Abandoned Chamber. You can't do much here, so just hop over to the door in the northeast corner.



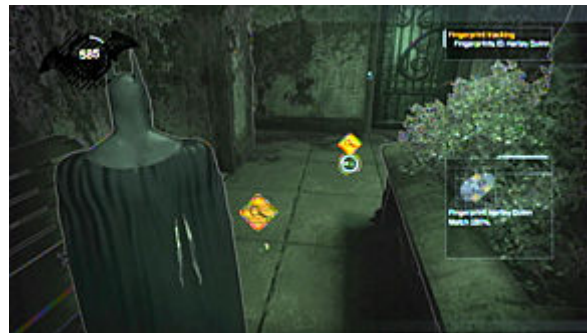
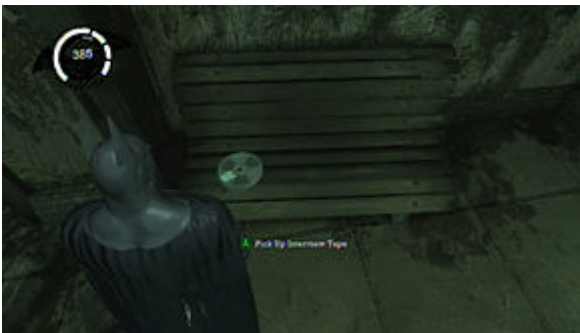
Climb up the ledges and enter the vent above. On the other side you'll have two goons to contend with. Use a Batarang on them from cover, then finish them off.



Talk to the hostage to get a new objective. Go to the east end of the room and look at the plaque on the planter. Zoom in and scan it to solve a Riddle ([Botanical Gardens Riddle #12](#)).



The bench just to the left of this has a Poison Ivy Interview Tape on it. Grab that and continue on into the Aviary ([Botanical Gardens Riddle #14](#)).



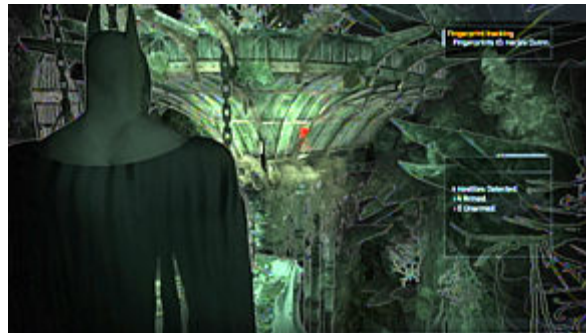
«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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«	Part 1	Part 2	Part 3	Part 4	Part 5	Part 6	Part 7	»
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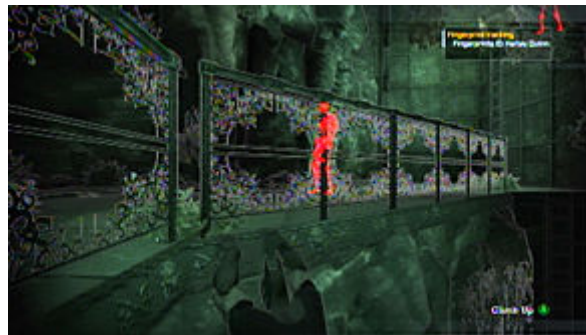
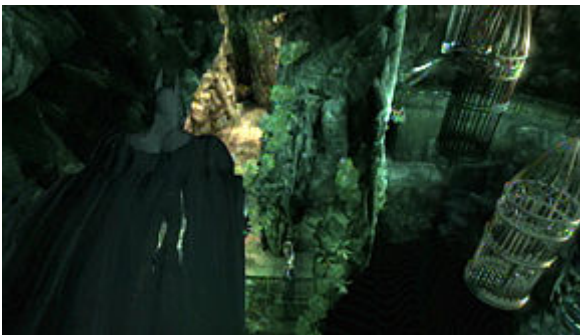
The cages in the Aviary don't hold birds -- they hold the victims of another cruel trap set up by The Joker. One of the Henchmen stands next to the lever that would send the Arkham guards to their doom far below. Your goal is to stealthily traverse the area to its upper reaches where the level operator resides.



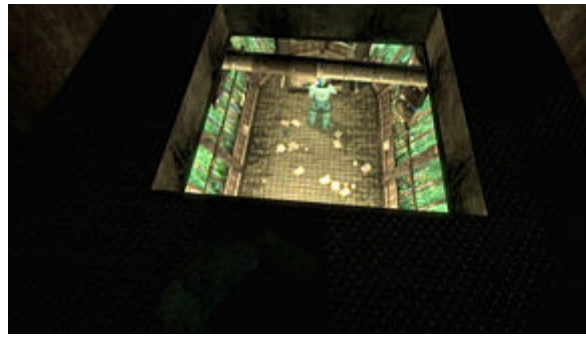
If you turn on detective mode, you can make him out, pacing in a control room far above the cages. First, crouch and approach the guard in front of you. If he spots you -- or if you attack him -- the jig is up. Crouch behind the planter and move to the grate when you have the chance.



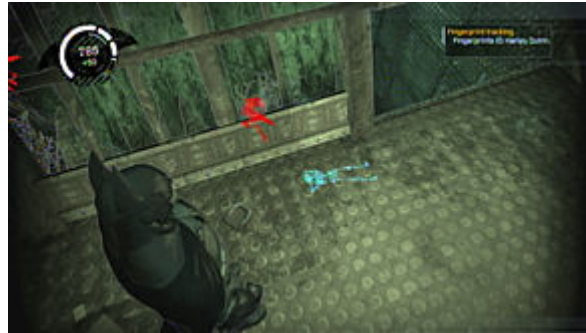
Grapple up and enter the next grate, appearing on an upper platform. From here, glide down to the platform to your left.



A guard patrols a platform just beyond here. Grapple to the edge below his feet and shimmy past him, stopping when he is walking past so he doesn't spot any movement. Your goal is another vent on the opposite side.



Enter this vent and grapple up. You are now above the control room with your target pacing below you. Lock a Batarang on his head knock him down, hopping into the room to perform a Ground Takedown.



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When you take out the guard in the control room, you'll call the attention of all the other guards. Aim a Batarang at the ledge with the ladder and hit anyone who comes up. The fall will take them out.

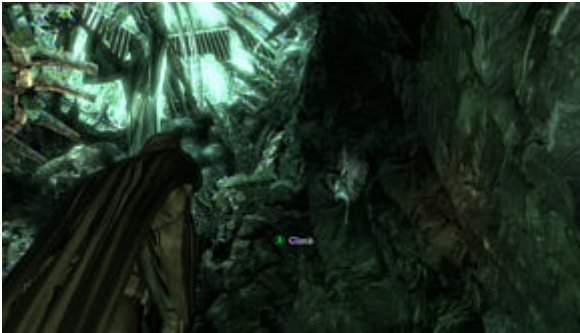


The remaining guards can be dealt with from this position, or straight on by using Batarangs and melee attacks. With the room cleared, look for some teeth in the control room before moving on.

Climb down to the bottom level and search the area near the guards for a Patient Interview Tape on a bench near the cages the guards were held in (**Arkham Botanical Gardens Riddle #3**).



On the west wall of this room is a skeleton in what appears to be a cocoon of some sort. It's a bit lower and to the right of one of the large, hooded statues supporting the roof. Snap a shot of this while zoomed in to solve the area's riddle ([Botanical Gardens Riddle #16](#)).



Now, look along the west side of the room for a platform you can grapple to. Harley's handprints lead here if you use Detective Mode. There's a panel you can hack here. It will take three tries to hack this one. Doing so reveals a hidden passage into The Joker's lab.



Inside the lab you'll be treated to a rather unappetizing cutscene.



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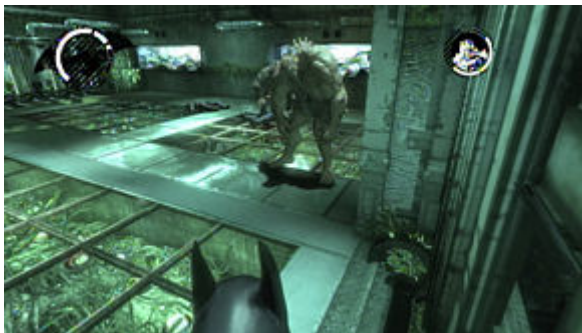
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T I T A N B A T T L E

The Titans act like Bane, but with two of them there's much more to think about. Luckily, the power of the Titan's can be harnessed and turned against them. First, you should know that they have two long-range attacks -- a dash attack, and a move where they toss a dead body -- in addition to their general close-range melee attacks.

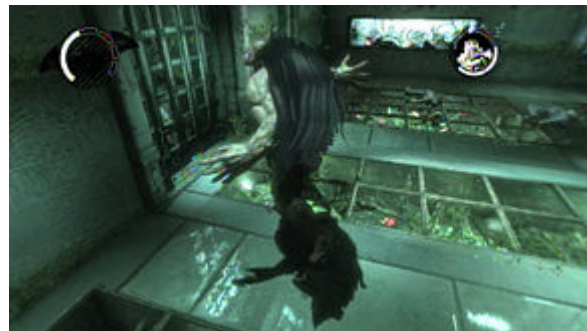
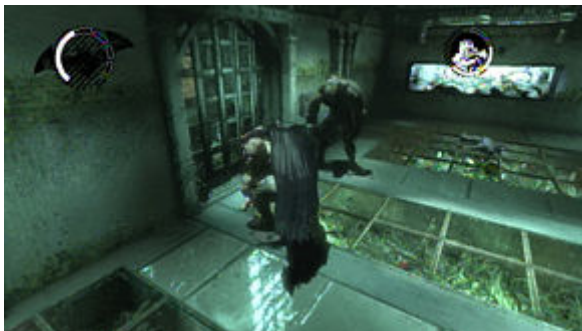


You should keep your distance throughout the fight, dodging their long-range attacks with your sideways dash (double tap jump). In avoiding these attacks, you should try to keep the Titans at a distance, but in line with each other, since they will actually damage one another. Since both the throw and the charge occur in a straight line across the entire room, it's not hard to keep the two Titans lined up so that they trample each other.



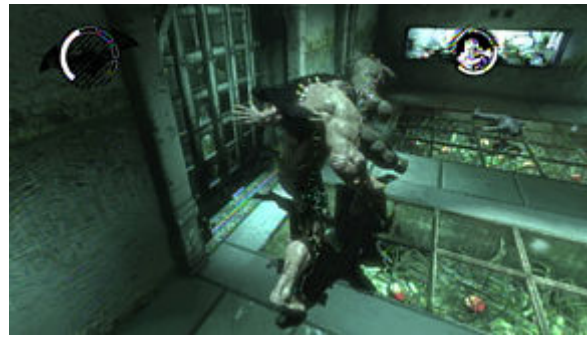
When they do, you may see one get stunned and grip his head. He'll still melee a bit, but you can sneak up behind him and get in some cheap shots.

Keep them slamming into each other for a bit, attacking when they are stunned and soon one will go down on his knee. This is your chance to take the reins, so to speak.

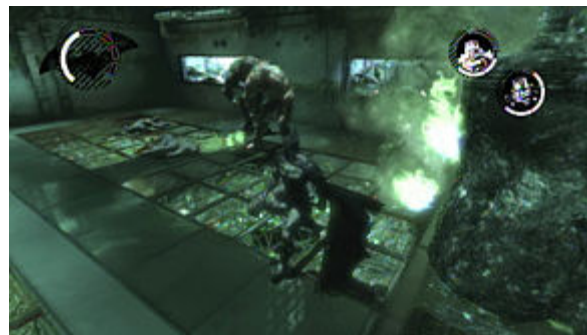




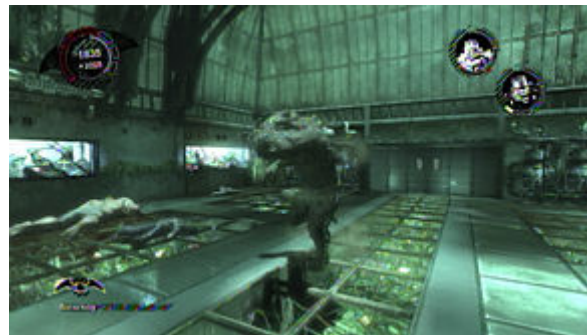
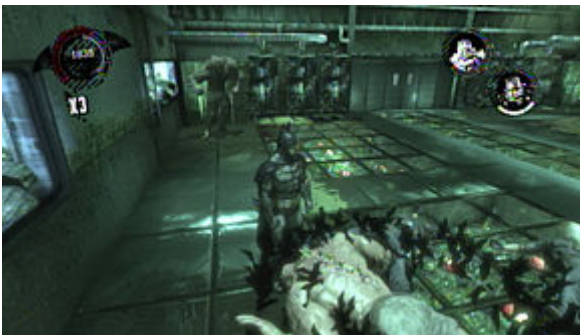
Approach the downed titan and begin to melee attack him. Batman will hop on his back and grapple his head, turning him into a blind, damage-inflicting machine. Control the Titan with your analog stick so he smacks the other Titan.



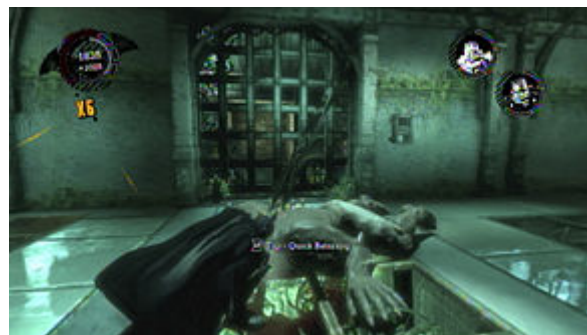
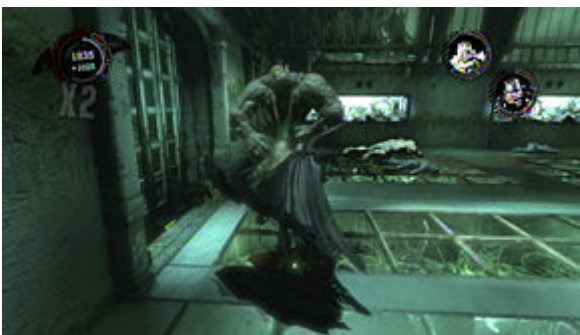
So can also direct him into the tanks along the side of the level that will explode for major damage. After the Titan shakes you off, just go back to dodging and lining up the Titans' attacks until you get another chance to ride one.



The third time a Titan goes down on one knee you'll be able to approach him and melee attack him for a final takedown.



With only one Titan left, you can now treat him just as you did Bane: a Batarang to the face just as he begins his mad dash.



Do this to stun him, then move in for attacks once he hits the wall. You'll finish him off with a final takedown once you get

him down on one knee.

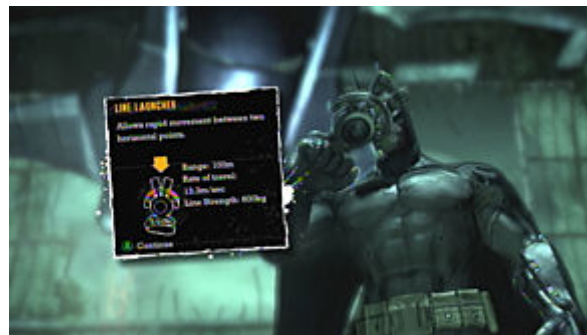
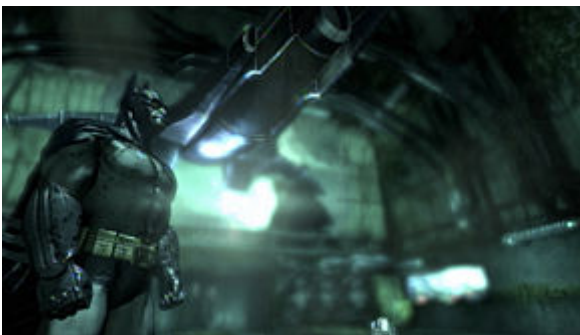
«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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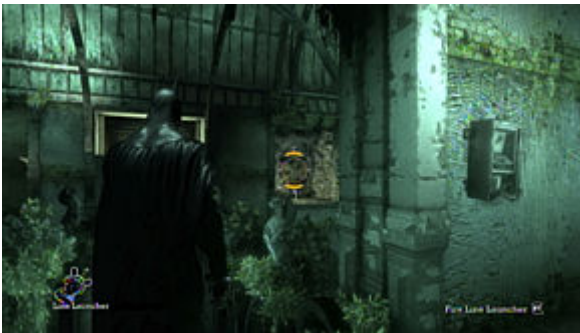
## The Island Transformed

### I N T E N S I V E T R E A T M E N T

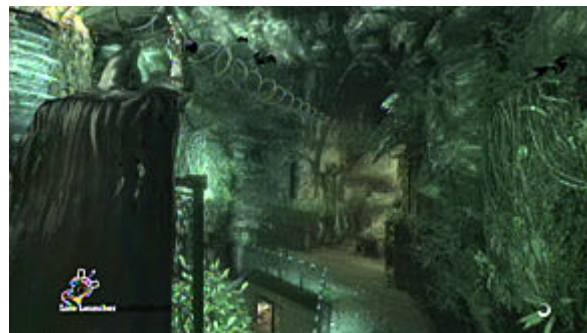
With the battle over, you should now hack the panel on the door nearby. Shortly after this, a new toy will arrive via airmail: the Line Launcher. You can use this to cross horizontal spans -- no more straining your neck to look for grapple points! You can only fire this if there's a wall behind you and a wall in front in front of you for it to anchor in.



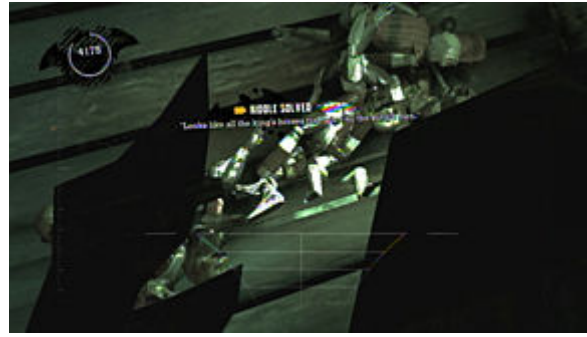
Test out your new gadget on the wall above the Riddler Trophy across the way. You'll zip over to it with ease ([Botanical Gardens Riddle #29](#)). Zip back to the other side, then use the Line Launcher once again to reach the door across the ravine.



Travel back across the Aviary and enter the Flooded Corridor. A numerical counter will now appear in Detective Mode to show your proximity to Ivy.



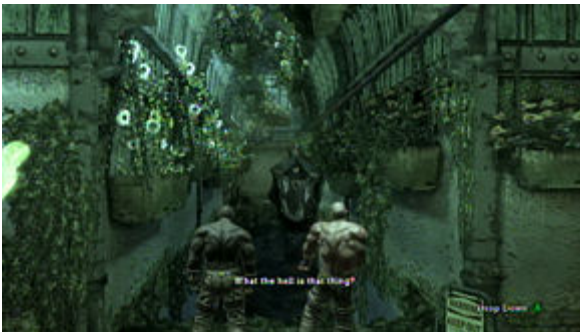
Hang a left towards the collapsed portion of hallway and look for a bench with a pile of dolls on it. Zoom in on these dolls and scan them to solve a riddle ([Botanical Gardens Riddle #11](#)).



You can now cross the long trench on the west side of this room with your Line Launcher. On the other side is a Riddler Trophy and three chattering teeth to destroy ([Botanical Gardens Riddle #24](#)).



Enter the door at the end of the hall to confront Ivy. She'll send you back to Arkham Mansion. When you attempt to backtrack across the trench you'll encounter a whole slew of enemies. Luckily, using the Line Launcher will turn Batman into a human bowling ball, knocking all the thugs to their feet.



Finish them off and crawl through the nearby tunnel back into the Abandoned Chamber.



«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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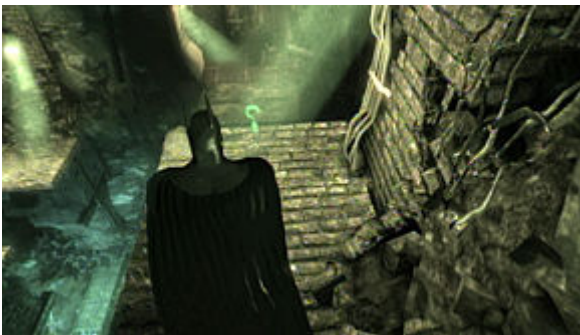
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In the Abandoned Chamber you can use the Line Launcher to cross the entire area to the right. Jump up and shimmy over to the waterfall, then jump onto the ledge in the middle of the room.



You can target a rope above the catwalk over your head to drop it. Follow it around to a Riddler Trophy ([Botanical Gardens Riddle #28](#)) on a platform.



From here, aim your Line Launcher back across to the west side of the room and you can zip over to the middle platform. Look down and you'll see an incomplete question mark. This time, the side is sliced off. Line it up with the missing piece on the ground below to complete the "?" and solve the riddle ([Botanical Gardens Riddle #7](#)).



Drop to the ground level and, after dealing with the lunatic, search for a grate on the ground in the north section. Drop into the trench below and take it south to the center of the room. Pop up for a Riddler Trophy (**Botanical Gardens Riddle #19**).



Now, exit the via the same grate and hop down into the stream of water in the northwest corner. Crouch and follow it south to the Riddler Trophy (**Botanical Gardens Riddle #25**).

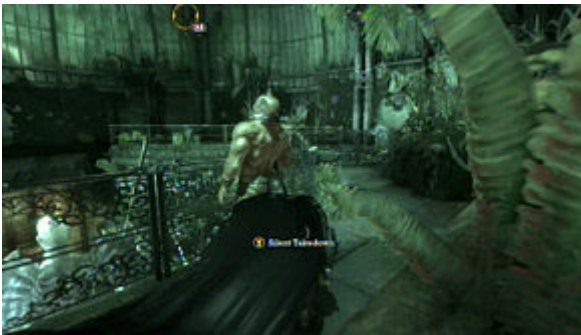


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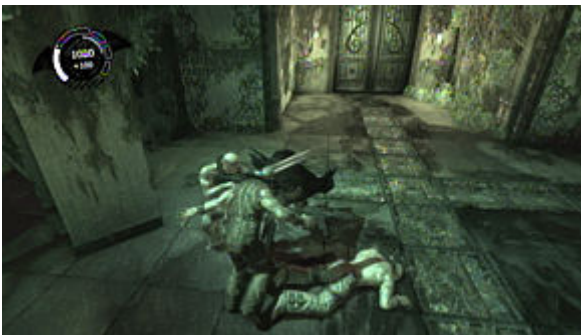
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Now, head back towards the front entrance. In the Flooded Hall, Launch Line across into the two goons like before, hitting them when their down to take care of them permanently. Hit the teeth here and enter the next room.



Back in the Glasshouse, sneak up to the first henchman and silently take him down. Mine his body if you want, then escape to the gargoyles.



Use a combination of Batarangs and sneak tactics like before to hand the enemies in this room. They'll come running to any downed compatriot, so take advantage of this by getting behind them when they crouch to check on the poor sap.

Exit via the door at the bottom when the area is clear. In the next room, you'll be prevented from accessing the main entrance by a large plant tendril. Hop down the hole just in front of it to proceed.

Flip around as soon as you drop down and scan the Chronicle of Arkham marker behind you ([Botanical Gardens Riddle #26](#)).

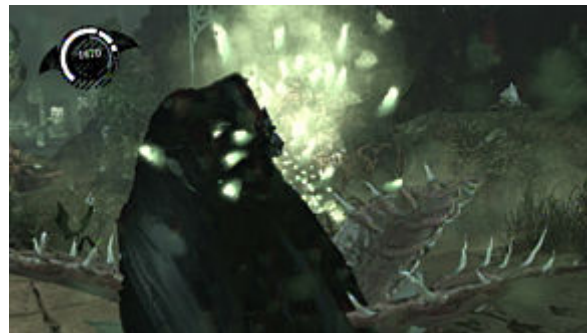


Travel down the short hallway to the west and grapple up at the end. You'll be able to crawl past the vines blocking the door. Hit the Joker teeth and exit via the main entrance.



## A R K H A M   N O R T H

the landscape has been dramatically transformed by Ivy's verdant minions. You can destroy the pods by running up to them and attacking them -- you'll get a prompt as you approach them. You can also hit their projectiles with Batarangs, so keep them handy.



Grapple above the Arkham Mansion entrance and enter through the vent like you did before.



«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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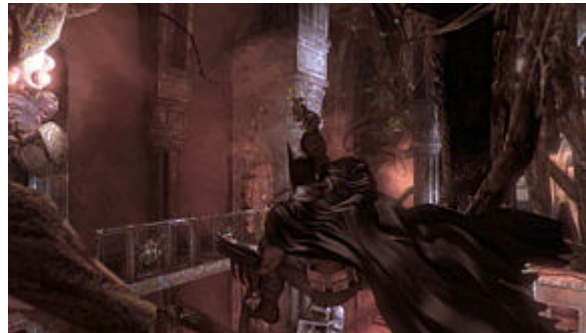
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A R K H A M M A N S I O N

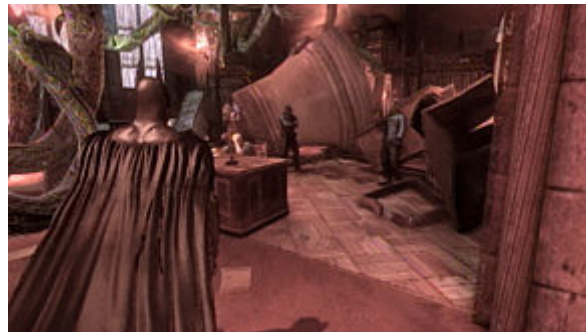
Even the mansion's interior has been overrun. Line Launch across the first room and grapple up through the vents on the ceiling.



In the Main Hall, your Line Launcher to cross diagonally to the right and land on the catwalk. Do the same to progress further over the poisonous pit -- if you get tangled in the branches, try to just float down to the stairs on the north side. You'll be safe from the gas here.

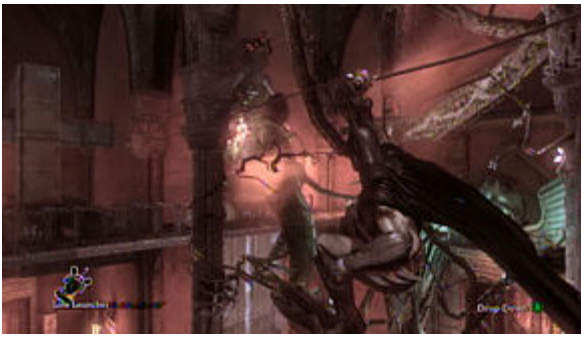


Talk to the guards on the other side and they will tell you about Croc's peculiar incarceration. Back track out of the area using the same route.



Grapple up to the catwalk and Line Launch across the room. Grapple up at the end and do the same thing in the next room.



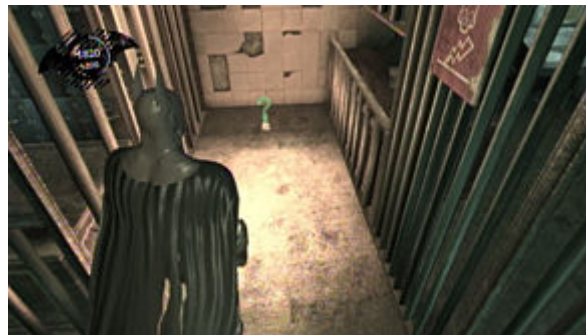


## A R K H A M E A S T

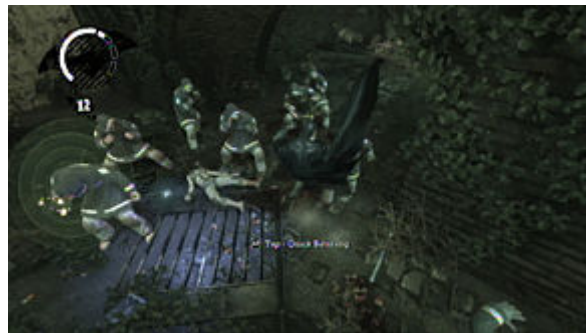
Back outside, Line Launch to the sniper tower by the entrance to Arkham North.



