



NTSC U/C

PlayStation®



SLUS-01141



BATMAN™

GOTHAM CITY RACER



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

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

CONTENTS

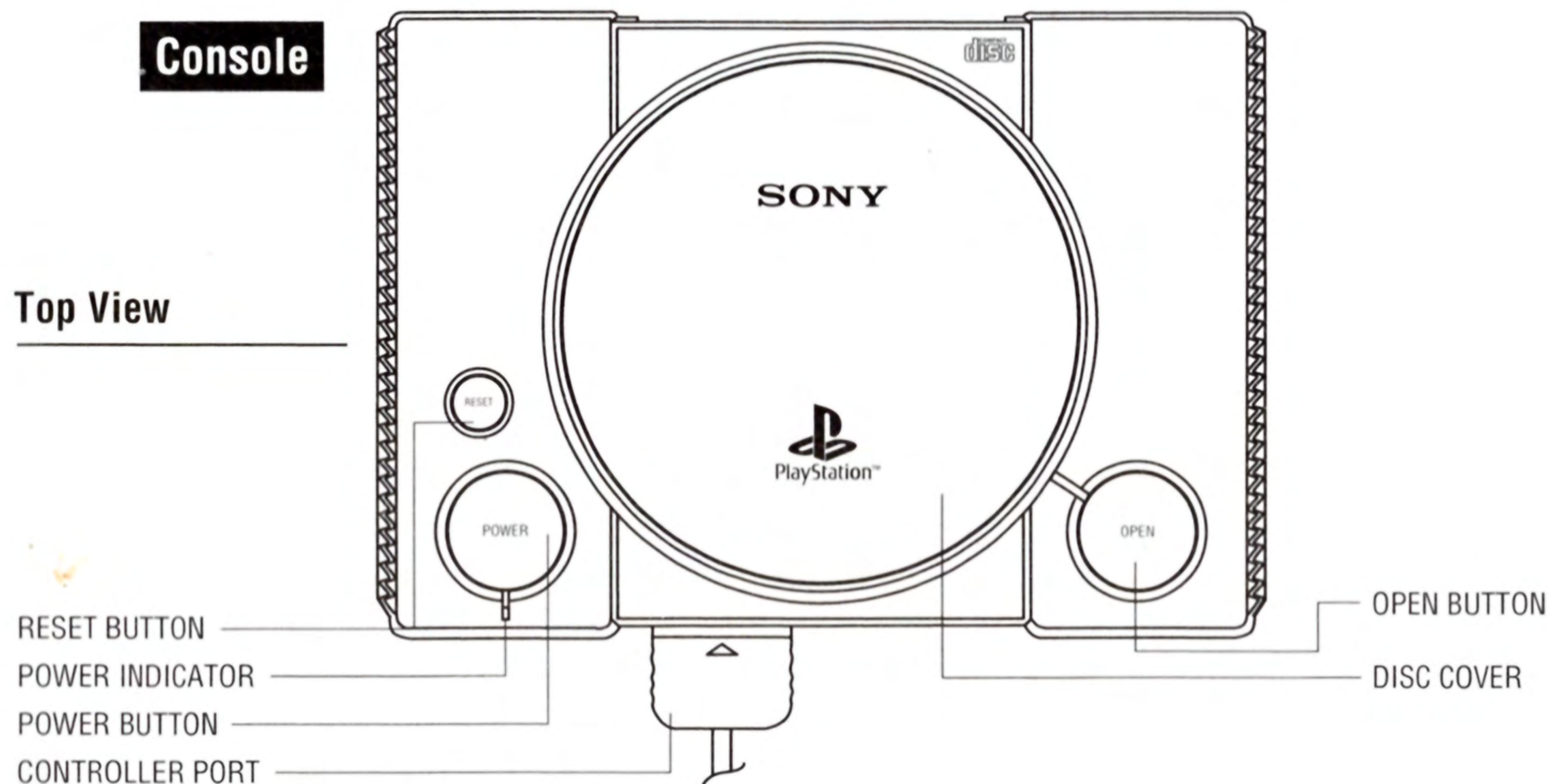
PlayStation® Console	2
The Streets of Gotham City are on fire!	3
Controls	4
Game Menus	6
Main Menu	7
Options Menu	11
Saving, Loading and Exiting the Game	14
Game Interface	14
In-Game Menu	16
Power-ups	17
Heroes	18
Villains	21
Credits	27
Technical Support	28



PLAYSTATION® GAME CONSOLE

Follow these instructions to set up your PlayStation® console to play **Batman Gotham City Racer**:

1. Set up your game console according to the directions in the console's instruction manual.
2. Be sure the power is off before you insert or remove a disc.
3. Insert the **Batman Gotham City Racer** disc and close the console's disc cover.
4. Insert game controllers and turn on the PlayStation® game console. Follow the on-screen instructions to start the game.

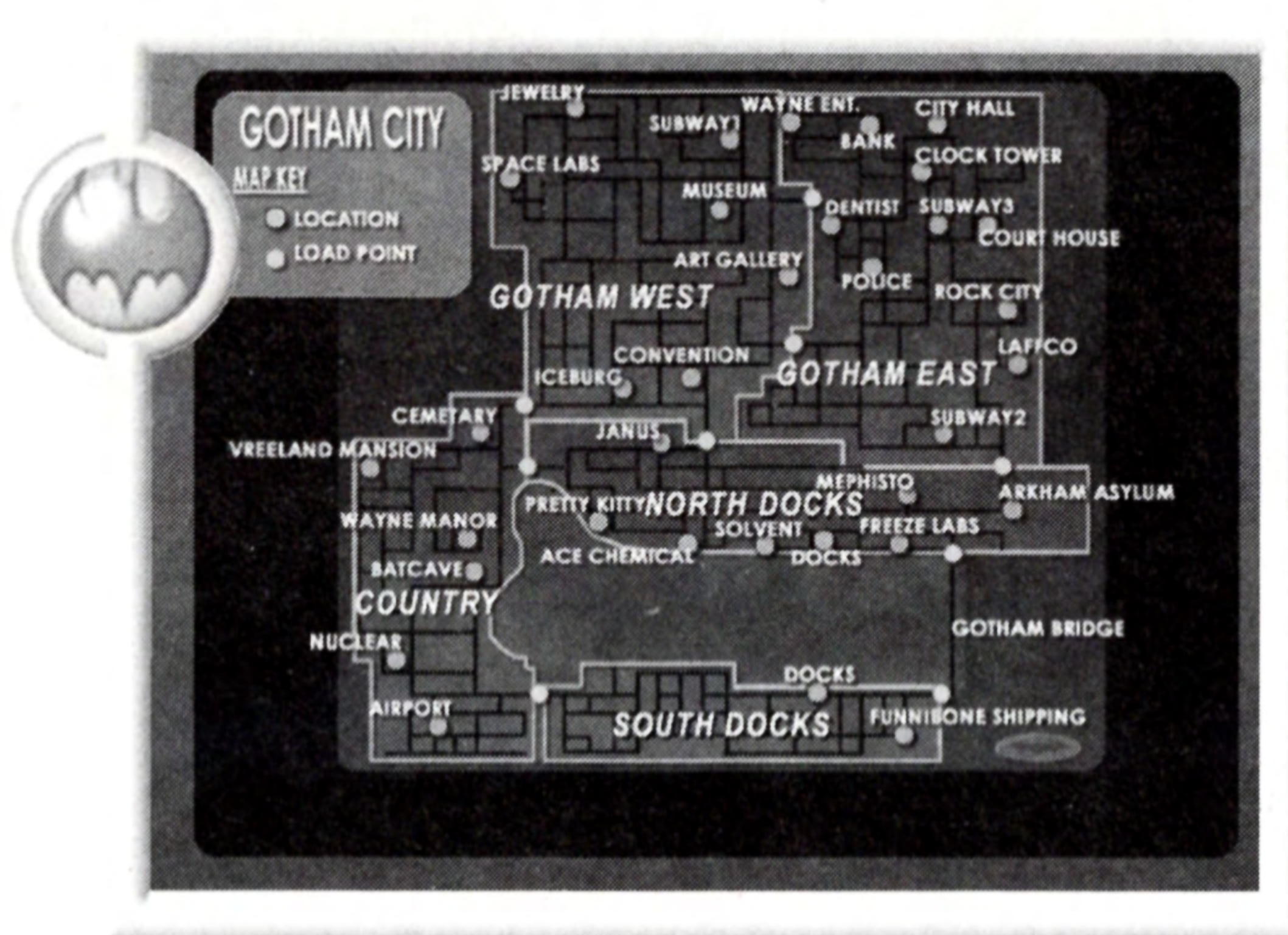


THE STREETS OF GOTHAM CITY ARE ON FIRE!

