


☐

I'm not robot


reCAPTCHA

Continue

Nintendo ds lego batman 2 arkham asylum walkthrough

We encourage you to read our updated **PRIVACY POLICY** and **COOKIE POLICY**.
===== **LEGO BATMAN 2: DC SUPER HEROES** =====
===== **LEGO Batman 2: DC Super Heroes (PS3 Version) A FAQ/Walkthrough by CyricZ Version 1.0** E-mail: cyricz42@yahoo.com

***** 1. INTRODUCTION *****
5E. Chemical Crisis 5F. Chemical Signature 5G. Unwelcome Guests 5H. Destination Metropolis 5I. Research and Development 5J. Down To Earth 5K. Underground Retreat 5L. The Next President 5M. Core Instability 5N. Tower Defiance 5O. Heroes Unite 6. Free Play Runthroughs (Minikits/Citizens in Peril) 6A. Theatrical Pursuits 6B. Harboursing a Criminal 6C. Arkham Asylum Antics 6D. Asylum Assignment 6E. Chemical Crisis 6F. Chemical Signature 6G. Unwelcome Guests 6H. Destination Metropolis 6I. Research and Development 6J. Down To Earth 6K. Underground Retreat 6L. The Next President 6M. Core Instability 6N. Tower Defiance 6O. Heroes Unite 7. Gotham City Exploration 7A. Remote Terminals 7B. Villains 7C. Gold Bricks - North Island 7D. Gold Bricks - Central Island 7E. Gold Bricks - South Island 7F. Citizens in Peril 7G. Red Bricks 7H. Vehicles 7I. Gold LEGO Doors 7J. Bonus Level: LEGO Gotham City 8. Characters 8A. Hero Characters 8B. Villain Characters 8C. Civilian and Goon Characters 8D. Ground Vehicles 8E. Water Vehicles 8F. Air Vehicles 9. Secrets/Unlockables 9A. How To Get 100% 9B. Extras 9C. Trophies/Achievements 9D. Secret Codes 10. Standard Guide Stuff 10A. Legal 10B. E-mail Guidelines 10C. Credits 10D. Version Updates 10E. The Final Word

***** 1. INTRODUCTION *****
In this guide, like in all my guides for the LEGO Adaptation Games, we'll take a look at a complete exploration through the game, including walkthroughs on how to get through each story mission, ways to find all the hidden collectible goodies, and how to navigate the vast new open world of Gotham City, so suit up, heroes! We're not wearing hockey pads!
***** 2. FAQ *****
Q: What is LEGO Batman 2: DC Super Heroes? A: This is a LEGO-styled action game released in 2012 based largely around the mythos of DC Comics' Batman, but includes other super heroes as well. Q: What is the ESRB rating of this game? A: This game is rated E10+, with the added descriptor of Cartoon Violence. Q: Would this game be good for my kids? A: All violence is done towards LEGO bricks, so there's no blood. Any references to the grim and gritty nature of the Batman mythos is toned down, without being TOO campy. As far as positive aspects of the game towards kids, the gameplay is focused on exploration, discovery, and critical thinking. The co-operative gameplay style and forgiving difficulty is also a plus. Q: Are there really voice actors in this game? Who plays who? A: Yes there are. Cutsenes are fully voiced, although you still get a little bit of grumbling a few times for old time's sake. Here's an abbreviated cast listing: Troy Baker - Batman, Two-Face (same as Arkham City for Two-Face) Charlie Schlatter - Robin Steve Blum - Bane, others Clancy Brown - Lex Luthor (same as the DC Animated Universe) Travis Willingham - Superman Laura Bailey - Harley Quinn, Poison Ivy, Wonder Woman Rob Paulsen - The Riddler Christopher Corey Smith - The Joker Q: How many people can play? A: Two, and no. Q: What's new about this game compared to the recent LEGO games? A: The greatest change, besides the voice acting, is the inclusion of a rather large open-world sandbox that connects the missions. Gotham City is a gigantic hub with tons of places to explore as you travel by foot or by vehicle. Q: What part of the Batman mythos does this cover? A: This game is its own continuity. It doesn't operate under any specific Batman stories in comics, movies, television, or animation. Still, several of the designs will seem familiar to the animation, and as for music, both Danny Elfman's theme from the Batman movie and John Williams' Superman theme are in full play. Q: Can I save in the middle of a Story Mission? A: Yes! At several points throughout missions, there are things called "Save Switches", which will save your progress within the mission, allowing you to quit and return to that spot. The important thing to remember is that to return to that spot, you must resume the mission by going to its starting location in Gotham City. NOT restarting by going to the Batcave menu. Q: I'm at the spot you say that a collectible is, but there's nothing there! A: Depending on your system, it may take some time for the items in an area to load. Wait around for a moment in the area to see if the objects appear. If not, pause the game and step away for a minute or two. It should all be loaded up by the time you get back. Q: Why did you point out where the Gold Brick "starting points" are if the map only refers to the ending points? A: Because I felt I should pick one or the other, and I'd rather have you start from the beginning than trace your way back from the ending. That said, if you're feeling adventurous, there's no problem with you taking a flying character, starting from the brick you're looking for, then following the stud trail back to the street-level starting point. Q: I'm missing one vehicle. The last one in the fourth row of the ground vehicles. A: It's Harley Quinn's Motorbike. Go to LEGO Gotham City and beat it on Free Play.

***** 3. BASICS *****
Most of this information can be found in the instruction manual, like anyone reads those. =====
3A. Controls ===== General Controls - Left Analog Stick: Move your character. Right Analog Stick: Move the camera. X Button: Jump. - Most characters will dive-roll if you press X in midair. - Some characters have a double jump by hitting X again. - Some characters can fly by hitting X in midair. While in air, hold X to rise, release to drop slowly, and press Circle to drop to the ground. Square Button: Attack. - Most characters have basic punches for an attack. - Hold down the attack button and you'll pull up a targeting reticle by which you can use a projectile attack, like a Batarang. Circle Button: Action. - Hold Circle down near LEGO piles to build them. - Also used for certain suits/characters special abilities. Triangle Button: Shift Focus. - Also used to enter and exit vehicles. L1 and R1 Buttons: Used during Free Play to change characters. L2 and R2 Buttons: Center camera in Gotham City. Start Button: Brings up Pause Menu. Hub Driving/Flying Controls - Left Analog Stick: Steer Right Analog Stick: Move the camera. X Button or R2 Button: Accelerate Square Button: Fire Guns (if your vehicle has them) Circle Button or L2 Button: Brake and Reverse - Circle also fires secondary weapons if you tap the button, such as rockets on the Batmobile. Triangle Button: Exit Vehicle Note that these controls apply to flying characters as well. ===== 3B. Menus/Displays ===== Main Menu - New Game: Start a new game. Load Game: Load a previously saved game. Coming Soon: Shows a preview trailer of LEGO Lord of the Rings. Options: Opens a lighter version of the Options Menu below. Go to the Pause Menu for the full Options Menu. --- Options Menu - Audio Volume: Adjust the general volume of the audio, if you can't be bothered to find your TV remote. Music: Toggle music on/off. Alfred Hints: If they're On, Alfred will give you a vocal note to pay attention to the bottom of the screen. If Silent, then you'll still see the note, but won't have to listen to Alfred nag at you. Subtitles: Turns the cutscene subtitles on/off. Brightness: Adjust to see more in the dark areas. Motion Blur: If on, your characters will blur as the camera moves around them, making things more cinematic. --- Pause Menu - Resume: Get back to the game. Options: Opens Options Menu. View Map: Brings up a map of Gotham City once you unlock it. Only available in the hub areas. Show Game Controls: Take a quick look at the controls in case you've forgotten. Extras: Opens Extras menu, where you can select any extras you've purchased, as well as toggle the Adaptive Difficulty. Quit: Return to the Main Menu, the Batcave, or exit missions depending on where you are. ===== 3C. Hints/Tips ===== Smash freakin' everything. Lay waste to any LEGO objects in the area and rack up that stud total. Use Ground Pounds to demolish clusters of objects quickly. Keep collecting studs. Collecting a specified number will give you "Super Hero/Villain" status at the conclusion of the mission. Once you hit the Super threshold, you cannot lose, no matter how low your studs get afterwards. You only need to get Super once, either on Story or Free Play. On the note of studs, if you're looking for a little boost, here's a tip: you may notice while punching out streams of bad guys that you'll see a little combo multiplier racking up as you take out successive dudes. While it no longer transfers directly to your stud total as it did in the first game, you may notice a "Circle" prompt pop up in a melee of enemies as you rack up a combo. If you match that Circle prompt, you'll perform a finishing move on that nearby character, and you'll get a big boost to your combo and a small amount of studs for it, and more if your combo is higher still. Collect Minikit Canisters to assemble a vehicle. These vehicles can be used in Gotham City later. Most Minikits will require you to revisit the story mission in Free Play. For completing a Minikit, you'll get 50,000 studs, except for the last one, which gives you 500,000. Scattered around Gotham City are Red Bricks that are used to apply Extras to your game. You need villains to get these bricks, specifically The Joker, The Riddler, Poison Ivy, and Lex Luthor, but I'll go into further detail in the "Gotham City Exploration" section. DON'T FORGET YOUR BATARANGS. They allow you to hit far off targets, so use them whenever you think you can't progress through a mission. Explore everywhere. Run into walls and behind them to look for any areas you might be missing. Big value studs are hidden in places where you can't normally see them. If you die, you'll drop a portion of your studs: usually 2,000. You can die as many times as you want and you can still finish the mission. However, losing too many studs means you'll have a harder time getting Super status, so be sure to recollect those lost studs when you croak. Look out for visual cues to see how you can progress in a mission. Many of the spots that hide Suit Panels are under brightly glowing objects.

***** 4. THE BATCAVE/GOTHAM CITY HUBS *****
This section of the guide will just be a quick overview into the cave and the concept of the city hub. I'm not going to describe how to find all the collectibles here. That's for Section 7. So, the Batcave is the main hub where you can access a map of the city at the computer in order to replay Story Missions. The map has numbers for each mission, and can tell you how much stuff you've found in each one. Also at the bottom are counts on how many of the game's collectibles you've found, which can easily be seen by viewing the map anyway. So, besides the computer, there are also three vehicle pads for accessing the different types of vehicles. Note that the water and air vehicles will be initially locked. You'll need Superman to burn through those locks. Also, the custom character creator is on the left side of the cave. You cannot access this, however, until you complete all the story missions, so don't worry about it until then. As for Gotham itself, it's big. It's really really big. The idea is that ALL of the collectibles are hidden somewhere in Gotham, which as I've said, we're not getting into yet. Also, the city hub is used to transition between the story missions. To get to the next story mission, look for the Bat Signal on the map. There's also a compass that you can use to direct you. It will have a yellow and black Bat Signal in the direction of your next mission, but I honestly don't use much. So that's about it for Gotham. Come back when you've beat the game, and we'll really dig into the heart of the city.

***** 5. STORY MISSION WALKTHROUGHS *****
As you begin a New Game, you'll be thrust immediately into the first story mission. Don't worry, we'll get to explore Gotham soon.

===== 5A. Theatrical Pursuits =====
Super Hero at 126,000 Characters: Batman, Robin --- Walkthrough - Theater - All right. Joker and the gang have taken the Harbourside Theater by storm, and it's up to you and Robin to give them a proper beatdown. First, we need to take care of Harley. Build the stairs down by the stage front by holding Circle near them and walk up to fight her. She'll bounce around the stage. As soon as she stops, hold down Square to target her with a Batarang and bean her with it. Do so three times and she'll get knocked down the hole in the stage. Follow her down. Basement - Harley's down. Basement - Harley's down for the count, so let's move on. First, let's use that Save Switch nearby. This will allow you to quit the game and resume from that checkpoint. Now, here in the orchestra pit, beat on that big inverted tuba. Note the green leeks sticking out of it. Once you punch it a couple of times, the Riddler will pop out and take off. Follow him to the right. After a bit, you'll notice he's got a security camera set up. As you enter a big prop room, you'll be told about Grapple Handles. Use your Grapple Gun by targeting the orange handle above you, just like you did with your Batarang. Press X at the top to jump to the ledge above, then use the next Grapple Handle to the right and while still hanging from the first one, grapple to a second one further to the right. Push the box off the ledge and assemble the pieces to make your first Suit Pad. This one gives you Batman's Sensor Suit. Press Circle to turn on the suit's invisibility power, then enter the security room and punch the guy as well as the green object powering the camera. Now, Robin can follow you to the right. Use one of the Grapple Handles and hang from it, then press Triangle to switch to Robin and have him do the same. With both of you hanging, the door in the back will open. Now head to the back of the room to find a green wall. These are special walls that you can use the Sensor Suit's X-Ray Vision on. Press Circle while standing in front of it. Now, the idea in here is to use the Left Analog Stick to find parts you can move, then press Square to move them. For this one, simply find The Riddler and press Square on the red thing above him to bonk him. Do this three times and he'll pop out. Punch him three times and you'll break his little toy. Reassemble it into an elevator, then hop on. Lobby - First, let's smash that red and yellow popcorn machine. Assemble the pieces to make Robin's first suit, the Acrobat Suit. This gives Robin a lot more mobility and a stick. Hold Square to target that stick and focus it on the blue and white socket on the wall behind the Suit Pad. Double jump up to the pole and press X to flip over the several poles to the upper level. Two-Face will pop up here, so smash the plants near the front of the balcony so you can make a Grapple Handle for Batman to join you. Now, go invisible as Batman and head to the back of the room. Smash the seats here and assemble them into what's known as a Ball Socket. Switch back to Robin and press Circle to roll up into a ball. Roll into the socket and push the Analog Stick down to lower the chandelier. Punch Two-Face four times. Now, the screaming people are gone and you go up and back. Projection Room - Time to face Mr. J. He'll run up and shock your character, so quickly switch to your partner and punch him. Once he's down to one heart, he'll hop up onto the projector. You'll now be able to access the green wall on the right. Look inside it with X-Ray Vision. You'll want to tap the object in the upper- left once, and the one in the lower-right two times. This will knock Joker down to the theater. Assemble the nearby pieces and hop onto the zipline you've created to zip down and finish this mission. --- New Characters: Batman, Robin New Suits: Sensor, Acrobat --- Gotham City Interlude: Stop the Joker You're now in the great Gotham hub, but there's actually rather little you can do at the moment with the way south blocked off. Jump off the roof and head east towards that big Bat Signal on the ground. Smash the box on the terminal and assemble the pieces for the Sensor Suit Pad. Use it on the green-walled box in the back to find pieces for an Acrobat Suit Pad. Roll to the ball socket and use it to raise a box from the water. Put together the pieces and you'll activate the terminal. Select "Robin's Helicopter". Press Triangle next to it to hop inside.