Approach the nearby security door and hack it with your Cryptographic Sequencer to gain entrance to an area with a Riddler Interview tape ([Arkham Island, East Riddle #11](#)). In this same area is a Riddler Trophy on the ground ([Arkham Island, East Riddle #14](#)).



Drop down and enter the door below towards Arkham North. Just inside is a circle of enemies. The one you need to worry about is the one armed with an electric wand. Aim your Batarang at him if you can, then enter the fray. He should be in the middle towards the back. If you don't hit him, disarm him during the fight with a quick Batarang or grapple above and attempt to target him.



## A R K H A M   N O R T H

In Arkham North, grapple up and to the right to the guard tower. From here, Batarang the sniper, then Launch Line over to the ledge he's on and take him out. Hit the teeth here as well, then proceed through the door.



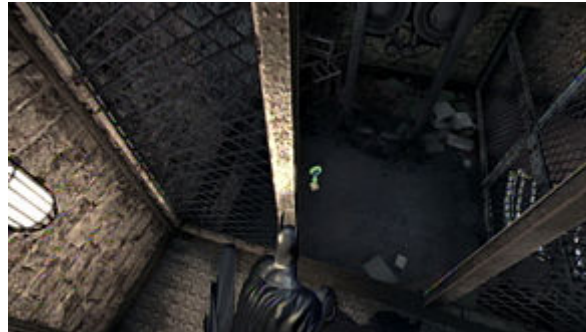
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### Croc Hunt

## I N T E N S I V E   T R E A T M E N T

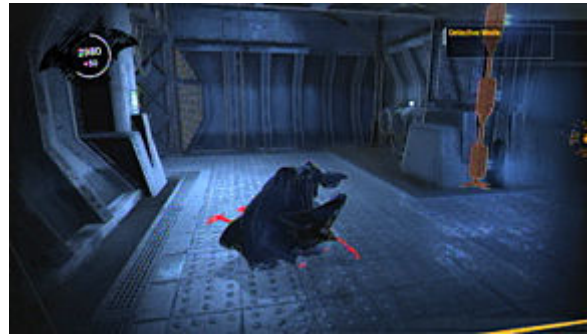
Just as you enter the area, head into the nearby vent after removing the grate. Crawl north and enter the next vent towards the visible Riddler Trophy. Hop up onto the vent and drop into the cage with the Riddler Trophy to snag it (**Intensive Treatment #30**).



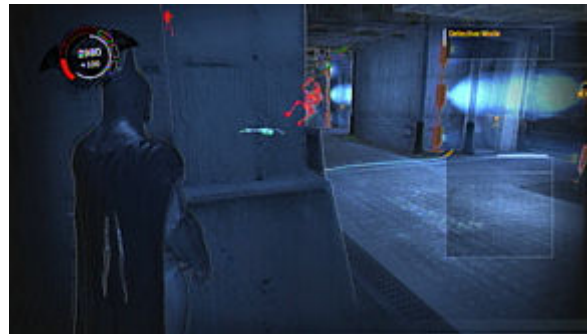
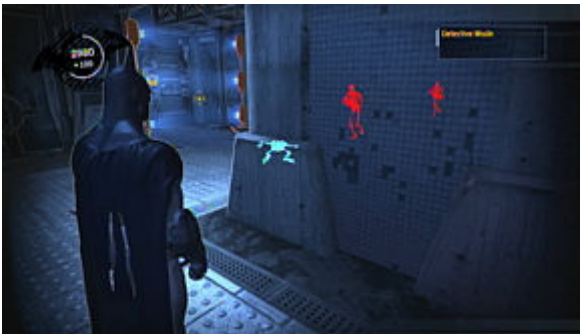
Exit this area via a grate up high on the west side of the room. You'll need to crawl to it, then grapple up onto a ventilation duct.



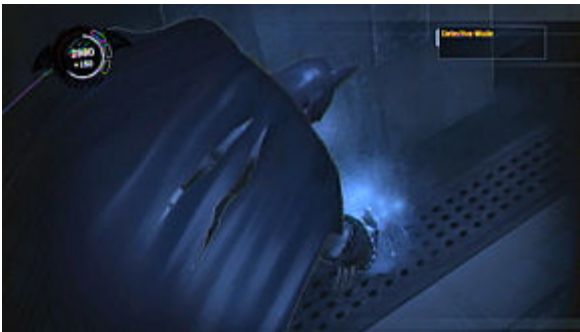
Drop down and crawl towards the Intensive Treatment Lobby. The six henchmen in here are armed and quite dangerous, so you'll need to be exceedingly stealthy to take them all out -- and you can't use the gargoyles for anything other than a quick escape now that they are mined with explosives.



We first dropped out of the vent just when the nearest goon turned around. With a stealth takedown and a quick squirt of Explosive Gel (for his buddies that come to check on him) we were headed down to the ground level.



From here you should switch on Detective Mode and constantly keep track of all the henchman on their patrols. You'll want to lure some down to the bottom area with you if there aren't some already.



Perform a Silent Takedown on a nearby guard and then mine his body with Explosive Gel. You can also keep an eye on him with a Batarang handy just in case. When his buddies come to check on him, detonate the gel and move in quickly to perform a few Ground Takedowns. Add more gel and back away to repeat this process.

With the Double Batarang upgrade you may be able to take out pairs from behind just as easily. The key is to stay low so you can lose pursuers in the hallways around the central offices.



After the room is cleared out, move into the office area and hack the panel that's connected to the northern security doors. Go through the doors at the bottom of the level.

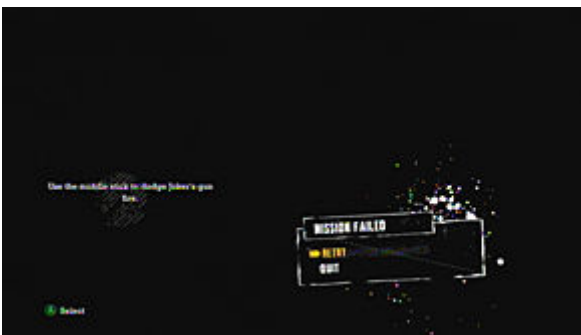
«	<a href="#">The Botanical Gardens</a>	<a href="#">The Island Transformed</a>	<a href="#">Croc Hunt</a>	<a href="#">(Back) To the Batcave!</a>	»
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<a href="#">Part 1</a>	<a href="#">Part 2</a>	<a href="#">Part 3</a>	<a href="#">Part 4</a>	<a href="#">Part 5</a>
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T H E S C A R E C R O W P A R T I I I



Just inside the next area **DON'T PANIC** -- and do not adjust your video game console! The Scarecrow now will introduce a cutscene of his own insidious devising. Just walk forward and play along.



Choose "retry" at the fake game over screen. When you pop out of the grave, move up the ramp and Line Launch across the gap to begin another "2.5-D" platforming segment.



Run to the right "following" Dr. Crane's gaze. You'll make it the ledge just in time to climb up and avoid his line of sight. Run to the end of the area and take on the skeleton army with basic combo moves. Be sure to time your counters carefully -- you'll take real damage from these phantasms.



In the next area you'll need to run for the low cover spot and crouch to avoid being detected. Climb up and hop over to the next ledge and run towards the camera, around the "scene" with Batman in a chair.

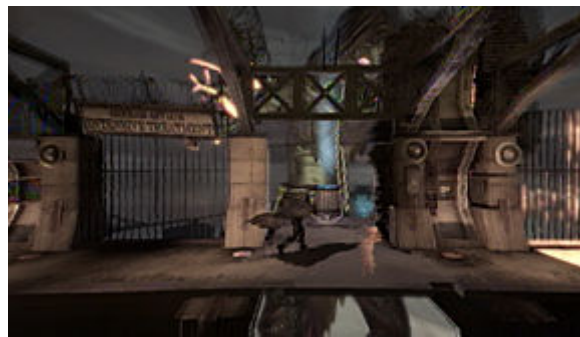


Wait at the edge of the "chair scene" for the gaze to pass by, then run forward leap the gap to the right, continuing to the next cover spot.

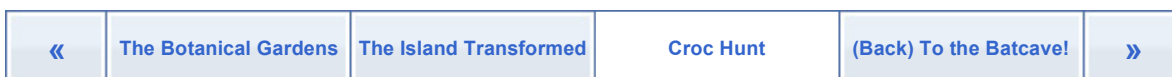


Now you'll need to use the moving background piece as cover over the large stretch of space. Sprint with it until you come to the next cover spot.

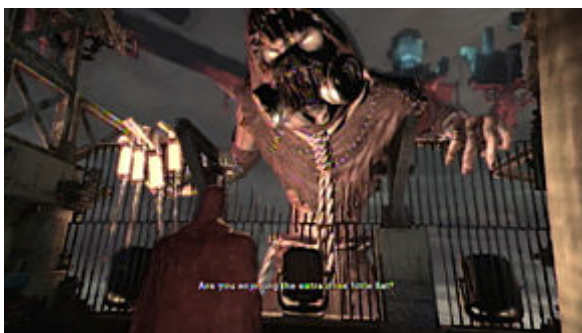
Climb up and proceed normally, avoiding the gaze. You'll soon drop far below -- grapple to the point high and to the right.



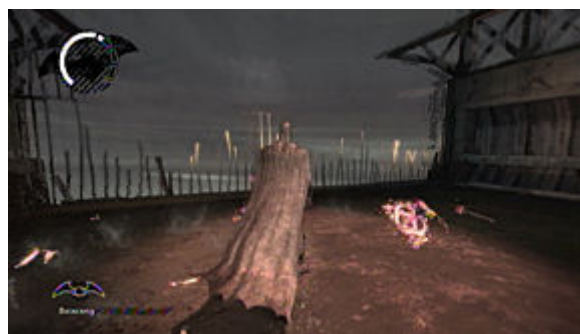
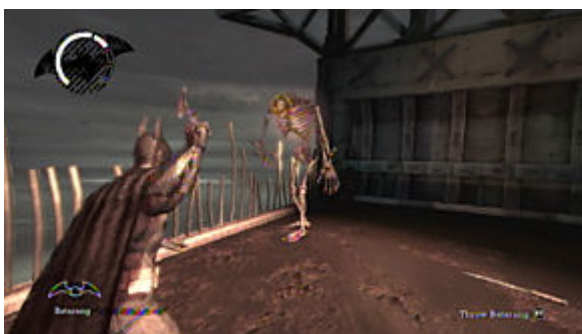
Run forward using the low cover spot by crouching and time your moves to the next cover area -- watch out for the Arkham gate, since Scarecrow can see through its bars. Approach the spotlight to end this segment...



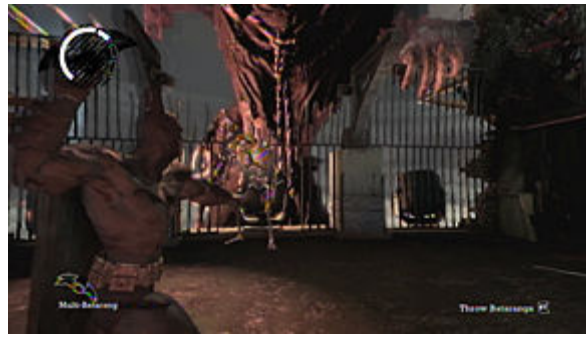
...And continue the next. The first batch of skeletons should be easy enough to deal with.



Once they are gone, a large skeleton will appear with very Bane/Titan-like qualities. Hit it in the skull as it begins to charge with a Batarang, then dive out of the way letting it crumble harmlessly as it hits the wall.



The next wave is far more difficult, since the small skeletons will hinder your ability to stop the charging Titan skeleton. Instead, use the Titan skeleton to your advantage by lining its charges up with skeletons and dodging them, using the Titan to bowl over the other skeletons.



You can take swings at the skeletons between charges. Soon enough they'll all be cleared out. At this point, Batarang the Titan skeleton as he charges to bring him down and beat the Scarecrow's hallucination.



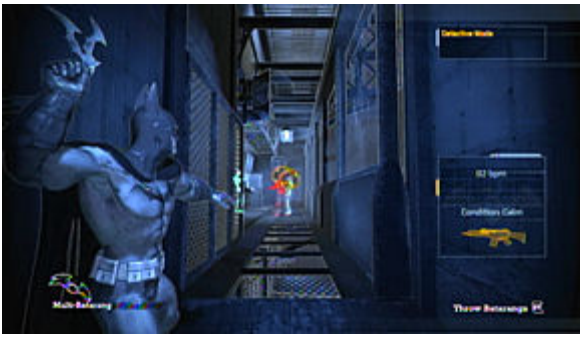
Back in the Asylum, head south into Secure Transit. Hop all the way down the long shaft.



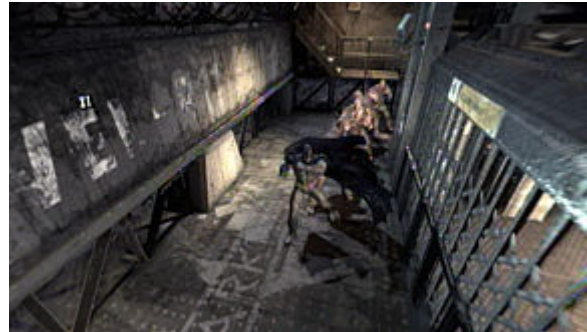
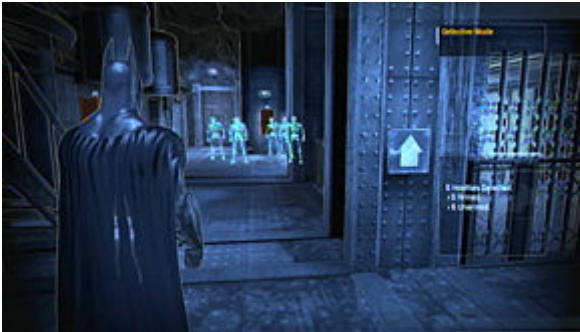
Search the shaft next to crashed elevator for a vent near the very bottom. Crawl in here and turn to the south when you can. Follow the shaft back to find Dr. Crane's lair -- a small, hollowed-out area filled with notes and photos. Take a scan of it to solve a riddle ([Intensive Treatment #16](#)).



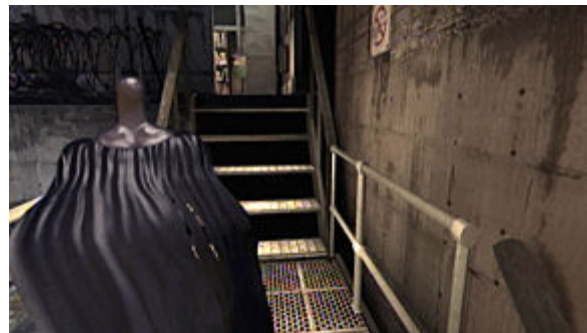
Now, head up into the small office -- you can see three thugs in it, one armed, when you switch on your Detective Mode. Batarang the armed enemy and move in for the takedown.



Hack the panel nearby and you'll be able to open the elevator shaft leading far below into the Croc's lair.



Drop down here, avoiding the ring of thugs for now. Mine the floor a bit around the corner from them, then use a Batarang to get their attention. When they run over, pummel the ones still standing. Beware: they are unarmed initially, but gun cabinets around the room are available to them.



Use a quick Batarang to disable any of them that go for guns. Now, take the stairs up into the control room on the north side of this area. Here you'll find the Intensive Treatment Secrets Map sitting on a desk ([Intensive Treatment #14](#)).



Head through the door in the south of this area to enter the Caves.



«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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Part 1	Part 2	Part 3	Part 4	Part 5
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C A V E S / C R O C ' S L A I R

As soon as you enter the Caves via the Control Room Access from Intensive Treatment, look for a Croc Interview Tape on a crate (**Caves Riddle #6**). Enter the door at the end of the hall and you'll be treated to a cutscene.



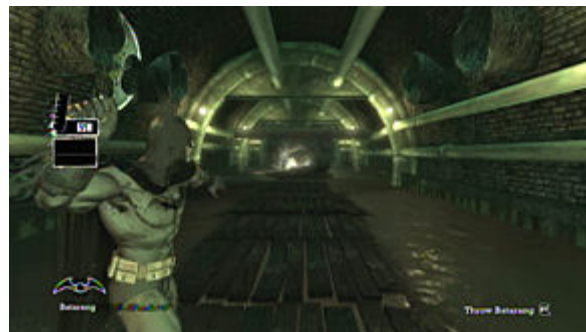
Look across the river in the far southeast and you'll see a Riddler Trophy. Line Launch over to it (**Caves Riddle #20**). Start heading west using your Line Launcher on opposing walls.

**NOTE: If you are looking for the Batcave again (which you need to access later) this is the room where you can access it -- just Line Launch to the far west and follow the Old Sewer to the Batcave. For now, take the passage leading North to Croc's lair.**



K I L L E R C R O C

Killer Croc is adept to using this watery environment to his advantage. As Batman walks the boards, he'll be able to sense his movement -- this means you should run unless you want to attract trouble. You can, however, crouch to move quickly without causing too many sound waves.



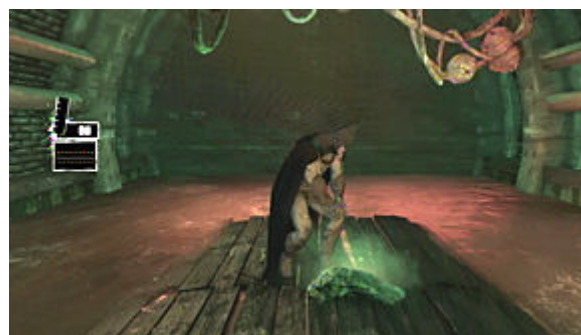
Nevertheless, Croc will occasionally appear in front of you to charge you. When this happens, aim a Batarang at his head and he'll be deterred.



Your goal here is to find six spore locations. You'll be able to track them, one at a time via the meter in the top left of the screen. When you move towards the spores, it will count down, showing the distance remaining.



At each intersection, make a decision then look to see if your meter is still white and decreasing. If it turns red and increases, you've chosen the wrong way.



Using this simple system, you can deduce the path to each spore. Once you come across a spore -- a green mass of tendrils with a pod on the ceiling -- you can cut it down with a Batarang and approach it to collect it.

«	<a href="#">The Botanical Gardens</a>	<a href="#">The Island Transformed</a>	<a href="#">Croc Hunt</a>	<a href="#">(Back) To the Batcave!</a>	»
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<a href="#">Part 1</a>	<a href="#">Part 2</a>	<a href="#">Part 3</a>	<a href="#">Part 4</a>	<a href="#">Part 5</a>
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After collecting the second spore, watch out for a surprise attack from Croc as soon as you collect it. Just Batarang him and move on. Another surprise occurs when you are 30 meters or so out from the third spore -- he'll barge through a wall, making a convenient path the final spore.



Collect it and then Line Launch back to safety using the distant pipe. Drop back onto the platforms below and switch to your Batarang to be ready for a surprise attack.

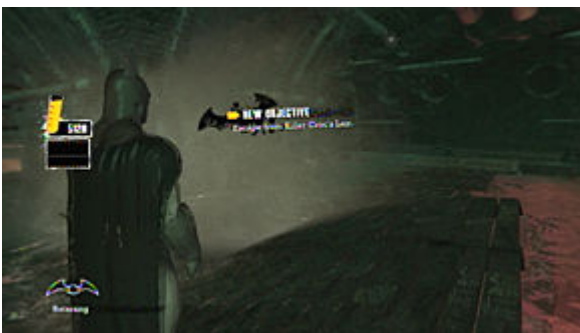
Croc will now change his tactics, prompting you to sprint away occasionally as he rips the boards out from under you. Immediately switch to crouching or walking following this.



Follow the path to the fourth spore. If Croc destroys a walkway you need to use, just whip out your Line Launcher to get back on track.



After gathering enough spores, you'll be told to high tail it back to the Batcave. You can now follow a sonic beacon back out, much like you the way you found the spores. Croc's attacks will become more and more frequent and You'll have to use your Line Launcher a few times to continue.



At about 135 meters from the beacon, Croc will chase you and the perspective will change to show both he and Batman on the planks. Run and make sure to turn correctly along the path.

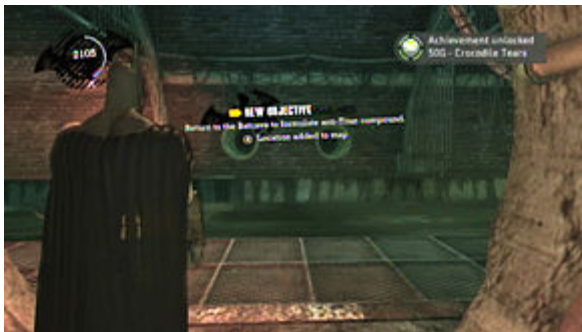


When you come to obstacles, leap them to escape Croc's clutches. At the end of the line, Batman will send Croc to a distant doom...

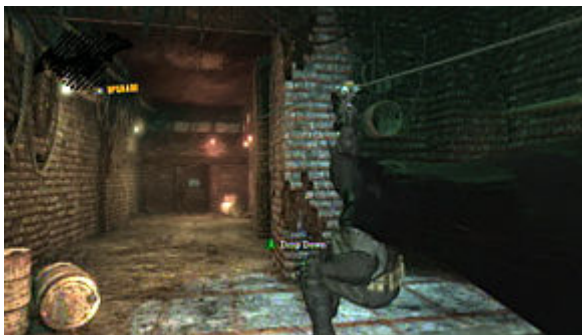
«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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Part 1	Part 2	Part 3	Part 4	Part 5
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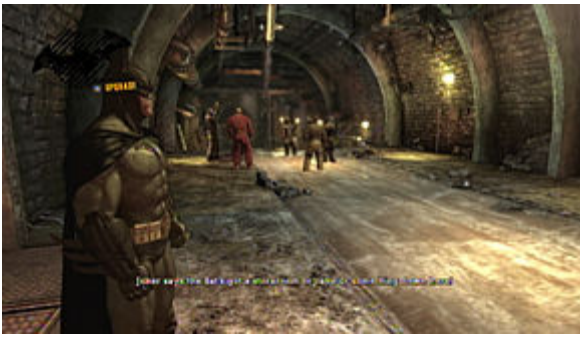
**(Back) To the Batcave!**



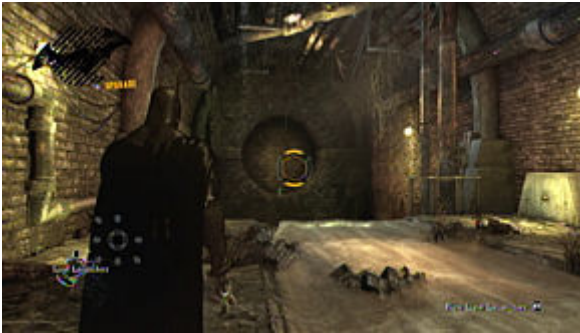
After Batman opens the gate, turn west (down river) and Line Launch towards the door into the Old Sewers. There are some teeth around it to destroy.



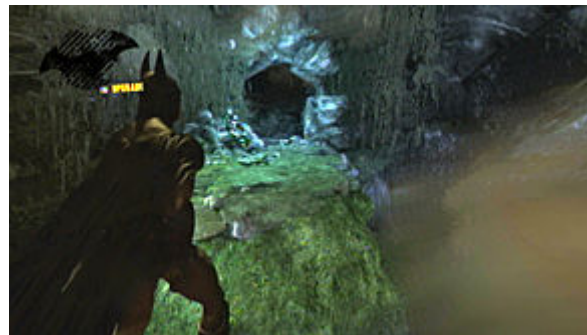
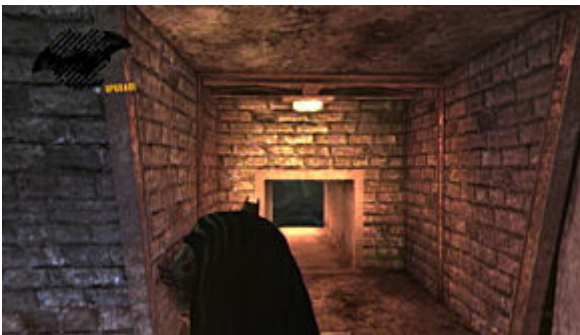
A gaggle of gangsters is waiting in the Old Sewers -- one has a gun and another a knife. Try to target the thug with the firearm first, then use a combination of stun and melee attacks on the crew. It wouldn't hurt to lay down some explosive gel ahead of time to lead them into.



Use your Line Launcher at the south end of the Old Sewer to cross the deep gap to the Riddler Trophy ([Caves Riddle #4](#)). Now, grapple up the ledge and follow the path to the Batcave.



In the Batcave you'll get the Ultra Batclaw which will allow you to access those pesky destructible panels way up high!



Use it right away on the nearby panel -- switch on Detective Mode and you'll see it. Hit this with the Batclaw and you'll be prompted to tug it down.



Glide over and grapple up and out of the Batcave.



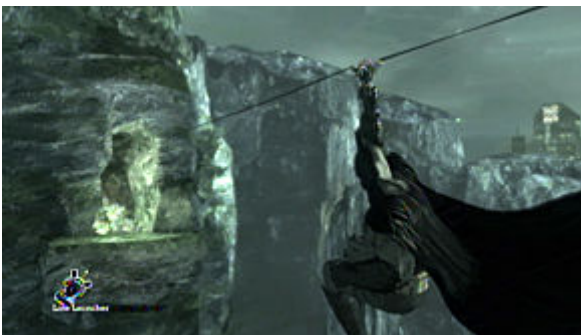
«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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C A V E S , E X T E R I O R

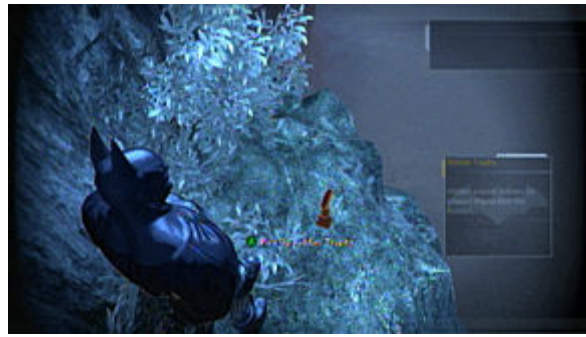


Glide down to the far rocks -- you'll need to guide Batman through the two spires ahead to get here.



Climb up the ledges, then use the Line Launcher to cross back to the cliff face. Follow the cave back and grapple up.

If you look on your map, you can see a distant spire in the northeast. Target this with your Line Launcher and head over for a Riddler Trophy. ([Caves Riddle #19](#)).



Line Launch back over to the previous spire and grapple up to the ledge you left from. Go back inside and look for an even higher ledge in the "chimney" of the spire. Grapple up once more from this ledge, then Line Launch back over to the main island.



Head inside the cave, then glide down to the natural bridge below. Grapple up to the vent to enter the Old Sewers once again.



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M A I N S E W E R J U N C T I O N



Follow the Old Sewer path to the Main Sewer Junction, destroying Ivy's pods along the way. The Main Sewer Junction has been overrun by vines. The treacherous path upwards is far easier this time around with your Line Launcher.



Use this to cross the gaps and follow the fallen columns just as before. Before exiting at the top, Line Launch west to the high aqueduct you couldn't reach before to grab the Riddler Trophy ([Caves Riddle #10](#)).



Now, glide down to the east from this spot to get the Riddler Trophy in the nook below. ([Caves Riddle #24](#)) Now, backtrack up to the high aqueduct with the help of your Line Launcher. You can now climb even higher in the Main Sewer Junction thanks to the Line Launcher.