Enter the world of **The Dark Knight!**

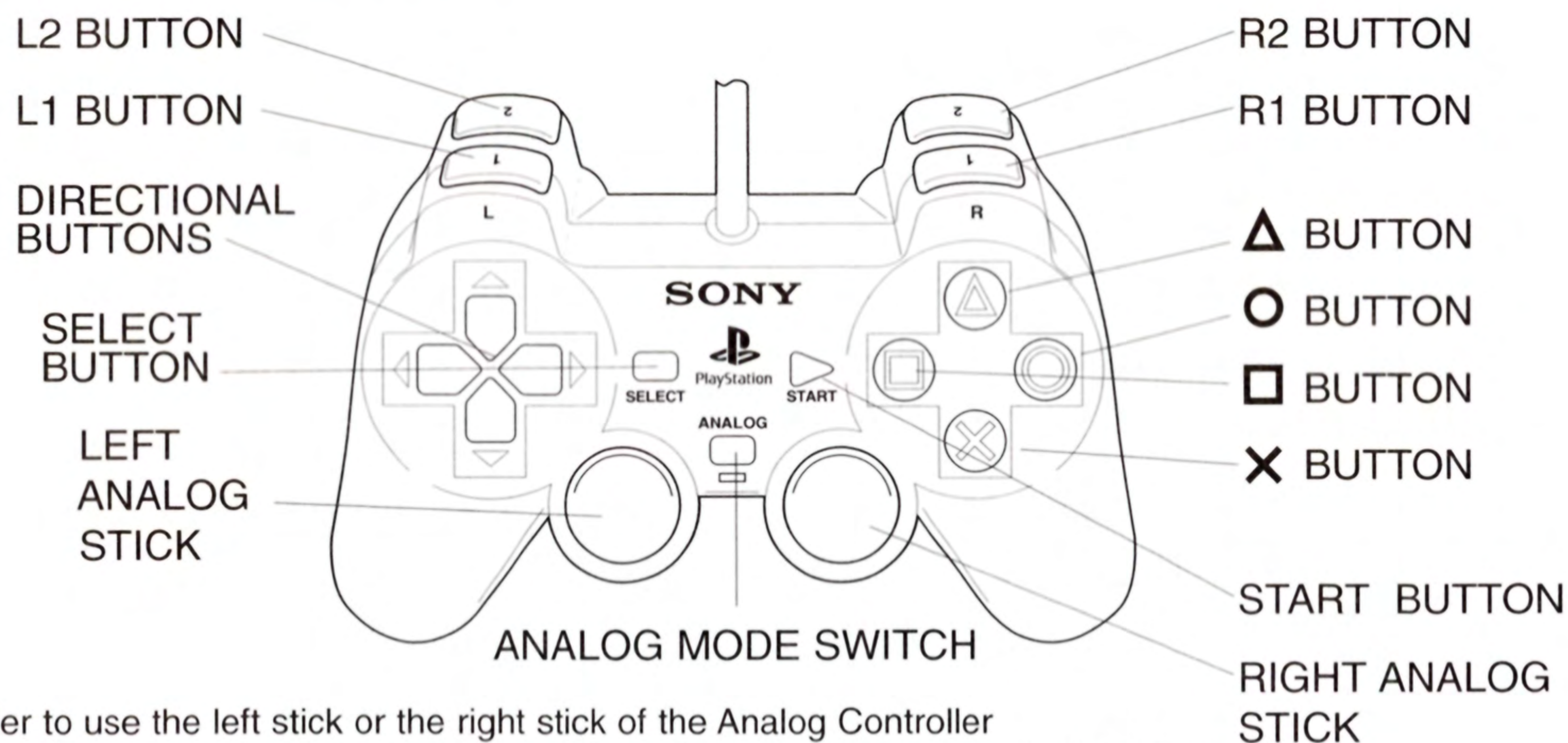
Arkham Asylum has boiled over with the criminally insane. When a massive jailbreak unleashes a horde of dangerous lunatics onto the **Gotham City** streets, hapless innocents are overwhelmed by a rampaging crimewave.

Only Batman and his allies have the power, courage, and skill to end this madness and protect the good people of Gotham City. Can you join them, master their vehicles, and survive the gritty streets of Gotham City?



DUALSHOCK™ analog controller

The following figure illustrates how your PlayStation® controls are used in **Batman Gotham City Racer**:



In order to use the left stick or the right stick of the Analog Controller (DUALSHOCK™) the ANALOG mode switch must be in ANALOG mode (LED:Red).

SUPPORTED HARDWARE

You can use the following hardware with this game:

- Digital controller
- DUALSHOCK™ analog controller

NOTE: If you wish to save your games, you'll need a memory card, which must be used in Memory Card Slot 1.

DRIVING CONTROLS

All vehicles in **Batman Gotham City Racer** have automatic transmissions. You'll have your hands full enough chasing down the Villains. Here are the default controls you'll be using:

ACTION	CONTROL
Steering	Left/Right Directional Button
Look Behind	Down Directional Button
Accelerate	× Button
Reverse	△ Button
Brake	□ Button
Fire Primary Forward Weapon	L2 Button
Fire Secondary Forward Weapon	R2 Button
Fire Primary Rear Weapon	L1 Button
Fire Secondary Rear Weapon	R1 Button
Use Turbo Speed Boost	○ Button



When playing a Villain in Patrol and 2-Player Pursuit Game Modes, your vehicle controls change as follows:

ACTION	CONTROL
Drop Money Bag	○ Button
Drop Bomb	Down Directional + ○ Button

You have the option to remap the default controls by selecting Options on the Main Menu.

GAME MENUS

All menus in **Batman Gotham City Racer** use the **△** Button to return to the previous menu and the **×** Button to advance to the next menu.



Main Menu

From here you can start a new Adventure Game, start a Patrol Mission, play a two-player game, change game options and view the game credits.



Adventure

Using the Adventure Menu you can begin a new Adventure Game or resume an existing Adventure Game. To begin a new game select the New Game option and then enter a game name. This name is important as **Batman Gotham City Racer** automatically saves your game after every successful mission to this name.



To resume an existing game, select the game name and mission you wish to resume and then press the **X** Button. If no saved games appear, go to the Options -> Memory Card screen off the Main Menu and load games from a memory card.

Each Adventure mission begins with a mission briefing screen displayed on the **Batcomputer**. Once you begin a mission follow the Direction Arrow to complete your mission objectives and keep Gotham City free of crime.

In Adventure Mode, you can choose from three levels of difficulty: Easy, Medium and Hard. As the difficulty level increases, you encounter more obstacles, fewer power-ups, your opponent's driving skills improve and you get less time to complete your objectives.

