Bruce Wayne enters the Batcave while a news report plays on the monitor. After switching channels, it is revealed that this is the day that one of Gotham City’s most heinous criminals, Julian Gregory Day, is being executed. At that moment, a police report informs you that Black Mask is holding Commissioner Loeb captive at Blackgate Prison. Alfred implores Bruce to remember that it is Christmas Eve and that he should take the night off, but Bruce’s decision is already made. Batman must seek out Black Mask.
Follow the trail of debris under the Blackgate West Wing sign on the left. Hold the Crouch button to duck underneath. Run down the steps, then move through the crumpled-up bars. Follow the hall to the right and duck under the busted pipe. There, you observe Warden Joseph being attacked. At this point, the villain turns around and attacks Batman. Press the Counter button to grab the weapon and throw the thug to the ground.

**RUN**

Hold the Run button to make Batman move faster. You have infinite stamina to work with, so unless you are trying to sneak up on a potential foe, you can opt to use this control option to run everywhere.
At this point, the warden moves to pick up a pipe lying on the ground and swings it. Again, counter the attack. At this point Batman presses for information about Black Mask’s location, but all the warden can offer up is a directive to find Commissioner Loeb or one of his men.

Counters

Whenever you see the lightning bolt markings appear over an attacker’s head, press the Counter button for Batman to block the blow and perform an attack. This move is vital for building up big combos. Get used to anticipating enemy strikes and learn which foes you can counter. There are three different colors of markings that can show up above an adversary. Blue bolts mean that you can counter with a press of the button. Yellow signifies that your foe is striking with a knife. Move away, and press the button whenever the enemy lunges with a weapon. Red marks mean that the enemy attack cannot be countered. For this attack, evade out of the way, or redirect the thug by flipping over his head.

Track Down Commissioner Loeb

Combat Encounter

Threat: Very Low

4 Enemies

Go through the gate at the end of the hall to enter Cellblock A. Feel free to make a lap around the cage ahead to spook some of the locked-up criminals, then run down the central stairs to reach the lower level. Proceed through the door to find two of Black Mask’s thugs, along with two more prisoners. Use strikes and counters to build up a nice combo while taking out the three foes. Approach the remaining cowering Black Mask thug, and press the Counter button to interrogate him. You learn that Black Mask is heading to the execution chamber with Loeb.

Score and Rating

After you clear a Combat or Predator room of enemies, you receive a letter grade from D up to S, which is based on the difficulty of the enemies and how well you did. First, you are given a set amount of XP for each foe defeated, and a threat level is determined. Then, based on how well you performed, you earn a set percentage of bonus XP. Therefore, if you get a perfect rating, or S, you earn twice as much experience.

Gain Access to the Execution Chamber

Combat Encounter

Threat: Very Low

3 Enemies

Go through the south gate to access the Block A Holding Cells. Inside, you find a drone, but as you turn the corner to the right, it rises into the air—crashing through a skylight above. As you follow it into the next area, three prisoners are released from their cells. Eliminate them with some well-timed counters, along with strikes and finishing moves. Once you’ve defeated them, grapple up to a small opening to the west.
**GRAPPLE POINT**

When you see a circular icon with three green lines paired with a button icon, you can use your Grapnel Gun to rapidly ascend to the rooftop or vantage point by pressing the Grapple button. If you see a circle around a green arrow, it means there is a Grapple Point in the direction that it faces. Not only is this a great way to get around Gotham City, but it is also useful for escaping a tough battle.

**COMBAT ENCOUNTER**

Crawl straight ahead and drop back down to the floor. Approach the next gate as it opens up to reveal the prison’s nexus. Step into the middle of the room to spot Killer Croc ahead as he finishes off a prison guard, just before he escapes through the far door. An armored Black Mask thug notices your presence and approaches your location. You can counter his attack, but this won’t be able to take him out because he is wearing armor. Therefore, you must use a Cape Stun before finishing him off with a series of body strikes.