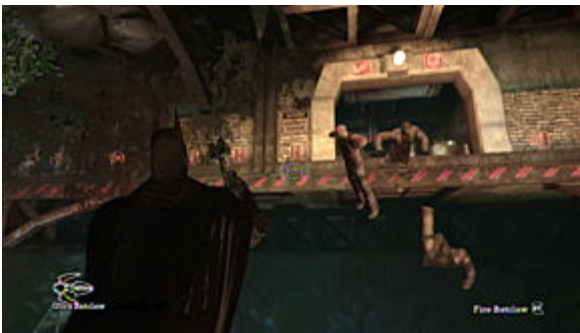
Begin to pull yourself up in this area and you'll get a new objective: to find three control rooms to shut off the Titan formula's pollution of Gotham River.



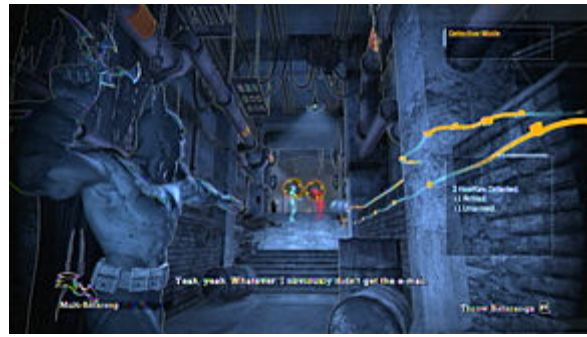
Climb up the platforms to the south on the middle aqueduct. From here you can flip around and Line Launch to a ledge in the far north.



Pull yourself up and look for a breakable panel way up high in the northeast corner -- this is the control room wall. Hit it with the Ultra Batclaw to yank it down, then target the surprised goons inside with the Batclaw to yank them to their doom.



Grapple into the area and finish off any stragglers. Look just to the left of the hole in the wall of the Pump Control room for the Caves Secrets Map on a table (**Caves Riddle #11**).



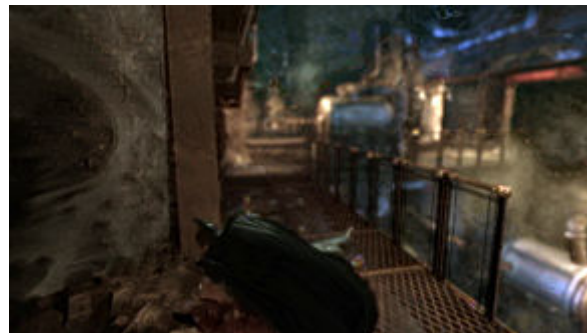
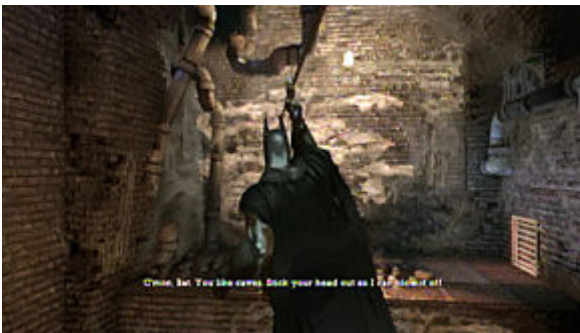
Head down the short hallway and look right for a Croc Interview Tape on a barrel (**Caves Riddle #11**). In the Pressure Control Junction you'll see two thugs -- one armed -- just ahead. Lock on to the armed one -- or both -- with Batarangs and then run in to finish them off. Head east from here towards the Control Room.



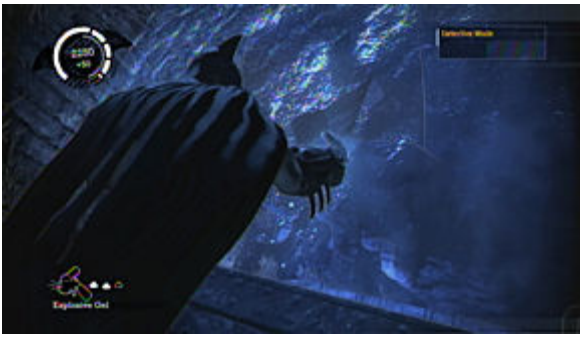
«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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Hit the teeth on the way and go inside the Control Room. This room will cause headaches if you don't approach it with stealth in mind. You'll have to whittle the six armed thugs down to a manageable group before moving in with Batarangs and combos. First, switch on your Detective Mode (keep it on!) and grapple up to the ledge above the room then quickly Line Launch west to the ledge above the thug in the northern area.



Drop down and silently take him out, then grapple back up to the ledge and enter the vent. Follow it back until you reach the destructible wall in the northeast area. Mine this with gel and try and get two of the thugs in front of it caught in the blast. There are several of these destructible walls -- and floors -- around the area to mine in this same manner. If you have the upgrade that allows you to strategically detonate these, the area should be pretty easy.



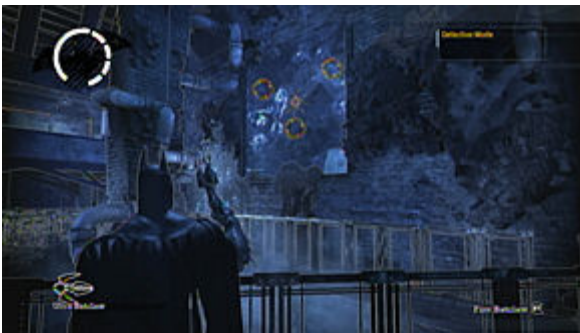
You probably won't need to use more gel though. From this crawlspace you should be able to peek out and get some more silent takedowns. When you see a group of two or three goons, Batarang them with your multiple Batarangs and perform ground takedowns quickly to finish them off.



With the room clear, pull down the destructible wall in the northwest corner and grapple up for a Riddler Trophy ([Caves Riddle #28](#)).



Similarly, in the southeast corner of the room you'll find another wall you can yank down for a Chronicle of Arkham marker ([Caves Riddle #21](#)).



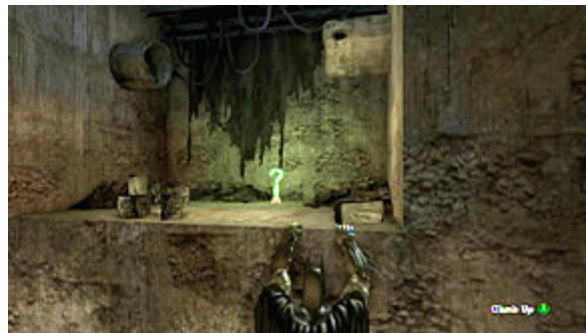
Now, search for the control room in the southeast corner of the area. Here you'll find a panel you can hack. Do so and you'll shut down the pump in this area.



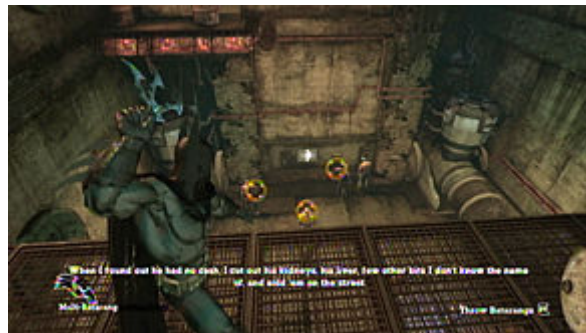
Head back towards the entrance but beware -- two henchman have entered unannounced. Hit them with some Batarangs from a distance and then move in to finish them off.



Back in the Pressure Control Junction, head west towards the final waypoint. Up to the right you'll see a destructible wall you can pull down. Behind it is a Riddler Trophy ([Caves Riddle #25](#)).



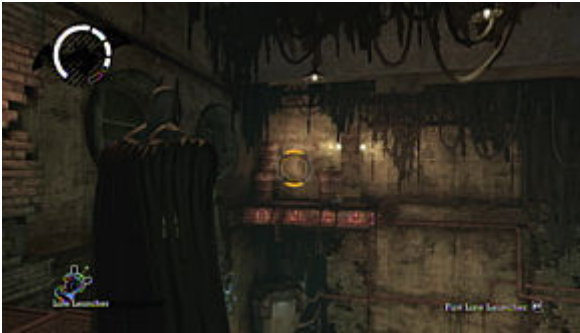
In the Pump Room you'll see only one thug with a gun below -- but two boxes nearby hold firearms as well. Also, one henchman with an electric wand and one with a knife serve to mix things up.



Be sure to hit at least the henchman with the gun with a Batarang. Hop down and begin attack, using quick Batarangs on the enemy with the electric wand. Without guns, these enemies shouldn't make you break a sweat.

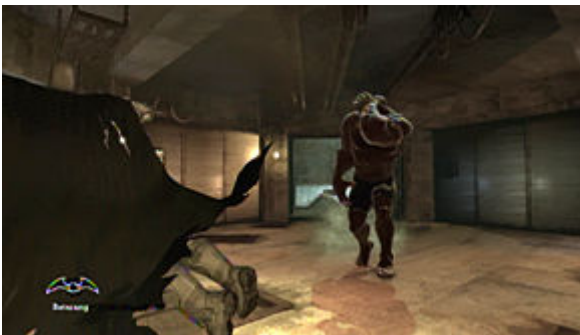


There is a Croc Interview Tape in the southwest corner of this area. Line Launch over to it from the top ledge. (**Caves Riddle #1**) Hack *both* of the panels at the bottom to continue.



«	The Botanical Gardens	The Island Transformed	Croc Hunt	(Back) To the Batcave!	»
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Back in the Pressure Control Junction, you'll walk right into Joker's trap. A Titan and several waves of henchman lie in wait just behind a series of locked doors.



The key to this segment is turning the Titan against the henchmen. To do this, you'll need to target his head with a Batarang, like before, so he hits the wall while he charges. There's a neat trick you can use in this crowded, tiny area, though -- a quick Batarang (double tap AIM) will auto-target the Titan's face, making it so you won't have to stop and aim.

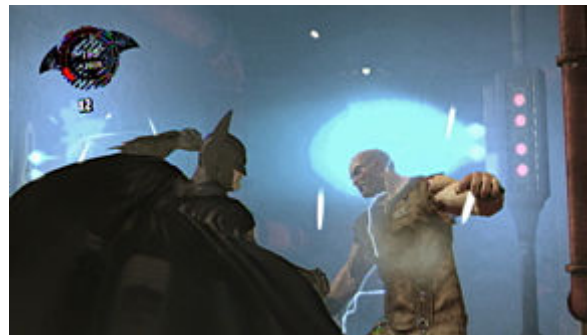


Thus, when you hear him roar (learn to recognize this sound), send a quick Batarang and roll out of the way -- even if you are in the middle of a fight. Immediately approach the Titan after this and beat on him a bit, being mindful of the thugs around you. Counter if you need to.

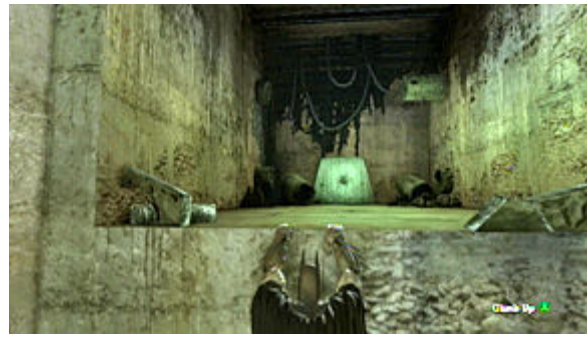


If the Titan goes down on one knee, melee attack him and you'll hop onto his back. Piggyback him around the room, smacking all of the henchmen. When he shrugs you off, you should immediately roll away.

Cross the room and begin to damage the henchman while the Titan gears up for another charge. Every so often, the doors around the room will open to reveal additional waves of thugs. You may take out the Titan before you get to the remaining henchmen.



When the area is clear, you'll be able to proceed north through the unlocked door. Look up with Detective Mode on and pull down the segment of the wall above. There's a Riddler Trophy behind it ([Caves Riddle #26](#)).



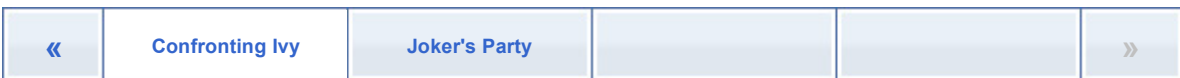
From here, flip around and you'll see another wall segment you can pull down with the Batclaw a bit higher up the elevator shaft. Tear it down and grapple up.



An elevator platform parallel with this can be mined with Explosive Gel. Detonate this and the elevator will plummet to the ground, its counterweight destroyed.



Yet another brittle wall segment is just above here. Pull it down and grapple up to find the door to Arkham West.



A R K H A M   W E S T

Just outside, you'll be able to turn on Detective Mode to reveal several threats in the area, including a sniper in the middle tower. Note: If you need the Night Glider Achievement / Trophy, Glide from this point all the way to the end of the docks below.



Grapple up to the sniper's roost when he's looking the other direction and perform a Silent Takedown on him. You can kill the plants in the area (and lunatics) for XP if you'd like. You can also snag the Arkham West Secrets Map from the small building in the center of the area. Use the Cryptographic Sequencer to hack the door panel and you'll find the map just inside on a desk (**Caves Riddle #13**).



Just to the southeast of here you'll find another panel you can hack by a freight elevator in front of the Medical Facility. When you do so, the elevator will lift revealing a Riddler Trophy (**Caves Riddle #8**).

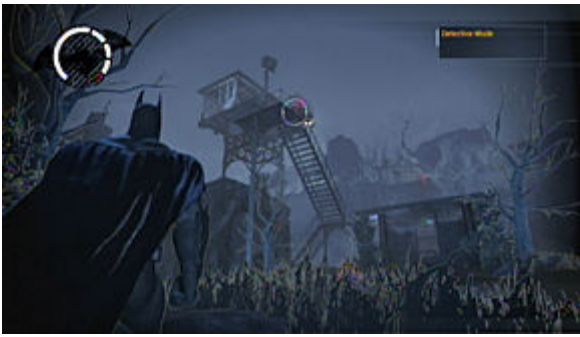


Now, head Arkham North via the path leading northeast.

## A R K H A M N O R T H

In Arkham North you'll need to deal with the snipers. Grapple up and silently take down the first one. Be sure to hit the teeth on the tower platform. Use the Line Launcher to cross from the west sniper tower to the ledge with a Riddler Trophy along the western edge of the area (**Arkham Island, North Riddle #1**).



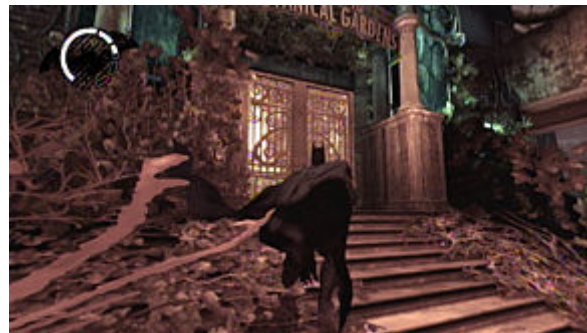


Deal with the eastern sniper tower in the same manner and continue towards Arkham East, looking for chattering teeth along the way.



## A R K H A M E A S T

In Arkham east there are more snipers to deal with. Grapple up to the nearest tower and dispose of the first. Float down behind the far tower and do the same there. Be sure to check for teeth around the snipers. Head into the Botanical Gardens when you've finished the area up.

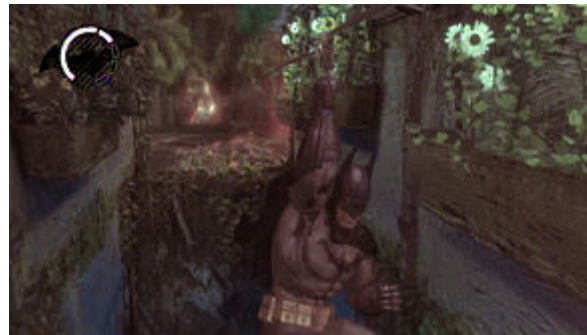


## B O T A N I C A L G A R D E N S

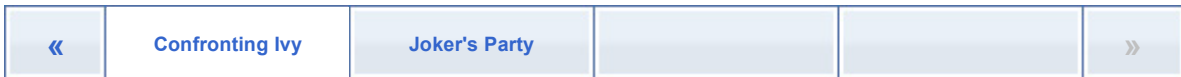
Enter the crawlspace to your left and follow the area to the grapple point on the opposite side of the vines blocking the main entrance.



Move into the Botanical Glasshouse, killing all the plants along the way. If you have the triple Batarang you'll be able to easily stop the plant projectiles before moving in for the kill. Batman's no-kill policy doesn't extend to flora, apparently.

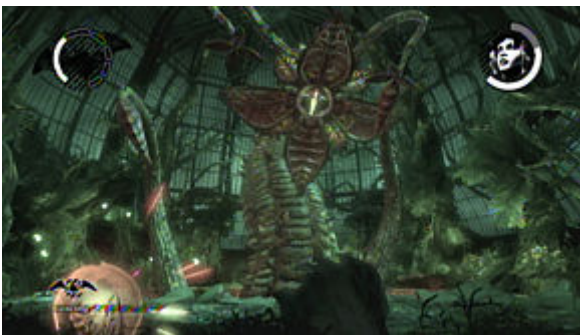


You can Line Launch across the Flooded corridor and move through the previously collapsed pathway now that Ivy's tendril is clearing the way. Line Launch across the hall in the west part of the northern area. Take out Ivy's zombie henchmen with basic combo moves and enter Ivy's lair.



## P O I S O N I V Y

Poison Ivy has two main attacks. One, a simple plant projectile, can be dodged easily by rolling to the side (hold a direction and press JUMP twice). The other is not so easy to dodge: Ivy summons vines to grab Batman. This is an area attack, so you'll see grass before the vines appear in a particular area.



There are three areas she summons vines: right middle and center, so to avoid the green grasp of the tendrils you'll need to mind the visual cues and move accordingly. If she catches you in her vines, mash the button shown to escape.



The first half of the battle can be made much easier with the help of the quick Batarang. You should keep rolling constantly to avoid Ivy's projectiles and vines while constantly mashing the AIM button for a quick Batarangs. You'll end up tossing them between rolls and they'll auto-track the plant "eye" regardless of your position.



Even if Ivy is unexposed you'll chip away at her life. But when the plant "eye" opens, Ivy will take serious damage from a Batarang. She'll retaliate with a string of projectiles that can be dodges the same way as a single projectiles -- you can anticipate these and get out of the way easily.



When Ivy goes down the first time, approach her and place Explosive Gel on the membrane covering her body. Detonate it and she'll be ready for round two.

In this round your tactics should remain essentially the same: roll around and quick Batarang her to chip away at her life. You'll have to contend with her minions this time though.



Take the time to hit them a few times between rolls and always make sure you are out of the way when she summons vines -- they'll tangle up the henchmen and do a lot of damage.

When Ivy goes down the second time, approach her and place some Explosive Gel on her membrane once again and she'll be gone for good.

«	Confronting Ivy	Joker's Party			»
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«	Part 1	Part 2	Part 3	The Joker	»
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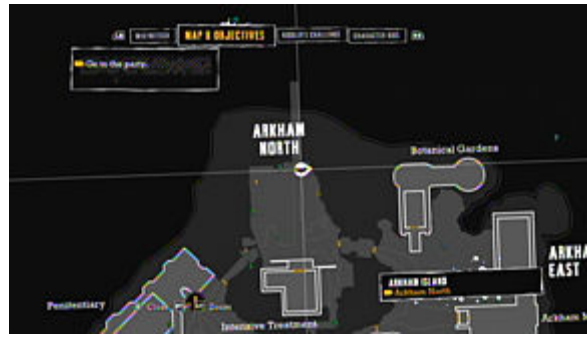
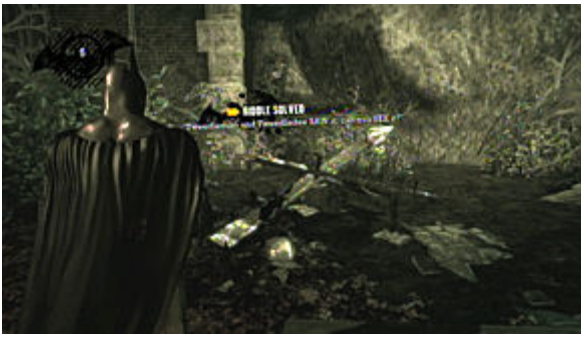
## The Joker's Party

### A R K H A M N O R T H

The Joker now invites you to his "party" at the Penitentiary. This is the final battle, so feel free to explore for Riddles now -- or you can do so after the final battle. You'll still be able to explore Arkham after the credits roll. If you can avert your eyes from the pretty fireworks, look down and you'll see a Riddler Trophy at your feet right where you spawn after the fight with Ivy ([Arkham Island, North Riddle #9](#)).



Hop down from here on the north side and you'll see a See Saw on the ground by the front gate. Snap a scan of it to solve a Riddle ([Arkham Island, North Riddle #16](#)).

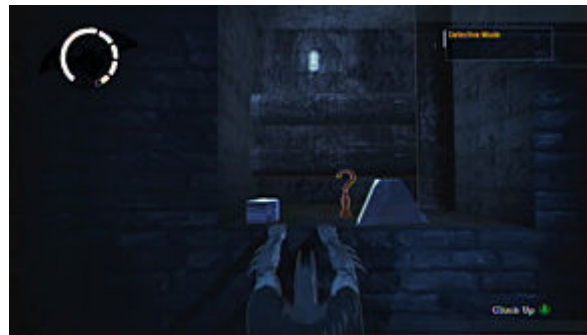
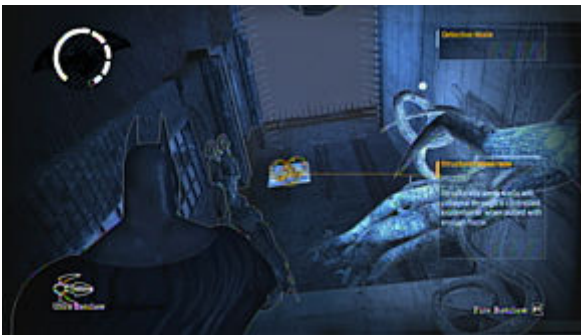


Grapple up from this position to the nearest guard tower along the northern wall. Hack the security door panel inside to access the Riddler Trophy ([Arkham Island, North Riddle #5](#)).

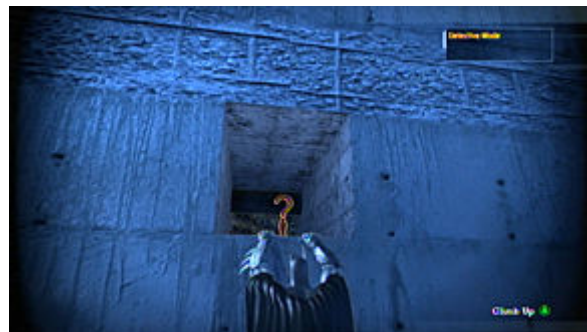
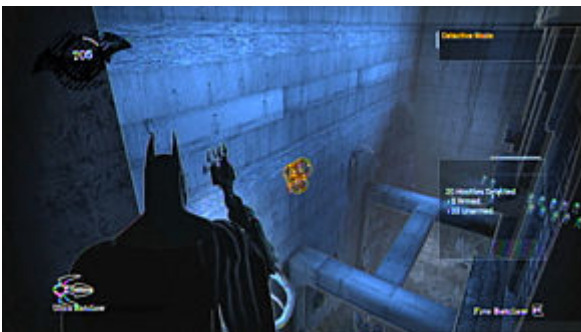


A R K H A M W E S T

Just above the locked door to Arkham North in the passageway between the two areas, pull down the weakened wall up high with your Ultra Batclaw and grapple up for a Riddler Trophy ([Arkham Island, West Riddle #1](#)).



From here, Batclaw the vent grate cover high on the southwest wall and grapple up to it for another Riddler Trophy ([Arkham Island, West Riddle #9](#)).



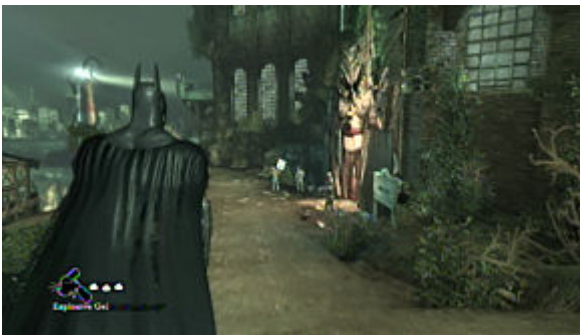
Enter the door to the main Arkham West region -- the source of Joker's fireworks.



«	Confronting Ivy	Joker's Party			»
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«	Part 1	Part 2	Part 3	The Joker	»
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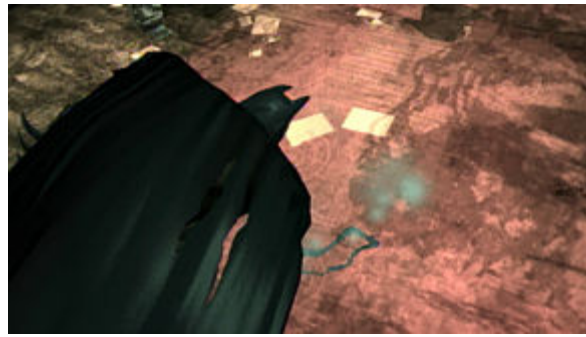
Just ahead is the entrance to Joker's Party -- four goons guard the entrance to the Penitentiary. We use the term "guard" loosely, however, since they will not attack you unless you attack them first. While it may seem like there is no reason to provoke these blokes -- or the 16 lined up inside -- if you defeat them you'll get tons of experience and the Party Pooper! Achievement / Trophy.



A clever trick you can use on both the outside and inside groups is to lay explosive gel down before you mount your attack. Do this on at the feet of the outside guards, then detonate the explosives and move in for a few quick Ground Takedowns. Finish off the others with combos.



Inside the hallway with 16 more henchmen things won't be nearly as easy. Line up three charges, then blast them to knock out the whole room. Get in as many ground takedowns as you can, then prepare for your toughest fight yet. Remember -- you can just not attack them if you want to skip this part, but the XP may be worth it!



The key to this fight are your combat upgrades like the 5x Throw and Instant Takedowns, coupled with lots of Quick Batarangs and Evades. You should also counter if the timing is right, but Evades will do you better in this small, crowded fight.



We were able to do well using evades to move from one end of the hall to the next repeatedly, since we'd Evade right as a group of thugs would begin to attack, surprising a new group across the way. Staying in one spot is suicide.



Throw Batarangs while you Evade for a bit of extra damage. When your combo meter hits 5x, perform an Instant Takedown or Throw immediately, then return to Evades and cheap shots to continue your combo. Don't be shy about using counters, but if the enemies swarm you, you won't be able to use them effectively. That's why we recommend the Evade technique.

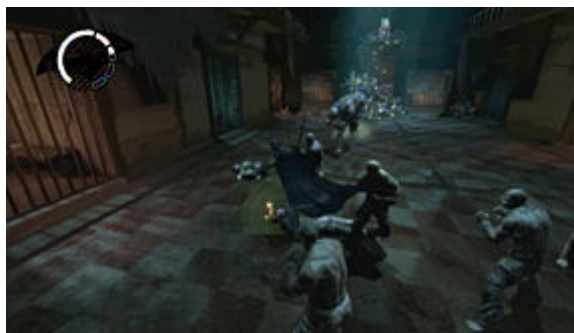
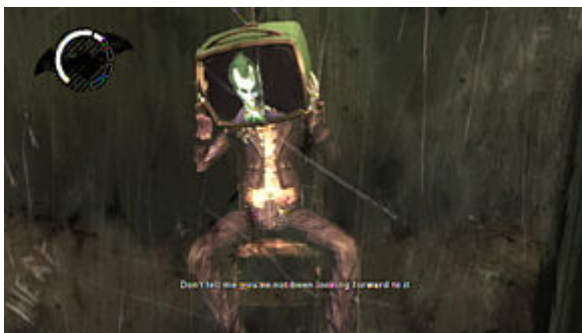


«	Confronting Ivy	Joker's Party		»
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«	Part 1	Part 2	Part 3	The Joker	»
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T H E P E N I T E N T I A R Y

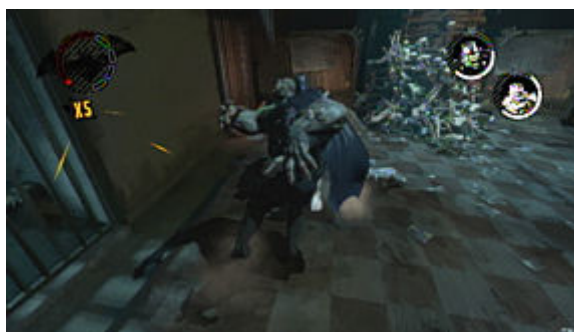
When the battle is over, move into the next area. The camera will now switch to first-person. Just approach the Joker TV and watch the events play out.