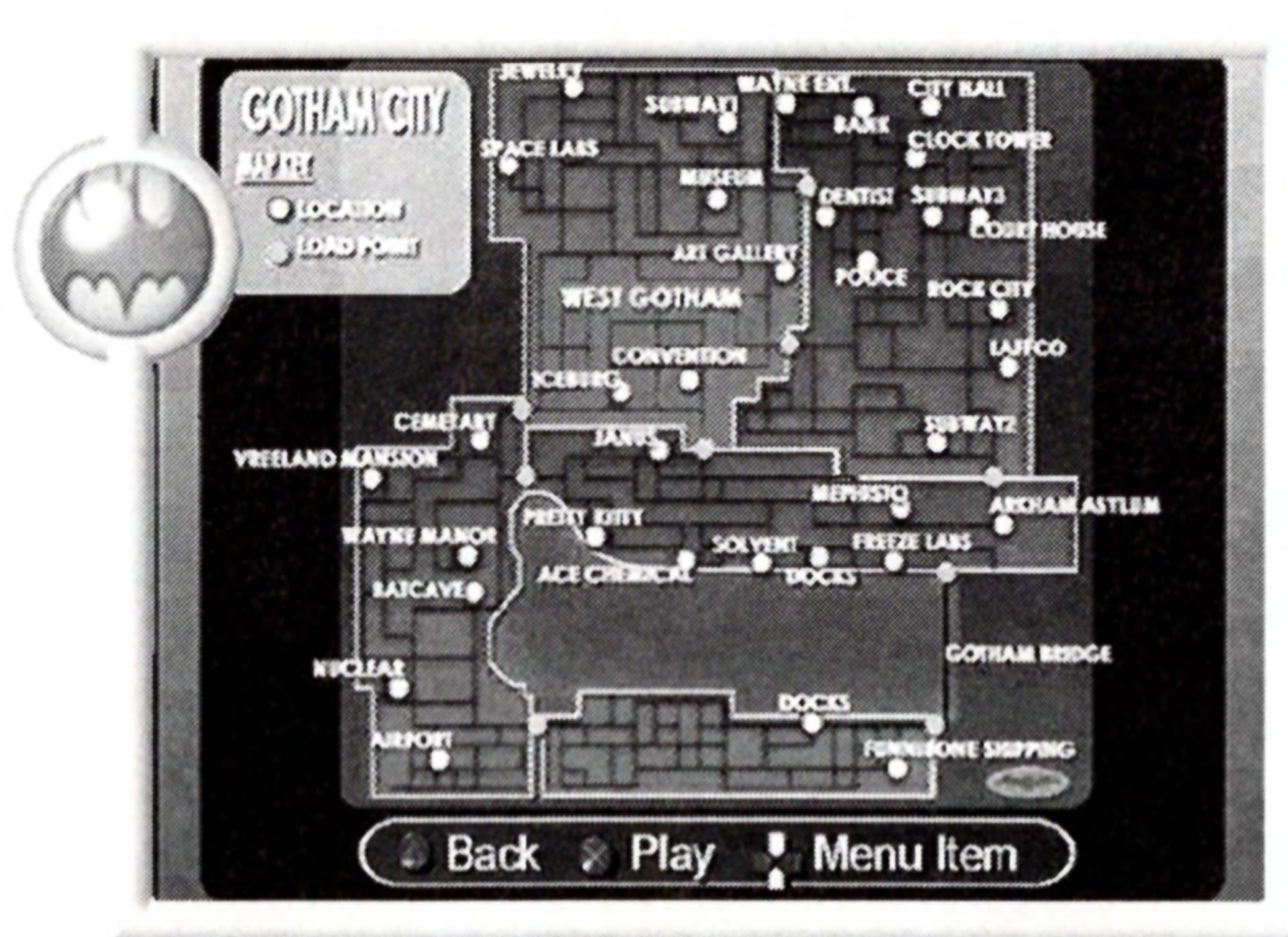
Mission Objectives

To win the Adventure Game, you must complete all 51 missions successfully. The goals will appear at the beginning of each mission. Complete all the goals to move onto the next mission!

Patrol

In Patrol missions you roam the streets of Gotham City as either a Hero or Villain. Upon selecting Patrol Mission the game prompts you to select an area of Gotham City, choose your desired car (one of three Heroes or 12 Villains), and a game duration. Select a car by using the Directional Pad





(Left/Right for Heroes; Up/Down for Villains). [NOTE: Difficulty settings are not an option in this mode.]

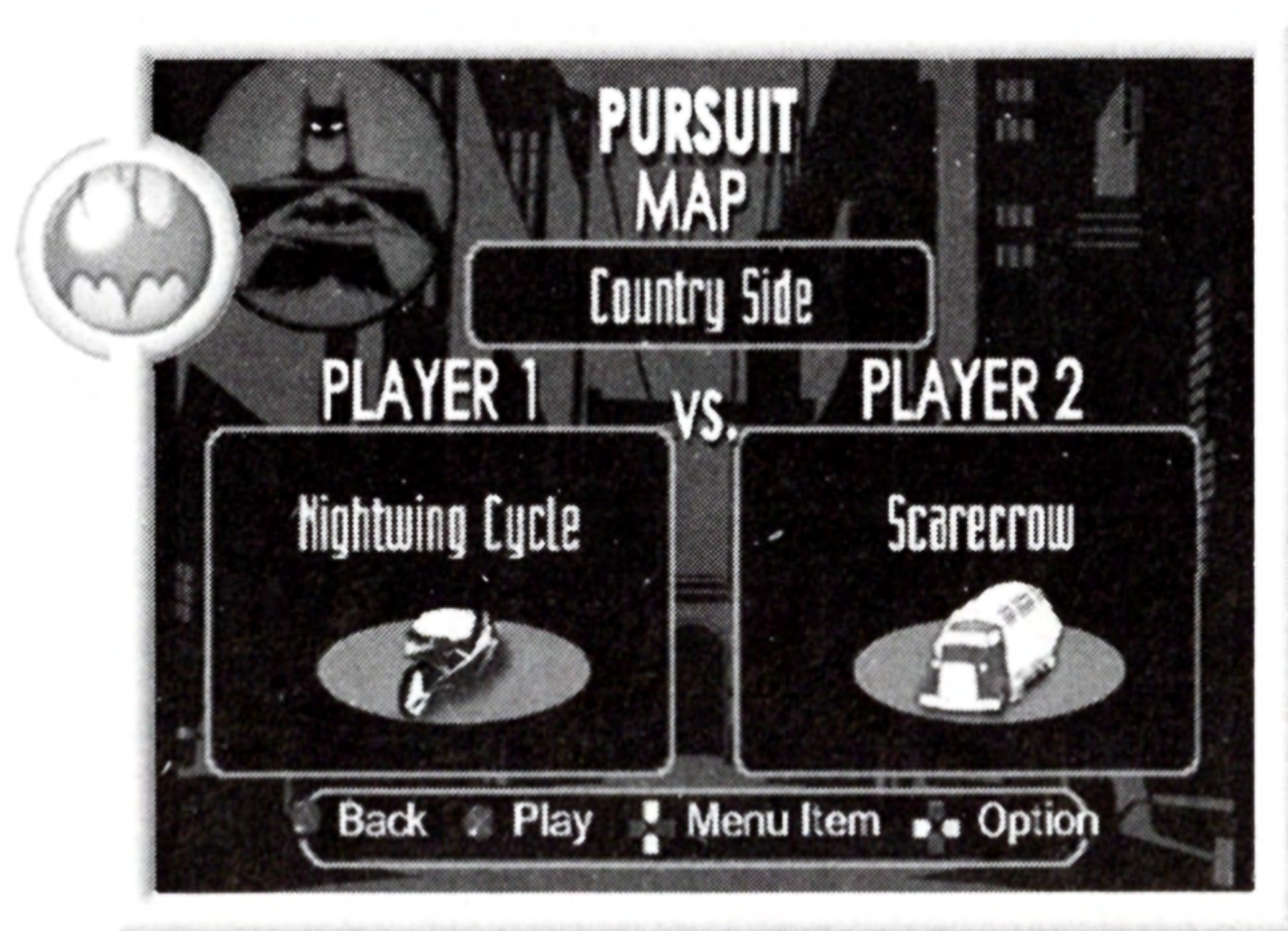
As a Hero you race from robbery to robbery in an attempt to capture the Villains and return their loot to the the people of Gotham City. When you get close to Villains, they tend to drop some of their loot to lighten their load. Pick it up to score extra points. The more loot you return to the citizens of Gotham City, the higher your score. However, if you destroy any property of Gotham City (i.e. lamp-posts, telephone booths, etc.), you will lose points.

As a Villain you perform robberies in an attempt to ransack Gotham City. The Direction Arrow points towards potential robbery locations (green arrow). The longer you stop at these locations, the more money you steal,



but the closer the Heroes get to catching you. Also, the more damage you cause to Gotham City (i.e. lamp-posts, telephone booths, etc.), the more points you will earn (tabulated on the Success Index).