**DETECTIVE VISION**

Tap the Detective Vision button to enter a special mode that highlights a variety of important targets. You can also read information about items that you can interact with, such as weak flooring/walls, enemies, Enigma’s DataPacks, and more. Thugs with guns are shown in red, while unarmed foes are depicted in blue.

**ARMORED ENEMY**

Use a Cape Stun against an enemy with body armor to open the opponent up to a body attack. Immediately follow up the Cape Stun with body blows by rapidly pressing the Strike button. Keep attacking until you knock out the target. Be careful when you perform this move, because Batman is vulnerable to attacks from other foes. Counter the adversary, and continue with your body blows. You may need to stun your foe again before pummeling him into submission.

**Batarang**

The Batarang is useful for triggering unreachable switches, but it is also great in combat. Tap the Aim Gadget button to quick-fire a Batarang in the direction Batman is facing. This is great for keeping a combo going when additional foes are not within reach. This technique also boosts your score by adding some variety to your fights.
Run toward the door, and press the Crouch button to slide underneath. If an enemy stands just in front of the door, this move knocks the enemy down to start the next encounter. Keep the combo going by immediately striking another of Black Mask's men. Continue knocking out the foes and finishing them off with special moves. Once you've eliminated the threat, use Detective Vision to find another switch on the west wall. A quick tap of the Aim Gadget button while looking at the switch tosses a Batarang at it. This gives you access to an elevator shaft.

Step inside, then select your Explosive Gel. Spray it onto the weak floor, and detonate it to send Batman down to the lower level. From there, Batman finds his target, Black Mask, inside Death Row. He and his accomplice, Killer Croc, are holding Commissioner Loeb captive.

Explosive Gel allows you to bust through weak floors and walls. Use Detective Vision to spot these areas around Gotham City. Hold the Aim Gadget button, then press the Crouch button to spray on the explosive. When you are ready to detonate the charge, hold the Aim Gadget button and press the Grapple button. If an enemy is standing next to the wall or below the floor, a box shows up on the left side of your heads-up display. A number signifies how many foes the explosion can take out. Use this to dispatch unsuspecting opponents in a Predator room. During combat, you can quick-fire the gel onto the ground by holding the Aim Gadget button and pressing the Strike button. Press it again to detonate the explosive.
LOCATE BLACK MASK AT BLACKGATE PRISON

>>PURSUE BLACK MASK

GAIN ACCESS TO THE EXECUTION CHAMBER

COMBAT ENCOUNTER

<table>
<thead>
<tr>
<th>THREAT: Low</th>
<th>5 Enemies</th>
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<tbody>
<tr>
<td>1 Melee Weapon</td>
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Look to the left and approach the vent. Press the Run button for Batman to grab it, then rapidly press the button to pry the vent cover off the wall. Crouch inside and follow it all the way around to the right to find five prisoners and a Black Mask thug. Step off the ledge to land on one of the foes as the masked enemy escapes behind the bars to the west. Eliminate the five men, and then use Detective Vision to spot a weak wall next to the remaining opponent.

Step inside the open cell to the right, and spot the vent up on the wall. Select your Batclaw, and aim it at the grating. Fire it to grab the bars, and rapidly press the Run button to pull it down. Now, run toward the wall to climb into the hole. Follow the path to the left and drop into the next room. Approach the left wall and spray Explosive Gel onto the weakened partition. A message pops up on the left side of your HUD to let you know the explosion can take out a hostile; detonate the gel to eliminate the threat.

Batclaw

The Batclaw comes in handy during exploration, since you can use it to rip down vent covers from afar, grab anchor points, and snag out-of-reach DataPacks. It is also great to use during combat to pull an enemy closer to you. Quick-fire the gadget by pressing the Aim Gadget and Counter buttons simultaneously. Quickly follow it up with a strike to knock the foe down as you pull him in. Once you obtain the upgrade, you can even use the Batclaw to disarm enemies.