After the cutscene you'll face your final two Titans. This battle plays out much like the previous Titan battles -- your quick Batarangs will be your greatest asset.

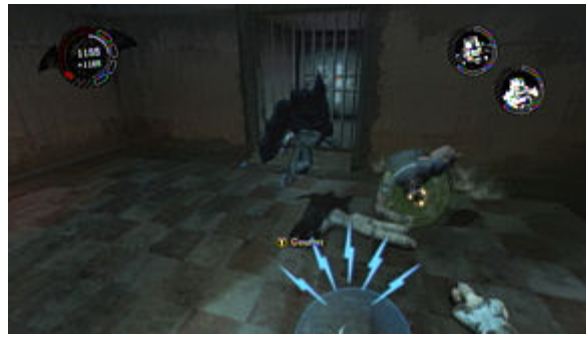


Every time a Titan charges, quick Batarang him, then Evade quickly. Move in to hit the dazed Titan and eventually he'll go down on one knee.



Saddle up and aim directly for the other Titan. The Titans should be your priority since once they are down, the scene is over. Let the Titans take out the other goons by just doing their thing -- every time they charge or attack, they'll do damage to the henchmen.





Soon enough you'll have one Titan down, and the remaining Titan should be easy. Keep on the opposite side of the room from them to best time your Batarangs and Evades. Remember: don't stop to aim, just double tap AIM and your Batarangs will take care of the rest.

«	Confronting Ivy	Joker's Party		»
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«	Part 1	Part 2	Part 3	The Joker	»
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## T H E J O K E R

The Joker battle has several distinct segments which repeat endlessly if you don't know what to do. In the first segment, Joker will move about the area swining his arms. This is tough to avoid unless you constantly Evade (double tap jump) in a circle around the perimeter of the area.

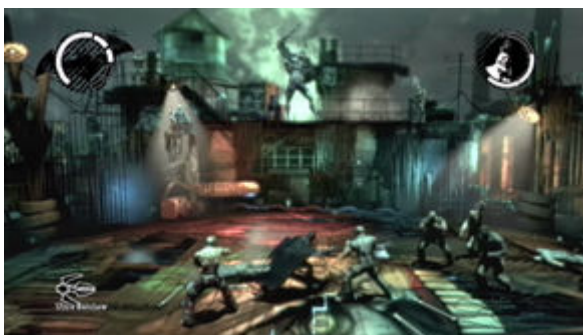


As Joker approaches you, lead him to the right a bit, then start Evading in a clockwise circle. He'll soon jump into the background and summon a several minions.

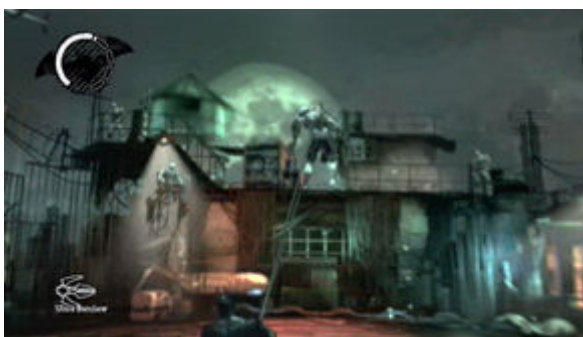
The first wave of minions are unarmed, but purple weapon boxes with clubs soon drop amongst them. To keep them away from these you'll have to keep hitting them to distract them. As soon as they appear, hit them with a few quick Batarangs, and keep using the quick Batarangs throughout the fight.



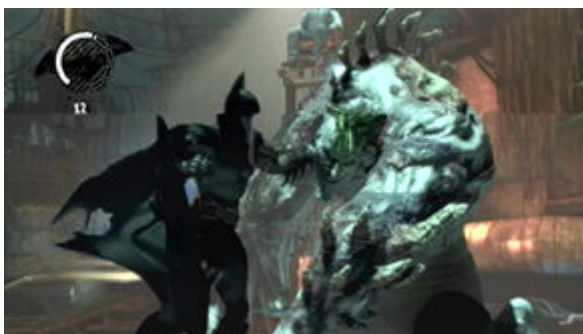
Like in the close-quarters battle at the Penitentiary entrance, you'll want to constantly Evade to avoid getting trapped in a group of enemies. Take a few swings, counter if you need to, Batarang and Evade. You can do this repeatedly and stay relatively unscathed.



When you build up your combo meter, use Instant Takedowns. Occasionally Joker will summon explosive toys. These can be used to your advantage. When they near a clump of enemies, approach them and -- when you hear the distinct honking sound -- Evade away and they will detonate, harming anyone around them. These can also be taken out with a quick Batarang if need be.



When all the goons are taken care of Joker will turn towards the helicopter to mug for the media. When he does this, switch to your Ultra Batclaw and target his back. Before you do this make completely sure the area is cleared of threats - one remaining thug or an explosive toy will interrupt you and The Joker will call a handful of henchmen.



Tug him down off his perch and you can approach him to melee his head and remove 1/3 of his life bar while his claws are stuck in the ground. Two more times and he'll be taken care of for good!



He'll now go back to moving around the level and melee attacking you. Roll/Evade around the area again and immediately switch back to your Batarangs to deal with the next wave of enemies.

This wave will feature two knife-wielding enemies. More weapons subsequently drop. Be sure to Batarang or Stun the knife maniacs before attacking them since they will effectively block your attacks otherwise.



Pull Joker down a second time attack him, and get ready for round three. After dodging his claw swipes again, a large group of villains will drop with some heavy weapons. Keep them away from the guns and electric wands and you'll be much better off -- although this is easier said than done.

If an enemy picks up one of these weapons, immediately quick Batarang him and focus on taking him out.



Finally, after this wave is dealt with, Joker will once more mug for the cameras, letting down his guard (he just can't resist!). Batclaw his posterior to end the final battle and beat the game! Now it's time to get some rest. And solve some Riddles!

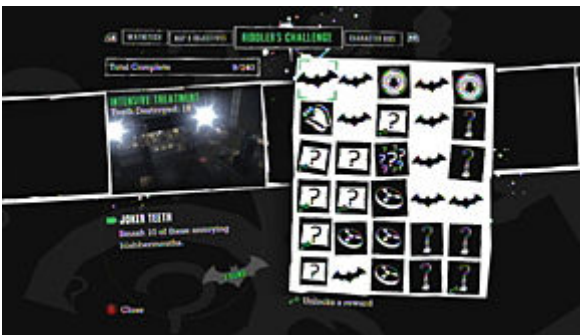


## Batman: Arkham Asylum The Riddler's Challenge

Click an area of Arkham Asylum below for a full list of Riddle solutions:

<b>The Riddler's Challenge</b>
<a href="#">Intensive Treatment</a>
<a href="#">Arkham Island, East</a>
<a href="#">Arkham Island, North</a>
<a href="#">Arkham Island, West</a>
<a href="#">Medical Facility</a>
<a href="#">Caves</a>
<a href="#">Arkham Mansion</a>
<a href="#">The Penitentiary</a>
<a href="#">Botanical Gardens</a>

## Riddle Basics



The Riddler's Challenge consists of 240 challenges of six types: Chronicles of Arkham, "Mystery," Patient Interview Tapes, Riddles, Riddler Trophies and Teeth. Each area of the game has its own set of 20 or 30 Challenges that can only be found / solved in that area. Although we cover the location of and solution to each of these in our section titled The Riddler's Challenge, here is a rundown of each challenge:

- **Chronicle of Arkham** - Hidden within Arkham Asylum are 24 stone slabs to find with an insignia of a beetle on them. When you see one of these slabs, perform an Environmental Scan in Detective Mode to collect its "audio file."
- **"Mystery"** - The "Mystery" of each area is actual a Secrets Map. Each area has a Secrets Map, often located in an office of some sort. When found, this map will reveal the locations of all of The Riddler's challenges in the area.
- **Patient Interview Tape** - The audio logs of Arkham's looniest inmates are located throughout the complex.

These look like small rectangular boxes of tape and are highlighted in orange when in Detective Mode.

- **Riddles** - Riddles are word puzzles given by The Riddler that correspond to Environmental Scans you can make. Upon entering a room with a Riddle therein, you will be notified and reminded of the riddle. While sometimes these require you to just take an Environmental Scan of a "scene," most require you to find a question mark symbol. The body of the "?" and its dot must be lined up to complete the full symbol from your perspective. Some riddles may require you to scan/align different portions of the "?"
- **Riddler Trophies** - These green question mark trophies can be found in the most unlikely of places around Arkham.
- **Teeth** - The Joker's novelty teeth show up in many places. You'll need to kill certain amounts of these with your Batarang to complete these challenges. Whenever you see a set of teeth, hit it.

Most of these can be found in hard-to-reach area that you may need an upgrade or gadget to access. The proper equipment is listed alongside each Riddle solution.

## The Riddle Grid

Our complete Riddle guide is numbered; the actual Riddles are not, but they are organized based on the Riddle Grid. We counted these from right to left, as you read a book. For example:

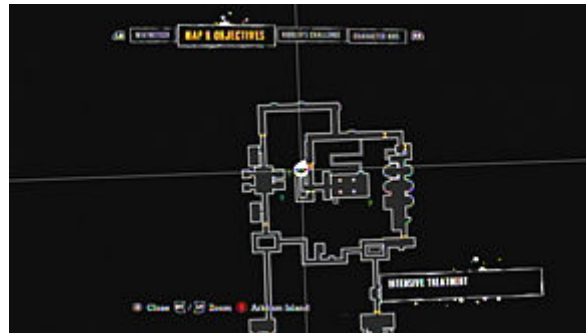
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1  2  3  4  5
6  7  8  9 10
11 12 13 14 15
16 17 18 19 20
21 22 23 24 25
26 27 28 29 30
  
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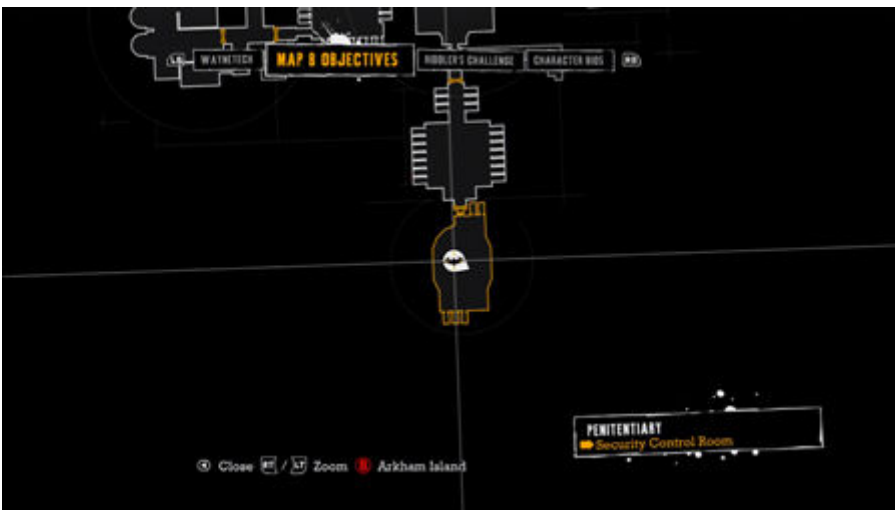
When you solve a riddle, a Batman logo will appear in its place on the grid. For each area there are 20 or 30 Riddles.

Your map is an indispensable tool to help you navigate Arkham -- but it gets better! Each area has a map that can be found that reveals the locations of all of The Riddler's challenges. These appear as green question marks that show the relative location of each remaining challenge. The locations of each map, as well as the various Riddler Challenges, can be found in our Walkthrough and The Riddler's Challenge sections.



## The Final Riddle

After you've snapped a shot of 23 of the 24 of the Chronicle of Arkham markers, you'll need to track down the final marker. The key to solving the mystery of Arkham is the Warden, whom you last saw in the Security Control Room. Head to this room in the Penitentiary and enter the small central office area. Look on the floor for a circle of scribbles and etchings that say "BATMAN." Enter Detective Mode and take an Environmental scan of this to complete the final Chronicle of Arkham Riddle.



«	<b>Intensive Treatment</b>	<b>Arkham East</b>	<b>Arkham North</b>	<b>Arkham West</b>	»
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«	<b>1-10</b>	<b>11-20</b>	<b>21-30</b>	»
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## Intensive Treatment

### R I D D L E   S O L V I N G   I N   I N T E N S I V E   T R E A T M E N T

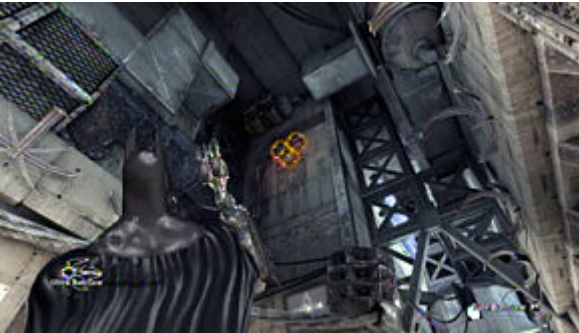
To return to Intensive Treatment for Riddle solving later in the game, you'll need the Line Launcher. The upper entrance in the south area of Arkham North can be accessed by Line Launching from one of the sniper towers.

1	<b>Joker Teeth x10</b>
Joker Teeth x10	

2	<b>Joker Teeth x5</b>
Joker Teeth x5	

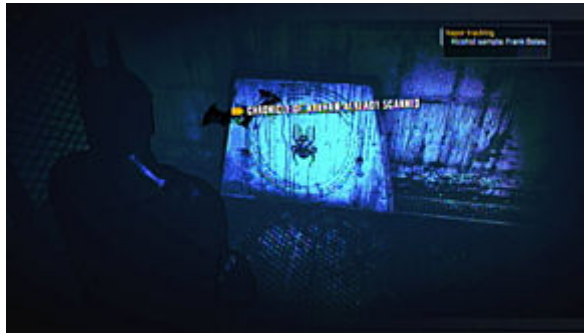
3 Chronicle of Arkham

In the Transfer Loop, search for a grate up high in the eastern area (use Detective Mode to reveal it in orange). It leads into the center of the tall shaft at this end of the area. Pull it down with the Batclaw when you get it and grapple up. Follow the shaft back to the marker.



4 Chronicle of Arkham

In the destroyed elevator shaft in Secure Transit, near the top you'll find a Chronicle of Arkham marker along the wall in plain sight.



5 Chronicle of Arkham

About half way up Secure Transit Area shaft you'll find a platform with a low-hanging beam. Crawl under this and move towards the south wall to find some destructible panels. Mine them with Explosive Gel and scan the marker behind one of them.



6      **Joker Teeth x20**

You can find some of these tricky teeth in the south end of the Transfer Loop and in the halls north of Decontamination. There are teeth in offices near the very start of the game as well.



7      **Riddle**

- **Don't cut yourself on this Sharply observed portrait**

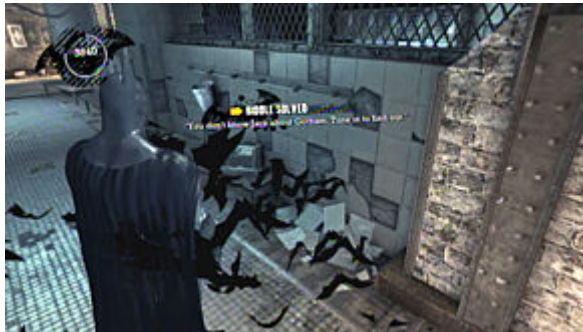
Scan the portrait of Sharp in the Intensive Treatment Lobby. (Intensive Treatment Lobby)



8      **Riddle**

- **You don't know Jack about Gotham. Tune in to find out.**

Scan a shot of the radio -- you'll need to zoom in on it -- in the locker room area of the Utility Corridor to solve this Riddle. Unlocks Jack Ryder Character Bio. (Utility Corridor)





9 Riddler Trophy

Processing Corridor -- You'll see a vent along the bottom of the wall highlighted in orange. Approach it, remove it and crawl inside to find a Riddler Trophy. This unlocks the Riddler Character Profile.



10 Riddler Trophy

In the northeast section of Decontamination is a security door. Hack it with the Cryptographic Sequencer (once you get it) to gain access to the office beyond. Climb up the ladder to score a Riddler Trophy.



«	Intensive Treatment	Arkham East	Arkham North	Arkham West	»
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«	1-10	11-20	21-30	»
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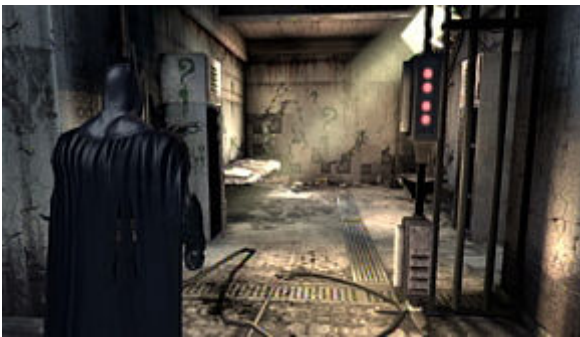
11 Riddle

- A top hat and tails is the only dress code for this party in the North.

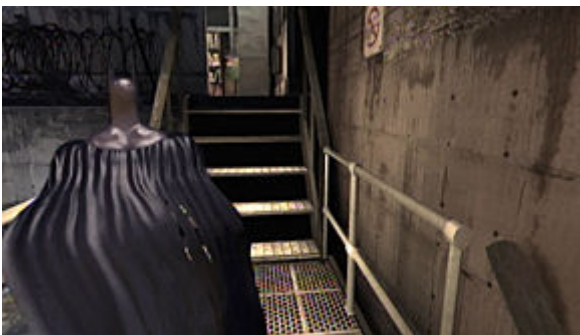
Right in the middle of the long east-west corridor of the Transfer Loop is an office. Snap a shot of the Penguin poster on the wall to solve this riddle. (Transfer Loop)



12	Riddle
<ul style="list-style-type: none"> <li>• Where would you find my home sweet home?</li> </ul> <p>In the Holding Cells, snap a shot of the green question marks on the wall of the northeast cell to solve this riddle. (Holding Cells)</p>	



13	Mystery (Intensive Care Secrets Map)
<p>After you open the very bottom portion of the Secure Transit area (beat the third Scarecrow sequence -- in Intensive Care), take the stairs up into the control room on the north side. Here you'll find the Intensive Treatment Secrets Map sitting on a desk.</p>	



14 Riddler Trophy

In the Ventilation System of the Processing Corridor, this Riddler Trophy is in plain sight.



15 Riddler Trophy

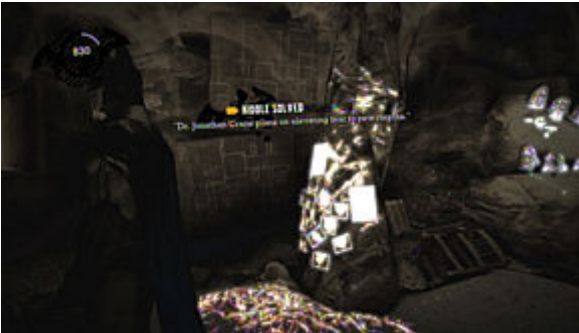
In Secure Transit, search the north wall for a grate -- it's about 1/4 of the way up if you climb from the ground floor (not the basement). You can spot it easier in Detective Mode. Pull this down with your Batclaw and grapple or glide to it for the trophy.



16 Riddle

- Dr. Jonathan Crane plans on elevating fear to new depths.

in Secure Transit, search the very bottom of the empty elevator shaft next to the crashed elevator for a vent. Crawl in here and turn to the south when you can. Follow the shaft back to find Dr. Crane's lair -- a small, hollowed-out area filled with notes and photos. Take a scan of the lair to solve a riddle. (Secure Transit)



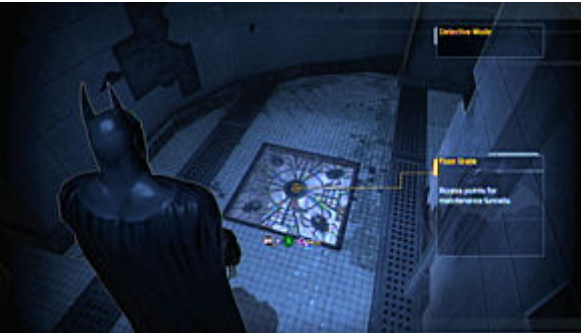
17	Riddle
<ul style="list-style-type: none"> <li>● Hook up with the relatives before you're transferred out of here.</li> </ul> <p>Hack the security door in the southeast area of the Cell Block Transfer with your Cryptographic Sequencer and head up the stairs. In the office, scan the photo of the family on the desk -- you'll need to zoom. (Cell Block Transfer)</p>	



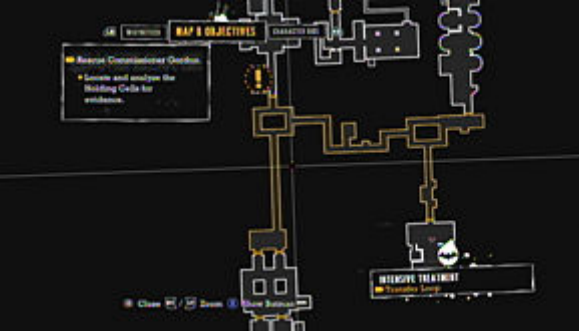
18	Patient Interview Tape
<p>In the (Intensive Treatment Lobby) search the offices in the middle of the area for a Harley Quinn Patient Interview Tape.</p>	



19	Riddler Trophy
<p>In Decontamination, look for a vent grate on the ground. Remove it and step down into the depression to find the Trophy.</p>	



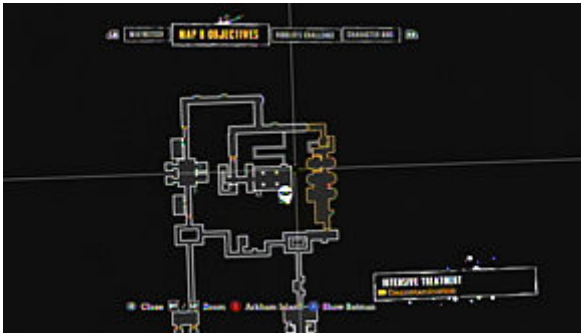
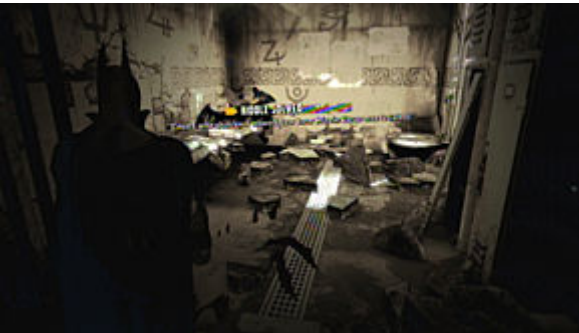
20	<b>Riddler Trophy</b>
In the Secure Treatment Transfer, look in the booth for a trophy.	



<a href="#">«</a>	<a href="#">Intensive Treatment</a>	<a href="#">Arkham East</a>	<a href="#">Arkham North</a>	<a href="#">Arkham West</a>	<a href="#">»</a>
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<a href="#">«</a>	<a href="#">1-10</a>	<a href="#">11-20</a>	<a href="#">21-30</a>	<a href="#">»</a>
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21	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• <b>Even I was shocked when I saw how Maxie Zeus was treated!</b></li> </ul> <p>A breakable wall in the Patient Pacification Chamber can be mined with Explosive Gel (once you get it). Behind this is a cell -- enter it and perform an Environmental Scan to solve this riddle. Unlocks the Maxie Zeus Character Profile. (Patient Pacification Chamber)</p>	



22	<b>Patient Interview Tape</b>
In the Secure Transit area, search the very top office along the south side of the room for a Harley Quinn Interview Tape.	



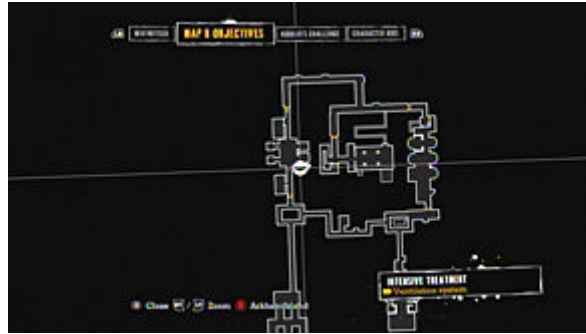
**23 Patient Interview Tape**

Hack the security door at the northeast end of the Cell Block Transfer -- you'll need the range extension to do this since it's on the back wall of the office. Head up the stairs and grab the Harley Quinn Interview Tape on the computer terminal.



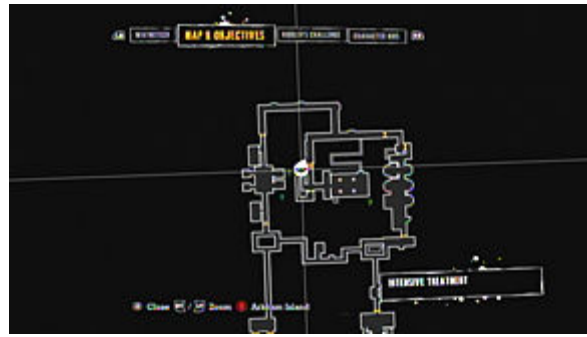
**24 Riddler Trophy**

In the Holding Cells, look for a grate cover in the southwest portion of the room. Remove this and crawl in to find a Riddler Trophy.

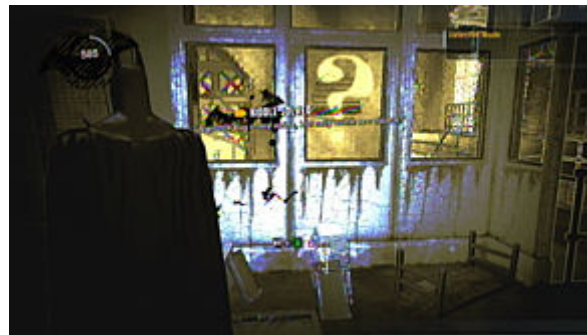


**25 Riddler Trophy**

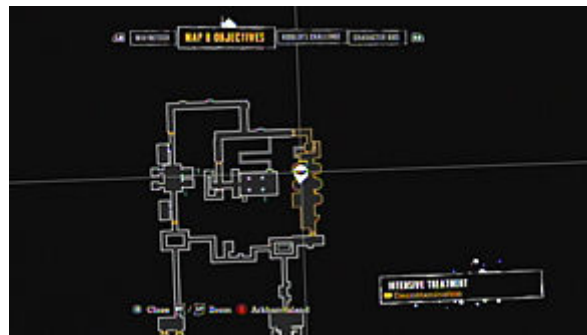
In the Patient Pacification Chamber, use the Batclaw (once you get it) to pull down the grate up high on the second floor. It's along the north wall. Grapple up and collect the trophy.