To help evade capture drop some of your loot (**O** Button), to get a temporary speed boost. To keep the Heroes on their toes, try dropping bombs (Up Directional and **O** Button), at a few robbery locations. If you are captured, all of the money that you have collected is returned to the people of Gotham City and the Hero receives credit.



2-Player “Pursuit”

Multi-player gaming allows you to compete against a friend. In 2-Player “Pursuit” mode, players battle each other as Hero and Villain on a split screen. Within the “Pursuit” mode screen, players specify their map, cars and game duration. [NOTE: Difficulty settings are not an option in this mode.]

One player must be a Hero, while the other must be a Villain. The Villain attempts robberies and the Hero must try to stop them. The gameplay and controls are similar to the “Patrol” mode.

As a Hero you rush from robbery to robbery in an attempt to capture the Villain and return their loot to the people of Gotham City. Pick up the loot that the Villain dropped to score extra points.

As a Villain you perform robberies in an attempt to ransack Gotham City. The Direction Arrow points toward potential robbery locations (green arrow). If you are captured, all of the money that you have collected is returned to the people of Gotham City and the Hero receives credit (tabulated on the Success Index).

Options Menu

The Options Menu allows you to configure the game to suit your needs. It allows you to manipulate the game volume, video subtitles and controller vibration via the Game Setup Menu.





Game Setup

The Game Setup Menu allows you to enable and disable various in-game settings. Enabled settings have an (X) beside them, while disabled settings have a (-) beside them. The settings available on this screen are as follows:

Music Volume – Use the Left and Right Directional Buttons to increase and decrease the volume of in-game music.

SFX Volume – Use the Left and Right Directional Buttons to increase and decrease the volume of in-game sound effects.

Video Subtitles – Enables subtitles during cinematic sequences.

Left Controller Vibration: Enables vibration on the DUALSHOCK™ analog controller in Controller port 1.

Right Controller Vibration: Enables vibration on the DUALSHOCK™ analog controller in Controller port 2.

Controllers

The Controllers Menu allows you to change the default vehicle controls. Use the Left and Right Directional Buttons to cycle through the available control sets.

Video

Occasionally, you may want to re-center the game on your TV screen. Use the Directional Buttons to reposition the screen as desired.

Memory Card

The Memory Card Menu allows you to save and load games to and from your memory card.



SAVING, LOADING & EXITING THE GAME

The Memory Card Menu allows you to save and load games to and from your memory card. After playing **Batman Gotham City Racer**, you can save your progress by saving your game to a memory card. In order for the memory card to work it **MUST** be formatted and in Memory Card slot 1.

In order to resume an Adventure Game on the Adventure Menu, you must first load your previously saved games from a memory card into your console. To do this simply select the Load Button on this screen. The 'Saved Games' list appears on the Adventure Menu with a list of games you can resume.

You can exit a game at any time by pressing the START Button and selecting Exit To Main Menu.

GAME INTERFACE SCREEN

When the game starts, you see the vehicle you're driving and a view of the surrounding terrain. You also see the following items:



Direction Arrow – Points toward your current objective.

Clock – Shows you how much time you have left to complete a timed mission. When applicable, other icons are drawn in the Villain Icon section, in adventure mode. If you must disarm a bomb before it explodes, the bomb is shown in this section with the time remaining below it.

Villain Icon – Shows the villain in the current game underneath the villain's health bar.

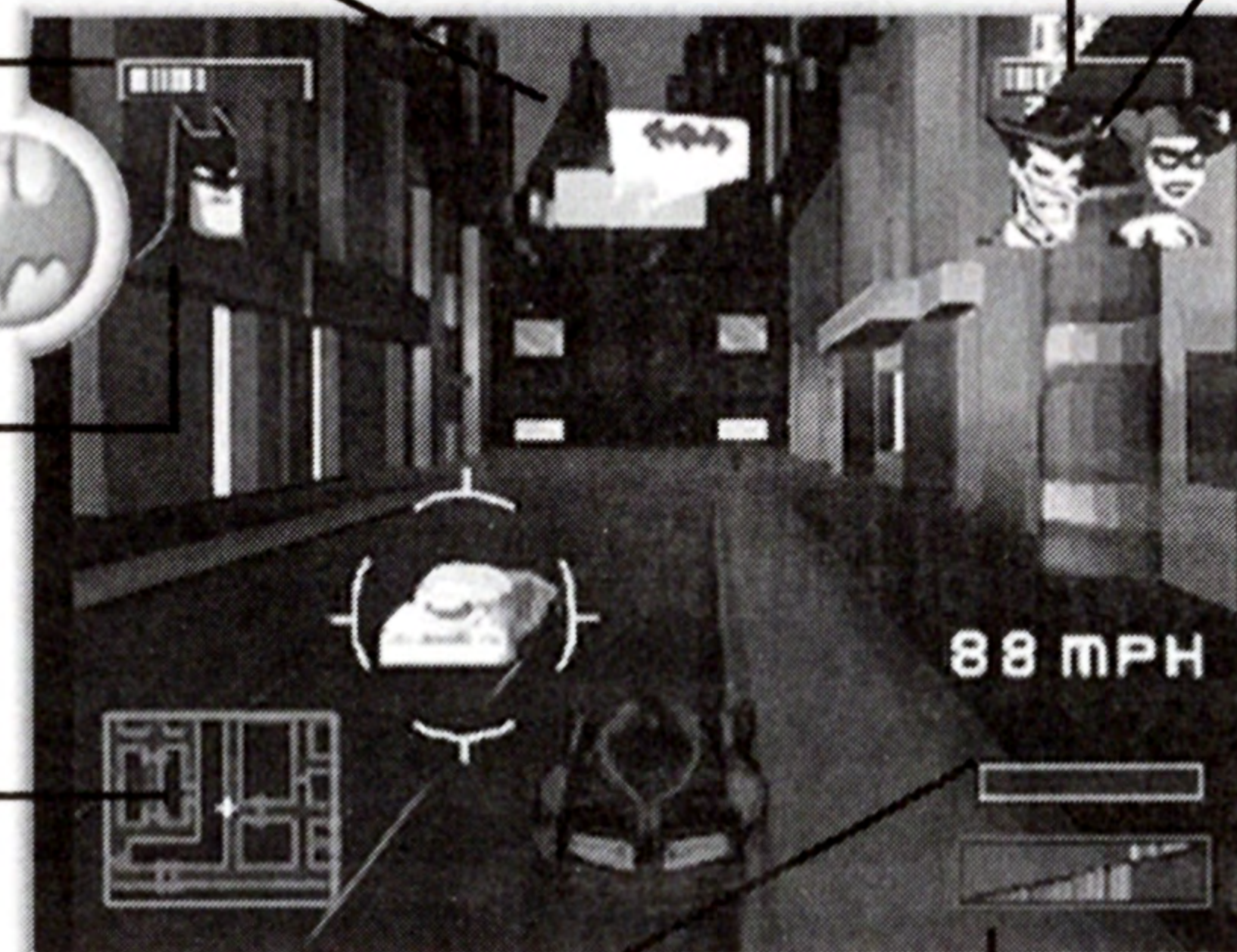
Damage Bars –

These decrease as the vehicles take damage (Hero: blue bar; Villain: red bar).

Hero Icon – Shows the hero in the current game underneath the hero's health bar.

Map Overlay –

Indicates your location (blue arrow) and your rival's within Gotham City. Objectives and enemies are displayed in red. Roadblocks are shown in yellow. Robbery points are shown in green.



Expendable Ammo –

These circles indicate your vehicle's special weapon ammo.

Villain Bomb Icon –

When playing a villain, this icon will appear next to the Expendable Ammo section when you have a bomb to drop.

Success Index –

Indicates the progress of the player(s). If indicator is in the red, the Villain is winning. If indicator is in the blue, the Hero is winning.

Turbo/Money –

This bar indicates how much Turbo fuel remains to the Hero player. A Villain player will see any money bags he is carrying, displayed in this area.