===== 5B. Harboursing a Criminal =====
Super Hero at 90,000 Characters: Batman, Robin --- Walkthrough - Outside Theater - Well, looks like your chopper's all messed up. You'll just have to fix it. First, assemble the pieces right next to the chopper. That's Part #1. The other parts somehow landed themselves further up the building. Head to the trailer back and to your left and use a Batarang on the red locks to open it. Break the equipment inside and assemble the pieces into a Power Suit. This suit has rockets that you can fire either by targeting or just by tapping Circle. Launch a rocket at the silver spotlight in front of the right side of the theater, then assemble the pieces inside to Robin's next suit, the Magnet Suit. Head to the shiny blue wall behind the spotlight, and hold down Circle. This will move the two blue parts away so you can start scaling the wall with the Magnet Suit. Clomp up the blue wall, being careful about your direction so you don't fall. Once you reach the top, look up for a Grapple Handle and use it. You'll ride the banner up. Jump off to the left and climb up the railings. Use your magnet again to lower the blue panels, then walk up them to the other side. Use your magnet one last time on the scaffolding and you'll drop it so Batman can come up and join you. This also releases the second part of your helicopter, but don't bother assembling it yet. Batman's Power Suit not only has rockets, but extra strength. Once you ride up the scaffolding, press Circle in front of the orange handle to yank the gate open, then have Robin pull the ladder down. Have Batman climb the ladder, then blast the silver object at the back wall, then have Robin magnetize twice more to make a Grapple Handle so you can ride up the elevator. Blast the silver spotlight and assemble the zipline to ride over to the left. Now, grapple up the tower, head back to the right, then magnet one more blue object and grapple up. Pull on the orange handle and you'll release the last piece for your helicopter. Assemble all the pieces, then hop on. Batwing Chase - Y'know, if Batman had this the whole time... Anyway, it's time to chase down the Joker. This part's quite simple. Shoot the joker until the meter empties, then shoot up any goons he summons to harass you between those times, either boats or helicopters. Parking Lot - Joker seems to have parked his boat in front of the amusement park, and you'll need to get close to stop him. Go to the digger on the left and blast the silver part holding up the scoop. Assemble the pieces into a cannon, then aim it at the Joker, then pull on the orange handle to fire. For the next phase, Joker will throw electrified pies with an area effect. Head up to the back of the area and put together the parts busted off Joker's boat. You'll make silver teeth, so blast them with your rocket, then assemble the blue parts into a magnet wall. Walk up it with Robin, then smash the part at the top of the swinging sign and use your magnet twice to loosen it onto the Joker. For the final part, a giant dodgem car will roll out to attack. You'll have to alternate between the silver and shiny blue parts with your powers until it's scrap, then assemble the pieces for something that'll finish off the Joker. Pull on the orange handle. --- New Suits: Power, Magnet --- Gotham City Interlude: To the Batcave Access the nearby Remote Terminal and call in any vehicle you want. You'll be asked to test the weapons on it. Drive forward using the X or R2 button, and reverse using Circle or L2. Fire rockets at the silver statues with Circle and Square are your regular guns. Once all the statues are dust, you'll be able to leave and return to the Batcave. Follow the ghostly stud trail back to the signal marker and activate the panel to enter. Once inside, hop into the elevator. Uh oh. Mass breakout at Arkham. Head to the computer. When you're prompted to tap on it a second time, move the map marker over to the exclamation mark and press Triangle to Scan it, then press X to select it. You'll be back on the streets with a new destination. Now, you can do a little exploring of Gotham if you wish, but it's really not worth it. There's so little to do at this moment. You're better off heading right for Arkham. Use the panel outside the bridge to raise it, then head inside.

===== 5C. Arkham Asylum Antics =====
Super Hero at 40,000 Characters: Batman, Robin --- Walkthrough - The Maze - There's only area to this mission, but three phases. You need to stop the vehicles of three villains, and first up is Catwoman. Head to the right and then to the fountain. Use a Batarang on the two green tubes flowing the water, then build the Pull Handle. Pull it down using your Grapple, which will reveal an Acrobat Suit. Have Robin use it to go to the right across the pit, throwing his staff. Once you're across, turn north, then head down the nearby brown beam so you climb up to the wall. Assemble the two Grapple Handles so Batman can join you, then jump onto the top hat the statue is wearing to drop pieces for a Power Suit. Use the Power Suit on the silver gate to the north, then climb up the wall and blast the statue. Catwoman will wipe out. Head further into the maze and Two-Face's Truck will show up. Head up and to the left until you see a silver wall. Blast it and the angel statue to the left. Assemble the Ball Socket and have Robin move the suit pad over to the right, going up and down as needed. This will give you a new suit, the Bat Suit. This suit can both glide and use a sonic blast. Fire the sonic blaster against the glass gate to the left, knocking over some statues and derailing Two-Face. Lastly, you'll deal with Bane's Mole Machine. Head down, past the rocks in the turn up pile that are glowing and around to the left. You'll reach a white grate in the floor. Use Batman's sonic on the glass part of the floor, then pull down both Grapple Handles to the left. You'll slide over a pad for an Ice Suit. Robin can use this suit to freeze water. Try it out on the nearby waterfall and you'll make a surface you can climb. What you need to do, though, is head back to the right and knock apart those glowing rocks I had you skip. They have pieces for another Power Suit pad, so take that suit and blast the silver statue to the left, which will release a torrent of water. Have Robin freeze it, then you'll stop the Mole Machine. --- New Suits: Bat, Ice --- Gotham City Interlude: Courtyard Cleanup You can explore the Arkham grounds if you want, but the objective is to go over and talk to Commissioner Gordon.

===== 5D. Asylum Assignment =====
Super Hero at 105,000 Characters: Batman, Robin --- Walkthrough - Flooded Asylum - You're here to discover how the Joker escaped, but for the moment, you're trapped in what appears to be a flooded portion of the prison. First, smash the glowing pieces and assemble them into Robin's final suit: the Hazard Suit. Use its water spray to put out the fires. If you ever run low on water in your tank, hop into any body of water to fill it up. Past the fires, hop down into the water as Robin (he'll sink with the Hazard Suit), then head left and throw the switch. This will raise up a suit pad with Batman's final suit, the Electricity Suit (or as I'll call it, "Elec Suit", because "Electricity" is too long to type a million times). Once you get Batman into the suit, head up and through the shocked portion of the floor and around to the generator. Press Circle next to it to absorb the power, shutting it down, which will open the way for Robin below. Switch back to Robin and walk to the right, smashing the brown and gray objects. This will raise a bridge for Batman to cross. Have him absorb the power of this second generator to stop the fans below. Have Robin go around and past the fans and throw the switch. This will open up a generator for Batman to charge. This will call Killer Croc up from the water to eat, allowing Robin to enter his lower tank. Have Robin smash the glowing green parts to stop the fan, allowing Batman to pass it. Smash the nearby computer terminal and assemble the pieces into a rotator switch. Push it and Robin will move through the rotating cage to the other side. Robin will now finally be able to float up and join Batman on the surface. Use Robin's water cannon on the blue circle. This will lower the stairs. Head on up throw the switch, which will turn on freezing jets that will freeze the waterfall. Climb up. Now, head to the glowing pieces in the back right, break them, and assemble them into an Ice Suit pad. Use the Ice Suit on three spots: first, smash the two blue and white valves in the middle of the room to cause water fountains, then freeze the both of them. Lastly, freeze the back waterfall and climb up. You'll have to walk around and jump across both fountains, then walk through the freeze jet as Robin and turn the rotator switch so the both of you can move on. This next room is Mr. Freeze's cell. Climb up the left wall as Batman to avoid getting shocked, then pull power from the generator. Now, Robin can climb up and hop onto the ice wall in the back. The freeze jets won't hurt him and he can cross all the way to the right. Avoid the electricity and drop down the hole that opened in the floor. Throw the switch in the cell to raise a rotator. Turn it and you'll shut off the freeze jets. This will melt the ice wall on the back, but you can freeze it right back up with Robin. Cross the wall now as Batman and use the generator on the right. You'll open up an elevator. Have both characters stand on the buttons inside. Lockup - Phew, finally a new area. So, Scarecrow legged it down a hallway, which has not only fire, but cameras. Head to the right and use the electricity you've had stored in Batman to power the computers. Next, grab the Acrobat Suit and have Robin use the ball socket to steer the package along the conveyor belts. Pull open the box when it arrives and grab the Sensor Suit inside. Head past the cameras and flip the switch to turn them off, then have Robin grab the Ice Suit again and put out the fires. This next room has an X-Ray corridor. Head on through and you'll reach a large room. Use the X-Ray vision on the green panel to extend the bridge, then freeze the waterfall on the next platform and climb up to the next switch. You're now in the back of the room, and Scarecrow will make the stairs a ramp. Once you beat up the thugs, head to the left for another green wall. This is a bit more complicated than the others. First, go to the upper left and beat up the glowing thing, then hit the blocks to move it along, then hit the lift and the other two blocks. Head up the stairs. At the end of the cell hall there's fear gas. Grab the railing to the left and pull on the switch to the right. Now, it's time for the Scarecrow fight. He'll toss out vials of his gas, and this stuff will affect you. First, beat up the thugs, then punch Scarecrow three times when he comes out, then do it again. On the third time, once you beat the thugs, you'll have to assemble some pieces to make a valve. Turn it to lower the nearby railing, then grab on and have your partner turn the valve back to raise you up. Flip the switch up here to start a vent. Now, you have to do that whole thing again on the other side of the room. Once both switches are flipped, the gas will be blown out of the room and you can finish Scarecrow off. --- New Suits: Electricity, Hazard --- Gotham City Interlude: Race to Ace Your next destination is Ace Chemicals, and it's on the central island of Gotham, which you previously did not have access to. First, let's hit that Remote Terminal nearby. That will make the map visible for this area, as well as reveal a villain (in this case, Captain Boomerang). At this point, since you have all four suits, you can explore around to pick up some Gold Bricks if you wish, but there's really not much to get. Let's just follow the story for the moment. Hop in your car and head for the bridge leading to the central island. Note the generator near the sealed-off bridge. Also note the Elec Suit nearby. Go grab and get a charge. With the bridge open, follow the stud trail south- west to reach Ace Chemicals.

===== 5E. Chemical Crisis =====
Super Hero at 313,000 Characters: Batman, Robin, later Superman --- Walkthrough - Chemical Vats - All right, the reason you're here now is to find out what Joker stole from Ace Chemicals. Just to the right of the Hazard Suit is a few boxes that, when broken, form a switch that will let Robin take the suit. Head to the right and up the stairs in the back, then drop down into the water and flip the switch to raise the green tank. Press Circle in front of the tank to take a sample and stop the flow. You'll need four more samples of chemicals. The doors to the right will fly open and you'll be attacked. Head further east until you reach a valve in front of a hatch in the floor. Bust the four red things holding the hatch shut, then turn the valve. This will raise a suit pad covered in gunk. Wash it off with the Hazard Suit, then grab the Elec Suit. Climb up the ladder in the back, then take the charge from the generator and head left. Grab the purple chemical. Now, head to the right. Drop down into the water tank as Robin, head to the right, and throw the switch to drain the water so Batman can follow, then hop out to the right. Head down the stairs to the foreground, wash the gunk off the suit pad to the left, and put together the Magnet Suit pad. Climb up the back blue wall, then use the magnet on the blue cone to open a generator that Batman can charge. You'll pull up the red chemical. Once you use it, a bridge will extend to the back. Hop up and use the magnet at the end, then climb up to the purple vat. Once the bridge blows up, reassemble it and cross. Head to the right. Note the moving barrels with the yellow caps. You need to cross those, so time your jumps carefully to land on them. Once you pass them, you may notice some blue barrels off to the back. Pull them up with Robin and you'll be able to bounce up to the orange chemical. A new set of moving barrels has appeared off to the right. Hop across and you'll reach three chemical vats sitting tantalizing near three similar-colored holes on the back wall. Take the power from the generator and grab the new Hazard Suit. Here comes the other big function of the Hazard Suit. Hop in any of these vats and your tank will fill up with that colored chemical. Spray the goop into the same-colored hole. Do so for all three. This will neutralize the big vat to your right (SCIENCE!), so switch to Batman and cross to the shocked floor. Take the power from the generator to turn the shock off, then hop out as Robin and spray water on the gunk to get rid of it so you can pull the switch. Watch out. Forklift. First, toss a Batarang at the glowing white thing on the upper left corner. This will drop a ladder that you can climb and throw a switch, opening the vent to your right. Next, climb up the pipes in the back right as Batman and cross the railings to the back. Flip the switch there as well and the water will be cool enough for Robin to drop into. Swim up to the top of the tank and flip the switch, then grab the blue chemical. Upper Catwalks - Now it's time to make our way out of this place. In order for Batman to get through this mess, you'll probably need a pool of water. Go to the back left of the messy area and assemble the water tank, which will fill the pool. Spray off the majority of the gunk, and the fires in the back. Put the pieces there together for an Acrobat Suit. Use it to cross the poles to the right, then use the ball socket to extend the bridge. Batman should still have a charge, but if he doesn't, take it from the left generator. Put the charge in the middle generator to get parts for a Power Suit pad. Take the suit and head to the right. Wrench open the gate with the orange handle. Now, head to the back and blow the silver casing on the pole. Have Robin climb the pole and assemble the Grapple Handle so Batman can get up. Pull the orange handle to the right. Now, have Robin jump back and forth between the walls to the top. Bash the white ladder holder to drop the ladder for Batman. Blast the silver cap at the top here to really cause a mess. Walk across the fallen tower and head to the right. Blast the silver part of the tower out of your way and head down to the computer. Break all the objects around the screen and assemble the ball socket. You're basically going to use this one as a trackball to move the cursor on the screen around. Press Square on the two valve icons in the corners to shut off the steam above. Head up to that catwalk and to the right. Rip off the orange handle and climb up the walls to reach another ball socket. This one moves that little platform out there. Put it low and in the middle so Batman can jump across to the Elec Suit. Once you get the suit, use the Grapple Handle and take the power from the generator to open the gate. Switch back to Robin and have him swing across on his pole, then head to the right for some more pole swinging across the vats. Pull the switch to close the vats so Batman can charge up the generator to the right. Hop onto the grate. Chemical Fires - Well, look who's turned up to help. Superman has a lot of awesome powers you're going to enjoy, so let's get right to it. Fly up to the back and pull open the orange handle to release water, then freeze it with your Freeze Breath (hold Circle). Clear the fires from your path and smash the lockers to find parts for a Power Suit. Now, your next effort, off to the right, is to get those orange goopy fountains to not be orange. Use the Power Suit to blast open the Hazard Suit and switch to it. Now, use Superman's X-Ray vision on the green wall to open the valves below. Like earlier, you need to fill with three different colors, but only one is nearby. Fill up the orange one first, then go up the stairs and head right. You'll find the green chemical a short ways down the catwalk, and the purple one a little further beyond that. With all three full, the orange fountains will be neutralized and Superman can freeze them. Switch Batman back to Elec Suit and hop up the ice, then use the generator behind the electric field so everyone else can pass. Next, take Superman up to the tower on the right and use his heat vision on the gold part of the wall (hold down Square). You'll be required to trace along the outline to cut the wall down, so do so. This dumps water on the fire below. Continue to the right to find another tower. Cut open the gold wall on that, then freeze the resulting waterfall so the others can climb. Finally, use Batman's charge on the generator at the end, then you can hop into the elevator. Roof - Almost done. Promise. First, the ACE sign will collapse. Fly across as Superman and melt the two gold objects beneath the generator and assemble the pieces into a ladder. Have Batman cross the beam and climb up to the generator to shut it down. Now, cross back as Batman, get the Power Suit, cross BAK one more time and blast the silver supports holding up the giant water tower. Crisis averted. --- Gotham City Interlude: Okay, so the names of those chemicals? Four of them are actual elements on the periodic table. Three are metals, one's a gas. The last one is a made up name. So, yeah, you wouldn't really collect those in glowing liquid form. Learn this and know it, children. Anyway... Now you need to chase after that source of Kryptonite the computer's picking up. It actually moves, meaning it's a vehicle. Follow that vehicle to start the next mission.