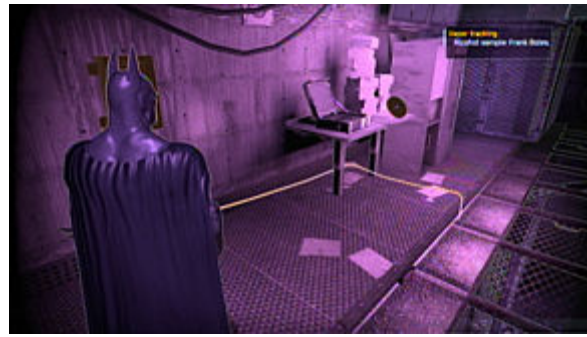
26	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• <b>A puzzle has many sides, but only some are visible.</b></li> </ul> <p>In the southwest corner of the lobby office in the center of the area there is a window with the question mark on it. Line this up with the far wall (with a visible dot) it to solve the riddle. The dot is under a large circular vent. (Intensive Treatment Lobby)</p>	



27	<b>Patient Interview Tape</b>
<p>In the northeast section of Decontamination is a security door. Hack it with the Cryptographic Sequencer (once you get it) to gain access to the office beyond with this Harley Quinn Interview Tape.</p>	



28	<b>Patient Interview Tape</b>
<p>Look in the control room above where Harley destroyed the elevator in the Secure Transit area for this Harley Quinn interview tape.</p>	



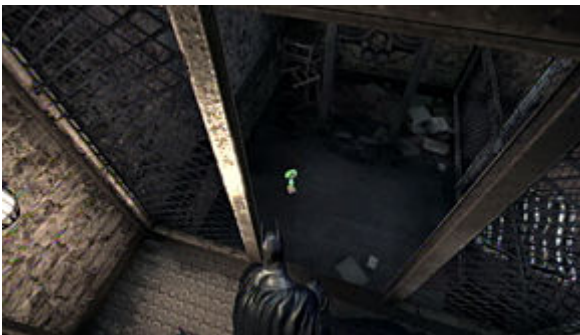
29 **Riddler Trophy**

In the Utility Corridor, just as you enter from the Intensive Treatment Lobby, look for a destructible wall. Mine it with Explosive Gel to access the Riddler Trophy behind it.



30 **Riddler Trophy**

Just as you enter Intensive Treatment via Maintenance Access (from Arkham North), head into the nearby vent after removing the grate. Crawl north and enter the next vent towards the visible Riddler Trophy. Hop up onto the vent and drop into the cage with the Riddler Trophy to snag it.





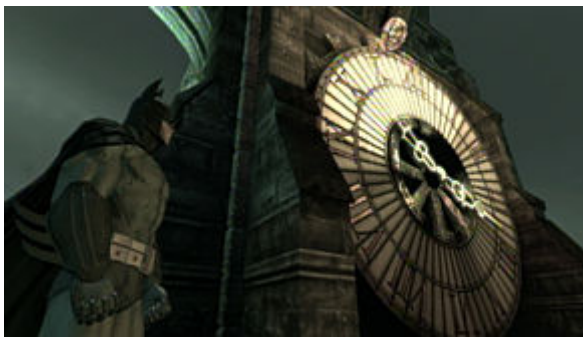
«	Intensive Treatment	Arkham East	Arkham North	Arkham West	»
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«	1-10	11-20	»
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**Arkham Island, East**

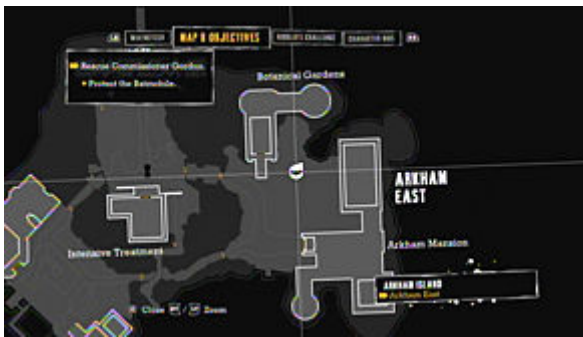
**1 Riddler Trophy**

In the center of the large Arkham Mansion area is a tall clock tower. Scale this by using grapple points on the front and rear. On the south facing ledge just under the giant clock face is a Riddler Trophy. This unlocks the Victor Zsasz Character Trophy.



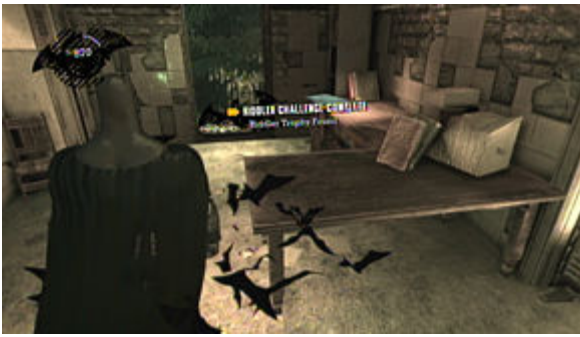
**2 Riddler Trophy**

In a small shack in the northern part of the Arkham East outside area is a Riddler Trophy.



**3 Riddler Trophy**

In the Arkham East area, hack your way into the small building using the Cryptographic Sequencer. Inside is a Riddler Trophy on a table. Unlocks the Poison Ivy character trophy.



**4 Riddler Trophy**

A breakable panel on the ground due north of the entrance to the Mansion can be detonated with Explosive Gel (or Ultra Batclaw) for a Riddler Trophy.



**5 Riddler Trophy**

In the Arkham Mansion area, look for the walled in courtyard. Grapple up from here to a spot with an arched and barred window with a scenic view. Behind this is a trophy.



**6 Riddler Trophy**

In the middle of the southern portion of the Mansion rooftops is a Riddler Trophy sitting in plain sight. You can access this area easiest by climbing the tall clocktower first, then gliding down to this rooftop depression.



**7 Riddler Trophy**

In the Arkham Mansion area, just above the area for Riddle 5's trophy is another trophy on the roof. This is on the far eastern edge of the map.



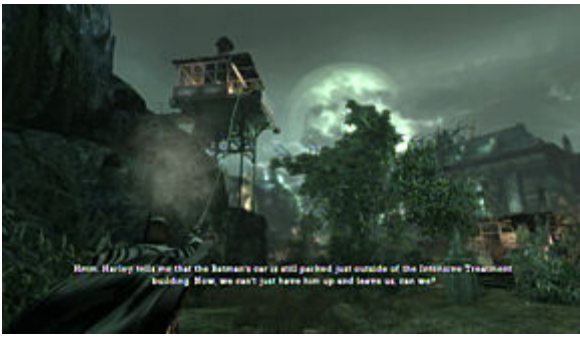
**8 Riddler Trophy**

In the far north region of the cemetery in Arkham North is a Riddler Trophy obscured in the grass.



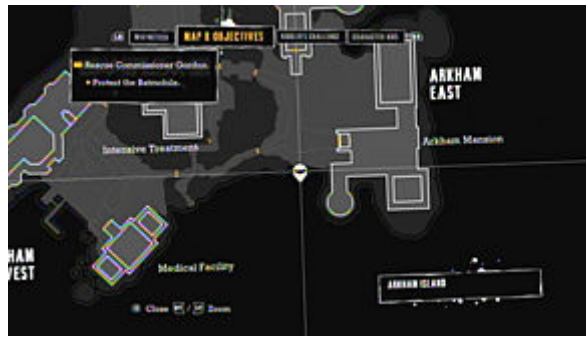
**9 Riddler Trophy**

Grapple up to the top of the tower in the northwest of the outside Arkham East area for another Riddler Trophy.



10 Riddler Trophy

On the southernmost tip of the island in the Arkham East outside area, behind the statue, is another trophy.



« Intensive Treatment Arkham East Arkham North Arkham West »

« 1-10 11-20 »

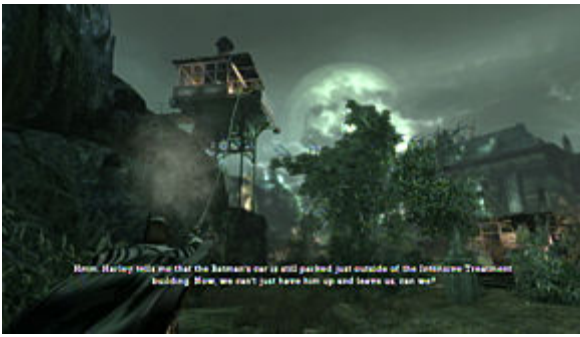
11 Patient Interview Tape

Look for the security door on the catwalk in the western region of the large area. Hack it with your Cryptographic Sequencer to gain entrance to an area with a Riddler Interview Tape on a desk.



12 Patient Interview Tape

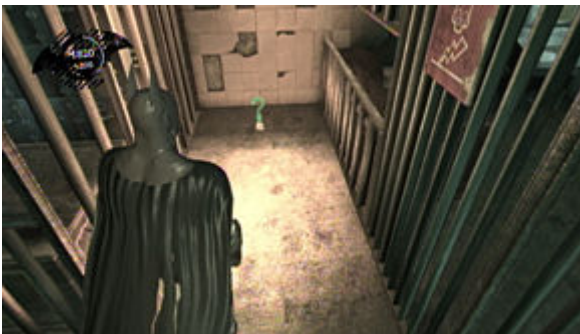
In the outside portion of Arkham East, search the guard tower along the west coast for a Joker Interview Tape.



13	Mystery (Map)
<p>In the Arkham East area, hack your way into the small building using the Cryptographic Sequencer. Inside is the Arkham Island, East Secrets Map on a table. (Arkham Island, East Riddle #13)</p>	



14	Riddler Trophy
<p>Look for the security door on the catwalk in the western region of the large area. Hack it with your Cryptographic Sequencer to gain entrance to an area with a Riddler Interview Tape on a desk.</p>	

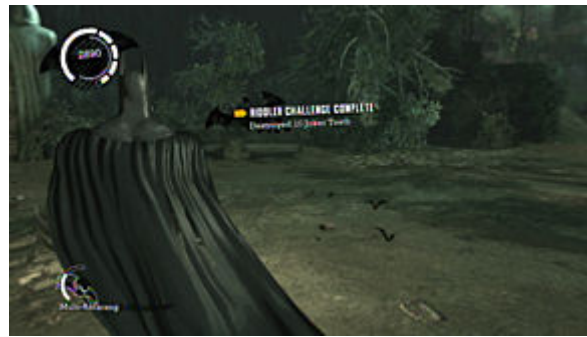


15	Riddle
<ul style="list-style-type: none"> <li>• The legacy of this island has been well and truly buried.</li> </ul> <p>It hasn't been <i>that</i> well buried -- the unearthed grave of Amadeus Arkham is in the cemetery. Locate it and snap a scan of the grave stone to solve this riddle. (Arkham East -- Outside)</p>	



16 **Joker Teeth x10**

Look in the sniper towers, along the main path and below the large statue for these ones.



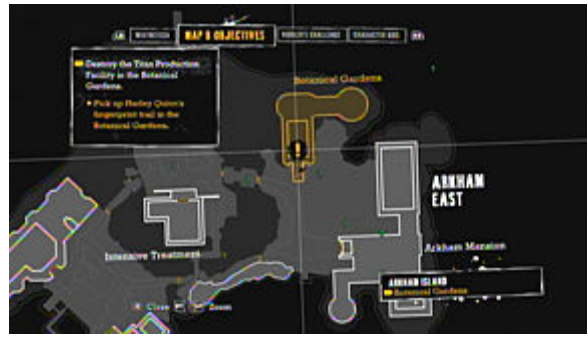
17 **Chronicle of Arkham**

At the base of Arkham Mansion along a wall facing north you'll find a tough-to-spot marker. Just hop over the low banister here to nab it. It's in the walled-off garden area.



18 **Chronicle of Arkham**

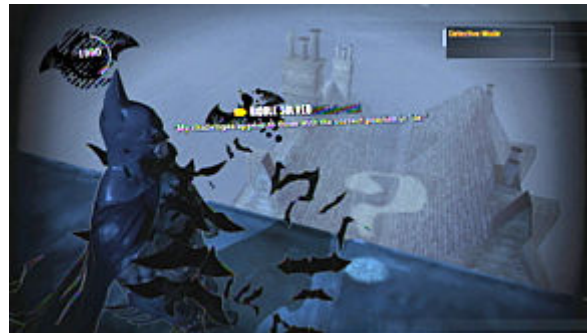
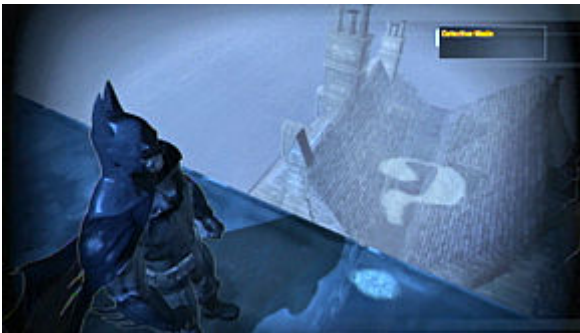
Under the stairs leading up to the Botanical Gardens is a destructible wall with a Chronicle of Arkham Marker behind it.



19	Riddle
<ul style="list-style-type: none"> <li>● <b>Gotham's greatest family towers over the city.</b></li> </ul> <p>In the northeast portion of this area is a small inlet. Stand on the edge of this and look across the water at the cityscape. Zoom in on the tallest building with a neon W -- the Waynetech building. Snap it with an Environmental Scan to solve this riddle. Unlocks Bruce Wayne Character Bio. (Arkham East)</p>	



20	Riddle
<ul style="list-style-type: none"> <li>● <b>My challenges appear to those with the correct position in life.</b></li> </ul> <p>A question mark "top" is painted over a large section of the southeast portion of the Mansion rooftop. To line up the "dot," you'll need to climb to the top of the tall clocktower using the ledges as grapple points. Look down from the southern edge of the top ledge and you'll see a small dot to line up with the large ? body below. (Arkham East)</p>	



«	Intensive Treatment	Arkham East	Arkham North	Arkham West	»
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«	1-10	11-20	»
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**Arkham Island, North**

**1 Riddler Trophy**

Use the Line Launcher to cross from the west sniper tower to the ledge with this Riddler Trophy along the western edge of the area.



**2 Riddler Trophy**

Look for a weak panel on the western cliff face near the west guard tower. Pull it down with the Ultra Batclaw to reveal a Riddler Trophy behind. Henchman on Titan Character Trophy unlocked.



**3 Riddler Trophy**

Between the two buildings in the Arkham North area there is a panel on the ground that can be mined with explosive gel. It's in the area where the Batmobile was parked initially. Beneath it is a Riddler Trophy.





**4 Riddler Trophy**

In the ground floor of the destroyed building in the northwest of Arkham North is a Riddler Trophy. This unlocks the Aaron Cash Trophy.



**5 Riddler Trophy**

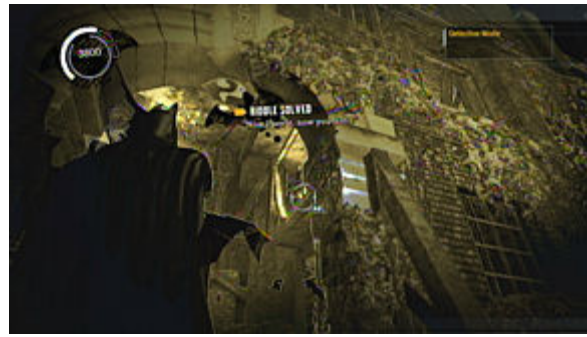
Grapple up to the guard tower along the northern wall. Hack the security door panel inside to access the Riddler Trophy. Unlocks Arkham Inmates Character Trophy.



**6 Riddle**

- **Now I see it, now you don't!**

On the bottom floor of the ruined building in the northeast is an arched doorway with the body of a question mark on it. The dot is on the ceiling high above. You'll have to line this up just right to solve the riddle. (Arkham North)



**7 Riddler Trophy**

On the western precipice of the Intensive Treatment entrance in the southern portion of Arkham North is a Joker Trophy.



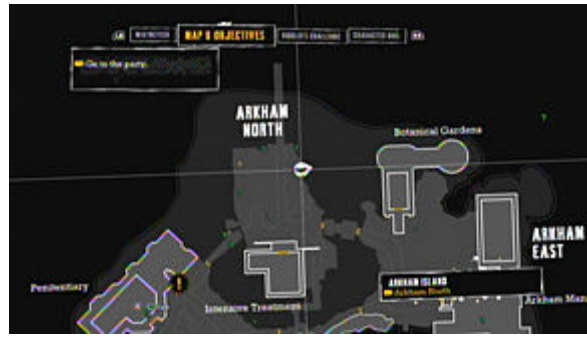
**8 Riddler Trophy**

Above the entrance to the cave passage to Dead Man's Point in the far south of the Arkham North area.



**9 Riddler Trophy**

You can float to a platform in the northwest section of this area from the top of the east sniper tower for a Riddler Trophy.



**10 Riddler Trophy**

In the passage you originally took to the Batcave at the south end of the area is a panel you can tug down with the Ultra Batclaw. Just past the Chronicle of Arkham marker, climb up to the now-blocked passage, flip around and scan the wall in Detective Mode. Pull it down and head in for a Riddler Trophy. Unlocks The Joker Character Trophy.



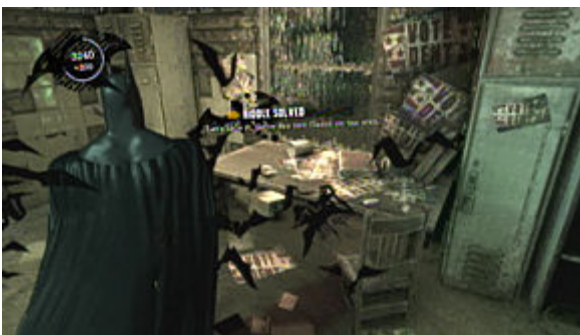
« Intensive Treatment Arkham East Arkham North Arkham West »

« 1-10 11-20 »

**11 Riddle**

- Let's face it, there are two Dents on the wall.

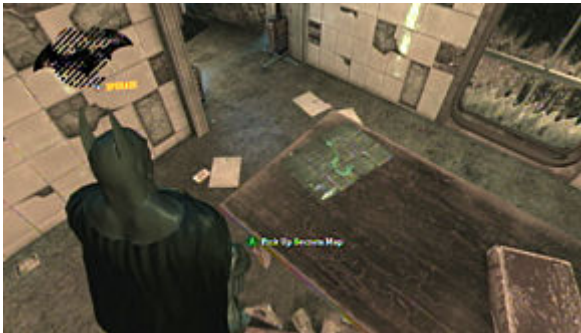
In the small guard building in the west, hack the security door panel with your Cryptographic Sequencer, then look inside for a wall covered in Vote Dent posters. Scan it to solve this one. (Arkham North)



12	<b>Riddler Trophy</b>
On top of a guard tower in the Arkham North area -- near the Batmobile.	



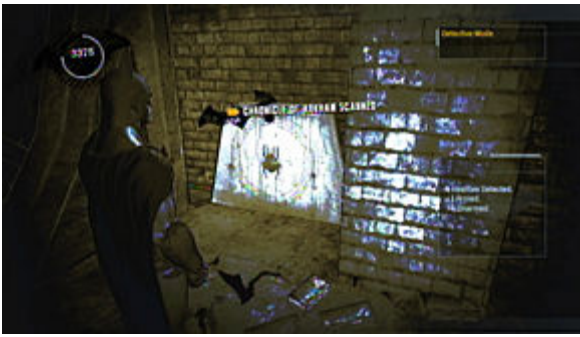
13	<b>Mystery (Secrets Map)</b>
Just next to the Batmobile is a building with its only entrance protected by a security gate. However, if you hop onto the roof, you can place explosive gel on a panel on the roof to remove it. Hop down into the building and grab the map.	



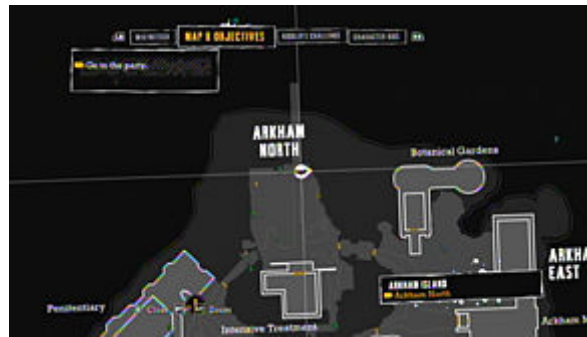
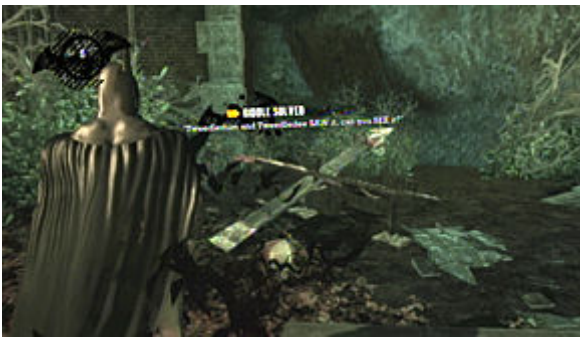
14	<b>Chronicle of Arkham</b>
This Chronicle of Arkham marker is at the northern entrance to the cave in the southern portion of the Arkham North area.	



15	<b>Chronicle of Arkham</b>
In the northwest portion of the area is a decrepit building. On the second floor is a familiar beetle marker.	



16	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• Tweedledum and Tweedledee SAW it, can you SEE it?</li> </ul> <p>In the northeast corner of the area, on the ground, is a playground see saw. Take a scan of it to solve this riddle. Unlocks Tweedledum and Tweedledee character bio. (Arkham North)</p>	



17	<b>Riddler Trophy</b>
<p>In the cave passage to Dead Man's Point is a breakable wall near a large pile of skulls. Explode it and grab the trophy.</p>	



18	<b>Joker Teeth x10</b>
<p>Be sure to check the main paths on the ground and the guard towers.</p>	

19	<b>Patient Interview Tape</b>
<p>In the small building with a security door in the Arkham North area is a Joker Interview Tape. You'll need to hack the panel to the right of the door with the Cryptographic Sequencer.</p>	



20 Patient Interview Tape

In the western guard tower in Arkham North is a Joker Patient Interview Tape.



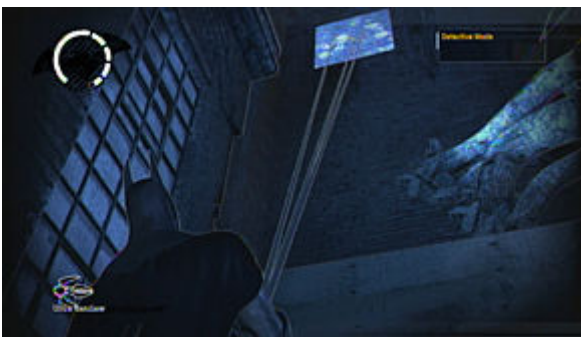
« Intensive Treatment Arkham East Arkham North Arkham West »

« 1-10 11-20 »

Arkham Island, West

1 Riddler Trophy

Just above the locked door to Arkham North in the passageway between the two areas, pull down the weakened wall up high with your Ultra Batclaw and grapple up for a Riddler Trophy.



**2 Riddler Trophy**

In Arkham West, just below the exit to North Arkham is a waterfall and a stream in a deep gully. Near the base of the waterfall is a Riddler Trophy.



**3 Riddler Trophy**

From the northeast edge of the Medical Facility exterior, examine the cliffs to the east. Line Launch across the water to the visible Riddler Trophy here. Unlocks the Batwing Character Trophy.



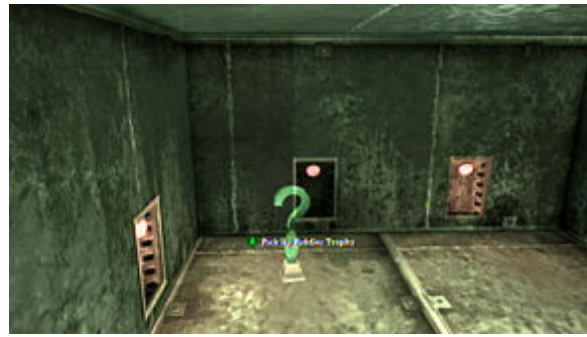
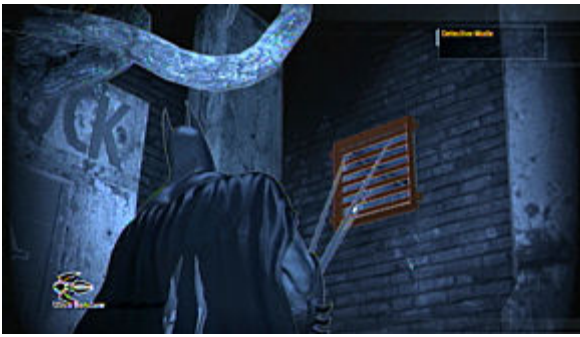
**4 Riddler Trophy**

Search the southwestern edge of the roof of the Medical Facility for a Riddler Trophy. This unlocks the Batmobile Character Trophy.



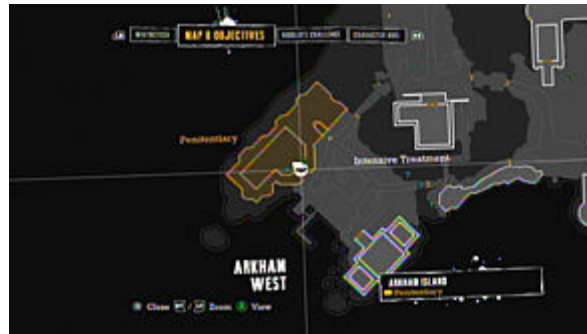
**5 Riddler Trophy**

Above and to the right of the main door to the Penitentiary is a grate covering a vent. Hit this with your Ultra Batclaw and pull it down. Grapple up and follow the vent to the Trophy.



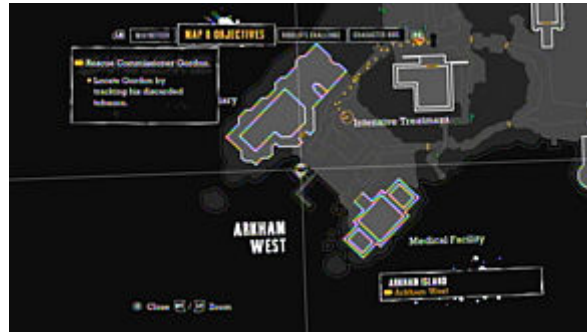
**6 Riddler Trophy**

Above the entrance to the Penitentiary is a security door. You can hack the panel on its rear wall with your Cryptographic Sequencer -- you'll need the range extension to do so. Go inside and grab the Riddler Trophy on the ground here.



**7 Riddler Trophy**

On the roof of the shack along the shoreline in the southwest of the area is a Riddler Trophy.



**8 Riddler Trophy**

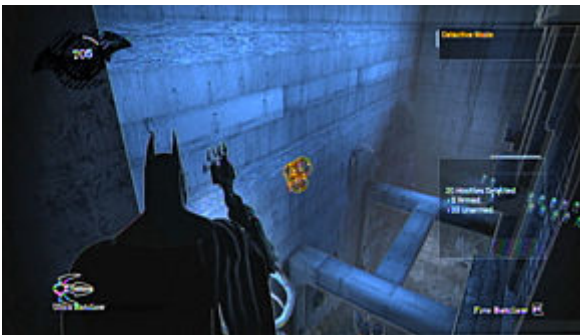
Just to the southeast of the small office you'll find another panel you can hack by a freight elevator in front of the Medical Facility. When you do so, the elevator will lift revealing a Riddler Trophy. Unlocks the Harley Quinn Character Trophy.