IN-GAME MENU

You may change any of the in-game options at anytime by pressing the START button.

Resume

Begin the gameplay from the point you paused.

Music Track

Choose from six background music tracks.

Camera

Change the Point-Of-View of your vehicle. Use Right and Left Directional Buttons to switch between inside or outside vehicle views.

Replay

Start the current mission over from the beginning.

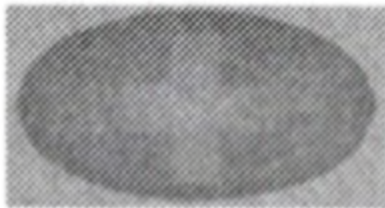
Quit Game



POWER-UPS

Power-ups are items that give various benefits when collected. They activate immediately upon contact.

The following table lists all the power-ups in **Batman Gotham City Racer** and their functions:

POWER-UP	IMAGE	FUNCTION
Recharge		Recharges a Hero's turbo boost or a Villain's bombs to full
Health		Repairs all vehicle damage
Weapon		Recharges weapon ammo to full (weapons followed by an * in Hero and Villain section) <i>in the vehicle charts</i>
Bonus		Awards bonus points
Time		Awards additional time to mission timer

HEROES

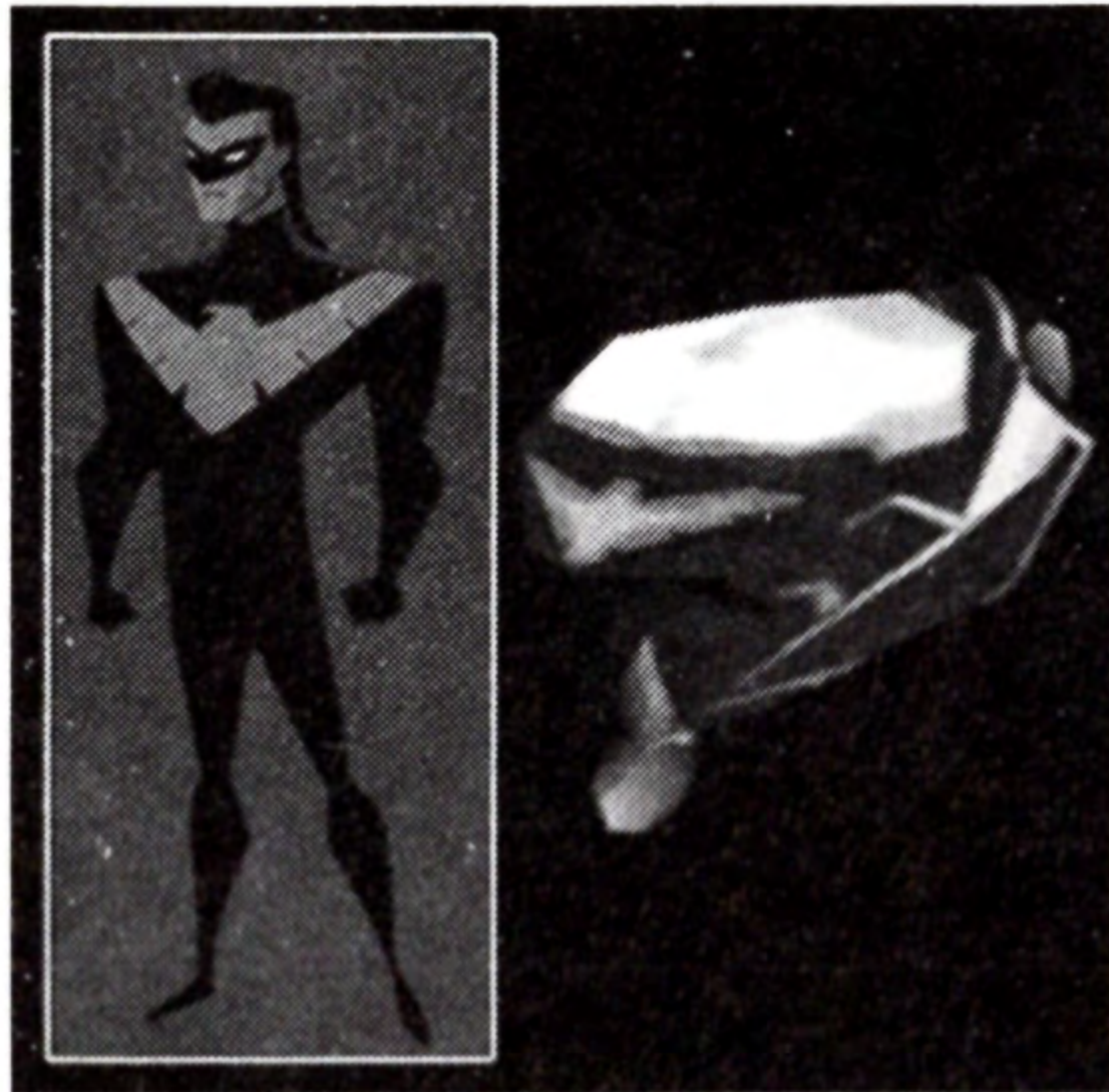


BATMAN - Inspired by the bats that had so horrified him as a boy, **Bruce Wayne** donned a black costume complete with cape and cowl and began his mission to make Gotham City safe again. The results were immediate: soon, the criminals of Gotham City were speaking in fearful whispers about the creature known only as Batman. Though Batman's fight against corruption was a lonely one, he soon found others who shared his passion for justice, chief among them police lieutenant **James Gordon**, one of Gotham City's few honest cops. Their friendship deepened over the years, and today, in his role as Police Commissioner, Gordon frequently uses the **Bat-Signal** to summon The Dark Knight whenever the police are confronted with threats too great for them to overcome.

Vehicle	Front Primary	Front Secondary	Rear Primary	Rear Secondary
Batmobile	Batarang	EM Pulse*	Oil Slick	Smoke Screen
Batcycle	Batarang	Homing Batarang*	Smoke Screen	— — — — —



HEROES



NIGHTWING - After college **Dick Grayson** left Gotham City to travel the world on his own. While living abroad, Dick studied many different crime-fighting techniques and reexamined his feelings about again taking up the role of **Robin** when he returned to Gotham City. He eventually realised he had outgrown the role of Batman's trusted kid sidekick Robin, and set about developing a new heroic identity all his own. Now in his new identity as Nightwing, Dick still teams up with his one-time mentor, but Batman often finds his one-time partner has new, and in some cases very different crime fighting ideas of his own.

Vehicle	Front Primary	Front Secondary	Rear Primary	Rear Secondary
Batcycle	Batarang	Homing Batarang*	Smoke Screen	-----



