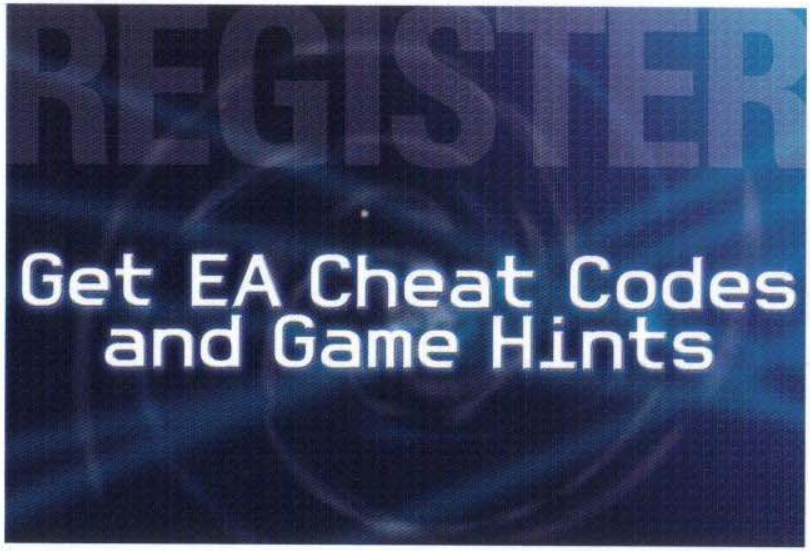

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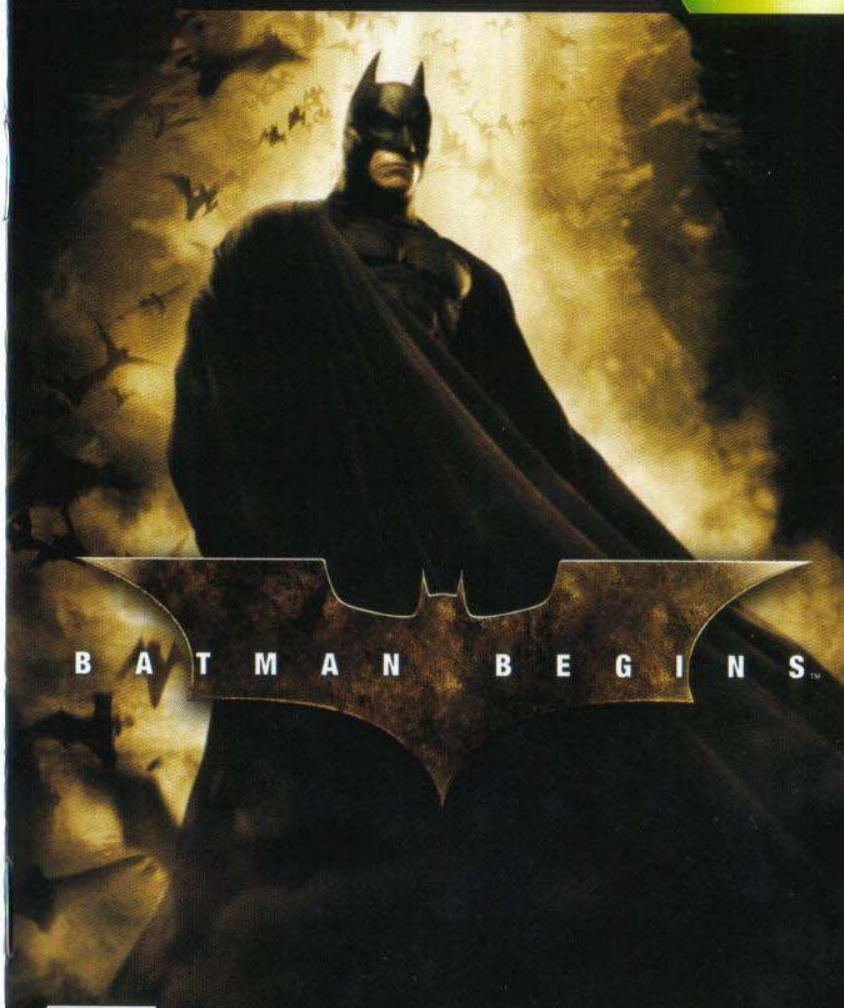

