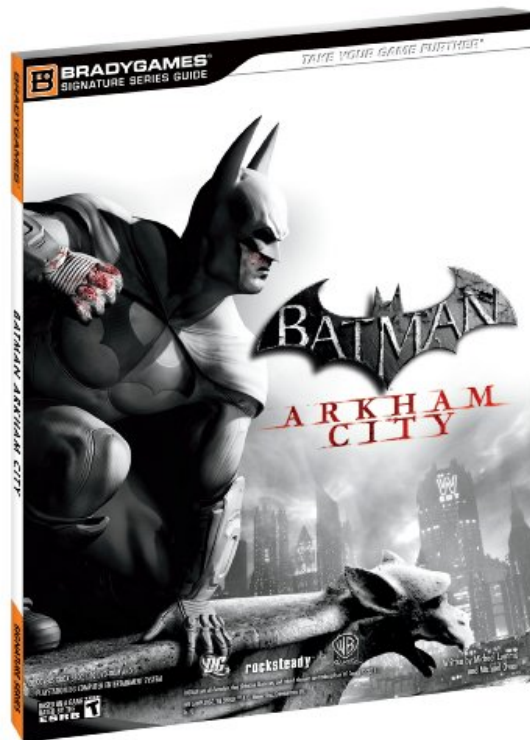
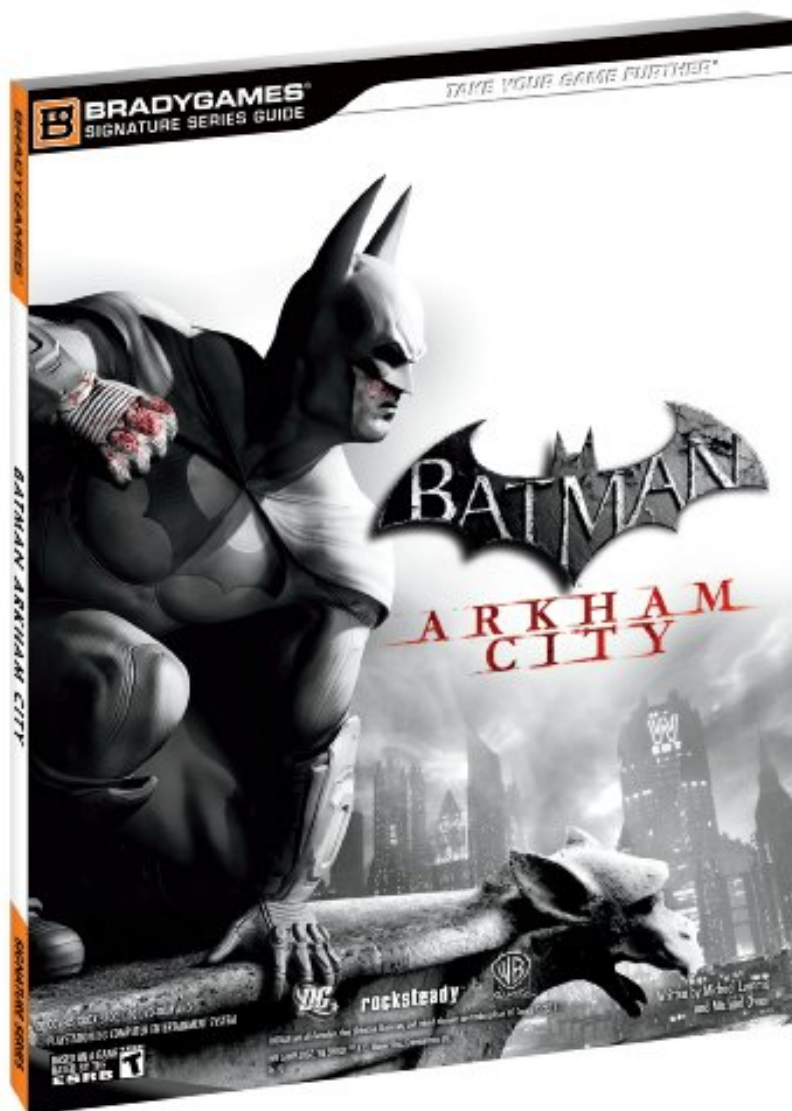


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BradyGames, an imprint of DK and a division of Penguin Random House Inc., is the world's leading publisher of strategy content for PC and console video games. BradyGames understands what gamers—both casual and hardcore—want and need from strategy guides. Every guide features in-depth content, detailed screen captures, quick-reference tips, and professional strategy. Prima Games is also a leader in the digital strategy realm, offering interactive maps, streaming video, searchable online guides and apps, and a full website at primagames.com.