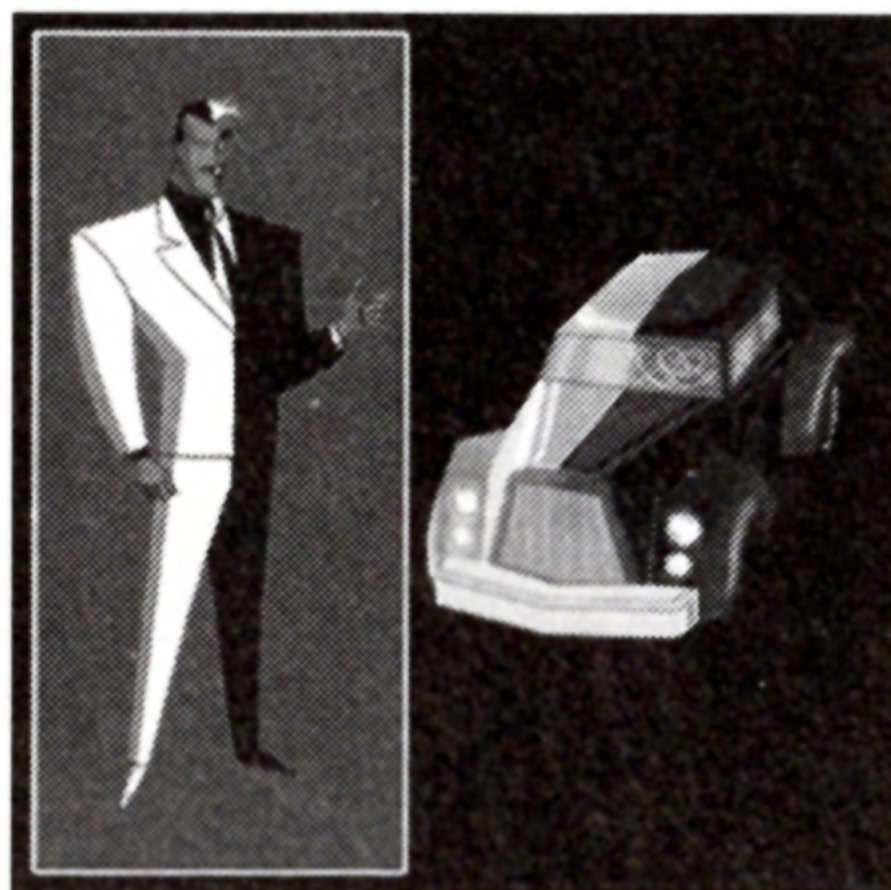
HEROES



BATGIRL - Barbara Gordon is the daughter of police commissioner James Gordon. By day she works for the police department updating their crime files, by night she battles the underworld as Batgirl. Barbara lives in a private townhouse near Gotham City's trendy Park Ridge. A service lift in Barbara's bedroom closet runs down to the secret basement where Barbara stores her Batgirl crimefighting gear. In addition to costumes and weapons, the basement also serves as garage for Batgirl's highly-advanced Batcycle, a gift from Batman.

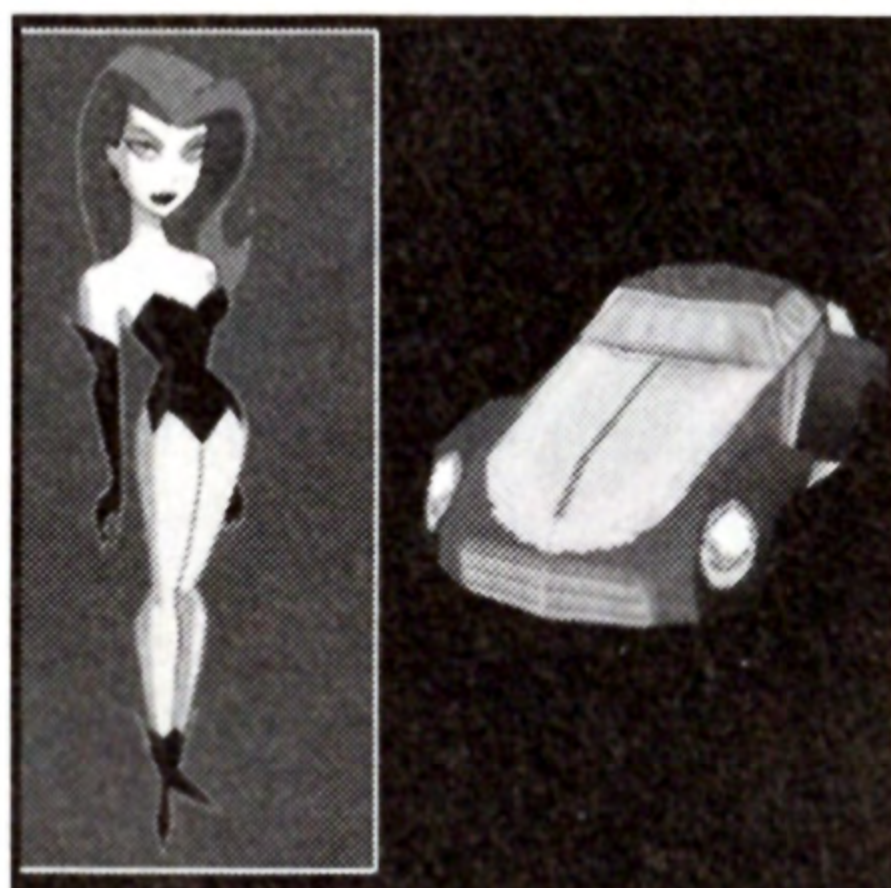
Vehicle	Front Primary	Front Secondary	Rear Primary	Rear Secondary
Batcycle	Batarang	Homing Batarang*	Smoke Screen	-----

VILLAINS



TWO-FACE - Former Gotham City District Attorney **Harvey Dent** is well-entrenched as the underworld crime boss Two-Face and continues to be a major threat to Batman and Gotham City. As Bruce Wayne and Harvey Dent were best friends before the accident that transformed Dent into Two-Face, both Batman and Robin share deep ties to the Villain.

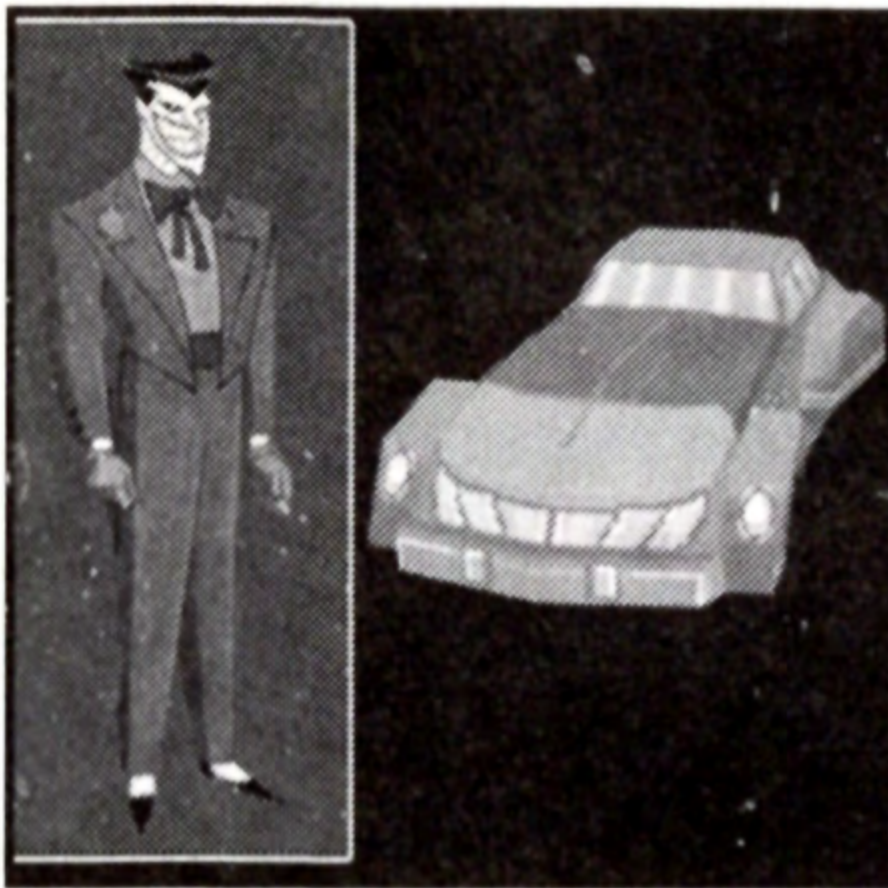
Front Primary	Front Secondary	Rear Primary	Rear Secondary
Machine-gun	Exploding Coins*	Machine-gun	Mines



POISON IVY - The villainous Vixen of Vines, Poison Ivy (**Pamela Lillian Isley**), continues her crusade for botanical supremacy over Gotham City. While essentially a loner, Ivy is not above "hanging with the girls," as she occasionally re-teams with **Harley Quinn**. Ivy remains one of Batman's most lethal foes, continuing to duel with the Dark Knight in order to avoid the inevitable trip back to Arkham Asylum.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Thorns	Cork Gun	Machine-gun	Mines

VILLAINS



THE JOKER - The Joker's continuing agenda is to humiliate and destroy Batman and his allies. A former hired hand for the mob, he was viciously funny, cruel and sardonic. The Joker first encountered Batman during a botched robbery at the Monarch Playing Card Factory. While he escaped by leaping into a drainage vat of chemical waste, The Joker later discovered that the toxins had bleached his skin chalk white, dyed his hair fluorescent green, and stretched his lips into a hideous, permanent grin.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Chattering Teeth	Exploding Playing Cards*	Boxing Gloves	Laughing Gas



KILLER CROC - A former professional wrestler who turned to crime, **Waylon Jones**, a.k.a. "Killer Croc", is an incredibly strong "reptile man." His alligator-like skin is virtually bulletproof, and he possesses razor-sharp teeth and claws. He is most at home in the sewers of Gotham City, and it is there that he usually makes his lair.