BATMAN BEGINS™

TEEN
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ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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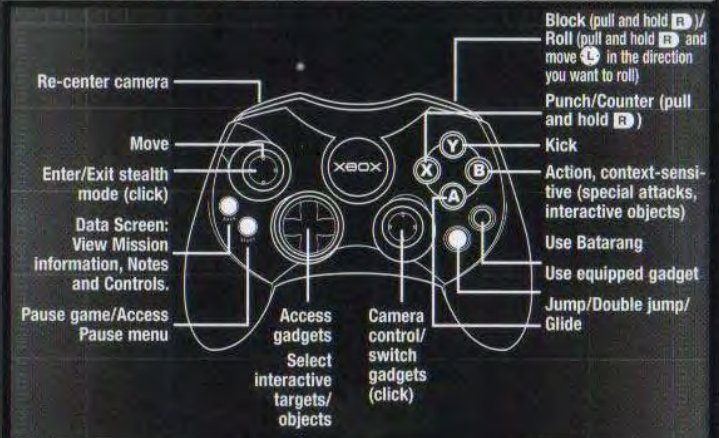


GENERAL GAMEPLAY

MENU CONTROLS

Highlight menu items	↕
Cycle choices/Move sliders	↔
Select/Go to next screen	A
Return to previous screen	B

ADDITIONAL CONTROLS

Grab pipe/chain/fence	A
Drop from climbable object	X
Pipe/Wire crawl	L
Jump/Double jump	A (twice for double jump)
Grapple	Highlight a grapple point and press B
Use optic cable	X when at a closed door
Cape glide (not available as Bruce Wayne)	A (press and hold) from jump

COMBAT

Build a complete arsenal of martial arts skills. From a swift uppercut to a punishing kick, your ultimate ninja training is provided by the League of Shadows.

Once combat lock is engaged, all movements and attacks are aimed at the locked on enemy. Combat lock is engaged on the first contact with an enemy. A color-coded circle of bats appears under a locked-on enemy; red indicates low health.

- To target an alternate enemy, move L towards another enemy and then press X or Y or press ↔.
- To disengage combat lock, pull L.

PUNCHING AND KICKING

Press X to punch and Y to kick. Press either button and move L to change punching or kicking styles, and press the buttons repeatedly to attack with a combination of punches.

SPECIAL ATTACKS

Press B to perform a special attack. A B icon appears in the upper-right corner of the HUD indicating when one of the following is available:

Jump attack	Attack while jumping
Defense break	Break through an enemy's blocking stance
Multiple attack	Attack multiple enemies when surrounded
Ground attack	Attack when getting up from the ground
Final attack	Available when an enemy's health is low, eliminates the enemy if not interrupted
Finishing move	Available when an enemy's health is low and his fear is high
Vault attack	Press A to jump while moving L towards a nearby enemy, then press B while in the air
Roll attack	Press X when rolling (pull R and move L)

COUNTER

While blocking (pull and hold R), press X to perform a counter. Counters must be timed with an enemy's attack to be effective.

JUMP AND DODGE

When locked on to an enemy, press A and move L in the direction you want to dodge/jump away from an enemy.

PLAYING THE GAME

Plunge into Gotham's criminal underworld as the legendary Dark Knight in the *BATMAN BEGINS*™ videogame. Use fear, intellect and an array of high-tech gadgets to terrorize and defeat the sinister forces threatening the city. From a remote, ancient Himalayan monastery to stately Wayne Manor to the chaotic halls of Arkham Asylum, embrace the darkness as you fight for justice.

- Press ▶ from the Title screen and select NEW GAME.

GAME SCREEN



NOTE: HUD options fade away when they are not available or are unchanged.

- Context-sensitive button icons show in the upper right corner of the screen when special options are available, e.g., stealth attack, grapple points, etc.
- When an enemy has been targeted, his EKG meter appears in the upper left corner of the screen. Rates above 60 BPM indicate fear. The color of the EKG number shows fear levels ranging from green for low to yellow to red for high fear.

USING STEALTH AND FEAR

Fear is one of your most powerful weapons. Create fear events to terrorize and weaken your opponents before they're even aware of your presence. Whenever possible, catch the enemy off guard by sneaking up on him and launching a surprise attack.

- Use stealth mode to avoid being heard. Making noise by running or jumping alerts enemies to your presence. Stay out of sight until you size up the situation.
- Push against a wall to sneak and press Ⓑ when the context-sensitive icon appears to peek around a corner.

STEALTH ATTACK

The League of Shadows training has taught you to use power and silence to your advantage. Stay out of sight and use your stealthy abilities to position yourself for a quick, powerful and quiet attack.

- To enter stealth mode, click Ⓛ.
- To initiate a stealth attack, move behind your enemy and press Ⓑ when the context-sensitive icon appears.

ATTACK FROM ABOVE

While hanging from a pipe or wire, if an enemy is below, a context-sensitive attack becomes available. Press Ⓑ to attack.

AREA FEAR

The Area Fear meter appears when enemies are nearby. It represents the amount of fear Batman has created in the vicinity—thugs on the same floor and within visible range. The Area Fear bar changes color to indicate the level of fear, from yellow for a small amount to red for a large amount.