===== 5F. Chemical Signature =====
Super Hero at 95,000 Characters: Batman, Robin --- Walkthrough - Batmobile Chase - This part is similar to the Batwing chase of earlier. Blast the Juggernaut, then take down any mooks that show up to tangle with you. The only thing about this one is that the target on the Juggernaut keeps changing, usually a different type of gun pops out and you have to target it, not just the vehicle itself. Inside the Juggernaut - Having worn down the Juggernaut's defenses, the dynamic duo infiltrate it. Punch out the scientists and the machines churning out LexBots, then bash the glowing boxes in the back right and assemble the Magnet Suit. Use the magnet on the tank to the right, and then on the ball that drops beneath it. Guide the ball through the trough to the left, and when you pull it up, it will unlock a blue wall on the back. Walk up it, then head right and turn the valve to drop down a ladder for Batman. Head to the right and magnet down some pieces for a Sensor Suit, then use it to bypass the camera and go up the ladder. Smash the blue gear to kill the camera. Next, head to the right and use the magnet to close the vents. Smash the blue brackets to bring up a green wall for the X-Ray vision. Use it to move the two right-hand gears in place, and turn the left one to close the other vent. Two Mini-VTOLs will pop up from behind. Batarang the both of them and assemble the pieces into a Bat Suit. Use Robin on the magnet to the right to raise the ramp, then leap off and glide to the right. Smash the blue spinning gears, then sonic the glass to the right and magnet the dish that pops up. Assemble the pieces into an uplink which will call in the Batwing for some assistance in tearing the thing up. Drop down to the burned out hole and enter. Use the magnet to open the door to the left. In this large generator room, head to the left and flip the switch on this level. This brings out a green... thing. Smash it and one of the power conduits will go away. Next, walk up the blue wall and magnet another green thing out of the wall to smash. Lastly, use Batman to grab onto the Grapple Handle above and hop off to the right. Sonic the glass away and throw the switch to uncover the last green thing to smash. --- Gotham City Interlude: Detective Work Dam. That was a nice car. With the Batmobile deconstructed, you'll have to make do with the bikes. For now, it's time to return to the Batcave to do some research on Joker's scheme.

===== 5G. Unwelcome Guests =====
Super Hero at 85,000 Characters: Batman, Robin, later Superman --- Walkthrough - Batcave - Oh, what a brilliant plan they had. Lex and the Joker are in the Batcave, and boy are they making a mess. You'll need to repel them. First, hop on the Batbike straight ahead of you and fire off some shots at them. Once you tag them, the Batbike will be broken, but you'll be able to assemble an Elec Suit out of the pieces. Head back down and to the left across the shocking floor, then pull the charge from the generator to let Robin cross. Head further left and Joker will bust the bridge to the Batwing, so drop the charge you have in a nearby generator, which will reveal a Bat Suit. Use its sonic on the nearby glass to uncover an Acrobat Suit, which you can use to head to the Batwing by building the socket, then tossing your staff into it. Hop into the Batwing and fire on the bad guys. Reassemble the Batwing pieces into a Power Suit, then build the railing to this platform so Batman can reach it. Now, head back to the computer, and to the right this time, blasting anything silver that gets in your way. Near the end of the platform, hop on both buttons to raise the Batboat, then climb in and fire. Upper Cave - All right, this is a new part of the cave AND we've got Superman on our team again. Burn down the gold wall at the back. This will allow Batman and Robin to grapple onto the handle and ride up, then climb up the wall to the left. At the top, have Superman blow out the fires on both boxes, smash them, then assemble the railings so the boys can climb up, and then grapple up. At the next level, have Robin use the wall sockets to flip up. At the last one, he'll pull down a rock, letting water flow. Have Superman freeze it, then climb up to the top of this shaft. Head to the door in the back and blow it open with a rocket, then have Superman use X-Ray Vision on the green wall. You're now in a large open area that will soon become rather hazardous, and your objective is to get that T-Rex in the back moving. As soon as you enter, much of the floor will collapse except from some blue beams. Have Robin cross to the left and take the Magnet Suit. Have Superman put out the fires above so Robin can grapple up and cross the blue wall to the back. Hop down to the lower area and head all the way to the right until you see a Pull Handle in front of a yellow glass-encased room. Pull it down, and have Superman burn the gold thing in the middle of that room. Ride up and grab both handles flanking the door to open it. Burn down the gold wall and proceed. That's your friendly neighborhood Kryptonite glowing in that next room, so send Batman in and have him break all four locks, then assemble the pieces to cover the green glow. You'll still have to mind the small Kryptonite deposits lying around, though. Have Superman pull open the orange handle at the back. In this next room, quickly Batarang the two guys on the Micro-VTOLs and hop on either one of them. You'll need to blast all the silver objects in the room with the rockets in these platforms, so tap Circle a billion times to blow everything up. You can assemble the pieces in the back to stop the flow of thugs coming in, but what you really need to put together are the pieces in the center of the room. You'll make two cranes with orange handles. Pull both of these handles and the cranes will grab a missile from beneath the carrier. Light its butt on fire to smash the door in back. Head up the stairs and into the room outside the cockpit. Have Superman fly up to the outside area and pull on the orange handle. This will allow the construction of a Bat Suit pad. Take it and sonic either side of the room, then enter the vents they cover to float Batman up to the outside area. Sonic the glass above the cockpit, then drop down. --- Gotham City Interlude: Mr. Luthor Is Expecting You Lex is cooking something up back at LexCorp, so it's time to head out to Metropolis. Sadly, you'll not be exploring it. You'll just jump right to the mission once you head off.

===== 5I. Research and Development =====
Super Hero at 100,000 Characters: Batman, Superman --- Walkthrough - Lexcorp Lobby - Ack! Evil Robot Receptionist! The bot will hop up to that big L sign above the floor. Fly up as burn all the gold around it to knock her down, then assemble the pieces into a Power Suit. Avoid the bot's fire until it spins down. Its hearts will turn red and that's your cue to fire a rocket at it. The bot will hop up to the balcony and send out some basic LexBots, so smash them, then do the same thing over again with waiting for it to stop spinning, then fighting more bots, then hitting one last time. The exploding bot will break down the green wall so you can use it. Align all the red parts with the pipes and the escalators will start running on the sides, allowing you to climb up to the mezzanine. In the back, blast all the silver objects flanking the door, then assemble the pieces of the terminal on the left. Pull the switch to open the elevator, then hop in. Lexcorp Second Floor - Blast the silver and burn the gold. Assemble the pieces into an Elec Suit and cross to the right with Batman. Those green bubbles are effect produced by Kryptonite. Take the charge from the generator in the middle to shut it all down, then head right and burn the gold on the back wall so Batman can put his charge in the generator beneath it. This starts up conveyor belts on the wall. Head