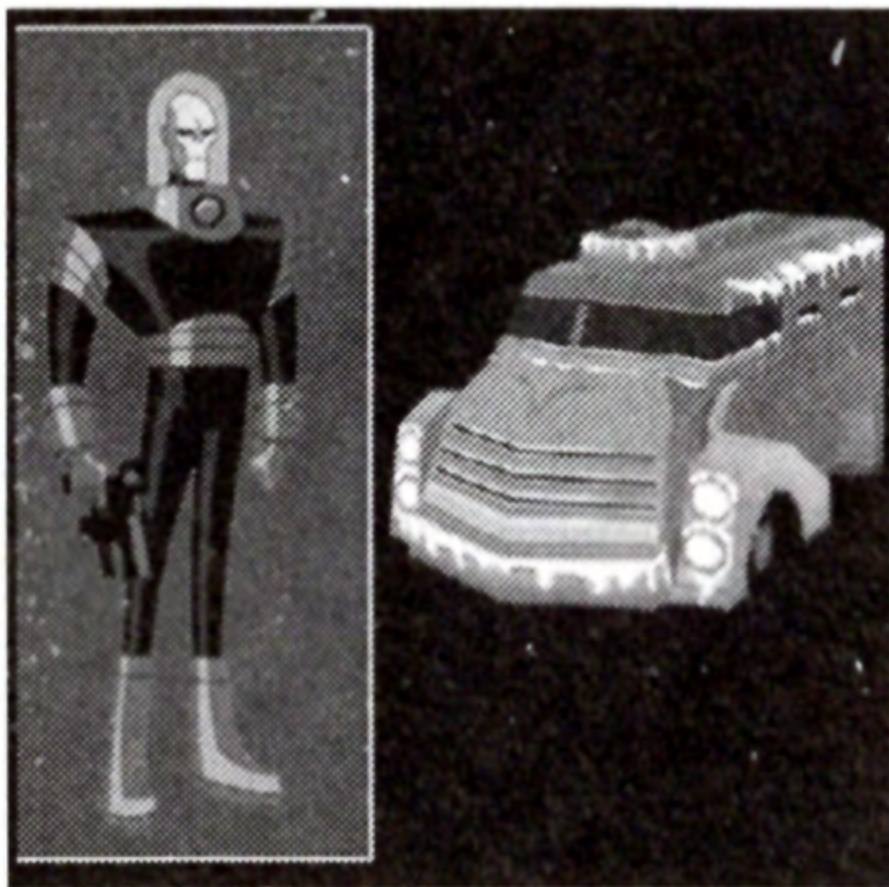
Front Primary	Front Secondary	Rear Primary	Rear Secondary
Shotgun	-----	Sewage Slick	-----

VILLAINS



CATWOMAN - Rich, glamorous and stunningly beautiful, **Selina Kyle** is a former socialite who became the notorious burglar known as Catwoman. Lured by the thrill of the hunt, she steals rare and beautiful objects with feline names or designs. Catwoman also enjoys a special bond with real cats, and all felines, tame or wild, instinctively trust her. With her cat-like reflexes and cat-o-nine-tails, she is a formidable opponent who is nearly a match for Batman.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
-----	-----	Cat Claws (Caltrops)	Radar Scrambler*



MR. FREEZE - Mr. Freeze (**Dr. Victor Fries**) is back, colder and grimmer than ever. Realizing that he can never be united with his terminally ill Nora, a new layer of ice has frozen over Freeze's heart. He's lost that which is most precious to him, and in retaliation he's going to stamp out warmth wherever it glows. Mr. Freeze eventually lost his obsession over his wife and instead concentrates on bringing misery to the people of Gotham City and the man he believes is responsible for his icy condition - Batman.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Freeze Ray	-----	Ice Slick	Ice Blocks*

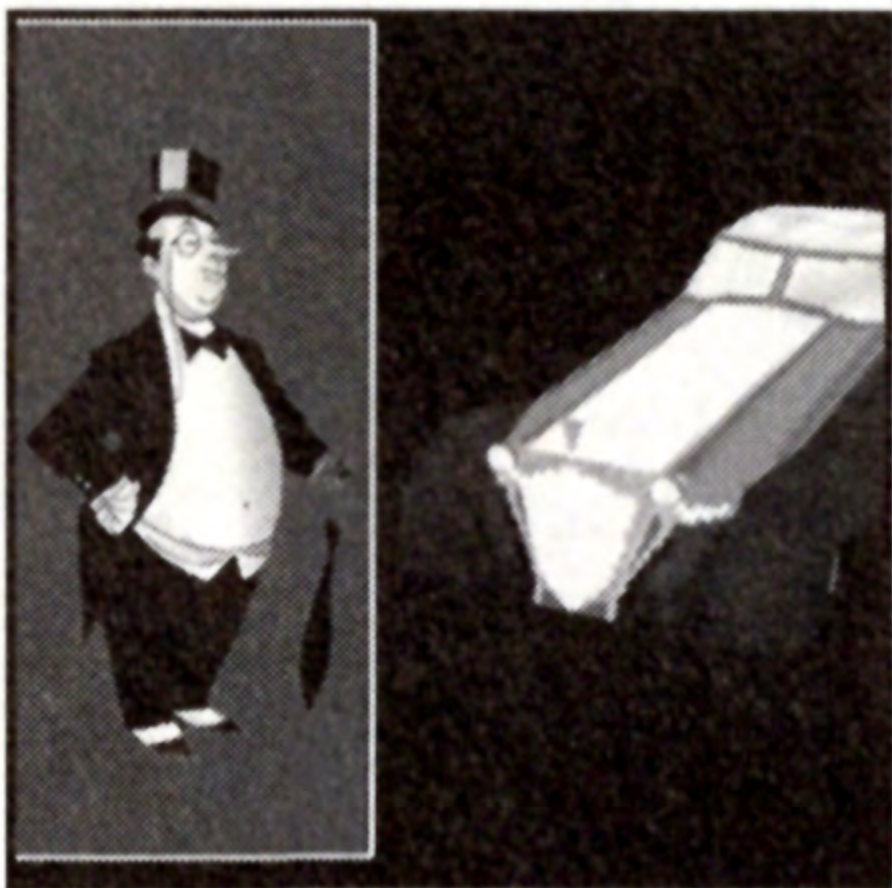


VILLAINS



SCARECROW - Ex-college professor **Jonathan Crane** was always interested in the use of fear to trigger obedience in test subjects. Embittered at being derided for his theories and fired from his job, Crane now dresses in the macabre rags of a scarecrow and uses his fear-inducing chemicals to force innocent people to bow to his will. His control over human emotion gives him not only the power to induce fear, but also to take it away.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Machine-gun	-----	Nightmare Gas*	-----



THE PENGUIN - **Oswald Chesterfield Cobblepot**, also known as The Penguin, is a "reformed" master criminal. He has found the public acceptance he's always craved after opening a posh nightclub called "The Iceberg Lounge," the hottest new place in town according to Gotham City's jaded in-crowd. The preening Penguin enjoys the good life, but he hasn't entirely abandoned his criminal ways. Using the club as a front, The Penguin secretly continues to control Gotham City's underworld by bartering in illegal information and stolen goods.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Umbrella Missile*	-----	Umbrella Mines	Flame Umbrella