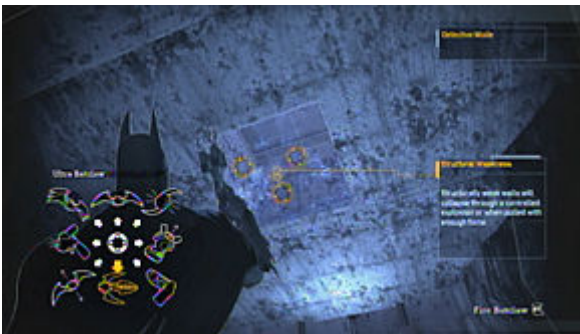
**9 Riddler Trophy**

Use the Ultra Batclaw on the vent grate cover high on the southwest wall and grapple up to it for another Riddler Trophy.



**10 Riddler Trophy**

Look straight above the door to Arkham East -- on the ceiling is a panel you can pull down with the Batclaw. Do so and climb up into the hidden area for a trophy.



«	Intensive Treatment	Arkham East	Arkham North	Arkham West	»
«	1-10	11-20			»

**11 Riddler Trophy**

Below the central guard tower there's a bush obscuring a Riddler Trophy.



**12 Riddler Trophy**

In the Abandoned Tunnel area connecting Arkham West and Arkham East, grapple up above the visible Riddler Trophy behind the bars on the north side of the passage to find a destructible panel above it. Place explosive gel on the panel and hop down to get the trophy. This unlocks the Scarface Character Trophy.



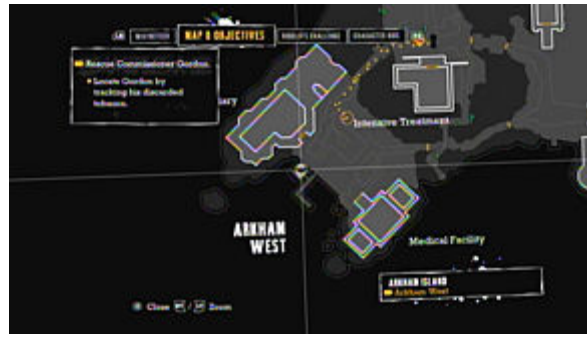
**13 Mystery (Secrets Map)**

You can snag the Arkham West Secrets Map from the small building in the center of the area. Use the Cryptographic Sequencer to hack the door panel on the outside and you'll find the map just inside on a desk.



**14 Patient Interview Tape**

Inside the shack on the coast there is a Joker Patient Interview Tape on a crate in the corner.



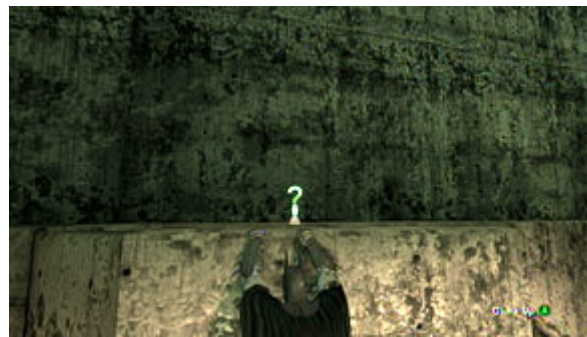
15 **Joker Teeth x10**

Look for these in the passageways between outside areas.



16 **Riddler Trophy**

Over the entrance to the passage to Arkham North is a Riddler Trophy.



17 **Riddle**

- Does Scarecrow's gas break down barriers as it drives you insane?

Just before the door leading to Arkham East there is a series of stone archways. Grapple onto the one closest to the door then look up at the cliff wall with Detective Mode on. Use your Ultra Batclaw to pull down the weakened wall section high above. Behind it are a few of Scarecrow's gas tanks. Snap a shot of them to solve the riddle. (Arkham West)



18	Riddle
<ul style="list-style-type: none"> <li>● <b>Zsasz is counting on you finding his work.</b></li> </ul> <p>Above the entrance to the Penitentiary is a security door. You can hack the panel on its rear wall with your Cryptographic Sequencer -- you'll need the range extension to do so. Go inside and look for a group of dead guards playing cards around a table. Snap a shot of this to solve the riddle. (Arkham West)</p>	



19	Riddle
<ul style="list-style-type: none"> <li>● <b>Do you see what I can see? No? Then maybe I am in a stronger position.</b></li> </ul> <p>Grapple above the entrance to the Penitentiary and you'll see a secure door on an upper platform. Switch on Detective Mode. Below this platform -- right at the western entrance to the Penitentiary -- is a Riddle solution -- half of a question mark. Line up one of the guard rail posts with a dot on it to complete the "?" and solve the riddle. (Arkham West)</p>	



20      **Chronicle of Arkham**

Look up from the overturned ambulance at sea level below the main entrance to the Penitentiary. From here you can see a weakened wall you can pull down with your Ultra Batclaw. Do so, grapple up and scan the marker inside this hidden nook.



«      **Medical Facility**      **Caves**      **Arkham Mansion**      **The Penitentiary**      »

«      **1-10**      **11-20**      **21-30**      »

**Medical Facility**

R I D D L E   S O L V I N G   I N   T H E   M E D I C A L  
F A C I L I T Y

You can enter the Medical Facility later in the game via the front door in Arkham West. To access the basement, including the Morgue, head to the Sanatorium and look just above and to the left of the locked elevator. Pull down the grate up here with the Batclaw and grapple up. Fall down the shaft, then look for another shaft to the right of the locked door at the bottom. This will get you to the Secure Access area.



1      **Patient Interview Tape**

Enter the security door in the Medical Foyer by hacking the panel across from it with the Cryptographic Sequencer. Just past this door is a Riddler Interview Tape on a desk to the right.



**2 Patient Interview Tape**

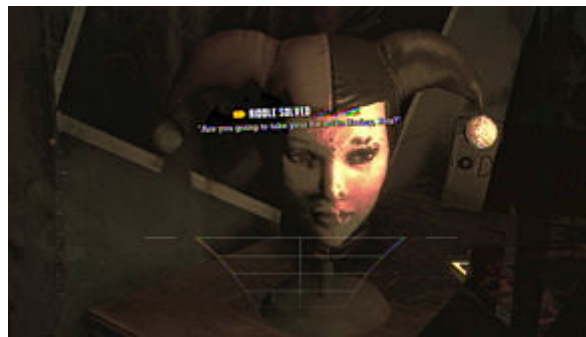
Just as you enter the main door to the Medical Facility, this Riddler Interview Tape is sitting on a desk (in the Medical Foyer).



**3 Riddle**

- Are you going to take your hat off to Harley, Bats?

When you return to Secure Access via the elevator shaft from the Sanatorium, the vent that deposits you just above the elevator door in Secure Access also splits off and leads to an office filled with Joker posters covered in lipstick prints. Snap a scan of the jester hat on the desk amidst the posters to solve the riddle. (Secure Access)



**4 Riddle**

- Shhhshhh! Rumors persist that Tommy Elliot operates in Arkham. Can it be true?

In the Surgery Room, grapple to the second level and look for a dry erase board with guard names on it. Scan it to solve the riddle. Unlocks the Hush character bio. (Surgery Room)



**5**      **Chronicle of Arkham**

On the upper floor of the Sanatorium, search the middle of the west side of the room for a breakable floor. Detonate it, then drop down and scan the beetle block for a Chronicle of Arkham scan.



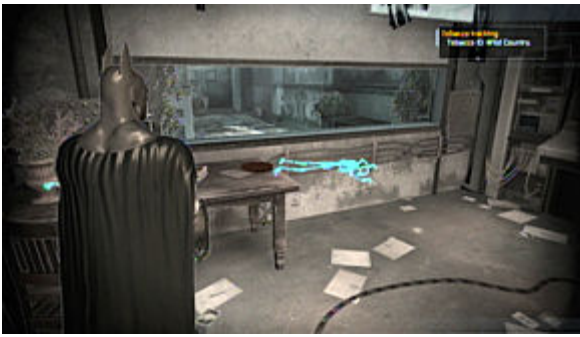
**6**      **Patient Interview Tape**

This Joker Interview Tape is in the northwest corner of the Sanatorium on a desk in an office.

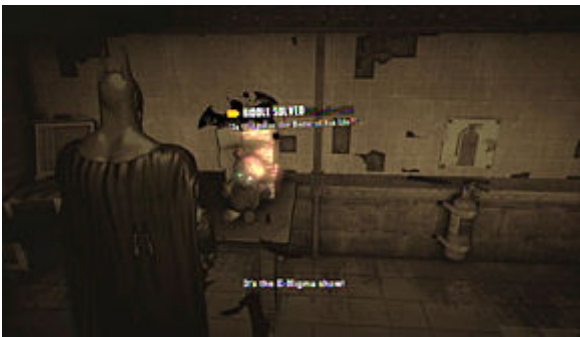


**7**      **Patient Interview Tape**

In Patient Observation, head into the office with the gas cleared for a Riddler Patient Interview on the desk.



8	Riddle
<ul style="list-style-type: none"> <li>Is this bear the Bane of his life?</li> </ul> <p>In the south office area of the Experimental Chamber, snap a scan of the teddy bear on the desk to solve this Riddle. It's adjacent to this area's Secrets Map. (Experimental Chamber)</p>	

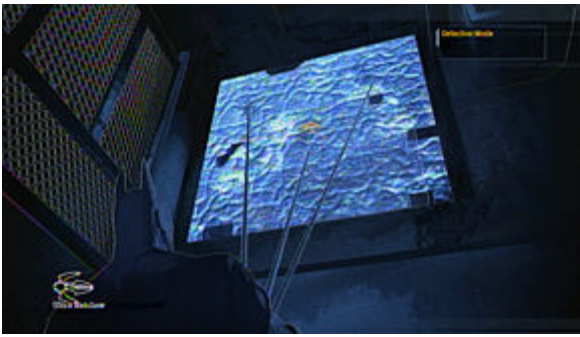


9	Riddle
<ul style="list-style-type: none"> <li>Was this fire fly too hot off the press?</li> </ul> <p>In Patient Observation, the small room in the northeast with the collapsed roof holds two newspaper clippings. Zoom in on the lower clipping and scan it to solve the Riddle. Unlocks the Firefly character bio. (Patient Observation)</p>	



10	Chronicle of Arkham
<p>In the Medical Foyer, search the northern corridor for a breakable wall panel up high. Yank it down with the Ultra Batclaw to reveal a nook with a marker hidden away from sight.</p>	





«	Medical Facility	Caves	Arkham Mansion	The Penitentiary	»
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«	1-10	11-20	21-30	»
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11	<b>Riddler Trophy</b>
In the Ventilation Shafts in the northwest corner of the Experimental Chamber lies a Riddler Trophy.	



12	<b>Patient Interview Tape</b>
In the Experimental Chamber there's a glass chamber in the middle of the area. On a desk here you'll find a Riddler Interview Tape.	



13	<b>Mystery (Secrets Map)</b>
Right when you enter the Experimental Chamber, you'll find the Secrets Map on a table on your left.	



14 Riddle

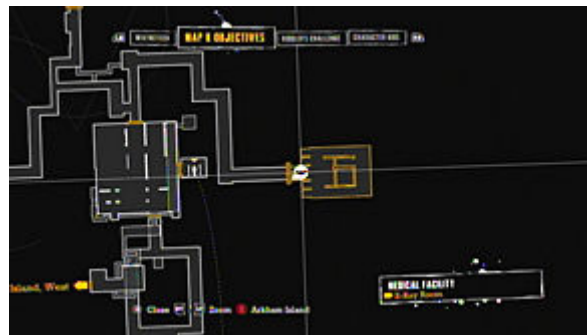
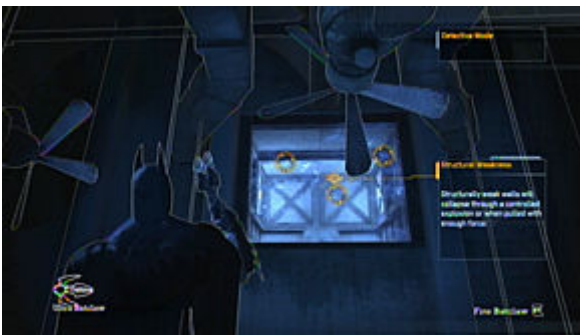
- A question can only be answered from a new perspective. Don't you agree?

In the middle of the room along the west side of the Sanatorium (top level), look for a destructible panel on the ground. You can look through it with Detective Mode to see a partial "?" The dot to complete it is on the floor below. Detonate the floor, then line up the scan. (Sanatorium)



15 Chronicle of Arkham

In the X-Ray Room, look up above the entrance for a wall panel you can yank down with the Ultra Batclaw. Line Launch to the area behind it and snap a scan of the marker there.



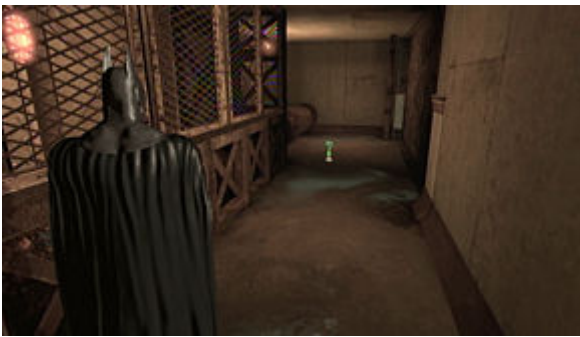
16 Riddler Trophy

In the Upper Corridor there's an unprotected vent opening up high you can grapple to. Follow this back for a Riddler Trophy.



17 Riddler Trophy

Blow open a destructible wall to find an easy Riddler Trophy in the southeast corner of the Sanatorium.



18 Riddler Trophy

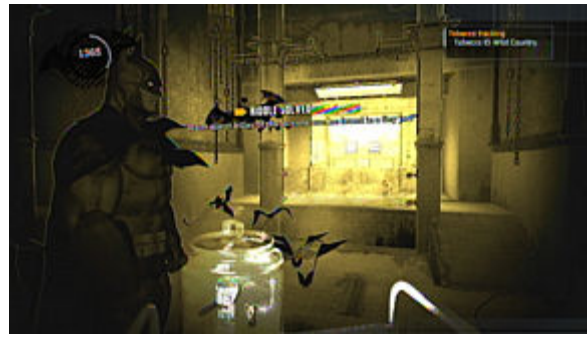
In Patient Observation, look for a ventilation cover high up along the east wall (in the main area). Remove this with your Batclaw and grapple up to find a shaft leading to a Riddler Trophy.



19 Riddle

- What silent killer of the oceans can be found in a tiny jar?

When you are returned to the Morgue after eluding Scarecrow, scan the jar nearby the body bag to solve a Riddle. You'll need to position your camera view so the contents of the jar are large in the frame. Just rotate around it in Detective Mode until the Riddle is solved. (Morgue)



20 **Joker Teeth x20**

Don't miss the teeth on the ground floor of the Sanatorium. More appear in the hallways in Joker gift boxes.



« **Medical Facility** **Caves** **Arkham Mansion** **The Penitentiary** »

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21 **Riddler Trophy**

In the Maintenance Access part, follow the ventilation shaft back until it splits two ways -- one way leads back to the caged area with a Riddler Trophy.



22 **Riddler Trophy**

In the Experimental Chamber, climb the stairs in the south and grapple up above the security door. Up here is a Riddler Trophy.



23 **Riddler Trophy**

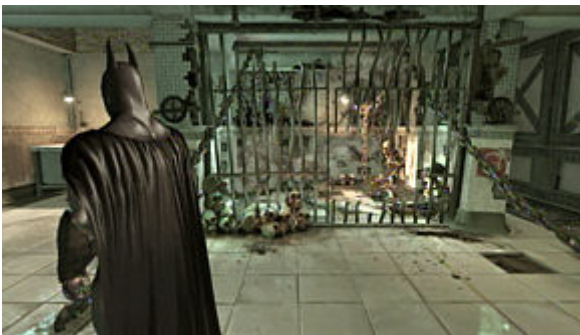
In the Sanatorium, look high above the northeast corner for a ventilation shaft grate which you can yank down with your Batclaw. Climb down the shaft to find a hidden area with a Riddler Trophy in it.



24 **Riddle**

- TICK! TOCK! News flash! Someone is not getting out of here alive.

In the northwest section of the Sanatorium is a jail cell filled with skeletons. Scan it in Detective Mode to solve this riddle. You'll unlock the Killer Croc Character Profile. (Sanatorium)



25 **Joker Teeth x5**

26 **Riddler Trophy**

In the Surgery Room, hack the security door near the entrance with the Cryptographic Sequencer. Head up the stairs to find a Riddler Trophy.



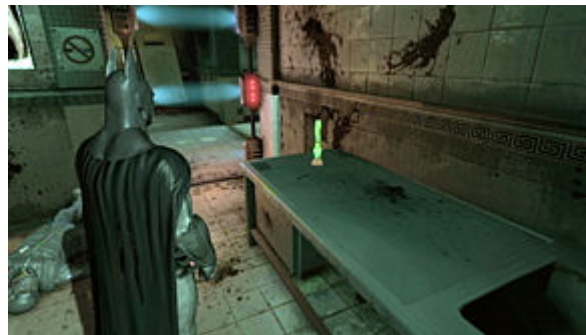
27 Riddler Trophy

Above the doctor's holding cell in the X-Ray Room is a Riddler Trophy.



28 Riddler Trophy

The visible Riddler Trophy behind the security doors in the middle of Secure Access requires more than the Cryptographic Sequencer -- the hackable box is hidden away out of sight. To bypass this, you'll need the Ultra Batclaw to yank down a weak wall panel high on the east side of the area. Grapple up and drop into the central room to grab the trophy.



29 Riddle

- Is the generosity of our benefactors on the Wayne?

Just as you enter the Medical Facility from Arkham West via the Main Foyer, look for a plaque on the north wall of the south region of the area. It mentions Bruce Wayne as the primary funder of the facility. Scan this to solve the riddle. Unlocks the Alfred Pennyworth character bio. (Medical Foyer)



30 Joker Teeth x10

«	Medical Facility	Caves	Arkham Mansion	The Penitentiary	»
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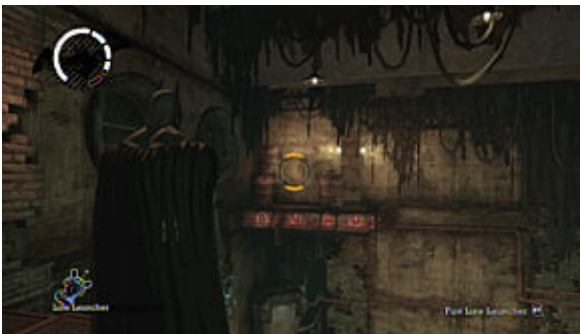
Caves

R I D D L E S O L V I N G I N T H E C A V E S

To access the Caves towards the end of the game, simply enter through the door on the top floor of the northeast building in Arkham North. You can also enter the Caves via the bottom of the elevator shaft in the Secure Transit area of Intensive Treatment. The Batcave can be accessed via the Old Sewer area in the Caves.

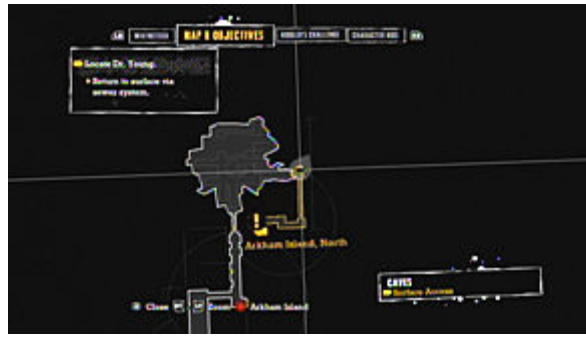
1 Patient Interview Tape

There is a Croc Interview Tape in the southwest corner of the Pump Room. Line Launch over to it from the top area.



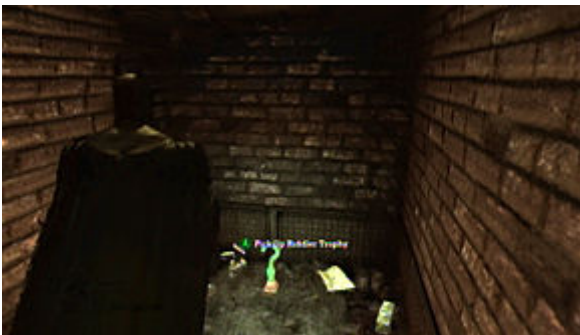
2 Patient Interview Tape

In the Surface Access area, this Croc Interview Tape is on some boxes in a corner.



**3 Riddler Trophy**

In the northern section of the Old Sewers, examine the left side of the wall for a destructible panel you can mine for a Riddler Trophy.



**4 Riddler Trophy**

Use your Line Launcher at the south end of the Old Sewer to cross the deep gap to the Riddler Trophy. Unlocks the Killer Croc Character Trophy.



**5 Riddler Trophy**

Just as you leave the Batcave to the exterior island spires (after you get the Ultra Batclaw), you'll have to float between two to the first island area. on this island -- on the bottom "step" -- is a Joker Trophy.





**6 Patient Interview Tape**

As soon as you enter the Caves via the Control Room Access from Intensive Treatment, look for this Croc Interview Tape on a crate.



**7 Patient Interview Tape**

In the Old Sewer area, search the ground in the northern region for a body with this tape alongside it.



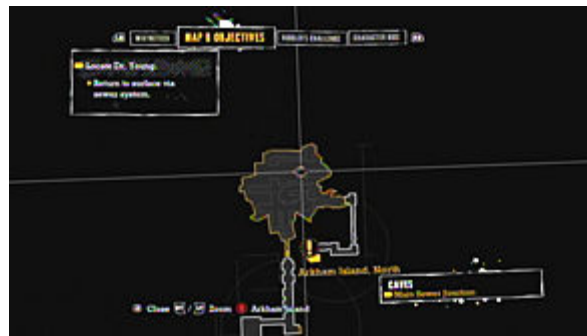
**8 Riddler Trophy**

in the Old Sewer, look for a panel on the ceiling above the waterfall that you can target and yank down with your Ultra Batclaw. Grapple up here and grab the trophy.



**9 Riddler Trophy**

On the middle level of the Main Sewer Junction, after crossing the long, fallen column in the middle of the room, look for a handhold to the left on a large column. Shimmy around to a secret area on the northern side with a Riddler Trophy. It's in the same spot as the dot for the room's riddle.



**10 Riddler Trophy**

Before exiting towards Arkham North at the top of the Main Sewer Junction, Line Launch west to the high aqueduct you couldn't reach before to grab the Riddler Trophy.



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**11 Patient Interview Tape**

In the first Pump Control Room -- above the Main Sewer Junction -- look in the hallway for a Croc Interview Tape on a barrel.

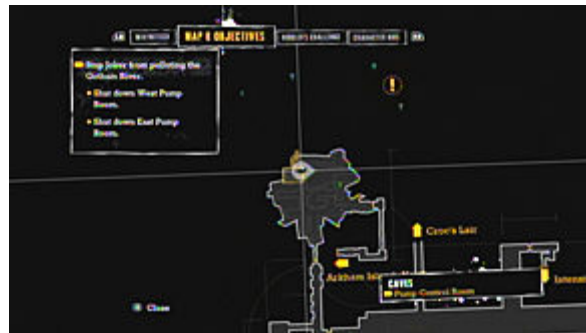


**12 Joker Teeth x10**

Joker Teeth x10

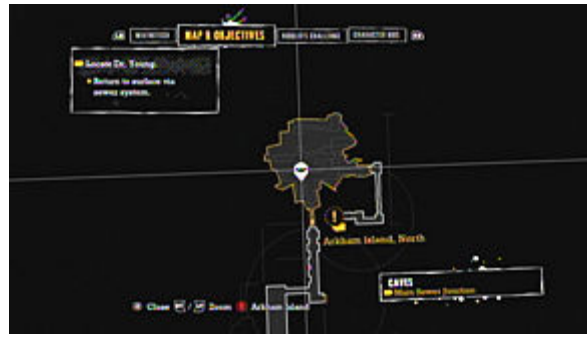
**13 Mystery (Secrets Map)**

Look just to the left of the large hole in the wall of the first Pump Control Room -- above the Main Sewer junction area -- for the Caves Secrets Map on a table.



**14 Riddler Trophy**

In the Main Sewer Junction, halfway up is flowing water on a decrepit aquaduct. Near this is a column with a Riddler Trophy in plain sight. This unlocks the



**15 Riddler Trophy**

In the Main Sewer Junction, use the Line Launcher to make your way to the very top area -- just below where the Pump Control Room entrance is. A Riddler trophy is on a ledge you can Line Launch across the area to. You can also drop onto it from the highest point you can climb to.



**16 Chronicle of Arkham**

In the Old Sewers area, look near the edge of the waterfall. This marker is just to the right of the precipice.



**17 Joker Teeth x5**

Joker Teeth x5

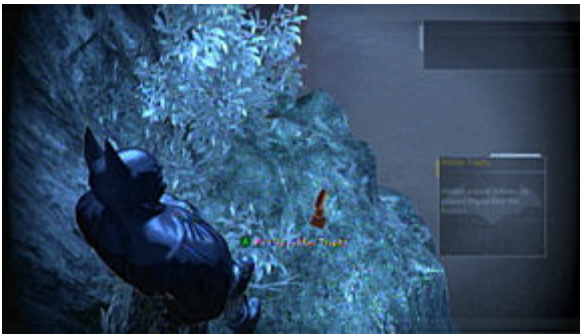
**18 Riddler Trophy**

Just above the body with the tape in the Old Sewer area is a grate that can be pulled down to reveal this trophy.



19 **Riddler Trophy**

In the exterior portion of the caves -- where you exit the Batcave upon first acquiring the Ultra Batclaw -- look on your map for a distant spire in the northeast. Target this with your Line Launcher and head over for a Riddler Trophy.



20 **Riddler Trophy**

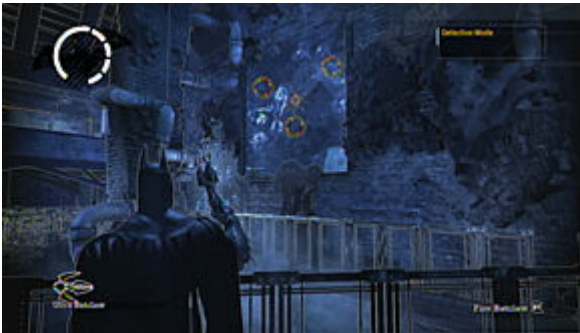
In Croc's Lair, right where Croc first appears in the river, look across the river in the far southeast and you'll see a Riddler Trophy. Line Launch over to it from a ledge high on the island just to its southwest.



«	Medical Facility	Caves	Arkham Mansion	The Penitentiary	»
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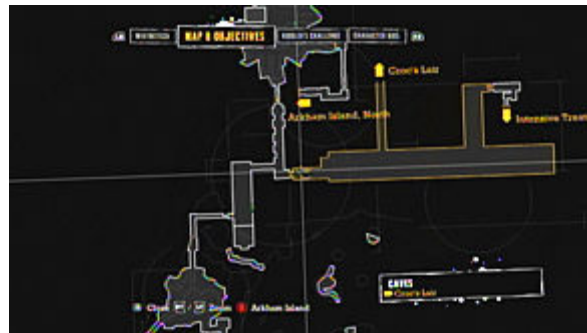
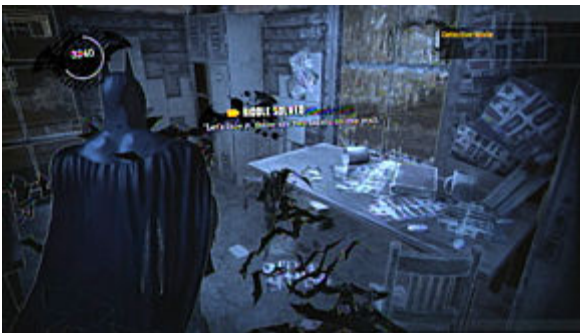
«	1-10	11-20	21-30	»
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21	<b>Chronicle of Arkham</b>
In the southeast corner of the Control Room room you'll find a wall you can yank down to reveal a Chronicle of Arkham marker.	



22	<b>Joker Teeth x20</b>
Joker Teeth x20	

23	<b>Riddler Trophy</b>
In Croc's Lair, look at the far east end for a ceiling panel that you can pull down with your Ultra Batclaw. It's just above the door. Grapple up here for a trophy.	