back and grab the Power Suit, then blast the silver covering, then toss another rocket onto the belt itself. It should blow once it reaches the silver crossbar at the top, allowing you to head further right to the elevator. Burn down the gold wall, then pull on the Grapple Handle to bring the elevator down. Hop inside. Lexcorp Third Floor - As soon as you enter, a wimpy scientist will throw a switch turning on a camera. Burn the gold on the left and assemble the Sensor Suit, then turn invisible and turn the valve beneath the camera. You'll roll in a black bike. Step on the button to deconstruct it. Continue this for two more items and you'll eventually tear open the back wall. Head into the fan and ride up. Lexcorp Fourth Floor - Now this flowing green gas will hurt both guys equally. Fly up above as Superman and burn all the five gold brackets on the first vent, then pull the orange handle on the second vent and smash the stuff behind it. Assemble the switch below and flip it to produce a Grapple Handle up above. Grapple up and run across to the other side of the third vent, then smash the glowing boxes and assemble the Bat Suit Panel. Grapple back up to the top of the vent and sonic the glass. Now, Superman can go to the right. Burn up that Luthor "L" and have Superman stand on the button underneath so Batman can glide through the green bubble to the right. Head to the back left and sonic away the door, then throw the switch back here to get rid of the last bubble. Have Superman fly to the right and laser the gold wall, then head on through. Lexcorp Robot Arena - Go to the green wall in the back and use X-Ray to open the door. Smash the objects in the center of the room, then assemble them into chairs. Hop in using Triangle and you'll take control of a huge robot. ROBOT FIGHT! Move out of the way when it charges, then punch it once it's stunned. Do this until it breaks. Now, you can head to the switch in the back and stop the flow of LexBots if you want, but the way forward is to the right. Use sonic on the glass flanking the door, then smash the blue objects beneath and burn through the gold plate that falls. Hop on the elevator to finish this mission. --- Gotham City Interlude: Robot TakenDown Yeah, sorry, you don't get to wander around Metropolis, but hey, at least you put one over on the bad guys. Back in town, your destination will be that big flying Joker Robot. ===== 5J. Down To Earth ===== Super Hero at 50,000 Characters: Batman, Superman --- Walkthrough - Robot Chase - BLAST EVERYTHING. That is to say, take down the aircraft, then use Batman's guns on the heels of the feet, then burn the feet with laser vision. After you take both gold soles down, you'll land on the bot. Robot Climb - Jump over to the left leg and another VTOL will show up. Pull down the front, then Batarang it. You'll assemble the pieces into a Power Suit pad. Use the rockets on the silver vent on the back of the robot, left side, then burn away the gold behind that. Now, fly up and pull on the orange handle for the fuel line. Do the same for the right side, avoiding the gunfire. That's it for this mission. --- New Vehicle: LexCorp Mini-VTOL --- Gotham City Interlude: Good news is that you've grounded the Joker Robot so it can't fly. Bad news is that, after that exposure to Kryptonite, Superman's feeling a little under the weather. You won't be able to use him to fly for a good long while. You'll be near the park. Head south and go to the Terminal at the Park to grab a vehicle to fly over to the spot near the Cathedral to the south where the robot landed. ===== 5K. Underground Retreat ===== Super Hero at 110,000 Characters: Batman, Superman (low power) --- Walkthrough - Metro Station - The robot smashed you into the subway, so you'll need to find a way out. Head to the right onto the tracks. Use the orange handle off to the right to pull the electrified crane away from the tracks so you can assemble the Elec Suit pad. Use it to grab the nearby charge, then have Superman pull on the orange handle in the back to clear the way. Clear the fires on the back rubble, then smash your way through. In the next room, assemble the Power Suit pad on the right and use it to blast the silver thing on the left blocking the generator. Grab the Elec Suit again and use its charge on the generator. This will get the robot leg out of the way, allowing you to clear the silver trash in the back and head along the wrecked subway car. Burn the gold away at the end and pass through. Train Tracks - Use rockets on the silver crates to the left and assemble the switch on the generator. Flip it to get the pieces for a Bat Suit pad. Take it and smash all the glass, particularly the tubes on the back wall. This will get some water flowing, so have Superman freeze it, then climb up and glide to the right so you land on top of the ledge. Throw the switch to stop the trains on the tracks. Burn the gold you just uncovered, assemble it, and pull the orange handle on the train car. You'll clear the way and can head further back. There's a big mess in this switching area. You'll need to head left, up, and to the right to exit. First, clear away the fires, then climb up the wall and glide across to the right using Batman. Glide across both gaps to reach the glass. Sonic it away so Superman can climb up and use X-Ray on the green wall. Once you clear away the electricity, hop down and pull on the orange handle. Head through and yikes! Central Station - Tap Circle furiously to get out of the robot's fist, then head to the right. Note the gold on the back of the robot's hand. Burn away all three parts on the hand, then enter the subway car in the back. Runaway Train - Head to the right and use the Pull Handle with your Grapple. Climb up the ladder in the first car, then start hopping across the cars to the right. Once the Deconstructor drops you into another car, have Superman blow out the fires and proceed. The glowing boxes contain pieces for an Elec Suit. Use it to take power from the generator, then head right and pull on the orange handle to open the engine. Transfer your charge to the generator inside. This will stop the train and you'll make your escape. --- Gotham City Interlude: City Hall Rally Make your way to the City Hall now. Best way is to head back to the park and fly there from the Remote Terminal. ===== 5L. The Next President ===== Super Hero at 55,000 Characters: Batman, Superman (low power) --- Walkthrough - Rally Grounds - Ah, the foolish masses. So easily swayed. Head to the left and knock down the glowing lights so you can assemble the Power Suit. Next, burn down the gold wall to the right, then rocket the silver pipes behind it. Freeze the waterfall and climb up. Head to the right past the big TV and burn the gold part on the right side. This will release some pieces for an Elec Suit, so take it and climb up the electrified ladder. Take power from the generator so Superman can follow, then pull on the orange handle to make a ramp up to near the robot's arm. Pull down the pull handle on the arm, then climb the ladder and have both characters stand on the buttons. Once the robot moves its arm, burn up the gold flower on its chest. City Hall Rooftop - Well, the Joker gas is gone, but you've still got a rather formidable robot to deal with. Assemble the helicopter on the right, saving the rotors for last. Once it takes off, grapple up to it then hop in. Maneuver the chopper so that its searchlight shines in the robot's eyes. For the next part, head to the left and burn down the gold wall. Head through as Batman and take the Bat Suit. Glide to the right and assemble the pieces into a spotlight and a generator, then use sonic on the glass to make a ramp to get back up here. Now, head back and take the Elec Suit, then charge the generator and commander the spotlight. Shine it on the robot again. Lastly, walk up to the flower on the robot as Superman and pull on the orange handle. --- Gotham City Interlude: A Desperate Plan Hey, Robin's back! And you've a nice cool new colorful Batmobile. Okay, the Joker gas has been stopped and the robot's core is leaking, but it's still stomping about being a menace. Fortunately, Batman always has a plan. Drive right to the first. ===== 5M. Core Instability ===== Super Hero at 90,000 Characters: Batman, Robin --- Walkthrough - The Chase - There's only one area to this, and it's entirely in vehicles. Your objective is to shoot up the Joker Robot while it chases you through the streets. First, keep an eye on the sides of the streets for silver. There are silver supports holding up statues. Blast them and the statues will topple onto the robot. Now, you're able to hammer on the robot's chest. You'll need to do this a total of three times. That's it! That's all you have to do in this mission! It's pretty quick. --- New Vehicle: Multi-colored Batmobile --- Gotham City Interlude: Wayne Tower Showdown Oh, Batman. You so crazy. By leading the Joker Robot around, its leaking Kryptonite created a Joker face visible from space. The Justice League has been called in, and Lex has decided on a last ditch effort to wreck Wayne Tower. Drive on over there. ===== 5N. Tower Defiance ===== Super Hero at 50,000 Characters: Batman, Robin, Cyborg, Green Lantern --- Walkthrough - Ruined Tower - All right, now we've got some more superheroes to throw at the bad guys. Cyborg has a laser eye (heat vision), super strength, and the same kind of magnet power that Magnet Suit Robin has. Green Lantern can fly and can assemble objects made out of green LEGO pieces. It's not quite having Superman back, but it'll do fine. So, head to the right and use Cyborg's magnet on the hanging blue object in the back, then use Cyborg's laser eye on the gold gear on it to open it. It will spill out green pieces, so use GL to assemble them. You'll be able to cross the pit. Use Cyborg to pull on the orange handle, then assemble the green pieces. Assemble the regular pieces in the shaft and take the Ice Suit. Freeze the waterfall and climb up. Burn down the gold wall to your left, then head into the room. As soon as you get far enough, the floor above you will collapse. Now, note those circles with snowflakes inside on the back wall. Those are Ice Switches. Aim at them with Robin and you'll fire ice shots at them. This will open a Pull Handle for your Grapple, then you'll be able to walk up the blue wall with Cyborg. At the top, burn the gold boxes and assemble the green pieces inside to make a spider, for some reason. Hop down and assemble the pieces at the bottom for a Power Suit. Walk up the slope to the left and blast open the silver door. Inside the shaft, use Robin to put out the fires and hit the Ice Switch. Pull open the handle behind it and you'll ride up a fan to the next area. Upper Floors - That Joker Bot seems intent on getting to the top. There's an Elec Suit in the closet on the wall. Shoot an ice shot at the Ice Switch above to open it up, then take the suit, cross the floor, and take the charge from the generator. Continue up the slopes, and charge the generator to drop some green pieces for GL, which will slow down the fan and let you get inside. Rooftop - All right, time to cause some damage to that robot. Smash the boxes in front of you and assemble the green pieces to throw a friggin' truck at the Joker Robot. It'll inch along the roof to the left. Use Cyborg's laser on the gold wall, then take the charge from the generator and have Robin take the Hazard Suit inside. Use it to clean up the gunk near the barrels, and also break the barrels. You'll be able to assemble an orange handle on the helicopter that's stuck, so pull it out with Cyborg, which will drop the rotor onto the gap so you can cross. Use Robin's water to put out the fire near the generator, then have Batman charge it up. This will move the Joker Robot to the back of the roof. Smash the two boxes near the robot to get pieces for a missile launcher. Make sure you fire the missiles at the chest of the robot: its core. Do this three times to knock a bunch of green out, then assemble that to literally drop a train on him. The Plummert - You'll catch up to the robot as you fall. Avoid knocking against the debris and missiles that fly up at you. Once you get close enough to land, the Joker will pop out and start throwing things and firing missiles at you. When he comes out and says "Come and get me!", oblige him by running up and punching him in the face, or just Batarang him. Do that three times. --- New Characters: Cyborg, Green Lantern --- Gotham City Interlude: The Final Battle Not much else to do but run up to that collapsed Robot and we'll finish this fiesta. ===== 5O. Heroes Unite ===== Super Hero at 40,000 Characters: Batman, Robin, Cyborg, Green Lantern, The Flash, Wonder Woman --- Walkthrough - Robot Wreckage - Two more heroes have joined your active party: Flash can run real fast and assemble things really fast, and Wonder Woman has Superman's flight and strength, as well as a lasso and a tiara she can throw. With these six heroes, that Joker Robot is as good as dust. Well, actually, it's already collapsed on the ground, so let's make it worse, shall we? Start by using Cyborg's laser on the gold box to the right. Assemble the pieces into an Elec Suit, then watch the robot's left hand (your right). It will open and there's a target in there. So hop in when it opens and draw the power from it. Pull off the pull handles on the arm (you can use Batman, Robin, or Wonder Woman for this) and you'll disengage the joints. Fly Wonder Woman up to its shoulder and tug on the orange handle. One arm down. Next is that gun arm. Assemble the green pieces, then burn the gold wall down inside. Pull both Pull Handles, and then use Cyborg's magnet on the blue parts that appear. Assemble the Acrobat Suit panel that just appeared, then hook Robin to that blue socket on the robot's shoulder. Now, assemble the green pieces. Lastly, you'll have to fight Joker. He fights almost the same way as the theater: switch off when he shocks one of your crew, then wallop him five times total. Power Armor Lex - Looks like Lex wants a piece of the action now. Your first mission is to construct an Acrobat Ball Socket. Stand behind the black items with blue sparkles and let Luthor blast them with his Deconstructor. This will make the pieces you need. Assemble the Ball Socket and the planetary laser from the Watchtower will be ready to go. Hop in as Robin and move the laser reticle onto Luthor and blast him with the Square button. Hold it down to continuously do damage. Once you drain the orange bar, he'll take one heart worth of damage. Continue this for four times, bashing up LexBots in between. Once he falls over, stand in front of him as Batman and tap Circle to drag him out and end this fiasco. --- New Characters: The Flash, Wonder Woman --- Congratulations! You've completed the story! Now, you've unlocked "Gotham Free Play", which allows you to treat the Gotham City hub as a free play zone, meaning, you can hold Triangle at any time to bring up the list of characters and switch to any one you've unlocked. Now get out there and get all the collectibles! ===== 6. FREE PLAY RUNTHROUGHS ===== So, as usual, besides just going through each of the missions as normal on Story, you'll be allowed to play them again using any of the characters that you've unlocked so far. Go to the Batcave's computer and access the map. You'll see numbers on the map representing each story mission. Select the mission, then you'll be given a choice whether to replay the Story or do Free Play. Once you select Free Play, you'll be asked to select a character. Once you do so, the game will then select another six or seven characters. This set of character you can switch to at any time by tapping the L1 or R1 buttons. Furthermore, unlike past games, you can switch to ANY character in your full list by holding down Triangle, which brings up the list. Now, the idea of going through on Free Play is that you'll be able to switch to characters that can get through special obstacles preventing you from accessing the Minikit Characters and the Citizen in Peril. One very important thing to remember is that switching characters WILL REMOVE SPECIAL SUITS. You cannot switch to a special suit except by the normal method: finding a Suit Pad. Sometimes the game will be benevolent and toss extra Suit Pads around only for Free Play, but most often if you get to a situation that requires a suit and you don't have it, you'll have to backtrack through the mission to get it. Now, there ARE substitutes in most cases for suit functions, but for a few situations there aren't. Here are the situations where you "need" a special suit. 1. Acrobat Ball Switch - No other character besides Acrobat Suit Robin can roll up into a ball to use those switches. 2. Long Range Silver Objects - If a silver object is off the floor or far away, only Power Suit Batman's rockets can reach it. 3. Invisibility - Sensor Suit Batman is the only that become invisible. 