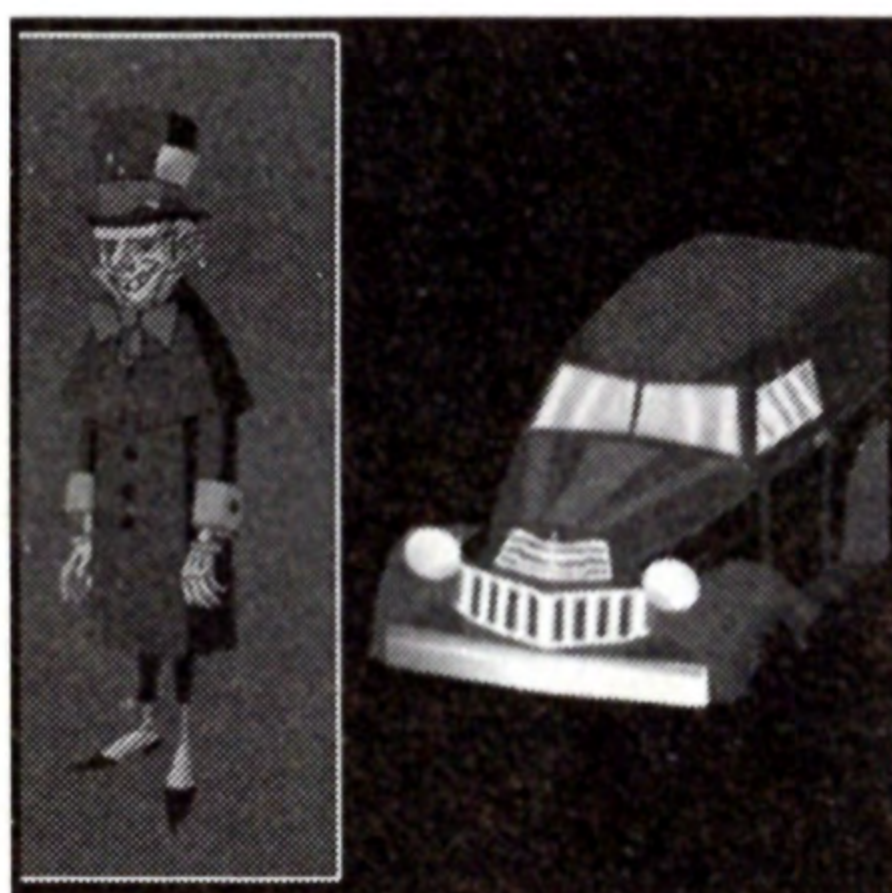


VILLAINS



THE RIDDLER - Edward Nygma, also known as The Riddler, undoubtedly has the highest IQ of all Batman's foes. Cold, aloof and possessed of a steely wit, The Riddler challenges Batman to a duel of wits by leaving a trail of riddles, puzzles and cryptograms to his crimes. In fact, he is psychologically incapable of committing any crime without offering a clue as to how he can be caught. Unfortunately for The Riddler, he has met his match in Batman, who's been able to decipher even his cleverest conundrums.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Machine-gun	-----	Exploding Package	-----

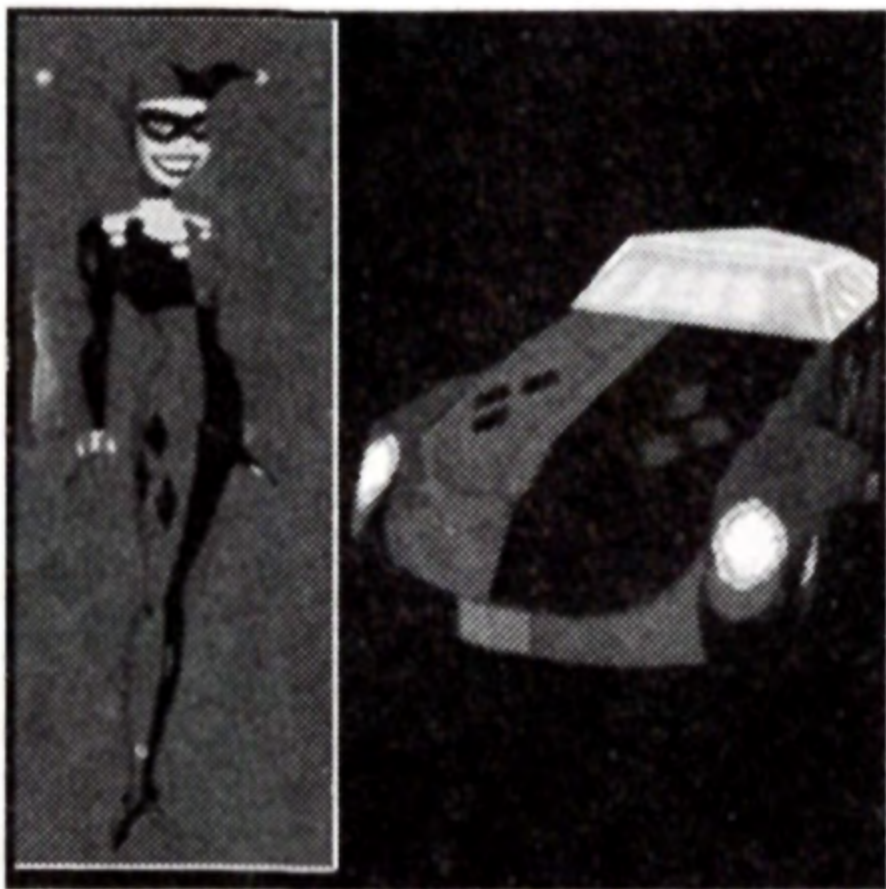


THE MAD HATTER - Jervis Tetch became The Mad Hatter when he invented a mind control device that put others under his spell. Now, he implants these devices in various forms of headgear. Once donned by the victims, they instantly fall under his power and become hapless zombies who unknowingly commit any crimes he wishes.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Razor Hats	-----	Hat Mines	-----



VILLAINS



HARLEY QUINN - Although she hides her true nature behind a mask of playfulness, The Joker's doll and frequent accomplice, Harley Quinn, is almost as unpredictable and deadly as her infamous boss. She was once a brilliant young psychoanalyst, **Dr. Harleen Quinzel**, until she was seduced by The Joker while interning at Arkham Asylum. Renaming herself Harley Quinn, she helped The Joker escape and joined his gang. Harley has worked off and on with The Joker, as well as with her frequent partner in crime, Poison Ivy.

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Cork Gun	-----	Cork Gun	-----



SCARFACE - Scarface is a tough-talking dummy who runs his mob by giving orders! As to **Arnold Wesker**, the Ventriloquist, he is a seemingly mild-mannered man...A classic case of multiple personality disorder, Wesker and Scarface are two completely separate personalities occupying the same body. Indeed, Arnold Wesker doesn't know about the gang, Scarface does. Although Wesker would like to reform, Scarface has the more dominating personality. Scarface has nothing but contempt for the Ventriloquist, always referring to him as "Dummy."

Front Primary	Front Secondary	Rear Primary	Rear Secondary
Machine-gun	-----	Machine-gun	-----

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Proof of Purchase

Batman™ Gotham City Racer

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TECHNICAL SUPPORT

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at <http://www.ubisoft.com/support>. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

CONTACT US OVER THE INTERNET:

<http://www.ubisoft.com/support>

This site takes you to the Ubi Soft Solution Center. Here you can browse our FAQ listings, or search the solution database for the most recently updated information since the game's release. or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative.

CONTACT US BY E-MAIL:

For fastest response via email, please visit our website at: <http://www.ubisoft.com/support>

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: support@ubisoft.com.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

CONTACT US BY PHONE:

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only.

We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game.

Be advised that our Technical Support Representatives are available to help you

Monday - Friday from 9 am - 9 pm (Eastern Standard Time), excluding holidays.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response!

CONTACT US BY STANDARD MAIL:

Please do not send returns directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Replacement policy / Warranty in this manual.

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Ubi Soft Technical Support cannot give answers to hint, tip, or cheat related questions. Please call our automated Tips Line for walkthroughs and cheats for our games.

All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

(900) 288-2583 (CLUE). \$.95 per minute

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TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

ADDRESS:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560
Phone: 919-460-9778
Hours: 9am - 9pm (EST), M-F

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list

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