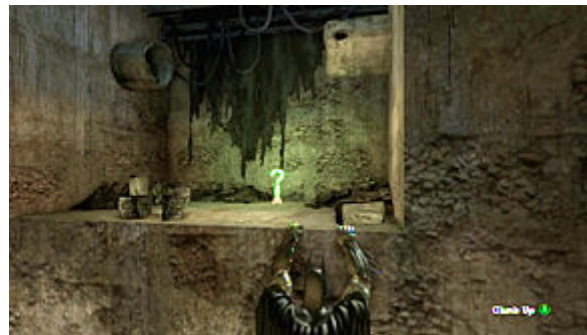


24	<b>Riddler Trophy</b>
Before exiting towards Arkham North at the top of the Main Sewer Junction, Line Launch west to the high aqueduct you couldn't reach before. From here, glide down to the east from this spot to get the Riddler Trophy in the nook below. Unlocks the Scarecrow character trophy.	



25 **Riddler Trophy**

In the Pressure Control Junction, head west towards the final waypoint. Up to the right you'll see a destructible wall you can pull down. Behind it is a Riddler Trophy.



26 **Chronicle of Arkham**

After the battle with the Titan in the Pressure Control Junction, the way to Arkham North will be cleared. In the shaft leading up at the north end of the room, look for a destructible wall segment in Detective Mode. Pull it down with the Batclaw. There's a Riddler Trophy behind it



27 **Riddle**

- **A puzzle has many sides, but only some are visible.**

On the middle level of the Main Sewer Junction, after crossing the long, fallen column in the middle of the room, look for a handhold to the left on a large column. Shimmy around to a secret area on the northern side (with a trophy). Look up from here in Detective Mode to see a question mark dot on the edge of a hole in the wall, with the body on the ceiling high above. (Main Sewer Junction)



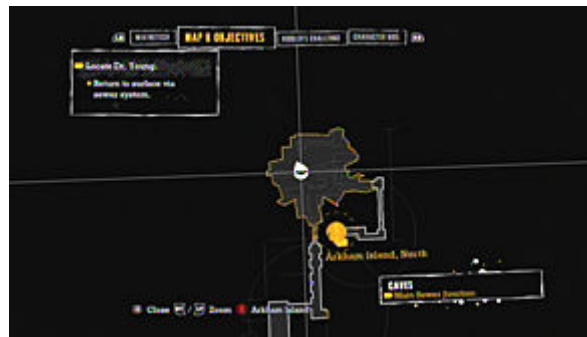
28 Riddler Trophy

In the Control Room, pull down the destructible wall in the northwest corner and grapple up for a Riddler Trophy.



29 Riddler Trophy

On one of the lower platforms near the center of the room in the Main Sewer Junction is a Riddler Trophy. This unlocks the Bane Character Trophy.



30 Riddler Trophy

On the east side of the Main Sewer Junction, at ground level, find the handhold on a large column. Scoot around and pull yourself up into the area bathed in red light to score a Riddler Trophy.





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## Arkham Mansion

### 1 Riddle

- This fiendish puzzle literally appears out of thin air.

Grapple up to the alcove above the east side of the South Corridor and look down. A dot on the ventilation shaft here aligns with the body of a question mark on the wall below. (South Corridor)



### 2 Riddle

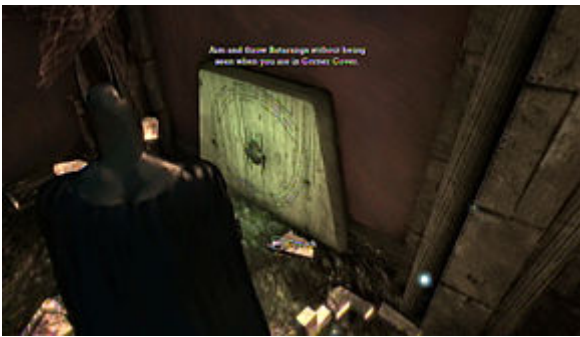
- What does a bird need in the rain?

In the South Corridor, look for a display case with a top hat and some umbrellas to along the east wall as you enter from the Main Hall. Perform an Environmental Scan on these objects to solve a riddle. Doing so unlocks the Penguin's profile. (South Corridor)



**3 Chronicle of Arkham**

In the South Corridor, grapple up to an alcove above the room on the east side. Here you'll find a wall you can destroy to reveal a marker.



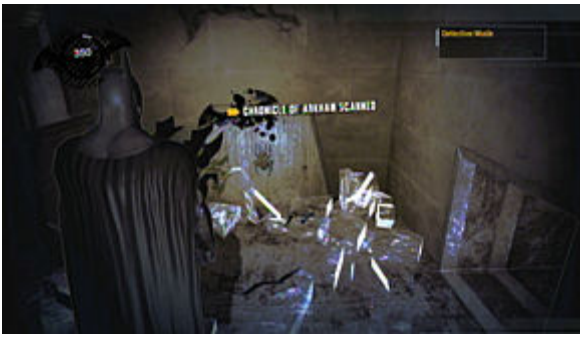
**4 Chronicle of Arkham**

In the Main Hall, grapple up to the balcony high above the fallen bell / statue. This high ledge has a Chronicle of Arkham marker on it.



**5 Chronicle of Arkham**

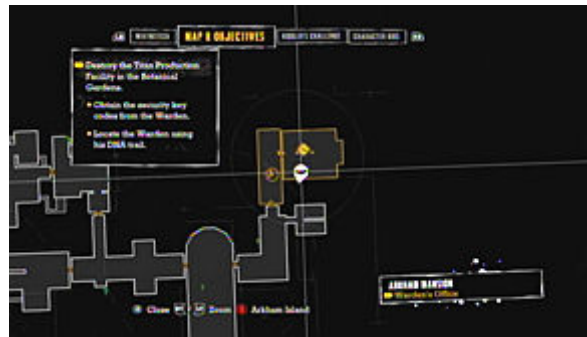
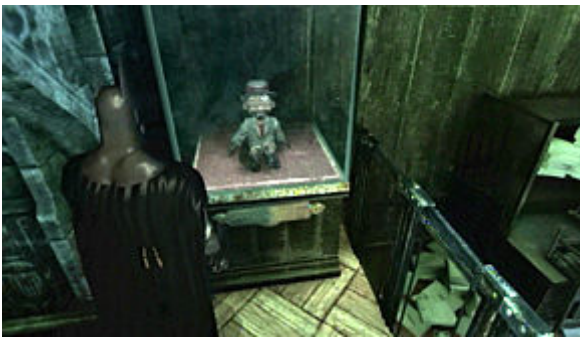
In the ventilation corridor above the Mansion Entrance Hall is a beetle marker.



**6 Riddle**

- Isn't the Warden too old for a puppet show?

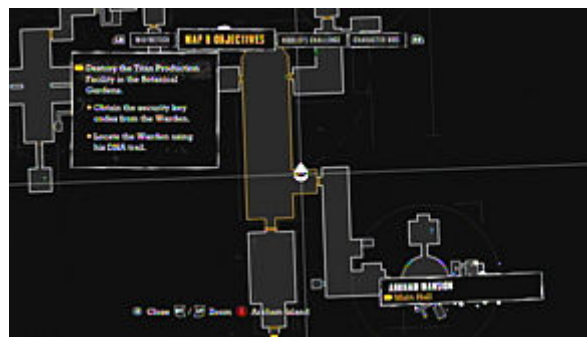
Scan the museum display case in the southern part of the Warden's Office with the puppet in it to solve the area's only Riddle. unlocks the Scarface Bio. (Warden's Office)



**7 Riddle**

- Who is the main man in the main hall?

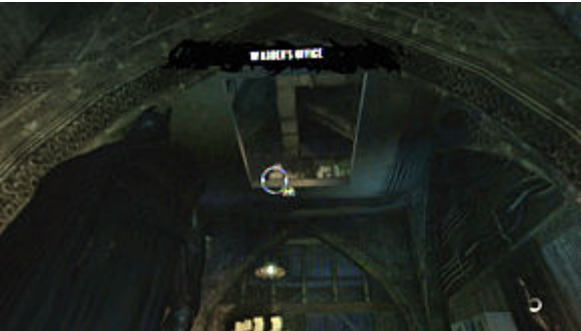
Take a snap shot of the gold plaque to the left of the door leading to the south corridor to solve this riddle. (Main Hall)



**8 Joker Teeth x5**

9 **Joker Teeth x20**

The three trickiest teeth to track down in the Mansion are in the Warden's Office. There is a second level to his office that you can grapple to -- a hole in the ceiling leads to it above the southwest portion of the area. Up here are many filing cabinets and, among them, three chattering teeth.



10 **Patient Interview Tape**

In the northwest corner of the Main Hall is a removable grate near the ground that will allow you into a small office. Here you can pick up a Scarecrow Interview Tape.



«	Medical Facility	Caves	Arkham Mansion	The Penitentiary	»
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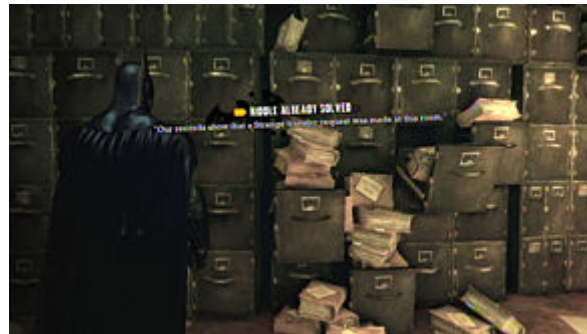
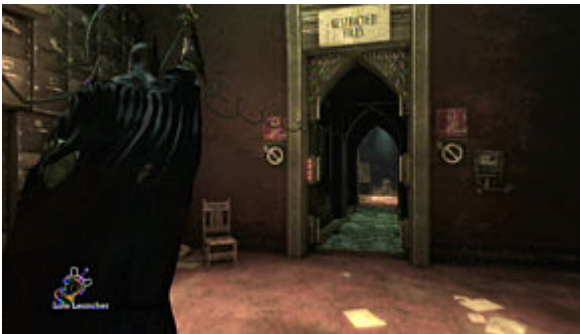
11 **Riddle**

- It'll be a cold day in Hell when this Ghul rises again.

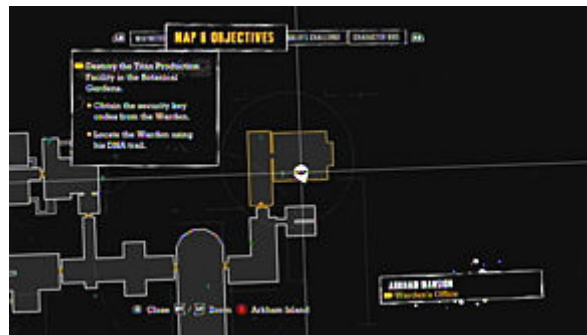
In Dr. Young's Office area there's a mini-morgue along the east side. One of the doors is open and a lone body bag is peeking out. Zoom in on the toe tag of this body and scan it to solve this riddle. This unlocks the Ra's Al Ghul character profile. (Dr. Young's Office)



12	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• Our records show that a Strange transfer request was made in this room.</li> </ul> <p>Head to the far southern area of the Arkham Records room and you'll find a security door blocking entrance to the 'Restricted Files' area. Hack the panel nearby the security door and Line Launch across the electric floor. Inside, to the right, is a stack of file cabinets. Snap a scan of these up close to solve the Riddle. Unlocks Professor Hugo Strange character profile. (Arkham records Room)</p>	



13	<b>Mystery (Secrets Map)</b>
<p>Grab the Secrets Map on the desk in the southeast part of the Warden's Office.</p>	

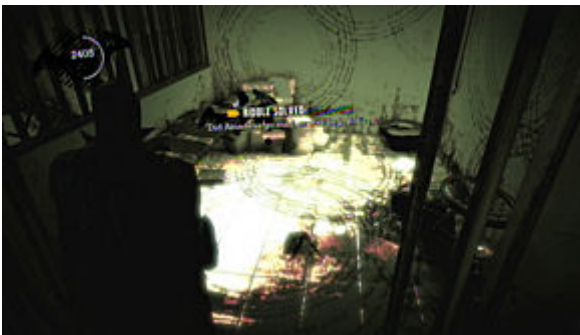


14	<b>Joker Teeth x10</b>
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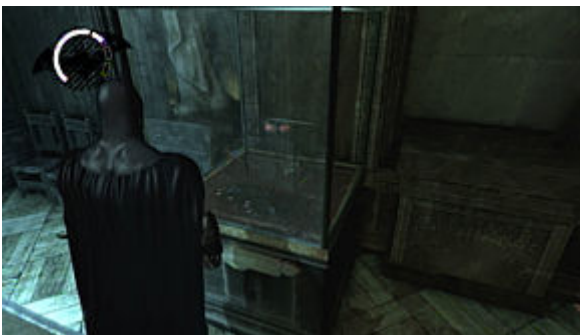
15	<b>Patient Interview Tape</b>
<p>In the Alcove, look for a high destructible in the southwest region of the room. Pull it down with the Ultra Batclaw and hop into the collapsed area behind it. A Scarecrow interview tape lies amongst the rubble here.</p>	



16	Riddle
<ul style="list-style-type: none"> <li>• Did Amadeus go mad, or was he just dizzy?</li> </ul> <p>In the North Corridor, remove the grate by the door to Young's Office and enter the vent. Follow it back to a room with two holding cells. Execute and Environmental Scan on the holding cell with all the writing on the ground to solve the area Riddle. Unlocks the Amadeus Arkham bio. (North Corridor)</p>	



17	Riddle
<ul style="list-style-type: none"> <li>• A game of Cat and mouse can be painful.</li> </ul> <p>In the East Wing Corridor, look for a museum display case with Catwoman's claws and mask in the southeast corner. Scan this to solve the riddle. Unlocks Catwoman's Bio. (East Wing Corridor)</p>	



18	Riddler Trophy
<p>In the far west area of the Arkham records Room there's a removable grate on the wall above the upper walkway. it's along the south wall. Enter this and follow it back to a gated area with a Riddler Trophy</p>	



**19 Riddler Trophy**

In the North Corridor area, there's a locked door leading to Dr. Young's office. You can bypass this via the grate / ventilation shaft to the left of it. Follow this back to the two cells and look up high for a grapple point into another ventilation shaft. On the other side of this you'll come out on the cage-like ceiling of the area. Head south for this Riddler Trophy.



**20 Patient Interview Tape**

In the Arkham Records Room, there are stairs in the middle of the southern portion of the room. Above these stairs is a grate you can remove. Follow the vent behind it back to the gated off office area to retrieve this tape.

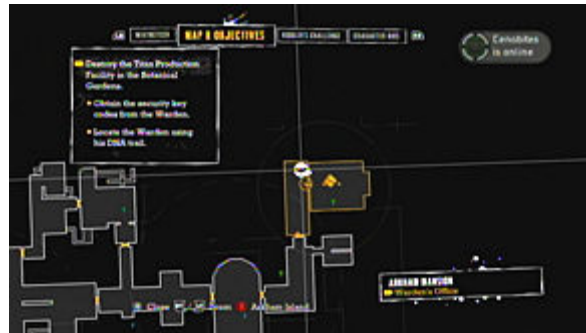
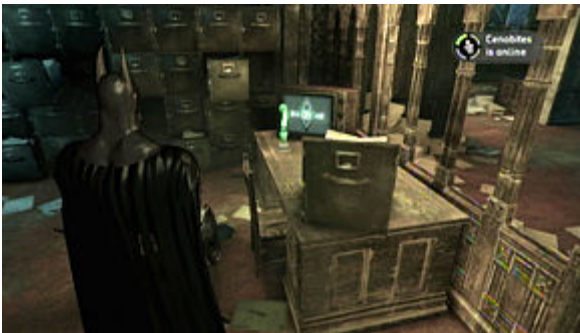


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21	<b>Riddler Trophy</b>
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In the Warden's Office, look in the northwest area for an easy to spot trophy on a desk.



22	<b>Riddle</b>
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- How do you mask your feelings without losing control?

In the actual office in Dr. Young's Office area, look for the skull mask on the wall in the northeast corner. Zoom in on this and scan it to solve this riddle. Unlocks the Black Mask character profile. (Dr. Young's Office)



23	<b>Riddler Trophy</b>
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A grate under the large statue in the Main Hall can be removed to reveal a trophy.





**24 Riddler Trophy**

On the floor of the Library that you destroy with a chandelier, a grate on the wall can be yanked down with your Batclaw to reveal yet another ventilation shaft with a Riddler Trophy.



**25 Patient Interview Tape**

In the Library, hack the security door to access the northern area. Here, on a desk, is a Scarecrow Interview Tape (at the bottom of the stairs).



**26 Riddler Trophy**

To the right of the stairs leading up from the security gate (entrance) in the Mansion Entrance Hall is a ventilation grate near the ground. This leads back to a Riddler Trophy.



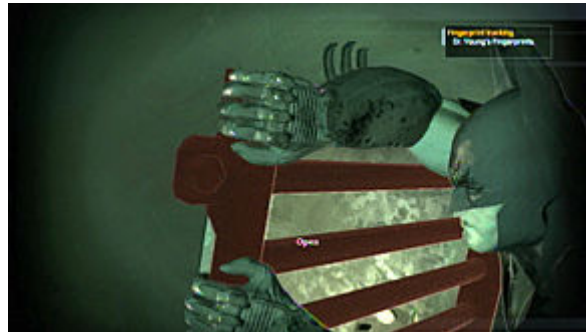
27 **Riddler Trophy**

Look up high in the southwest area of the South Corridor for a grate you can Batclaw off the wall. Grapple up for an easy trophy.



28 **Riddler Trophy**

In the Library, look for a grate by the top of the chandelier support area -- you'll need to take a series of vents to reach the top -- and enter the shaft behind it for a Riddler Trophy.



29 **Riddler Trophy**

In the East Wing Corridor, look for a wall panel up high on the west side of the room. Pull it down with the Ultra Batclaw and grapple up for a trophy.



30 Patient Interview Tape

In the Dr. Young's Office area, examine the desk in the southwest entryway for a tape.

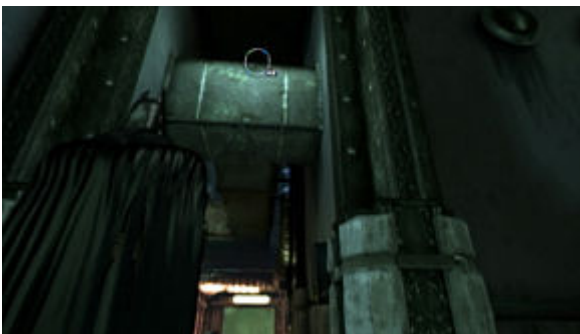


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## The Penitentiary

Returning to the Penitentiary is made easy due to all of the doors being unlocked -- all except for one: the Guard Room. In the Guard Room, the primary area has been filled with poisonous gas. To bypass it, grapple above the area where the two guards are hanging out. You can find a grapple hold on a ventilation duct just as you turn towards the area with the guards from the hallway.

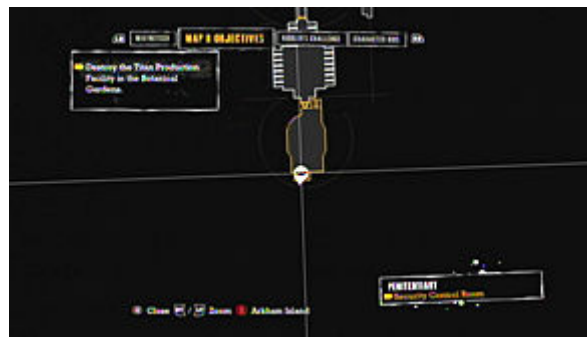


From here you'll see a destructible wall which you can detonate with Explosive Gel to return to the gas-filled area. Across the room is another breakable panel -- tear it down with the Ultra Batclaw. Line Launch across the gas-filled room and hit the panel near the bookshelf on the other side with a Batarang to clear the gas permanently.



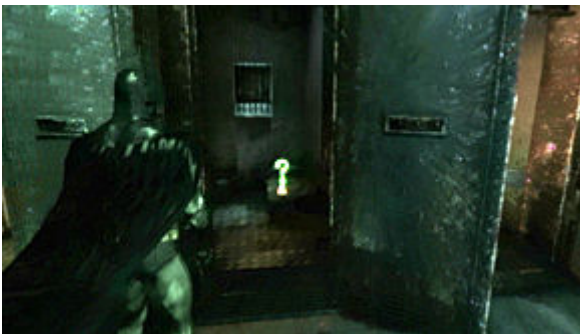
**1 Riddler Trophy**

The stairs leading up from Clayface in the Security Control Center seemingly dead-end at the top. You can actually destroy the wall here for another Riddler Trophy.



**2 Riddler Trophy**

in the Green Mile one of the cells on the west side holds a Riddler Trophy. These are opened by The Joker in a cutscene.



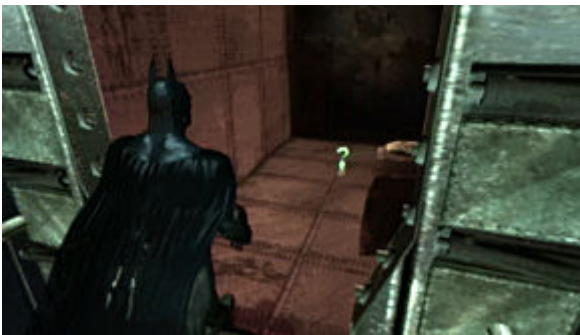
**3 Riddler Trophy**

In the upper area of Controlled Access there is a series of weakened walls above three cells. Detonate all three, then look below for a Riddler trophy.



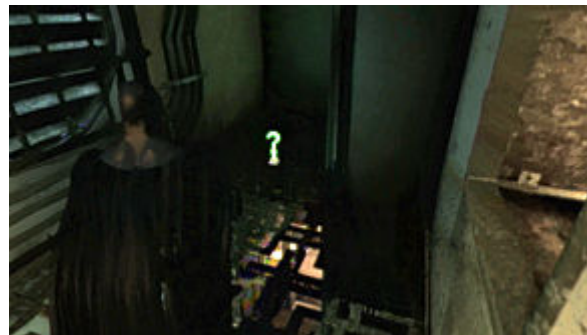
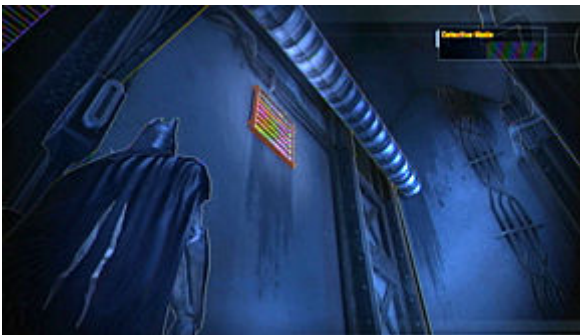
**4 Riddler Trophy**

Hack control box #5 with your Cryptographic Sequencer in Harley Quinn's control room in Extreme Incarceration to open the #5 cell. Inside is a Riddler Trophy.



**5 Riddler Trophy**

To get to this tricky trophy above the cage in the southwest corner of the Main Bell Block -- next to the entrance to the Guard Room -- you'll have to enter the Guard Room itself. Turn left when you can and look up for a vent with a grate covering it up high. Yank it off with the Batclaw and grapple up. Follow the vent back for the Riddler Trophy.



**6 Riddler Trophy**

In the southern area of the Main Cell Block -- just before the door to the Green Mile -- you can blow up a wall to make a path to the Generator Access. A trophy is sitting just on the other side.



7 Riddler Trophy

Just as you enter the west wing of the Main Cell Block area, look to the left for a Riddler Trophy in a cell.



8 Riddler Trophy

Use your Cryptographic Sequencer at the top of the stairway at the north end of the Security Control Room. The box up here, when hacked, will open the gate with a Riddler Trophy behind it.



9 Riddler Trophy

In the Guard Room, the primary area has been filled with poisonous gas. To bypass it, grapple above the area where the two guards are hanging out. You can find a grapple hold on a ventilation duct just as you turn towards the area with the guards from the hallway. From here you'll see a destructible wall which you can detonate with Explosive Gel to return to the gas-filled area. Across the room is another breakable panel -- tear it down with the Ultra Batclaw. Line Launch across the gas-filled room and turn right down the hall for a Riddler Trophy.



10 Riddler Trophy

In the men's room in the Cells Access you'll find a Riddler Trophy in the final stall.



«	Medical Facility	Caves	Arkham Mansion	The Penitentiary	»
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«	1-10	11-20	21-30	»
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11 Riddle

- This room is the end of days for even the most celebrated killer.

One of the cells in the west wing of the Main Cell Block is covered in the pages of a desktop calendar. It's along the north wall. Take an Environmental Scan of this to solve the riddle. Unlocks the Calendar Man profile. (Main Cell Block)



12	Riddle
<ul style="list-style-type: none"> <li>When is something right in front of you but still hidden from view?</li> </ul> <p>In the Guard Room, the primary area has been filled with poisonous gas. To bypass it, grapple above the area where the two guards are hanging out. You can find a grapple hold on a ventilation duct just as you turn towards the area with the guards from the hallway. From here you'll see a destructible wall which you can detonate with Explosive Gel to return to the gas-filled area. Across the room is another breakable panel -- tear it down with the Ultra Batclaw. Line Launch across the gas-filled room and turn around to line up a question mark body on the far wall with the dot just below it on a ledge. (Guard Room)</p>	



13	Mystery (Secrets Map)
<p>Just below Harley Quinn's control room in Extreme Incarceration is the Penitentiary's Secrets Map on a desk.</p>	



14	Patient Interview Tape
<p>In Extreme Incarceration, head up into the control room where Harley was to find a Zsasz Interview Tape.</p>	





15 Patient Interview Tape

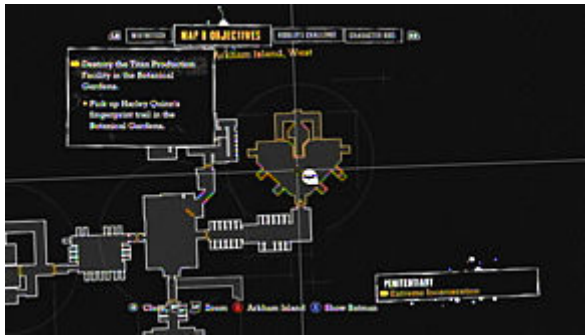
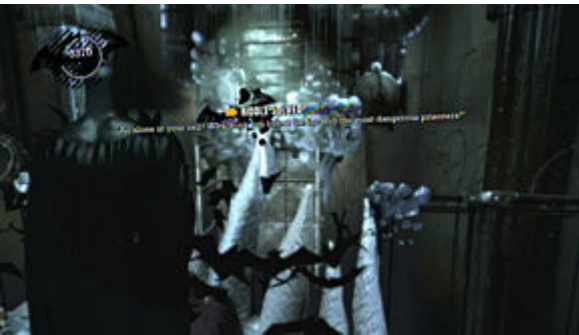
In the Main Cell Block, grapple up above the holding cells into the offices. In the northeast corner you'll find a Zsasz Interview Tape on the desk.



16 Riddle

- All alone in your cell? Why don't you break the ice with the most dangerous prisoners?

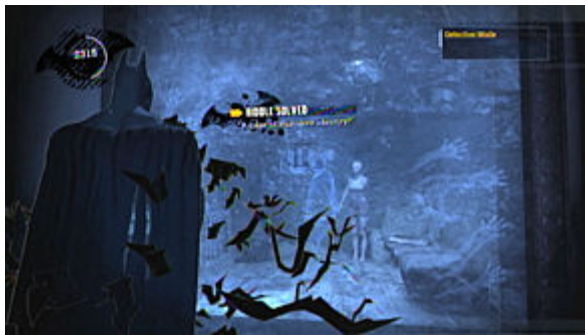
In Extreme Incarceration, walk up to the stalagmites of ice and take an Environmental Scan of the cell across the gap to solve the area's riddle. this will unlock Mr. Freeze's bio. (Extreme Incarceration)



17 Riddle

- A case of mistaken identity?