4. Electric Floors - While there are others that can handle generators, for floors or walls with electricity coursing through them, only Elec Suit Batman can weather them. 5. Squirting Chemicals - The ability to fill a tank and squirt the colored chemicals is unique only to Hazard Suit Robin. And here's a list of what you CAN use to substitute suit functions: Flight - Can subvert just about anything "else" that Acrobat Suit Robin can do, also the Bat Suit gliding, Magnet Suit climbing, and can sometimes just bypass puzzles that require other suits, even in those exceptions listed above. Just don't rely on it. X-Ray Vision - Superman and any other Kryptonian can use X-Ray Vision as well as Sensor Suit Batman. Mr. Freeze - Can do anything that Ice Suit Robin can do. Water Squirting - Aquaman can do this if it's all that's required for Hazard Suit Robin. Immune to Toxins - If you want to walk through the gunk, The Joker, Killer Croc, and Poison Ivy can all do so, and possibly a couple of others. Sonic - Both Man-Bat and Black Canary have sonic screams which function the same way as Bat Suit Batman's. Penguin Bomb - The Penguin has bombs that blow up silver objects like Batman's Power Suit. The only thing is that they just walk along the ground. If you need to hit something silver that's high up or far off, you're out of luck. Joker's Buzzer - Joker has an electric buzzer that can both absorb charge from and give charge to any generator, without the need to charge up like Elec Suit Batman. Magnet Power - Cyborg and Brainiac can both use blue objects that need magnets. So, the rule of thumb is be careful when you switch characters. If you have to lose one character's suit, try to make it be one with a pad nearby or one you're pretty sure you won't be using again. Lastly, Free Play has a new function of "Save and Finish Level" on the Pause Menu. Once you find all the minikit canister and the citizen, go ahead and select this to finish it all up without having to go through any end part. ===== 6A. Theatrical Pursuits ===== Citizen in Peril - On the far left table, harassed by a thug. #1 - (Free Play) Take the Power Suit and blow up three special tables with silver bases. One is just left of the Batwing. One is in the southeast corner, and the third is up near the stairs you build to get to the stage. #2 - (Luthor) Use the Deconstructor on the Batwing to open its cockpit. #3 - (Free Play) In the first area, grab the Acrobat Suit, then head to the east and use the pole to ascend up. #4 - (Joker) In the basement, use heat vision on the gold lock leading back to the wardrobe, then use Cyborg's magnet to bring down the black bike. Drop down into the hole and head left. Climb up to the piano room, then use the Bat Suit's sonic on the organ, and use Joker's buzzer on the generator on the left. Step on the four keys in the order on the back wall: red, green, yellow, blue, green, red, blue. #5 - In the basement, near the dragon's big green tail, behind the windows. Just jump through. #6 - (Luthor) First, use the Deconstructor on the black castle, near the dragon's tail, then take the pre-charged Elec Suit and use it on the generator to lower a jousting course. Hop on the horse. #7 - (Superman) The ticket counter has glass in front of it. Use the Bat Suit's sonic to bust it open, then use Superman's heat vision on the gold inside. #8 - (Superman) Use Superman to fly up to the balcony on the right in the lobby area. Smash the fire extinguisher and use its parts to make a zip line. Zip across to the left. #9 - At the chandelier where you fight Two-Face, use Robin's Acrobat Suit to attach his pole to the socket to the right of the back exit, then flip across the bars. #10 - In the projection room, use Batarangs on the three green shades on the back wall. Two are on the left of the projector and one's on the right. Vehicle: Harley Quinn's Monster Truck (Minikit) ===== 6B. Harboured a Criminal ===== Citizen - To the far right of the theater doors, across the crosswalk. #1 - Punch five placards. One is in the lower left corner, one to the left of the doors, one in the back left, one behind the Citizen in Peril on the right. The last is made from the pieces you pull down when you use Robin's Magnet Suit. #2 - Use the Power Suit to blast open the Man of the Year sign on the left-hand column. #3 - Use the Power Suit on the left to blast the spotlight, then assemble the pieces to make an ice cream trolley. Hop on and follow the stud trail. #4 - (Superman) Use heat vision on the golden spotlight in the back right. #5 - Once across the zipline, drop down a level on the column, then go back around the left side of the column. #6 - On the right-hand column, go around the back side of the very top. #7 - As you fly past the roller coaster, blast the two carts on the tracks. #8 - Smash four cars in the parking lot, one roughly in each corner. #9 - Hop in the bumper car in the front left corner of the parking lot. #10 - (Superman) In the parking lot, use Superman's heat vision on the gold parts holding the digger in place, then drive it up onto the truck bed. Vehicle: Joker's Speedboat (Minikit) ===== 6C. Arkham Asylum Antics ===== #1 - (Luthor) Use the Deconstructor on the black wall just left of the starting point, then use Heat Vision on the gold wall inside, then use Green Lantern to put together the green blocks. #2 - (Luthor, Poison Ivy, Joker) Use the Deconstructor on the black gate just right of the starting point, then use Ivy to jump through the flower bed. Use Joker on the electric generator, which will uncover the canister back to the left. #3 - In the silver statue next to the Power Suit Panel. #4 - (Superman) Use Superman to create and destroy five ice bats from leaky water. Use Freeze Breath to make the bats, then punch them. 1. Left part of the outer ring. 2. Back right of the outer ring. 3. Third ring in, on the south side. 4. In the fourth ring, west side, southwest of a waterfall. 5. In the very center of the maze. #5 - (Superman, Water Walking) This one is in the back left of the maze. Head up the left side of the outer ring. In the back left are some golden flowers. Heat Vision them away, then sink into the water as Croc or Aquaman to get under the vines. Get back out and use Heat Vision on the statues so you can assemble buttons. Use the buttons to turn the puzzle in the back so the green ball rolls out the bottom, then smash the plant that results. Citizen - (Superman) The Citizen is just north of Catwoman, only on the other side of the wall, and you can't get to him without Superman to fly over the pits with plants (or just over the wall). #6 - (Superman) This one's in the very back left corner going along the top. Fly to the switch and push it to open the gate beneath it. Although it'd be easiest to get into under the water there with Killer Croc. Dropping a character in and pushing them towards it will do just as well. #7 - (Superman) This one's in the second ring in the lower left corner. You'll need someone to fly over the pits (or walls) and then pull both levers near the grating. Once that's done, drop down with a sonic user (like Bat Suit Batman) and blast the glass container. #8 - Use sonic on the glass door southwest of the Bat Suit Panel. #9 - (Luthor) This one's on the south side of the second ring. Fly to the southwest corner to find a black statue for Luthor's Deconstructor, then pull the switch you assemble and sonic the glass that's behind it. #10 - Use strength on the gate where Baner's Mole Miner is driving around. Vehicle: Two-Face's Truck (Minikit) ===== 6D. Asylum Assignment ===== #1 - When going behind the fans underwater as Robin, head left to find this. #2 - (Superman) Fly into Croc's Lair to get this. #3 - (Killer Croc or Aquaman) As either of these characters, once you reach the end of the underwater portion, pull open the orange handle. #4 - (Joker) After climbing the first set of stairs, drop down to the right and use the Joker Box. Assemble the pieces and grab the handle. #5 - (Cyborg, Green Lantern) After climbing up the first frozen waterfall, head to the right and have Cyborg use his magnet on the lock, which releases green pieces for GL. #6 - (Penguin) In Mr. Freeze's cell, send a Penguin Bomb through the igloo on the right. It will blow up part of the cell, allowing you to get in. #7 - (Aquaman, Luthor or Penguin) Clean some Joker graffiti off the walls starting in the second area. You need to clean up five of them: 1. Left of all the computer monitors. 2. Just before the X-Ray corridor. 3. In one of the cells behind a silver gate in the back right of the main room. (See Citizen) 4 and 5. Flanking the stairs up to Scarecrow. #8 - Above the monitors are some flipping poles. Use Acrobat Robin to flip from the left to the right. #9 - (Luthor) After the X-Ray corridor, drop down to the front of the big room and use the Deconstructor on the black door. #10 - (Poison Ivy) Just before heading up the stairs towards Scarecrow, take Ivy to the left and jump forward towards her cell, which has a flower bed you can travel through. Citizen - (Luthor or Penguin) Locked behind the silver gates in the back right of the big room. Either use a Penguin Bomb or use Luthor to get #9 and switch to the Power Suit. Vehicle: Scarecrow's Biplane (Minikit) ===== 6E. Chemical Crisis ===== #1 - (Luthor) Use the Deconstructor on the black wall just left of the starting point, then use Heat Vision on the gold wall inside, then use Green Lantern to put together the green blocks. #2 - (Luthor, Poison Ivy, Joker) Use the Deconstructor on the black gate just right of the starting point, then use Ivy to jump through the flower bed. Use Joker on the electric generator, which will uncover the canister back to the left. #3 - In the silver statue next to the Power Suit Panel. #4 - (Superman) Use Superman to create and destroy five ice bats from leaky water. Use Freeze Breath to make the bats, then punch them. 1. Left part of the outer ring. 2. Back right of the outer ring. 3. Third ring in, on the south side. 4. In the fourth ring, west side, southwest of a waterfall. 5. In the very center of the maze. #5 - (Superman, Water Walking) This one is in the back left of the maze. Head up the left side of the outer ring. In the back left are some golden flowers. Heat Vision them away, then sink into the water as Croc or Aquaman to get under the vines. Get back out and use Heat Vision on the statues so you can assemble buttons. Use the buttons to turn the puzzle in the back so the green ball rolls out the bottom, then smash the plant that results. Citizen - (Superman) The Citizen is just north of Catwoman, only on the other side of the wall, and you can't get to him without Superman to fly over the pits with plants (or just over the wall). #6 - (Superman) This one's in the very back left corner going along the top. Fly to the switch and push it to open the gate beneath it. Although it'd be easiest to get into under the water there with Killer Croc. Dropping a character in and pushing them towards it will do just as well. #7 - (Superman) This one's in the second ring in the lower left corner. You'll need someone to fly over the pits (or walls) and then pull both levers near the grating. Once that's done, drop down with a sonic user (like Bat Suit Batman) and blast the glass container. #8 - Use sonic on the glass door southwest of the Bat Suit Panel. #9 - (Luthor) This one's on the south side of the second ring. Fly to the southwest corner to find a black statue for Luthor's Deconstructor, then pull the switch you assemble and sonic the glass that's behind it. #10 - Use strength on the gate where Baner's Mole Miner is driving around. Vehicle: Two-Face's Truck (Minikit) ===== 6D. Asylum Assignment ===== #1 - When going behind the fans underwater as Robin, head left to find this. #2 - (Superman) Fly into Croc's Lair to get this. #3 - (Killer Croc or Aquaman) As either of these characters, once you reach the end of the underwater portion, pull open the orange handle. #4 - (Joker) After climbing the first set of stairs, drop down to the right and use the Joker Box. Assemble the pieces and grab the handle. #5 - (Cyborg, Green Lantern) After climbing up the first frozen waterfall, head to the right and have Cyborg use his magnet on the lock, which releases green pieces for GL. #6 - (Penguin) In Mr. Freeze's cell, send a Penguin Bomb through the igloo on the right. It will blow up part of the cell, allowing you to get in. #7 - (Aquaman, Luthor or Penguin) Clean some Joker graffiti off the walls starting in the second area. You need to clean up five of them: 1. Left of all the computer monitors. 2. Just before the X-Ray corridor. 3. In one of the cells behind a silver gate in the back right of the main room. (See Citizen) 4 and 5. Flanking the stairs up to Scarecrow. #8 - Above the monitors are some flipping poles. Use Acrobat Robin to flip from the left to the right. #9 - (Luthor) After the X-Ray corridor, drop down to the front of the big room and use the Deconstructor on the black door. #10 - (Poison Ivy) Just before heading up the stairs towards Scarecrow, take Ivy to the left and jump forward towards her cell, which has a flower bed you can travel through. Citizen - (Luthor or Penguin) Locked behind the silver gates in the back right of the big room. Either use a Penguin Bomb or use Luthor to get #9 and switch to the Power Suit. Vehicle: Scarecrow's Biplane (Minikit) ===== 6E. Chemical Crisis ===== #1 - (Luthor) Use the Deconstructor on the black wall just left of the starting point, then use Heat Vision on the gold wall inside, then use Green Lantern to put together the green blocks. #2 - (Luthor, Poison Ivy, Joker) Use the Deconstructor on the black gate just right of the starting point, then use Ivy to jump through the flower bed. Use Joker on the electric generator, which will uncover the canister back to the left. #3 - In the silver statue next to the Power Suit Panel. #4 - (Superman) Use Superman to create and destroy five ice bats from leaky water. Use Freeze Breath to make the bats, then punch them. 1. Left part of the outer ring. 2. Back right of the outer ring. 3. Third ring in, on the south side. 4. In the fourth ring, west side, southwest of a waterfall. 5. In the very center of the maze. #5 - (Superman, Water Walking) This one is in the back left of the maze. Head up the left side of the outer ring. In the back left are some golden flowers. Heat Vision them away, then sink into the water as Croc or Aquaman to get under the vines. Get back out and use Heat Vision on the statues so you can assemble buttons. Use the buttons to turn the puzzle in the back so the green ball rolls out the bottom, then smash the plant that results. Citizen - (Superman) The Citizen is just north of Catwoman, only on the other side of the wall, and you can't get to him without Superman to fly over the pits with plants (or just over the wall). #6 - (Superman) This one's in the very back left corner going along the top. Fly to the switch and push it to open the gate beneath it. Although it'd be easiest to get into under the water there with Killer Croc. Dropping a character in and pushing them towards it will do just as well. #7 - (Superman) This one's in the second ring in the lower left corner. You'll need someone to fly over the pits (or walls) and then pull both levers near the grating. Once that's done, drop down with a sonic user (like Bat Suit Batman) and blast the glass container. #8 - Use sonic on the glass door southwest of the Bat Suit Panel. #9 - (Luthor) This one's on the south side of the second ring. Fly to the southwest corner to find a black statue for Luthor's Deconstructor, then pull the switch you assemble and sonic the glass that's behind it. #10 - Use strength on the gate where Baner's Mole Miner is driving around. Vehicle: Two-Face's Truck (Minikit) ===== 6D. Asylum Assignment ===== #1 - When going behind the fans underwater as Robin, head left to find this. #2 - (Superman) Fly into Croc's Lair to get this. #3 - (Killer Croc or Aquaman) As either of these characters, once you reach the end of the underwater portion, pull open the orange handle. #4 - (Joker) After climbing the first set of stairs, drop down to the right and use the Joker Box. Assemble the pieces and grab the handle. #5 - (Cyborg, Green Lantern) After climbing up the first frozen waterfall, head to the right and have Cyborg use his magnet on the lock, which releases green pieces for GL. #6 - (Penguin) In Mr. Freeze's cell, send a Penguin Bomb through the igloo on the right. It will blow up part of the cell, allowing you to get in. #7 - (Aquaman, Luthor or Penguin) Clean some Joker graffiti off the walls starting in the second area. You need to clean up five of them: 1. Left of all the computer monitors. 2. Just before the X-Ray corridor. 