- Creating fear events increases the level of fear.
- Using or interacting with objects when enemies are unaware of your presence, hitting (and finishing) an enemy in the presence of other enemies and using a gadget on enemies all create fear.
- Area Fear degrades over time.

INTERROGATION

When Batman needs information to continue his investigation, the option to interrogate an enemy becomes available.

- Grab your enemy by pressing Ⓑ when the context-sensitive icon appears in the upper right corner of the HUD. After grabbing an enemy, press Ⓧ to interrogate him. When he has given you all the information he has, press Ⓑ.

REPUTATION

As you progress, you gain a reputation, depending on how well you perform against Gotham's criminals. Defeating enemies increases your reputation. The more scared your enemy is when he is defeated, the more reputation you gain. The higher your reputation, the more effective your fear attacks are and the more fear you create in your enemies.

GADGETS AND UTILITY BELT

You have a wide range of gadgets—some are stocked in your Utility Belt and some are automatically equipped when appropriate, depending on the context. Familiarize yourself with these items so you can quickly access one or more when the situation calls for it.

- Press ⊕ ↓ to access the Utility Belt. Highlight the gadget you want to equip. It is assigned to ●. The Batarang is assigned to ○.
- You can replenish certain gadgets if you find them. Keep your eyes open for military crates that may contain stockpiles.
- The Flash-Bang, Smoke Grenade and HF Transponder gadgets may only be used on enemy targets.
- When engaged in combat, gadgets automatically target the current locked-on enemy.

NOTE: Gadgets can only be used on a scared enemy (an enemy with a heart rate over 60 BPM).

RADAR



Radar	The radar is located at the lower left of the screen.
Radio Earpiece	Alfred keeps in touch with you by using this device to relay information and advice.
Flash-Bang Grenade	Distract and momentarily incapacitate several enemies by tossing this concussion grenade into their midst. This also increases their fear levels.
Smoke Grenade	Send an enemy into a coughing fit, making him vulnerable to your attacks and increasing his fear level.
HF Transponder	This device emits high-frequency sound waves that summon a swarm of bats to immobilize an enemy with fear.
Grapple	Get to hard-to-reach places quickly and access high vantage points.
Batarang	Use the Batarang to trigger events to scare the enemy or use it to trigger a switch.
Optic Cable	See what awaits you on the other side of a door.
Camera Hack Tool	Hack certain security cameras and receive their live video feed to observe patrol patterns and enemy behavior.
Electronic Hack Tool	Hack computer terminals and electronic control panels to operate secure machinery.

VULNERABILITY

When you use a Flash-Bang or Smoke Grenade, a vulnerability meter appears in the lower right corner of the screen indicating how long enemies will remain incapacitated.

MISSION INFORMATION AND LEVEL NOTES

Press ◀ to access the Data screen and view important information about your missions and your current level.

- An envelope icon near the radar notifies you that new information has been added to the Data screen.
- Notes are helpful for recalling security codes gathered in a level.

REPLENISHING HEALTH

Collect Medical Kits to replenish your health, but don't waste them by picking them up when you're at full health.

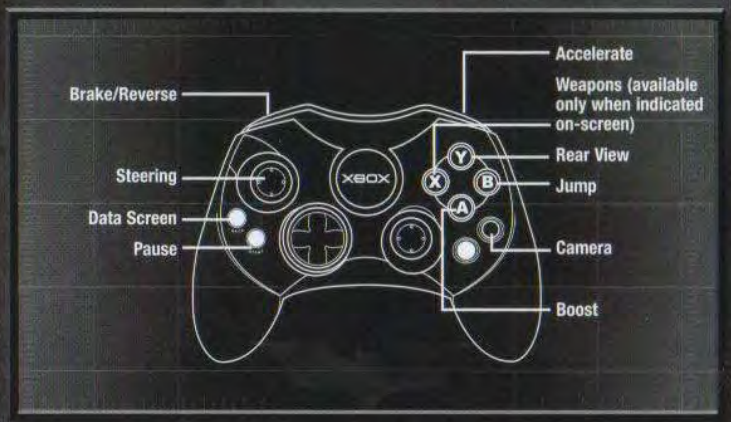
THE BATMOBILE

Tear up the streets of Gotham in the ultimate driving machine for merciless, high-speed vehicular combat. There are two levels of driving in *BATMAN BEGINS*.



➧ Pick up Nitrous Boosts to add to your boost meter.

DRIVING CONTROLS



OPTIONS

From the Options menu, you can alter a number of settings including Control, Screen and Sound settings. Access the Options menu from the Pause menu or from the Main menu.

Brightness — Increase the brightness of the game if you want fewer shadows.

Difficulty — You can alter the difficulty setting: EASY (extra health pickups are available), NORMAL, or CHALLENGING (enemies have a greater health level). Note: You can only choose a difficulty level when starting a new game.