Take an Environmental Scan of the Warden's imposter (Clayface) behind the glass in the Security Control Center to solve this riddle. Clayface character bio unlocked. (Security Control Room)



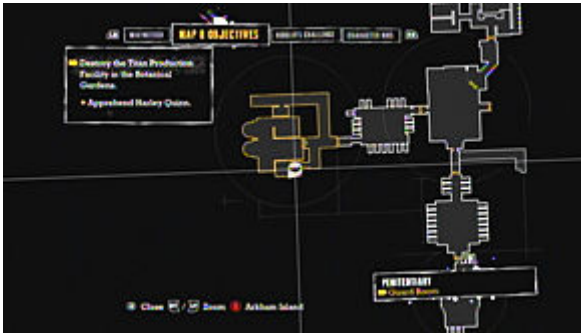
18	Riddle
<ul style="list-style-type: none"> <li>• Two people, one voice, no gun?</li> </ul> <p>In the area above the holding cells in the Main Cell Block is a Tommy Gun mounted on the wall. It's in the office area on the north side of the room. Unlocks The Ventriloquist's bio. (Main Cell Block)</p>	



19	Patient Interview Tape
<p>Inside Controlled Access, a vent on the ceiling above the security door will allow you to access the upper part of this area. Grapple up and look on the desk for a Zsasz interview tape.</p>	



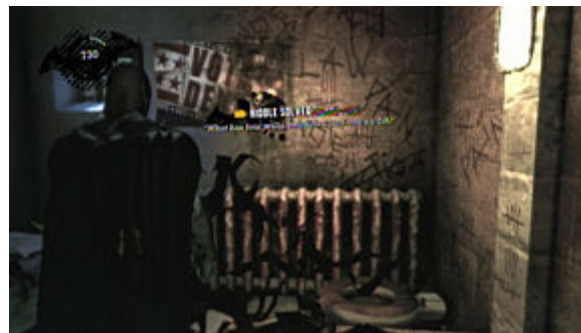
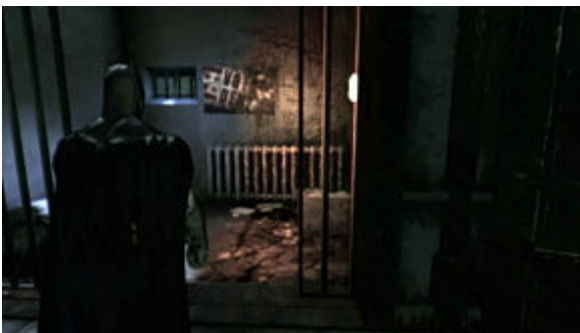
20	Patient Interview Tape
<p>In the south area of the Guard Room you'll find a computer with papers stacked high around it. A Zsasz interview tape rests here.</p>	



«	Medical Facility	Caves	Arkham Mansion	The Penitentiary	»
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«	1-10	11-20	21-30	»
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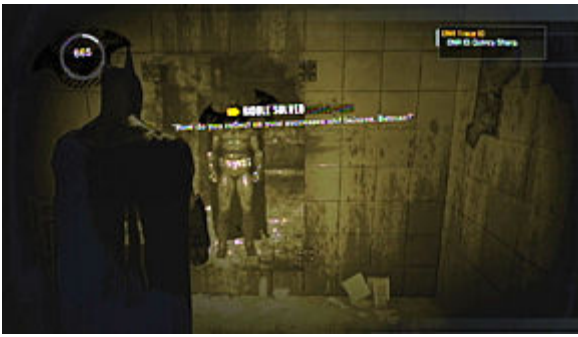
21	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• What has four walls, two sides, and one ex-DA?</li> </ul> <p>Along the south wall of the first floor of Controlled Access is a cell that's half tidy, and half covered in maniacal writings. This is Two-Face's cell. Scan the Harvey Dent poster to solve the riddle. Unlocks Two-Face's profile. (Controlled Access)</p>	



22	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• Prometheus, Arkham Guards' most wanted and most hated.</li> </ul> <p>In the Guard Room, the primary area has been filled with poisonous gas. To bypass it, grapple above the area where the two guards are hanging out. You can find a grapple hold on a ventilation duct just as you turn towards the area with the guards from the hallway. From here you'll see a destructible wall which you can detonate with Explosive Gel to return to the gas-filled area. Across the room is another breakable panel -- tear it down with the Ultra Batclaw. Line Launch across the gas-filled room and hit the panel near the bookshelf on the other side with a Batarang. Hop down into the room and examine the paper flyer that mentions 'Prometheus' on a bulletin board along the eastern wall. Unlocks the Prometheus character bio. (Guard Room)</p>	



23	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• How do you reflect on your successes and failures, Batman?</li> </ul> <p>In the Cells Access area, head into the ladies' room and perform an Environmental Scan on the mirror to solve this riddle. (Cells Access)</p>	



24 Patient Interview Tape

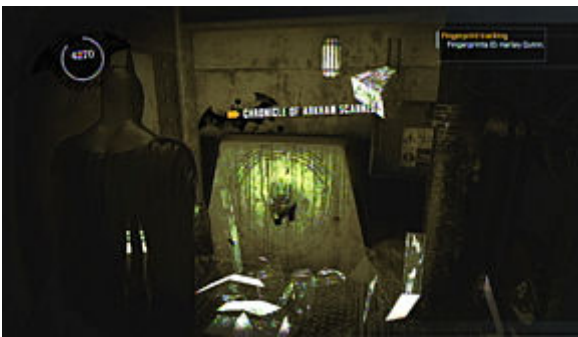
Just as you enter the Cells Access area from outside, look to the right for a Zsaz Interview Tape on a desk.



25 Teeth x5

26 Chronicle of Arkham

Hack control box #5 with your Cryptographic Sequencer in Harley Quinn's control room in Extreme Incarceration to open the #5 cell. The rear wall of the cell is destructible, so lay some explosive gel on it and blow it to reveal this marker.



27 Chronicle of Arkham

In the Guard Room, the primary area has been filled with poisonous gas. To bypass it, grapple above the area where the two guards are hanging out. You can find a grapple hold on a ventilation duct just as you turn towards the area with the guards from the hallway. From here you'll see a destructible wall which you can detonate with Explosive Gel to return to the gas-filled area. Across the room is another breakable panel -- tear it down with the Ultra Batclaw. Line Launch across the gas-filled room and hit the panel near the bookshelf on the other side with a Batarang. Hop down into the room and cross it back to the far south side. There is a wall you can blow up here to reveal a hidden area with a marker behind it.



28	<b>Chronicle of Arkham</b>
In the Main Cell Block, there's a breakable wall in the far east -- it's just to the left of the entrance to The Green Mile. Destroy this, then Line Launch across the electrified water. At the end, turn right and crawl back to the marker. You can hack the panel here to de-electrify the water before you leave.	



29	<b>Teeth x10</b>
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30	<b>Teeth x20</b>
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«	Botanical Gardens			»
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## The Botanical Gardens

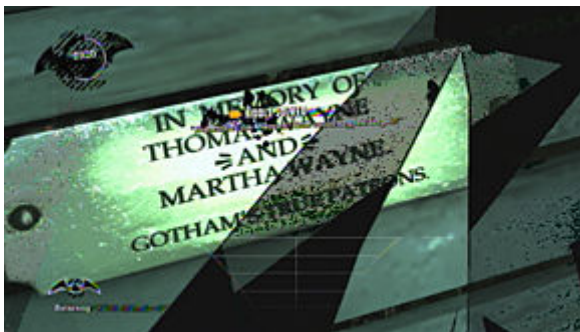
### R I D D L E   S O L V I N G   I N   T H E   B O T A N I C A L G A R D E N S

After Ivy transforms the island, you can still access the Botanical Gardens via the front door in Arkham East. Enter the door and your path will be blocked by a vine -- but, if you'll remember, you can bypass this by crawling through an area just to the east of the blockage. Drop down and then grapple up in front of the vines.

1	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• What time is Tea Time in Wonderland?</li> </ul> <p>Snap a shot of the tea set on the second level of the Glasshouse. It's on a short wall in the northwest region. Unlocks the Mad Hatter bio. (Botanical Glasshouse)</p>	



2	<b>Riddle</b>
<ul style="list-style-type: none"> <li>• Remember the Waynes? How could anyone forget?</li> </ul> <p>A bench at the east end of the Statue Corridor has a plaque on it that mentions the Waynes. Zoom in on this (Click the RIGHT STICK) and scan it to solve this Riddle. (Statue Corridor)</p>	



3 Patient Interview Tape

This patient interview tape is on a bench near the cages the guards were held in in the Aviary.



4 Patient Interview Tape

On a computer terminal in the Glasshouse Generator Room is a Poison Ivy Interview Tape .

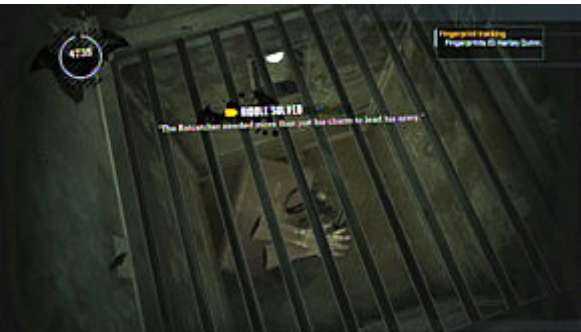


5 Teeth x5

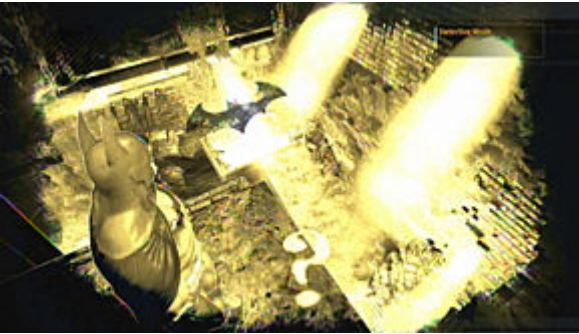
6 Riddle

- The Ratcatcher needed more than just his charm to lead his army.

In the Flooded Corridor, after you can traverse the water safely, cross it and enter the vent near the collapsed portion. Crawl through until you see a grate on the ground. Take an Environmental Scan of the mask and gloves below to solve this one. Unlocks The Ratcatcher bio. (Flooded Corridor)



7	Riddle
<ul style="list-style-type: none"> <li>This challenge can only be seen by those with a different view on life.</li> </ul> <p>In the Abandoned Chamber, use the Line Launcher to cross to the west side of the area. Jump up and shimmy over to the waterfall, then jump onto the ledge in the middle of the room. You can target a rope above the catwalk over your head to drop it. From the platform with a Riddler trophy on the east side, Line Launch back west using the western wall and you'll land on the middle platform. Look down and you'll see an incomplete question mark. This time, the side is sliced off. Line it up with the missing piece on the ground below to complete the "?" and solve the riddle. (Abandoned Chamber)</p>	



8	Patient Interview Tape
<p>In the Glasshouse Entrance are, check the bench in the northwest corner for a Poison Ivy Interview Tape.</p>	



9	Patient Interview Tape
<p>A bench at the east end of the Statue Corridor has a Poison Ivy Interview Tape on it.</p>	





10

Teeth x20

Look in the Flooded Corridor for some of these -- they shouldn't be hard to spot.



«	Botanical Gardens			»
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«	1-10	11-20	21-30	»
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11	<b>Riddle</b>
<ul style="list-style-type: none"> <li>Looks like all the king's horses trampled all the king's men.</li> </ul> <p>In the Flooded Corridor, find the northern side of the collapsed portion of hallway and look for a bench with a pile of dolls on it nearby. Zoom in on these dolls and scan them to solve the riddle. Unlocks the Humpty Dumpty bio. (Flooded Corridor)</p>	



12	<b>Riddle</b>
<ul style="list-style-type: none"> <li>Is this a tribute to what mad dog left behind?</li> </ul> <p>Go to the northeast portion of the Flooded Corridor and examine the plaque on the planter. Zoom in on and scan it to solve a Riddle. (Flooded Corridor)</p>	



13	<b>Mystery (Secrets Map)</b>
<p>Grapple up high in the Glasshouse Generator Room to find a security door. With the Cryptographic Range Amplifier upgrade (get this early!), you can use your Cryptographic Sequencer to hack the panel inside this small hideout. To the right is the Botanical Gardens Secrets Map.</p>	



14 Patient Interview Tape

Go to the northeast portion of the Flooded Corridor and look for the bench with the Poison Ivy Interview Tape on it.

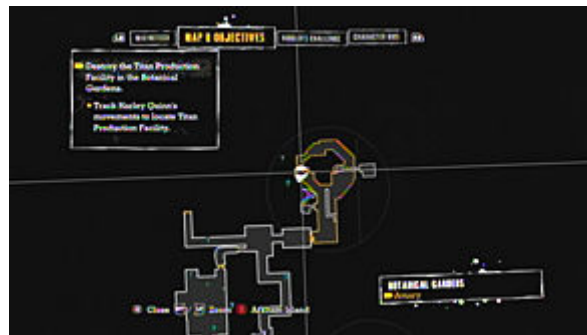


15 Teeth x15

16 Riddle

- There's no closet in the Gardens, so someone is using the roof instead.

In the Aviary, on the west wall, is a skeleton hanging out of what appears to be a cocoon of some sort. It's a bit lower and to the right of one of the large, hooded statues supporting the roof. Snap a shot of this while zoomed in to solve the area's riddle. (Aviary)



17 Riddle

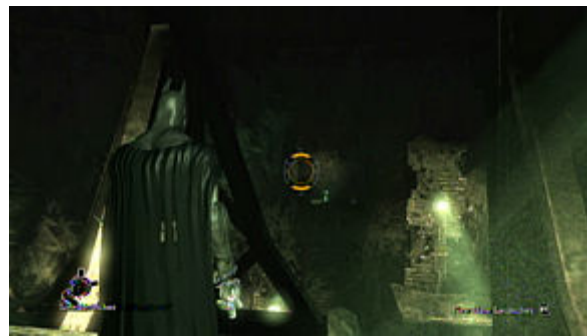
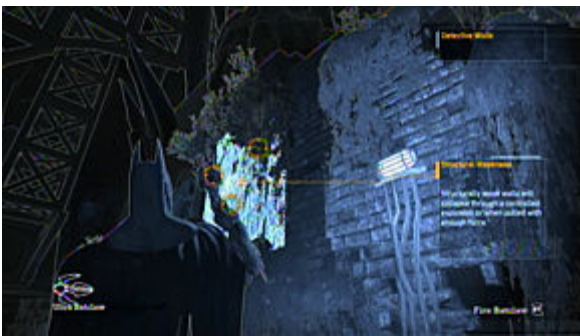
- Is the number up for these guards?

Just as you enter the Botanical Gardens from Arkham West, turn left and take an environmental scan of the slumped guards on a bench. (Glasshouse Entrance)



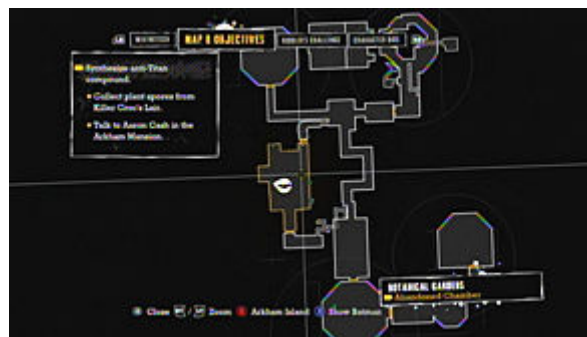
18 **Riddler Trophy**

High on the west wall of the Abandoned Chamber is a weakened wall panel. Pull this down with your Ultra Batclaw, then Line Launch to the alcove with this trophy. You can Line Launch to it from the middle area -- you'll have to climb a bit to get there (cut down the suspended walkway in the south with a Batarang to get to the highest area).



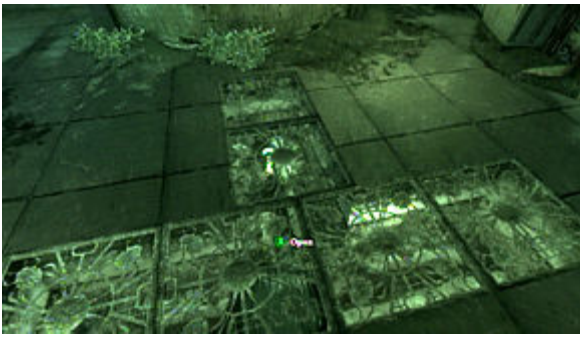
19 **Riddler Trophy**

In the Abandoned Chamber, drop to the ground level and, after dealing with the lunatic, search for a grate on the ground in the north section. Drop into the trench below and take it south to the center of the room. Pop up for a Riddler Trophy.



20 **Riddler Trophy**

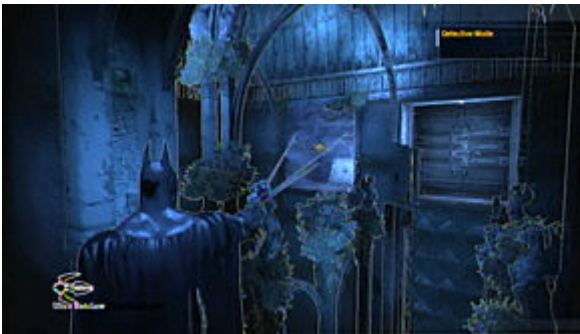
In the Botanical Glasshouse, check out the second level for a removable section of grates over a trench. Hop down here for a Riddler Trophy.



«	<b>Botanical Gardens</b>				»
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«	1-10	11-20	21-30	»
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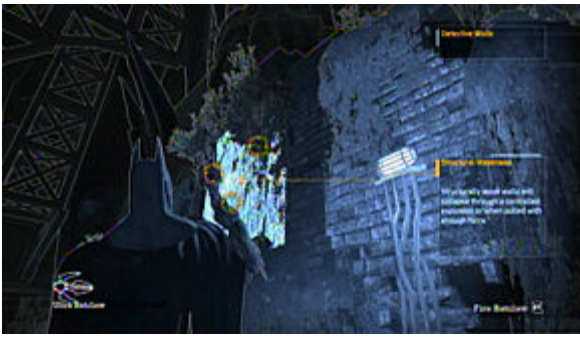
21	<b>Chronicle of Arkham</b>
<p>In the Titan Production facility, look for a breakable wall panel across the wide gap on the east side of the room. Pull this panel down with your Ultra Batclaw and Line Launch over to the platform with the marker on it.</p>	



22	<b>Riddler Trophy</b>
<p>In the Flooded Corridor, after you can traverse the water safely, cross it and enter the vent near the collapsed portion. Crawl through until the passage splits. Take the north path for a Riddler Trophy.</p>	

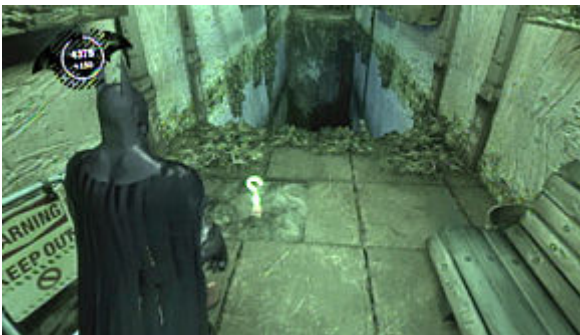


23	<b>Riddler Trophy</b>
<p>In the Botanical Glasshouse, search behind the base of the fountain for a destructible wall. Mine it with Explosive Gel and blow it up to reveal a ventilation shaft. Crawl into the shaft and follow it back to a trophy.</p>	



**24 Riddler Trophy**

in the Flooded Corridor, cross the long trench on the west side of this room with your Line Launcher. On the other side is a Riddler Trophy.



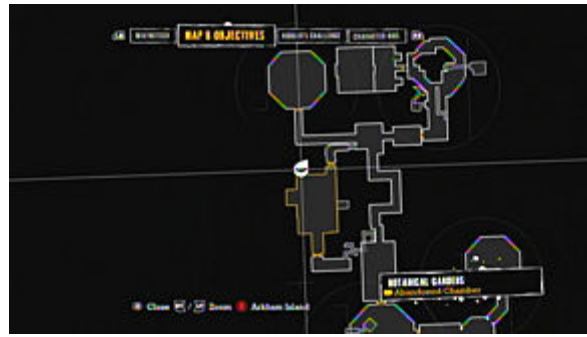
**25 Riddler Trophy**

In the Abandoned Chamber, drop to the ground level and hop down into the stream of water in the northwest corner. Crouch and follow it south to the Riddler Trophy.



**26 Chronicle of Arkham**

In the northwest corner of the Abandoned Chamber, at the top of the room, there's a ledge you can leap to and get a hand hold from the middle area. You can Line Launch to it from the middle area -- you'll have to climb a bit to get there (cut down the suspended walkway in the south with a Batarang to get to the highest area -- you'll need the line launcher to cross to the center area). Shimmy over and pull yourself up to find a small nook with a Chronicle of Arkham marker.



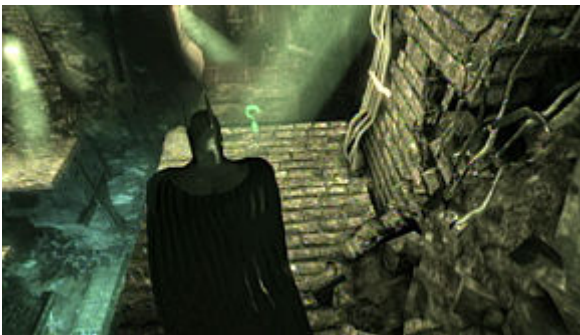
27 **Chronicle of Arkham**

When Ivy's vines overrun the Botanical Gardens they will create a hole by the main entrance in the Glasshouse Entrance area. Drop down and flip around to find this marker.



28 **Riddler Trophy**

In the Abandoned Chamber, use the Line Launcher to cross to the west side of the area. Jump up and shimmy over to the waterfall, then jump onto the ledge in the middle of the room. You can target a rope above the catwalk over your head to drop it. Follow it around to a Riddler Trophy on the east side.



29 **Riddler Trophy**

In the Titan Production Facility, use the Line Launcher to cross to the Riddler Trophy in the southeast corner of the room.



30 **Riddler Trophy**

Grapple up high in the Glasshouse Generator Room to find a security door. With the Cryptographic Range Amplifier upgrade (get this early!), you can use your Cryptographic Sequencer to hack the panel inside this small hideout. To the left is a Riddler Trophy.



## Batman: Arkham Asylum Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

**QUESTION** | **What do I have to do to get the Freeflow Perfection Achievement / Trophy?**

**ANSWER**

Before attempting this Achievement / Trophy you should have Batman fully upgraded with all combo-based upgrades etc. You can do this fairly easily in the later rounds of the first Challenge, Intensive Treatment. You'll need to perform the following moves in a single combo (don't get hit, or blocked or let the combo counter run out) to get the Achievement / Trophy. NOTE: You can Evade as many times as you want to keep your combo going!

- Punch
- Stun
- Evade
- Counter
- Throw
- Instant Takedown
- Ground Takedown

After using the first few moves listed above plus a couple of Punches to get your combo meter above 5x, you can perform a Throw. Don't let him hit anyone else or you may leave yourself without any opponents to continue the combo.

Punch a bit more and Evade as needed, then use the Instant Takedown when its available. Before using a Ground Takedown to complete this combo, use some Batarangs to stun anyone else nearby -- if it's all clear, go for the Ground Takedown to complete the "perfect" combo!



**QUESTION** | **How do I get back into the Morgue in the Intensive Treatment basement?**

**ANSWER** | You can access the elevator shaft via the Sanatorium -- there should be a grate above and to the left of the locked door. Batclaw it and enter the shaft to drop down. Another vent shaft is at the bottom of the elevator shaft. Grapple to it to enter the basement.

**QUESTION** | **How do I glide 100m for the Night Glider Achievement?**

**ANSWER** | Use the top of the clock tower above the mansion in Arkham East to get this with a long, straight glide to the ground.

**QUESTION** | **How do I get into those security doors / breakable panels up high?**

**ANSWER** | You'll get a special gadget towards the end of the game that will allow you to access these areas. We'll include this and the other gadgets / upgrades in our Armory section eventually. Of course you can take a peek at the Walkthrough to see where you find them as well.

**QUESTION** | **Where is this special book in the Library? I don't see it anywhere!**

**ANSWER** | You must do the Dr. Young's office stuff BEFORE the Library to find the correct book. This will put you on a trail of fingerprints that lead to the correct book. In the office you scan a safe with fingerprints on it. These fingerprints lead to the Library, and to the correct book. [More info here.](#)

**QUESTION** | **How do I catch Batarang for the Catch! Trophy or Achievement?**

**ANSWER** | You need the controllable Batarang upgrade to do this: Go outside a building, toss it, and control it so it travels back Batman. He'll catch it for the Achievement / Trophy.

**QUESTION** | **How do I get back into the Batcave?**

**ANSWER** | Once the path is blocked by Ivy, the only entrance to the Batcave is in Croc's Layer -- it's on the western side of the map in teh Croc's Lair area. You need to Line Launch down the long stretch of river just west of the entrance to the fight with Croc. You'll end up in the Old Sewer area of the Caves. From there you can enter the Batcave. We'll have the guide updated with this info shortly.

**QUESTION** | **Where are the final three Joker Teeth in Arkham Mansion? I have 17!**

**ANSWER** | Check above the filing cabinets in the Warden's Office in the Mansion for three hard-to-reach teeth. You cannot hear them so they are easily missed.

**QUESTION** | **Why is my percentage less than 100% -- I have all the Riddles solved and I've beat the game!**

|

ANSWER

The Challenges make up the remaining percentage. You'll need to complete those for 100%. They're tough -- good luck!

If you need help with them, [check this out](#).

QUESTION

**How do I solve the "?" Riddles?**

ANSWER

You first need to find both the body of the mark and the dot in Detective Mode. Line these up so they visibly appear to complete a "?". [More info here](#).

QUESTION

**Can I use Armored Batman in Story Mode?**

ANSWER

No, you can only use Armored Batman in Challenge mode. So sad.

QUESTION

**How do I break through those cracked walls?**

ANSWER

You need the Explosive Gel upgrade. You find this in the Batmobile in Arkham Island, North (outside).

QUESTION

**How do you unlock the challenges? The game says that you unlock them in the story mode, but I haven't unlocked any yet.**

ANSWER

You unlock these by solving Riddles -- for each 20 (or so?) Riddler Challenges you solve / complete, you will get a new Challenge.

QUESTION

**How do I get into Dr. Young's office?**

ANSWER

The answer to that is now right [here](#).

QUESTION

**Are there any unlockable costumes/skins?**

ANSWER

So far we only know of Armored Batman, which you can unlock for Challenge Mode by beating the campaign. This is explained in full [on our Cheats page](#).

QUESTION

**Can you free roam in the game whether it be when you've completed it or not?**

ANSWER

Yes -- there's no "point of no return" so you can explore the Asylum freely to gather Riddles before or after the final boss battle.

**QUESTION** | I found the Riddlers map. Now I have ?'s dancing all over a section of the map. Whats the deal? Also, does each section of the map have it's own "map"?

**ANSWER** | When you find an area's Secrets Map the location of all Riddles is approximated by green ?s on it.

**QUESTION** | If you restart the game do you keep the challenges and upgrades?

**ANSWER** | No. There is no "New Game +" mode.

**QUESTION** | How can I access the cracked walls and vents on Batman Arkham Asylum since they have no grapple points above or ledges beneath them?

**ANSWER** | You will eventually get upgraded gadgets that will help you access these areas like the Explosive Gel and Batclaw. Our Walkthrough details those locations.

**QUESTION** | Where is the final Chronicle of Arkham marker? How do I solve the mystery?

**ANSWER** | The answer to that is right [here](#).