3. In one of the cells behind a silver gate in the back right of the main room. (See Citizen) 4 and 5. Flanking the stairs up to Scarecrow. #8 - Above the monitors are some flipping poles. Use Acrobat Robin to flip from the left to the right. #9 - (Luthor) After the X-Ray corridor, drop down to the front of the big room and use the Deconstructor on the black door. #10 - (Poison Ivy) Just before heading up the stairs towards Scarecrow, take Ivy to the left and jump forward towards her cell, which has a flower bed you can travel through. Citizen - (Luthor or Penguin) Locked behind the silver gates in the back right of the big room. Either use a Penguin Bomb or use Luthor to get #9 and switch to the Power Suit. Vehicle: Scarecrow's Biplane (Minikit) ===== 6E. Chemical Crisis ===== #1 - (Luthor) Use the Deconstructor on the black wall just left of the starting point, then use Heat Vision on the gold wall inside, then use Green Lantern to put together the green blocks. #2 - (Luthor, Poison Ivy, Joker) Use the Deconstructor on the black gate just right of the starting point, then use Ivy to jump through the flower bed. Use Joker on the electric generator, which will uncover the canister back to the left. #3 - In the silver statue next to the Power Suit Panel. #4 - (Superman) Use Superman to create and destroy five ice bats from leaky water. Use Freeze Breath to make the bats, then punch them. 1. Left part of the outer ring. 2. Back right of the outer ring. 3. Third ring in, on the south side. 4. In the fourth ring, west side, southwest of a waterfall. 5. In the very center of the maze. #5 - (Superman, Water Walking) This one is in the back left of the maze. Head up the left side of the outer ring. In the back left are some golden flowers. Heat Vision them away, then sink into the water as Croc or Aquaman to get under the vines. Get back out and use Heat Vision on the statues so you can assemble buttons. Use the buttons to turn the puzzle in the back so the green ball rolls out the bottom, then smash the plant that results. Citizen - (Superman) The Citizen is just north of Catwoman, only on the other side of the wall, and you can't get to him without Superman to fly over the pits with plants (or just over the wall). #6 - (Superman) This one's in the very back left corner going along the top. Fly to the switch and push it to open the gate beneath it. Although it'd be easiest to get into under the water there with Killer Croc. Dropping a character in and pushing them towards it will do just as well. #7 - (Superman) This one's in the second ring in the lower left corner. You'll need someone to fly over the pits (or walls) and then pull both levers near the grating. Once that's done, drop down with a sonic user (like Bat Suit Batman) and blast the glass container. #8 - Use sonic on the glass door southwest of the Bat Suit Panel. #9 - (Luthor) This one's on the south side of the second ring. Fly to the southwest corner to find a black statue for Luthor's Deconstructor, then pull the switch you assemble and sonic the glass that's behind it. #10 - Use strength on the gate where Baner's Mole Miner is driving around. Vehicle: Two-Face's Truck (Minikit) ===== 6D. Asylum Assignment ===== #1 - When going behind the fans underwater as Robin, head left to find this. #2 - (Superman) Fly into Croc's Lair to get this. #3 - (Killer Croc or Aquaman) As either of these characters, once you reach the end of the underwater portion, pull open the orange handle. #4 - (Joker) After climbing the first set of stairs, drop down to the right and use the Joker Box. Assemble the pieces and grab the handle. #5 - (Cyborg, Green Lantern) After climbing up the first frozen waterfall, head to the right and have Cyborg use his magnet on the lock, which releases green pieces for GL. #6 - (Penguin) In Mr. Freeze's cell, send a Penguin Bomb through the igloo on the right. It will blow up part of the cell, allowing you to get in. #7 - (Aquaman, Luthor or Penguin) Clean some Joker graffiti off the walls starting in the second area. You need to clean up five of them: 1. Left of all the computer monitors. 2. Just before the X-Ray corridor. 3. In one of the cells behind a silver gate in the back right of the main room. (See Citizen) 4 and 5. Flanking the stairs up to Scarecrow. #8 - Above the monitors are some flipping poles. Use Acrobat Robin to flip from the left to the right. #9 - (Luthor) After the X-Ray corridor, drop down to the front of the big room and use the Deconstructor on the black door. #10 - (Poison Ivy) Just before heading up the stairs towards Scarecrow, take Ivy to the left and jump forward towards her cell, which has a flower bed you can travel through. Citizen - (Luthor or Penguin) Locked behind the silver gates in the back right of the big room. Either use a Penguin Bomb or use Luthor to get #9 and switch to the Power Suit. Vehicle: Scarecrow's Biplane (Minikit) ===== 6E. Chemical Crisis ===== #1 - (Luthor) Use the Deconstructor on the black wall just left of the starting point, then use Heat Vision on the gold wall inside, then use Green Lantern to put together the green blocks. #2 - (Luthor, Poison Ivy, Joker) Use the Deconstructor on the black gate just right of the starting point, then use Ivy to jump through the flower bed. Use Joker on the electric generator, which will uncover the canister back to the left. #3 - In the silver statue next to the Power Suit Panel. #4 - (Superman) Use Superman to create and destroy five ice bats from leaky water. Use Freeze Breath to make the bats, then punch them. 1. Left part of the outer ring. 2. Back right of the outer ring. 3. Third ring in, on the south side. 4. In the fourth ring, west side, southwest of a waterfall. 5. In the very center of the maze. #5 - (Superman, Water Walking) This one is in the back left of the maze. Head up the left side of the outer ring. In the back left are some golden flowers. Heat Vision them away, then sink into the water as Croc or Aquaman to get under the vines. Get back out and use Heat Vision on the statues so you can assemble buttons. Use the buttons to turn the puzzle in the back so the green ball rolls out the bottom, then smash the plant that results. Citizen - (Superman) The Citizen is just north of Catwoman, only on the other side of the wall, and you can't get to him without Superman to fly over the pits with plants (or just over the wall). #6 - (Superman) This one's in the very back left corner going along the top. Fly to the switch and push it to open the gate beneath it. Although it'd be easiest to get into under the water there with Killer Croc. Dropping a character in and pushing them towards it will do just as well. #7 - (Superman) This one's in the second ring in the lower left corner. You'll need someone to fly over the pits (or walls) and then pull both levers near the grating. Once that's done, drop down with a sonic user (like Bat Suit Batman) and blast the glass container. #8 - Use sonic on the glass door southwest of the Bat Suit Panel. #9 - (Luthor) This one's on the south side of the second ring. Fly to the southwest corner to find a black statue for Luthor's Deconstructor, then pull the switch you assemble and sonic the glass that's behind it. #10 - Use strength on the gate where Baner's Mole Miner is driving around. Vehicle: Two-Face's Truck (Minikit) ===== 6D. Asylum Assignment ===== #1 - When going behind the fans underwater as Robin, head left to find this. #2 - (Superman) Fly into Croc's Lair to get this. #3 - (Killer Croc or Aquaman) As either of these characters, once you reach the end of the underwater portion, pull open the orange handle. #4 - (Joker) After climbing the first set of stairs, drop down to the right and use the Joker Box. Assemble the pieces and grab the handle. #5 - (Cyborg, Green Lantern) After climbing up the first frozen waterfall, head to the right and have Cyborg use his magnet on the lock, which releases green pieces for GL. #6 - (Penguin) In Mr. Freeze's cell, send a Penguin Bomb through the igloo on the right. It will blow up part of the cell, allowing you to get in. #7 - (Aquaman, Luthor or Penguin) Clean some Joker graffiti off the walls starting in the second area. You need to clean up five of them: 1. Left of all the computer monitors. 2. Just before the X-Ray corridor. 3. In one of the cells behind a silver gate in the back right of the main room. (See Citizen) 4 and 5. Flanking the stairs up to Scarecrow. #8 - Above the monitors are some flipping poles. Use Acrobat Robin to flip from the left to the right. #9 - (Luthor) After the X-Ray corridor, drop down to the front of the big room and use the Deconstructor on the black door. #10 - (Poison Ivy) Just before heading up the stairs towards Scarecrow, take Ivy to the left and jump forward towards her cell, which has a flower bed you can travel through. Citizen - (Luthor or Penguin) Locked behind the silver gates in the back right of the big room. Either use a Penguin Bomb or use Luthor to get #9 and switch to the Power Suit. Vehicle: Scarecrow's Biplane (Minikit) ===== 6E. Chemical Crisis ===== #1 - (Luthor) Use the Deconstructor on the black wall just left of the starting point, then use Heat Vision on the gold wall inside, then use Green Lantern to put together the green blocks. #2 - (Luthor, Poison Ivy, Joker) Use the Deconstructor on the black gate just right of the starting point, then use Ivy to jump through the flower bed. Use Joker on the electric generator, which will uncover the canister back to the left. #3 - In the silver statue next to the Power Suit Panel. #4 - (Superman) Use Superman to create and destroy five ice bats from leaky water. Use Freeze Breath to make the bats, then punch them. 1. Left part of the outer ring. 2. Back right of the outer ring. 3. Third ring in, on the south side. 4. In the fourth ring, west side, southwest of a waterfall. 5. In the very center of the maze. #5 - (Superman, Water Walking) This one is in the back left of the maze. Head up the left side of the outer ring. In the back left are some golden flowers. Heat Vision them away, then sink into the water as Croc or Aquaman to get under the vines. Get back out and use Heat Vision on the statues so you can assemble buttons. Use the buttons to turn the puzzle in the back so the green ball rolls out the bottom, then smash the plant that results. Citizen - (Superman) The Citizen is just north of Catwoman, only on the other side of the wall, and you can't get to him without Superman to fly over the pits with plants (or just over the wall). #6 - (Superman) This one's in the very back left corner going along the top. Fly to the switch and push it to open the gate beneath it. Although it'd be easiest to get into under the water there with Killer Croc. Dropping a character in and pushing them towards it will do just as well. #7 - (Superman) This one's in the second ring in the lower left corner. You'll need someone to fly over the pits (or walls) and then pull both levers near the grating. Once that's done, drop down with a sonic user (like Bat Suit Batman) and blast the glass container. #8 - Use sonic on the glass door southwest of the Bat Suit Panel. #9 - (Luthor) This one's on the south side of the second ring. Fly to the southwest corner to find a black statue for Luthor's Deconstructor, then pull the switch you assemble and sonic the glass that's behind it. #10 - Use strength on the gate where Baner's Mole Miner is driving around. Vehicle: Two-Face's Truck (Minikit) ===== 6D. Asylum Assignment ===== #1 - When going behind the fans underwater as Robin, head left to find this. #2 - (Superman) Fly into Croc's Lair to get this. #3 - (Killer Croc or Aquaman) As either of these characters, once you reach the end of the underwater portion, pull open the orange handle. #4 - (Joker) After climbing the first set of stairs, drop down to the right and use the Joker Box. Assemble the pieces and grab the handle. #5 - (Cyborg, Green Lantern) After climbing up the first frozen waterfall, head to the right and have Cyborg use his magnet on the lock, which releases green pieces for GL. #6 - (Penguin) In Mr. Freeze's cell, send a Penguin Bomb through the igloo on the right. It will blow up part of the cell, allowing you to get in. #7 - (Aquaman, Luthor or Penguin) Clean some Joker graffiti off the walls starting in the second area. You need to clean up five of them: 1. Left of all the computer monitors. 2. Just before the X-Ray corridor. 3. In one of the cells behind a silver gate in the back right of the main room. (See Citizen) 4 and 5. Flanking the stairs up to Scarecrow. #8 - Above the monitors are some flipping poles. Use Acrobat Robin to flip from the left to the right. #9 - (Luthor) After the X-Ray corridor, drop down to the front of the big room and use the Deconstructor on the black door. #10 - (Poison Ivy) Just before heading up the stairs towards Scarecrow, take Ivy to the left and jump forward towards her cell, which has a flower bed you can travel through. Citizen - (Luthor or Penguin) Locked behind the silver gates in the back right of the big room. Either use a Penguin Bomb or use Luthor to get #9 and switch to the Power Suit. Vehicle: Scarecrow's Biplane (Minikit) ===== 6E. Chemical Crisis ===== #1 - (Luthor) Use the Deconstructor on the black wall just left of the starting point, then use Heat Vision on the gold wall inside, then use Green Lantern to put together the green blocks. #2 - (Luthor, Poison Ivy, Joker) Use the Deconstructor on the black gate just right of the starting point, then use Ivy to jump through the flower bed. Use Joker on the electric generator, which will uncover the canister back to the left. #3 - In the silver statue next to the Power Suit Panel. #4 - (Superman) Use Superman to create and destroy five ice bats from leaky water. Use Freeze Breath to make the bats, then punch them. 1. Left part of the outer ring. 2. Back right of the outer ring. 3. Third ring in, on the south side. 4. In the fourth ring, west side, southwest of a waterfall. 5. In the very center of the maze. #5 - (Superman, Water Walking) This one is in the back left of the maze. Head up the left side of the outer ring. In the back left are some golden flowers. Heat Vision them away, then sink into the water as Croc or Aquaman to get under the vines. Get back out and use Heat Vision on the statues so you can assemble buttons. Use the buttons to turn the puzzle in the back so the green ball rolls out the bottom, then smash the plant that results. Citizen - (Superman) The Citizen is just north of Catwoman, only on the other side of the wall, and you can't get to him without Superman to fly over the pits with plants (or just over the wall). #6 - (Superman) This one's in the very back left corner going along the top. Fly to the switch and push it to open the gate beneath it. Although it'd be easiest to get into under the water there with Killer Croc. Dropping a character in and pushing them towards it will do just as well. #7 - (Superman) This one's in the second ring in the lower left corner. You'll need someone to fly over the pits (or walls) and then pull both levers near the grating. Once that's done, drop down with a sonic user (like Bat Suit Batman) and blast the glass container. #8 - Use sonic on the glass door southwest of the Bat Suit Panel. #9 - (Luthor) This one's on the south side of the second ring. Fly to the southwest corner to find a black statue for Luthor's Deconstructor, then pull the switch you assemble and sonic the glass that's behind it. #10 - Use strength on the gate where Baner's Mole Miner is driving around. Vehicle: Two-Face's Truck (Minikit) ===== 6D. Asylum Assignment ===== #1 - When going behind the fans underwater as Robin, head left to find this. #2 - (Superman) Fly into Croc's Lair to get this. #3 - (Killer Croc or Aquaman) As either of these characters, once you reach the end of the underwater portion, pull open the orange handle. #4 - (Joker) After climbing the first set of stairs, drop down to the right and use the Joker Box. Assemble the pieces and grab the handle. #5 - (Cyborg, Green Lantern) After climbing up the first frozen waterfall, head to the right and have Cyborg use his magnet on the lock, which releases green pieces for GL. #6 - (Penguin) In Mr. Freeze's cell, send a Penguin Bomb through the igloo on the right. It will blow up part of the cell, allowing you to get in. #7 - (Aquaman, Luthor or Penguin) Clean some Joker graffiti off the walls starting in the second area. You need to clean up five of them: 1. Left of all the computer monitors. 2. Just before the X-Ray corridor. 3. In one of the cells behind a silver gate in the back right of the main room. (See Citizen) 4 and 5. Flanking the stairs up to Scarecrow. #8 - Above the monitors are some flipping poles. Use Acrobat Robin to flip from the left to the right. #9 - (Luthor) After the X-Ray corridor, drop down to the front of the big room and use the Deconstructor on the black door. #10 - (Poison Ivy) Just before heading up the stairs towards Scarecrow, take Ivy to the left and jump forward towards her cell, which has a flower bed you can travel through. Citizen - (Luthor or Penguin) Locked behind the silver gates in the back right of