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BradyGames' Batman: Arkham City Signature Series Strategy Guide includes the following:

Join the Dark Knight as he soars into Arkham City, the new home for all of Gotham City's thugs. The sequel to Arkham Asylum brings together an all-star cast of heroes and villains.

- The walkthrough chapter will cover how to subdue the villains attempting to stop Batman. It will reveal the ultimate path through each level and the best tactics to employ.
- Learn which gadgets will work best and how to deploy them for maximum effect.
- Area maps illustrate all the available item locations.
- Character and villain bios.
- Rundown of all the game's new moves.

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25 of 27 people found the following review helpful.

Decent Guide for an Absolutely HUGE Game

By Nemesis296

First thing you should know about this book is that it is NOT 352 pages. In fact, it is only 272 pages, which

is quite a big difference from what was advertised. Once you put that disappointment aside, this book is halfway decent. There's a pretty thorough campaign walkthrough, and it tries to minimize the spoilers which is nice. I will not give anything away about the game here, as that would just be cruel to not let you experience it yourself! There is a section on bios which details all of the villains (this does contain some spoilers though, so I suggest you don't read it thoroughly until you complete the main story) and gives you their backstory for Arkham City.

The best part about this book is that it tells you (in more words or less) how to obtain every last Riddler trophy (All 440 of them) in the game. There are parts of this that I wish were a bit more descriptive or had a few more screenshots, but overall this guide is pretty easy to use if you have a goal in mind. That said, it will be very difficult to find some of the trophies if they aren't marked on your map. There are little maps drawn with numbers over the positions of the trophies, but it can be hard to navigate to the exact spot in some areas. It also suffers from "From the platform where you got Trophy #5", assuming that you will not be picking up any Riddler trophies until you have the ability to get them all after the story's conclusion.

There is also a section that is dedicated to the challenge maps (combat/predator) and gives you tips on how to fight each enemy type. There is also a full writeup on strategy for freeflow combat, which can be very helpful for beginners. I don't have the book on hand at the moment, but I'll update this review if I come up with anything else that I can remember about the book.

By the way, if you're thinking about buying this book you may want to get it sooner rather than later. I preordered it 2 months in advance and somehow my preorder got backordered by Amazon and I had to wait an additional week to get my book. Who knows how many of these they actually printed, and when they're gone they're gone.

4 of 4 people found the following review helpful.

Makes the game even more fun.

By Jerry So.Cal.

I'm not a big fan of game guides in general because games typically don't require them. I have beaten all the games i've purchased just by playing and figuring things out. The reason i wanted a guide for Arkham City is because the game is huge. I knew that if i simply played and tried to figure things out on my own, i would never get to experience the entire game.

For example, after saving Catwoman from Two-face, i left the building through the nearest door and continued on my way. After i bought the book, i replayed that scene and it told me to take a different door, head down the stairs where i could find Calendar Man. Without the book, i never would have thought to take a different door and i never would have found Calendar Man(which also has an associated trophy). This little tidbit isn't needed to beat the game, but it does allow me to experience more of the game. And for such a huge game, i don't want to miss anything.

The book is well laid out. It gives you some good tips on combat, and it also suggests which upgrades you should get first. This little tip alone helped me to increase my xp points tremendously during battle. Then it goes through a complete walk-through of the game. Finally, it explains how to find all of the Riddler trophies.

The only downside so far is that it doesn't tell you which buttons specifically to press. For example, instead of stating "press the square button," it'll say "press the punching button." Instead of saying "press the triangle button," it'll say press the counter button. Or press the glide button, press the crouch button, etc. Without having the little manual that came with the game, you won't know which button the guide is referring to. The guide states the reason they left out the specific buttons is because xbox and PS3 have different buttons. So what? Just include both options like all other manuals do.

I didn't want to drop my rating for that negative aspect alone. The guide helps you get your money's worth

out of the game and will help you see things you might not have known were there.

4 of 4 people found the following review helpful.

Batman guide

By Thomas O'Brien

When I got stuck and needed a hint, this magazine was exactly what I needed. Got me unstuck and I finished the game. Excellent product.

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