Through the gate on the right, you find the entrance point for the Execution Chamber Access. Look to the right to find a control switch on each side of the north door. Quick-fire a couple Batarangs to activate the two switches, which opens the door. Select your Batclaw, and pry off another vent cover on the far wall. Climb inside and follow the narrow passage. As you pass the openings on the left, you spot Black Mask and his henchmen working to set the Calendar Man free.
PERSONNEL FILES

BATMAN

REAL NAME
Bruce Wayne

OCCUPATION
Vigilante

BASED IN
Gotham City

EYES
Blue

HAIR
Black

HEIGHT
6 ft 2 in

WEIGHT
200 lbs

ATTRIBUTES:

GCPD knows little about Batman—he is wanted for questioning.

Criminal elements are beginning to realize Batman is a threat to them.

Still widespread skepticism regarding his existence.

Conflicting reports—is he one man—or many?

From GCPD files: Suspect is believed to be responsible for multiple assaults against both criminals and law enforcement officials. Identity of suspect currently unknown—may be a single individual or multiple individuals working together. Conflicting reports of suspect physiology range from “dark specter” to “large winged creature.” Lack of photographic and forensic evidence makes it difficult to confirm or refute these claims.

First sighting reported nearly two years ago, though frequency has recently increased. Multiple reports of suspect employing custom-built armored vehicle and unlicensed low-flying aircraft.

WARNING: Considered armed and extremely dangerous. Approach with extreme caution. Multiple outstanding warrants.

ADDITIONAL: IMMEDIATELY notify desk officer in Vigilante Task Force if suspect is sighted or evidence obtained.
Attributes:
Billionaire heir to the Wayne Empire
Philanthropist and playboy
For all of his public prestige, he is a private man who rarely discusses personal topics

From GCPD files: Thomas and Martha Wayne were gunned down in an alley outside the Monarch Theater when Bruce Wayne was just a boy. He was raised by the Wayne family butler, Alfred Pennyworth, but disappeared in his late teens for several years. Upon his return to Gotham City two years ago, the sole surviving Wayne made an impression on the city with his philanthropy, as well as his aggressive reluctance to discuss exactly where he was or what he was doing during his time away. All reports indicate Wayne Industries and Wayne himself are inscrutable, but someone with this much power and influence should be watched closely.

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>REAL NAME</td>
<td>Bruce Wayne</td>
</tr>
<tr>
<td>OCCUPATION</td>
<td>CEO, Wayne Industries</td>
</tr>
<tr>
<td>BASED IN</td>
<td>Gotham City</td>
</tr>
<tr>
<td>EYES</td>
<td>Blue</td>
</tr>
<tr>
<td>HAIR</td>
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<tr>
<td>HEIGHT</td>
<td>6 ft 2 in</td>
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<td>WEIGHT</td>
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Players who end up on Batman’s team take up the cowl of either Batman himself or his sidekick Robin, and they are naturally tasked with disrupting the activities of the lowlifes who serve two of the most notorious villains in the DC canon. The Hero team stays true to Batman’s code, swooping down from vantages up above to dole out sudden, silent, and nonlethal (yet surely painful and discouraging) punishment to Elites running amok in various Gotham City locales.

**THE PRE-GAME LOBBY**

Pre-game, players will be broken up at random onto either Joker or Bane gangs, or the Hero team. (A preference toward either the Joker or Bane can be set under options, which the game will try to honor when possible.) While waiting for a match to start, players can vote on the upcoming map, choose between their gang loadouts, and select any delectable Cobblepot Consumables to use, which provide boosts during the match.
Members of Bane’s or the Joker’s team have no such scruples: these hardened murderers pack firearms and other deadly gadgets. Players who end up in either Bane’s or the Joker’s gang assume the role of elite thugs. The goal of each gang is to exterminate the other gang as the Joker and Bane battle for control of criminal resources in Gotham City.