Ground Vehicles Metro Station (Central) - Location: Travel south across the north bridge to find this next to the metro station. Needed to Unlock: Switch flip Function: Ground Vehicles Power Station - Location: East part of central island. Needed to Unlock: Switch flip Function: Ground Vehicles Gotham Park - Location: Center of central island, near the fountain. Needed to Unlock: Superman Function: Air Vehicles Gotham Beach - Location: Beach at the west side of the island. Needed to Unlock: Superman Function: Water Vehicles Gotham Zoo - Location: South of the park. Needed to Unlock: Switch flip Function: Ground Vehicles Ace Chemicals - Location: At the southwest part of the central island. Needed to Unlock: The Flash Function: Ground Vehicles --- South Island: City Hall - Location: West part of south island, in front of City Hall Needed to Unlock: Switch flip Function: Ground Vehicles Gotham Hospital - Location: Near the big cross-shaped building that glows red. Needed to Unlock: Switch flip Function: Ground Vehicles Gotham Police Station - Location: South part of the south island, southwest of the tower. Needed to Unlock: Switch flip Function: Ground Vehicles Wayne Tower - Location: On top of the giant tower on the south island. Needed to Unlock: Superman Function: Air Vehicles Gotham Cathedral - Location: Northeast of the giant tower. Needed to Unlock: Switch flip Function: Ground Vehicles Gotham Bank - Location: Northeast part of the south island Needed to Unlock: Switch flip Function: Ground Vehicles Metro Station (South) - Location: Southeast part of the south island Needed to Unlock: Switch flip Function: Ground Vehicles Gotham Observatory - Location: Little island southeast of south island Needed to Unlock: Superman Function: Water Vehicles ===== 7B. Villains ===== Remember that you need the Terminals to make the villains appear, so you won't be able to get Lex and the Joker until after beating the story. North Island Captain Boomerang - District: Arkham Asylum Location: In the main prison yard. Battle: Hit him with Batarangs three times while dodging his boomerangs. Price: 100,000 Harley Quinn - District: Gotham Funland Entrance Location: Just inside the amusement park to the east of the terminal. Battle: Harley will flip around invincible. Once she stops to throw a hammer at you, hit her with a Batarang. Price: 125,000 Poison Ivy - District: Botanic Gardens Location: Inside the gardens, go up the first set of stairs to find her in a side room. Battle: This is one of the more involved battles. After you punch Ivy, she'll warp to another location in the gardens. You will likely have to climb a set of stairs to reach the top. Price: 125,000 Scarecrow - District: Amusement Mile Location: Inside the giant pumpkin near the terminal. Battle: First smash the fear gas dispensers, then punch him three times. Price: 125,000 Mad Hatter - District: Harbourside Theater Location: Right in front of the theater. Battle: The Hatter will create clones of crazy people. Only one is the Hatter himself. Punch him three times. Price: 100,000 Lex Luthor - District: Yacht Club Location: On top of the clubhouse itself. Battle: Punch him three times while avoiding his Deconstructor. Price: 250,000 Ra's Al Ghul - District: Metro Station (North) Location: Fly to the top of the building just north of the terminal. Battle: Punch him three times while avoiding his sword. Price: 100,000 --- Central Island Killer Croc - District: Water Works Location: Beneath the works. You need to take the Hazard Suit by the entrance to the building, then drop down and clean up all the gunk before Croc will appear. Battle: Punch Croc three times while avoiding his attacks. Price: 125,000 Sinestro - District: Metro Station (Central) Location: Fly to the top of a building just east of the station itself. Battle: Punch Sinestro three times. Be sure you do this as Green Lantern so you can get the trophy. Price: 125,000 Killer Moth - District: Power Station Location: Fly to the top of the station near the giant lightbulb. Battle: Throw the nearby switch so the lightbulb turns off and you can punch KM. Price: 100,000 Brainiac - District: Gotham Park Location: Just southwest of the fountain in the park. Battle: As Brainiac is invulnerable, you'll need someone equally invulnerable to damage him, like Superman. Price: 500,000 Bane - District: Gotham Beach Location: North of the beach terminal. Battle: Punch him three times while avoiding his attacks. Price: 125,000 The Penguin - District: Gotham Zoo Location: Inside the Arctic World globe, in the big arena halfway up. Battle: You'll need to fend off his goons while you fight. Punch him three times. Price: 500,000 The Joker - District: Ace Chemicals Location: On top of the main building, just above the terminal. Battle: Joker will grab you with his electric buzzer just like in the story battle. Switch to the other character and punch him three times. Price: 250,000 --- South Island Two-Face - District: City Hall Location: On the roof of City Hall Battle: You'll have to deal with his mooks as well as Harvey himself. Price: 125,000 Hush - District: Gotham Hospital Location: On the roof at the center point. Battle: Punch Hush three times while avoiding his attacks. Price: 100,000 Catwoman - District: Police Station Location: On the rooftop of the station. Battle: Punch Catwoman three times whilea avoiding her attacks. Price: 125,000 The Riddler - District: Wayne Tower Location: On the very top of the tower. Battle: You'll have to deal with his mooks as well as the Riddler himself. Price: 125,000 Man-Bat - District: Gotham Cathedral Location: In the bell tower of the cathedral. Blast away the gold bell with Superman. Battle: Punch Man-Bat three times while avoiding his sonic attacks. Price: 500,000 Clayface - District: Gotham Bank Location: Behind the bank on its east side. Battle: Punch Clayface three times while avoiding his attacks. Price: 100,000 General Zod - District: Metro Station (South) Location: On top of a building north of the station. Battle: As Zod is invulnerable, you'll need someone equally invulnerable to damage him, like Superman. Use Superman anyway for the trophy. Price: 500,000 Mister Freeze - District: Gotham Observatory Location: On the roof of the observatory. Battle: You'll have to deal with his mooks as well as Freeze himself. Price: 500,000