SAVING AND LOADING

When you complete a level, you are prompted to save to one of the save slots available.

TO SAVE A GAME:

From the Pause menu, choose SAVE CHECKPOINT. Then select one of the six save slots and confirm that you want to save to that slot.

TO LOAD A GAME:

From the Main menu, choose LOAD CHECKPOINT. Select the file you want to load from the Load Checkpoint screen.

BONUS CONTENT

As you progress through the game, you unlock bonus content such as movie footage, interviews and more. Select BONUS from the Main menu to access this content.

LEVELS AND LOCATIONS

BATMAN BEGINS takes you from the gritty streets of the Narrows to the bitterly cold mountains of the Himalayas. Each location is fraught with its own difficulties and challenges—choose your weapons and work out your strategy according to the environment.

PROLOGUE

Just what is Dr. Crane smuggling into Gotham? Go after him to find out what he's up to, recover a sample and break his dark alliances in the Gotham underworld.

HIMALAYAN MONASTERY

Flash back to the icy peaks of the Himalayas as Bruce Wayne is instructed in combat and agility training by his mentor, Henri Ducard. The League of Shadows teaches you all you need to know to become a symbol of justice. Fear is your weapon, but will you be able to execute on your ultimate directive?

THE DOCKS

Scour the Docks to uncover information on Carmine Falcone. Infiltrate his waterfront lair to find out what he's up to, but beware of Falcone's thugs, who are hand-picked from the Gotham underworld.

PASSAGE TO GOTHAM

Flash back to a chase in the Batmobile in which you attempt to recover an object stolen from Wayne Enterprises' Applied Sciences Division. The pursuit turns into a rolling battle against the fleeing truck's escort of armed vans. Destroy the truck before it's too late.

FALCONE'S BLACK MARKET CLUB

Flash back to Falcone's Club which you are trying to gain access to. Hunt down Detective Flass to interrogate him about the drug shipments that Dr. Crane received and find out where they went.

THE NARROWS

The Narrows is the skid row of Gotham. Populated by seedy, rundown buildings and rife with criminals, it is dangerous and dilapidated.

ARKHAM ASYLUM

The Arkham Asylum houses some of the city's most depraved criminals. Within its claustrophobic halls Dr. Crane is developing an evil plan. You must visit Arkham to uncover this plot and save your childhood friend, Rachel.

SAVING RACHEL

Race back to the Batcave in the Batmobile to save Rachel before the fear toxin destroys her mind. The police will try to stop you, but do everything you can to outrun them.

WAYNE MANOR

Everyone knows Wayne Manor as home to bachelor Bruce Wayne. It is from this estate that Bruce Wayne's butler, Alfred, operates, transmitting information and guidance to Batman. It is here that you uncover a dark secret.

DEFENDER OF GOTHAM

Who is the power behind the sinister plot to destroy Gotham and how do they intend to perpetrate their crimes? It will take all of your training and strength to save your city and bring justice to its enemies.

HINTS AND TIPS

- Attack your enemies intelligently. You inflict more damage if your enemy doesn't even see you coming and can't prepare himself to counter your attack.
- It is very difficult to get past an enemy with a firearm if you don't use fear to overcome him. When an enemy is afraid, he is unable to fire with accuracy. When he reloads his weapon in a panic, he is more apt to jam the weapon and then discard it.
- When you enter a new environment, press ⊕ ← to cycle through the interactive targets in the area. This allows you to strategize and prioritize how best to handle a situation.
- When facing a dead-end, look up and search for pipes, ropes, chains, fences or ledges that you can use to gain higher ground.
- Always use the optic cable (press Ⓧ) before opening a door. You are better prepared to deal with what's on the other side if you know what you're up against.
- When driving the Batmobile, side-swipe enemy cars to take down thugs while sustaining less damage to the Batmobile.

CAST

Batman/Bruce Wayne: Christian Bale
Alfred Pennyworth: Michael Caine
Henri Ducard: Liam Neeson
Rachel Dawes: Katie Holmes
Dr. Jonathan Crane/Scarecrow: Cillian Murphy
Carmine Falcone: Tom Wilkinson
Ra's Al Ghul: Ken Watanabe

Detective Flass: Mark Boone Junior
Victor Zsasz: Tim Booth
And
Lucius Fox: Morgan Freeman
Also Featuring: Emma Thomas, Wally Pfister, Gavin Hammon, Mark Atherlay, Terry Mcgovern, Lee Klinghoffer, Kevin Blackton, Fred Tatasciore, Andrew Chaiken, Conor Killicut

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Featuring the likeness of Ken Watanabe.

Package Cover Illustration: Kevin Marburg, EA; VOX Advertising

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