Gang members have an advantage over Batman and Robin at ground level—the Heroes are outnumbered against criminals who use guns and grenades (along with other murderous devices specific to either gang). When the Joker or Bane shows up on the field of battle, these criminals are the most dangerous individuals in the room. However, they cannot move as freely as Batman and Robin, who Grapnel into the rafters, duck into air ducts and maintenance tunnels, and survey the whole area from rooftops and perches up above the fray. It’s basically a struggle between the Heroes’ ability to be patient and pick good spots, while the Elites try to maintain maximum situational awareness.
Batman: Arkham Origins Blackgate is the handheld sibling to the console experience of Batman: Arkham Origins. Developed by Armature Studio, which includes key members of the team behind the Metroid Prime trilogy on Nintendo’s Gamecube and Wii, Blackgate is a companion piece to the console games. (In fact, if you have Arkham Origins for PS3 and Arkham Origins: Blackgate for PS Vita, you can unlock the Beware the Bat costume by linking the two versions!)

Blackgate reflects the pedigree of the team that made it by hearkening back fondly to the 2D “Metroidvania” genre—these are games characterized by adventurous exploration, in which earning new abilities sometimes opens up whole new sections of the game world. The influence of the Metroid and Castlevania games to which this kind of gameplay can be traced is now also felt in 3D games, from the Metroid Prime series on which key Blackgate developers worked, to the console Arkham series itself. This portable Blackgate experience whips the fluid, intuitive combat of the console Arkham games together with the blast-from-the-past retro exploration of classic 2D adventure games. And as sure as Batman’s costume features pointy ears, the handheld version retains the gritty, rain-soaked atmosphere that’s exemplified Batman since time immemorial (with the exception of the BIFF! POW! Adam West era).

So, the structure of Batman: Arkham Origins Blackgate allows players to tackle large sections of the game at their whims, after they clear the introductory stage. In fact, you’ll have to travel back and forth between different areas of the prison in order to progress. Your main adversaries are Black Mask, the Joker, and the Penguin, but the events of the game play out differently depending on which one of them you save for last.
MOVEMENT: Press left or right to make Batman move. This applies on foot, inside air vents, while shimmying along ledges, and while tightrope-walking across cables.

COUNTER: Press to ready Batman against the enemy's attack, which is telegraphed by a blue lightning bolt icon above their head. If successful, Batman deflects the incoming attack and puts the would-be assailant in prime position for regular strikes. (Some enemies cannot be countered; you must avoid their strikes without using counters and defeat them in other ways, like using Cape Stuns followed by strikes.)

LEDE TAKEDOWN: When dangling from a ledge underneath an enemy, press the Counter button for a non-lethal takedown that leaves the foe dangling helplessly by their feet.

SILEN TAKEDOWN: Sneak up behind an unaware enemy on the ground, and you can take them out silently just by pressing the Counter button. This is also possible when hiding just underneath a floor grate. This takedown is quiet (like the others), but other nearby enemies might notice the unconscious results.

SWITC TARGETS: When stalking multiple enemies from the shadows above, tap the Counter button to toggle between potential targets of a Glide Kick/Snare.

SPRINT: Hold the Sprint button while moving Batman with the left stick.

EVADE: Double-tap the Sprint button. (In other words, press sprint plus sprint.) You can use this evasive roll to get behind enemies whom you cannot attack from the front. You can also execute an evade roll to safely pass over spike strips. If Batman is close enough to an adversary, he’ll vault over them instead, exposing the foe’s back. Mastery of the evade roll to dodge attacks is crucial to surviving the game’s many boss battles.

GLIDE: Hold the Sprint button while falling. This is sometimes necessary to glide toward a ledge you’d otherwise miss. (Some extremely distant ledges and long jumps require leaping off an edge, gliding, then snagging a far-off anchor point with the Grapnel.)

SNARE: Tap the Sprint button when perched above an unaware enemy to hang them upside-down from the perch. If you’re trying to be stealthy accomplishing this, wait until no one else is near your victim, or they’ll hear and see this intimidating move.

PRY AIR VENT: The air vents in Blackgate are old and rusted over, which means Batman can pry them off, with a little elbow grease. You’ll have to rapidly press the Sprint/Evade button briefly to tear off the air vent cover, after which Batman can fit into the revealed passageway. (Some air vents located high above the ground cannot be reached without the Batclaw.)