===== 7C. Gold Bricks - North Island = ===== Arkham Asylum/Botanic Gardens Area #1 Location: Inside Arkham, the maze in the center. Type: Suit Obstacle Course Notes: Uses the Elec, Power, and Bat Suits. #2 Location: The main tower of Arkham, starting point to the west of the exit in the inner yard. Type: Suit Obstacle Course Notes: Uses Elec and Sensor suits. #3 Location: Slightly north of Arkham, off the west end of the road. Type: Destroy Objects Notes: Five plants in a circle #4 Location: Northwest corner, near a hilltop. Type: Destroy Objects Notes: Five trees in a row #5 Location: From the guard shack outside Arkham, head east to find a cave in the mountainside. Type: Destroy Objects Notes: Five rocky plants in a cluster. #6 Location: Just east of the Botanic Gardens terminal. Type: Destroy Objects Notes: Two rock clusters next to each other #7 Location: In a clearing northwest of the Botanic Gardens. Type: Destroy Objects Notes: Five plants in a circle. --- Gotham Funland Entrance/Amusement Mile Area #8 Location: The center of the funland parking lot. Type: Destroy Objects Notes: Nine orange cones in a circle #9 #10 #11 #12 #13 Location: Amusement Park Type: Carnival Game Notes: There are five games called "Bat in a Bucket". Hit all the buckets with a Batarang. #14 #15 #16 Location: Amusement Park Type: Carnival Game Notes: There are three games called "Sock a Croc". Step on the button to drop the hammer on the crocodiles. #17 #18 #19 Location: Amusement Park Type: Carnival Game Notes: There are three games called "Clown Spray". Take the nearby Hazard Suit and fill up each of the clowns with water. #20 #21 #22 Location: Amusement Park Type: Carnival Game Notes: There are three games called "Hook a Duck". Push the button to drop the fishing line and knock against each of the three ducks to win. #23 Location: Amusement Park Type: Carnival Game Notes: In the southwest corner of the park is a twisty slide. Enter at the bottom and slide all the way down. #24 Location: Amusement Park Type: Carnival Game Notes: Ride the teacups in the central area. #25 Location: Amusement Park Type: Carnival Game Notes: Ride the rocket ship spinner in the central area. #26 Location: Amusement Park Type: Carnival Game Notes: Ride the Ferris Wheel in the central area. #27 Location: Amusement Park Type: Carnival Game Notes: Ride the Roller Coaster. Entrance is in the northeast corner. #28 Location: Amusement Park Type: Carnival Game Notes: Rider the Bumper Cars. You have to successfully smash your opponent to get the brick. --- Theater/Yacht Club Area #29 Location: Just west of the theater. Type: Destroy Objects Notes: Six fire hydrants in a circle. #30 #31 #32 #33 Location: Surrounding the theater are LEGO statues blowing on bugles. Type: Under Gold Notes: The bugle openings are the gold #34 Location: On top of the theater, close to the entrance. Type: Under Gold Notes: A golden cage #35 Location: Just south of the theater on your left travelling away from it. Type: Suit Obstacle Course Notes: This course uses the Acrobat Suit. #36 Location: Just south of the theater on your right travelling away from it. Type: Suit Obstacle Course Notes: This course uses the Sensor Suit. #37 Location: Directly opposite the road to the Yacht Club. Head southeast. Type: Suit Obstacle Course Notes: This course uses the Power Suit. #38 Location: Southwest/southeast of the Yacht Club, northwest of the metro station, in a little park with a fountain. Type: Destroy Objects Notes: Four bushes in a circle. #39 Location: The docks near the Yacht Club. Type: Vehicle Race (Water) --- Batcave/Metro Station (North) Area #40 Location: Southwest of the Batcave in the water. Exit from the Batcave in a watercraft and sit in the water until it appears on your right. Type: Vehicle Race (Water) Notes: You may have to wait a while for the race start point to appear. #41 Location: Southeast of the Batcave in the air. Exit from the Batcave in an aircraft and hold position until the gate appears in front of you. Type: Vehicle Race (Air) Notes: You may have to wait a while for the race start point to appear. #42 Location: Go east from the north bridge and down the hill. Type: Destroy Objects Notes: Four trees in a circle. #43 Location: This one starts west of the Metro Station (North) behind the building. Type: Suit Obstacle Course Notes: This course uses the Acrobat Suit. #44 Location: This starts east of the Metro Station behind a building. It's right near where the Bat Doggem sits. Type: Suit Obstacle Course Notes: This course uses the Sensor Suit and is unique in the sense that there's a point where you have to turn *off* your invisibility so a camera can see you and a platform will extend. #45 Location: Go a couple of blocks east of the Metro Station terminal and you'll see a Magnet Suit on your left. Type: Suit Obstacle Course Notes: Uses the Magnet and Acrobat Suits. #46 Location: Head east from the Metro Station terminal, then turn south until you see a Bat Suit at the end of the road. Type: Suit Obstacle Course Notes: Uses the Bat, Power, and another Bat Suit. #47 Location: At the far east end from the Metro Station terminal is an Elec Suit. Type: Suit Obstacle Course Notes: Uses the Elec, Power, and another Elec Suit. #48 Location: At the far east end from the Metro Station terminal is a fountain. Type: Destroy Objects Notes: Four bushes in a circle. ===== 7D. Gold Bricks - Central Island = ===== Water Works/Metro Station (Central)/Power Station Area NOTE: I consider this area everything to the east of the street that starts from the northern bridge and goes straight down to the south island. #49 Location: Just south of the Water Works lined up against the road. Type: Destroy Objects Notes: Five bushes in a line. #50 Location: The block southwest of the Water Works on the west side (near a Sensor Suit). Type: Destroy Objects Notes: Five flower boxes in a line. #51 Location: The block southwest of the Water Works on the west side. Type: Suit Obstacle Course Notes: This course uses the Sensor Suit. #52 Location: The block southwest of the Water Works, near where you purchase the LexCorp Micro-VTOL. Type: Vehicle Race Notes: Race starts just north of the VTOL's position. #53 Location: Head south from the northern bridge and you'll see an Acrobat Suit on your left. Type: Suit Obstacle Course Notes: This course uses the Acrobat Suit. #54 Location: Above the Metro Station (Central) there is a LEGO statue holding up a long bar. Type: Under Gold Notes: The cap on its head. #55 Location: From the Metro Station (Central) terminal, head south down the street and you'll see a Magnet Suit on your left. Type: Suit Obstacle Course Notes: This course uses the Magnet Suit. At the top, use the magnet to place the enclosed ball in each of the four corners. #56 Location: One block east of the Metro Station (Central) terminal has a double-towered building. Fly to top of the north tower. Type: Destroy Objects Notes: Four blue water towers in a circle. #57 Location: One block southeast of the Metro Station (Central) terminal is a LEGO man statue clinging to the northwest side of the building. Type: Under Gold Notes: The cap on its head. #58 Location: One block south of the Metro Station (Central) terminal is a building with two big black gargoyles at the top. Type: Under Gold Notes: The gold cage at the top. #59 Location: One block south of the Metro Station (Central) terminal on the tops of the buildings, near the Police Helicopter. Type: Vehicle Race (Air) #60 Location: One block southwest of the Power Station terminal is a LEGO man statue. Type: Under Gold Notes: The cap on its head. #61 Location: Directly north from the Power Station terminal is a Hazard Suit. Type: Suit Obstacle Course Notes: This course uses the Hazard Suit. #62 Location: Go two blocks west of the Power Station terminal, then go to the southern block (an open square). Take the Acrobat Suit and follow the stud trail to the SOUTH. Type: Suit Obstacle Course Notes: This course uses the Acrobat Suit. #63 Location: Go two blocks west of the Power Station terminal, then go to the southern block (an open square). Take the Acrobat Suit and follow the stud trail to the NORTH. Type: Suit Obstacle Course Notes: Uses Acrobat and Magnet Suits. #64 Location: The docks east of the Power Station, next to the Speedboat. Type: Vehicle Race (Water) #65 Location: From the southeast corner of the park, go to the next block to the east, where there's a LEGO man statue climbing the building. Type: Under Gold Notes: The cap on its head. #66 Location: From the southeast corner of the park, go to the next block to the east, to the top of the tallest building. Type: Under Gold Notes: A gold cage at the top. #67 Location: From the southeast corner of the park, go to the next block to the east and there's a grapple point on the west side of the block. Type: Suit Obstacle Course Notes: Uses Power and Bat Suits. It's interesting to note that the actual brick for this is waaay across the park to the west, and you'll be gliding that far. #68 Location: From the north end of the southeastern bridge, travel west to find a church, and a Bat Suit behind it. Type: Suit Obstacle Course Notes: This course uses the Bat Suit. #69 Location: The docks southeast of the park, between the southern and southeastern bridges, near the Sports Fishing Boat. Type: Vehicle Race (Water) Notes: This one starts pretty close to where the Speedboat-related one ends, so you can do both in succession easily. --- Park/Zoo Area NOTE: I consider this area everything between the major street that goes from the northern bridge south, and the west side of the park, in a line going south. #70 Location: Just southwest of the bridge is a LEGO man statue. Type: Under Gold Notes: The cap on its head. #71 Location: Just southwest off the bridge south of the LEGO man statue is a climbing wall. Type: Suit Obstacle Course Notes: Uses the Power and Elec Suits. #72 Location: Fly one block northwest of the Metro Station (Central) terminal and search the southern building on that block. Type: Destroy Objects Notes: Four purple chimneys in a square. #73 Location: Start at the Metro Station (Central) terminal and head west on the street. Type: Destroy Objects Notes: Five red fire hydrants in a line. #74 Location: One block north of the park, in the southeast corner of the block is an Acrobat Suit. Type: Suit Obstacle Course Notes: This course uses the Acrobat Suit, and you'll be climbing a LOT of poles up to the very top of a skyscraper. #75 Location: One block north of the park, go to the northeast corner. Type: Destroy Objects Notes: Four bike racks in a line. #76 Location: One block north of the park, about halfway up the east side is a grapple marker. Type: Suit Obstacle Course Notes: This course uses the Bat Suit. #77 Location: One block north of the park, next to the skyscraper are two LEGO man statues holding up the building. You want the one with platforms on its back. Type: Under Gold Notes: The cap on its head. #78 Location: One block north of the park, further north towards the water is a Power Suit. Type: Suit Obstacle Course Notes: This course uses the Power Suit. #79 Location: One block north of the park, further north towards the water is a LEGO man statue. Type: Under Gold Notes: The cap on its head. #80 Location: At the thin block northeast of the park on the west side. Type: Destroy Objects Notes: Six lampposts in a line. #81 Location: At the thin block northeast of the park at the south point. Type: Destroy Objects Notes: Seven trees in a circle. #82 Location: At the thin block northeast of the park, near the News Helicopter. Type: Vehicle Race (Air) #83 Location: Pond in the park, eastern section. Type: Other Notes: Drop down into the water as Hazard Suit Robin or Killer Croc and grab this one. #84 Location: Pond in the park, western section. Type: Other Notes: Drop down into the water as Hazard Suit Robin or Killer Croc and grab this one. #85 Location: Pond in the park, southeast corner. Type: Vehicle Race (Water) Notes: Get in the swan boats and paddle them through the race course. #86 Location: South of the pond in the park is a small building with a Magnet Suit. Type: Suit Obstacle Course Notes: Actually not really much of an obstacle course, just run up the side. #87 Location: Head south from the bridge on the pond in the park. Type: Destroy Objects Notes: Six trees in a circle. #88 Location: In the midwest portion of the park is a maze. Enter with Lex's Deconstructor and go to the right. Type: Other Notes: The black bin in the corner. #89 Location: In the midwest portion of the park is a maze. Start from the Power Suit and head towards the center. Type: Suit Obstacle Course Notes: This course uses the Power Suit. #90 Location: Head east from the maze to the center of the park. Type: Destroy Objects Notes: Five rock clusters in a circle. #91 Location: The fountain at the center of the park. Type: Destroy Objects Notes: Six lampposts around the fountain. #92 Location: Southeast corner of the park, near the LEGO statue on the nearby building. Type: Under Gold Notes: A gold cage #93 Location: Southeast corner of the park, underneath the LEGO statue. Type: Other Notes: Use Luthor's Deconstructor on the black bin. #94 Location: The Gotham Zoo, in the Arctic World section. Search the enclosures for polar bears. Type: Other Notes: Ride the bear along the stud trail to the brick. #95 Location: The Gotham Zoo in the eastern cage area. Open the cages and take a lion. Type: Other Notes: Ride the lion along the stud trail to the brick. #96 Location: The Gotham Zoo in the eastern cage area. Open the cages and take a giraffe. Type: Other Notes: Ride the giraffe along the stud trail to the brick. #97 Location: The Gotham Zoo in the eastern cage area. Open the cages and take a gorilla. Type: Other Notes: Ride the gorilla along the stud trail to the brick. #98 Location: In the eastern part of the Zoo is a Power Suit. Type: Suit Obstacle Course Notes: This course uses the Power Suit. --- Beach/Ace Chemicals Area NOTE: I consider this area to be everything to the west of the park. #99 Location: From the northwest corner of the park, head northwest. At a T-intersection, you should see a Magnet Suit. Type: Suit Obstacle Course Notes: Uses Magnet and Acrobat Suits. It also utilizes a cool slide. #100 Location: Fly from the slide mentioned in the above entry to the top of the building it stops from. Type: Under Gold Notes: A gold cage. #101 Location: The Gotham Beach terminal. Call up any boat. Type: Vehicle Race (Water) #102 Location: Directly east from the Beach terminal is a LEGO man statue. Type: Under Gold Notes: The cap on its head. #103 Location: Start from the north end of the park, then go west about a block and a half until you see an Ice Suit on the south sidewalk. Type: Suit Obstacle Course Notes: This course uses the Ice Suit. #104 Location: Start from the northwest corner of the park, then south along the road, then west at the first turn. On the north side of the street will be a church. Type: Under Gold Notes: Gold cage at the top. #105 Location: Just northeast of the Ace Chemicals terminal is a LEGO man statue. It's making a grimacing face. Type: Under Gold Notes: The cap on its head. #106 Location: From the Beach terminal, there's a large green chemical spill on the nearby street. Go east and you'll find a fenced in area. At the north end of that area is a Bat Suit. Type: Suit Obstacle Course Notes: This course uses the Bat Suit. #107 Location: Go to the five-sided block west of the park and you'll find an Elec Suit at the east end. Type: Suit Obstacle Course Notes: Uses Elec and Power Suits. #108 Location: On top of a building at the north end of the five-sided block west of the park, near the Joker's Helicopter. Type: Vehicle Race (Air) #109 Location: Go to the five-sided block west of the park. There's a tall building in the north corner of the block. Type: Under Gold Notes: The gold cage at the top. #110 Location: Go to the triangle block just west of the park. Search the east side of the block. Type: Destroy Objects Notes: Five green bins in a line. #111 Location: Go to the triangle block just west of the park. There's an Acrobat Suit at the north corner. Type: Suit Obstacle Course Notes: This course uses the Acrobat Suit. #112 Location: Go to the five-sided block just east of the Ace Chemicals terminal. Fly up to the LEGO man statue holding the green chemical vat. Type: Under Gold Notes: The cap on its head #113 Location: Go to the five-sided block just east of the Ace Chemicals terminal. At the west end of the block is a Hazard Suit. Type: Suit Obstacle Course Notes: This course uses the Hazard Suit. You'll have to switch liquids at times to fill canisters. #114 Location: The parallelogram block northwest of the zoo, at the far west side, you'll see a Hazard Suit. Type: Suit Obstacle Course Notes: This course uses the Hazard Suit, and liquids of many colors. #115 Location: The parallelogram block northwest of the zoo on top of a building in the southeast corner. Near where you get Brainiac's UFO. Type: Vehicle Race (Air) #116 Location: Go east from the north end of the southwestern bridge to a LEGO man statue. Type: Under Gold Notes: The cap on its head. ===== 7E. Gold Bricks - South Island = ===== City Hall/Hospital Area: #117 Location: Go northwest from the City Hall block to find a Magnet Suit. Type: Suit Obstacle Course Notes: Uses Magnet and Hazard Suits, and requires some switching between the two as you go. #118 Location: Go far northwest of the City Hall block near the bridge to find a tall building. Type: Under Gold Notes: A gold cage at the top. #119 Location: Go northeast of the City Hall block to find a Bat Suit. Type: Suit Obstacle Course Notes: Uses all four Batman suits. #120 Location: Far west of the City Hall block, near the Clown Goon Boat in the water. Type: Vehicle Race (Water) #121 Location: Go southwest of the City Hall block to find a Bat Suit. Type: Suit Obstacle Course Notes: Uses Bat and Power Suits. #122 Location: In the southwest corner of the City Hall block is a Hazard Suit. Type: Suit Obstacle Course Notes: This is a quick Hazard Suit course as you only have to fill the three canisters. #123 Location: In the southeast corner of the City Hall block. Type: Destroy Objects Notes: Five light green bushes in a circle. #124 Location: Behind City Hall, at its north side is a Magnet Suit. Type: Suit Obstacle Course Notes: Uses Magnet and Acrobat Suits. #125 Location: In the center of the block east of City Hall is a Magnet Suit. Type: Suit Obstacle Course Notes: Uses Magnet and Acrobat Suits. #126 Location: Next to the Hospital terminal is a Sensor Suit. Type: Suit Obstacle Course Notes: Uses Sensor and Elec Suits. #127 Location: Go southwest from the Hospital to find an Elec Suit. Type: Suit Obstacle Course Notes: Uses all four Batman Suits. #128 Location: Travel west from the hospital to find a Riddler Box. Type: Other Notes: Use the Riddler to open it. --- Wayne Tower/Cathedral/Police Station Area #129 Location: The top of Wayne Tower, from the terminal. Type: Vehicle Race (Air) Notes: Pick any aircraft and head west to the starting gate. #130 #131 Location: On the west and eastern sides of the tower, halfway up. Type: Under Gold Notes: There are gold caps on either side of the building. #132 Location: Beneath Wayne Tower, starting at the Power Suit. Type: Suit Obstacle Course Notes: Uses all four Batman Suits. #133 Location: Northwest corner of the block beneath Wayne Tower. Type: Under Gold/Suit Obstacle Course Notes: This one's kind of unique as it starts as Superman opening a cage, but switches to Batman, climbing up using the Power Suit. #134 Location: Just east of Wayne Tower is a smaller skyscraper. Fly to the top. Type: Under Gold Notes: A gold cage at the top. #135 Location: Go one block northwest of Wayne Tower and find a Bat Suit on the north side of it. Type: Suit Obstacle Course Notes: Uses Bat and Power Suits. #136 Location: Go straight north from the middle of Wayne Tower to find a Bat Suit on the left side of the street. Type: Suit Obstacle Course Notes: Uses Bat, Power, and Elec Suits. #137 Location: Go south of the central southern bridge to find a Magnet Suit. Type: Suit Obstacle Course Notes: Uses Magnet, Hazard, and Acrobat Suits. #138 Location: From the southeast bridge, go south and west around the first building to find an Acrobat suit north of the Cathedral. Type: Suit Obstacle Course Notes: Uses Acrobat, Hazard, and Ice Suits. #139 Location: Cathedral, northeast corner. Type: Destroy Objects Notes: Five bushes in a circle. #140 Location: Cathedral, southwest corner. Type: Destroy Objects Notes: Five bushes in a circle. #141 Location: Starting just east of the Police Station terminal is an Ice Suit. Type: Suit Obstacle Course Notes: Uses Ice and Hazard Suits. #142 Location: In the northeast corner of the Police Station (next to the minigame) is a box with an orange handle. Type: Other Notes: Use a character with Super Strength. #143 Location: Southwest from the Police Station block is an Acrobat Suit. Type: Suit Obstacle Course Notes: Uses Acrobat, Magnet, and Hazard Suits. #144 Location: East of the Police Station block (south of the Ice Suit). Type: Destroy Objects Notes: Five blue phone booths in a line. #145 Location: Southeast of the Police Station at the docks, near the Penguin Submarine. Type: Vehicle Race (Water) --- Bank/Metro Station (South) Area #146 Location: Immediately southeast of the southeast bridge is an Acrobat Suit. Type: Suit Obstacle Course Notes: This course uses the Acrobat Suit. #147 Location: In the eastern corner of the southern island (northeast of the Bank terminal) is a Magnet Suit. Type: Suit Obstacle Course Notes: Uses Magnet, Acrobat, and Hazard Suits. #148 Location: East of the Bank terminal behind the bank is a Hazard Suit. Type: Suit Obstacle Course Notes: Uses Hazard and Magnet Suits. #149 Location: Just east of the cathedral is a Bat Suit. Type: Suit Obstacle Course Notes: Uses Bat, Elec, Power, and another Bat Suit. #150 Location: From the metro station itself (not the terminal), go east along the road until it curves north and you should find a Power Suit. Type: Suit Obstacle Course Notes: Uses Power, Bat, and another Power Suit. #151 Location: East of the Metro Station (South) terminal is an Acrobat Suit. Type: Suit Obstacle Course Notes: Uses Acrobat, Magnet, and Ice Suits. --- Gotham Observatory Area #152 Location: At the bottom of the observatory building near the docks. Type: Other Notes: A black bin needing Luthor's Deconstructor. #153 Location: At the Observatory terminal. Type: Vehicle Race (Water) Notes: Pull up any boat for this. #154 Location: The LEGO man statue on the observatory. Type: Under Gold Notes: There's a gold cap on its telescope. ===== 7F. Citizens In Peril = ===== As there are "merely" 35 Citizens, and they tend to stand out in the open, I've only given basic directions to find each of them, as a quick map scan should easily tell you which one I'm talking about. --- North Island #1 Location: West of the road to Arkham. Type: Plant #2 Location: Northwest corner of island. Type: Plant #3 Location: Northwest of the parking lot north of Botanic Gardens. Type: Plant #4 Location: South of Botanic Gardens. Type: Plant #5 Location: In the amusement park, in the southwest corner, but not on the boardwalk. Go southwest on the upper level past the "Clown Spray" game. Type: Penguin Minion #6 Location: Just east of the Harbourside Theater. Type: Ice Block #7 Location: West of the Metro Station (North) terminal. Type: Fire Hydrant --- Central Island #8 Location: Southwest of the Water Works terminal. Type: Ice Block #9 Location: Go one block north of the park, then go to the northeast corner of that block. Type: Fire Hydrant #10 Location: Go one block north of the park, then west. Type: Fire Hydrant #11 Location: Go one block southeast of Metro Station (Central). Type: Fire Hydrant #12 Location: The thin block northeast of the park, at its northwestern corner. Type: Ice Block #13 Location: The thin block northeast of the park, at the southern tip of it. Type: Fire Hydrant #14 Location: One block south of the Metro Station (Central) terminal, at the block's south end. Type: Penguin Minion #15 Location: Northeast of the Gotham Beach terminal. Type: Penguin Minion #16 Location: Just east of Ace Chemicals. Type: Plant #17 Location: The five-sided block west of the park. Type: Ice Block #18 Location: The parallelogram block northwest of the Zoo terminal. Type: Ice Block #19 Location: West of the Zoo terminal, near the water. Type: Plant #20 Location: Northwest of the Power Station terminal. Type: Fire Hydrant #21 Location: Directly south of the Power Station terminal. Type: Fire Hydrant #22 Location: Directly west of the Power Station terminal. Type: Penguin Minion #23 Location: Just west of the north end of the southeastern bridge, near a church. Type: Plant --- South Island #24 Location: North of the City Hall block. Type: Ice Block #25 Location: Northwest of the City Hall block. Type: Penguin Minion #26 Location: Southwest of the City Hall block. Type: Plant #27 Location: East of the City Hall block. Type: Penguin Minion #28 Location: In the same block as the Hospital, at the northeast corner. Type: Penguin Minion #29 Location: West of the Police Station, near the water. Type: Ice Block #30 Location: Southeast of the Police Station. Type: Plant #31 Location: From the south end of the southeast bridge, go west. Type: Ice Block #32 Location: Northwest corner of the Cathedral block. Type: Plant #33 Location: Northeast of the Bank terminal. Type: Penguin Minion #34 Location: East of the Metro Station (South) terminal. Type: Fire Hydrant #35 Location: Directly south of the Cathedral. Type: Ice Block ===== 7G. Red Bricks ===== North Island Attract Studs - Location: In the Batcave, fly to the east from the main area. Type: Black Bin for Deconstructor Price: 50,000 Disguises - Location: On top of Arkham Asylum. Type: Joker Box Price: 50,000 Regenerate Hearts - Location: In the mountainside west of Botanic Gardens. Type: Riddler Box Price: 50,000 Beep Beep - Location: In the amusement park, in the southwest corner, but not on the boardwalk. Go southwest on the upper level past the "Clown Spray" game. Type: Joker Box Price: 50,000 Fall Rescue - Location: East of the Harbourside Theater. Type: Joker Box Price: 50,000 Studs x8 - Location: South of the Metro Station (North) terminal. Type: Black Bin for Deconstructor Price: 400,000 --- Central Island Character Studs - Location: Metro Station (Central), right near the green awnings. Type: Riddler Box Price: 50,000 Gold Brick Finder - Location: Northeast of the Beach terminal. Type: Riddler Box Price: 50,000 Vine Grapples - Location: Southwest of the Ace Chemicals terminal, behind the building. Type: Joker Box Price: 50,000 Minikit Piece Finder - Location: Northwest portion of the park, near the water. Type: Minigame (Battleships) Price: 50,000 Extra Toggle - Location: Southwest end of the Zoo. Type: Riddler Box Price: 50,000 Studs x6 - Location: Northwest of the Power Station terminal. Type: Black Bin for Deconstructor Price: 300,000 Studs x2 - Location: East of the Power Station terminal. Type: Minigame (Hammer Cars) Price: 100,000 Super Build - Location: Go two blocks west of the Power Station terminal, then south into the open square. Just southeast of the center monument. Type: Riddler Box Price: 50,000 --- South Island Studs x10 - Location: Southwest of the Bank terminal. Type: Black Bin for Deconstructor Price: 500,000 Invincibility - Location: Top of Wayne Tower. Type: Riddler Box Price: 200,000 Peril Finder - Location: At the northeast corner of the Cathedral grounds. Type: Riddler Box Price: 50,000 Studs x4 - Location: To the east of the Police Station. Type: Minigame (Hammer Cars) Price: 200,000 Red Brick Finder - Location: Far west of City Hall, near the water. Type: Minigame (Battleships) Price: 50,000 Extra Hearts - Location: On the steps in front of City Hall. Type: Riddler Box Price: 50,000 ===== 7H. Vehicles ===== North Island Giant Doggem - Location: Northeast corner of the amusement park parking lot. Price: 500,000 Harley Quinn's Monster Truck - Location: West side of the amusement park parking lot. Price: 1,000,000 Bat Doggem - Location: East of the Metro Station (North) terminal. Price: 75,000 Pumpkin Car - Location: At the southeast corner of the north island. Price: 50,000 LexCorp Limousine - Location: Parked in front of the Yacht Club. Type: 250,000 --- Central Island LexCorp Micro-VTOL - Location: Southwest of the Water Works on top of a building. Price: 1,000,000 Killer Croc's Speedboat - Location: Underneath the Water Works. Price: 750,000 Bane's Mole Machine - Location: North of the park at the water's edge. Price: 1,000,000 Joker's Speedboat - Location: Northeast of the Beach terminal. Price: 750,000 Joker Digger - Location: West of the Ace Chemicals terminal. Price: 150,000 News Reporter Van - Location: In the middle of the five-sided block west of the park. Price: 55,000 Joker's Helicopter - Location: On top of the building at the north end of the five-sided block west of the park. Price: 250,000 News Helicopter - Location: Go to the thin block northeast of the park and find this on the top of a building. Price: 150,000 Brainiac's UFO - Location: Go northwest of the Zoo terminal to find this on a building in the southeast corner of the block. Price: 750,000 Speedboat - Location: In the water east of the Power Station terminal. Price: 450,000 Sports Fishing Boat - Location: In the water southeast of the park, between the southern and southeastern bridges. Price: 450,000 Police Helicopter - Location: Go one block south of the Metro Station (Central) terminal and search the tops of buildings. Price: 200,000 Catwoman's Motorcycle - Location: Go one block south of the Metro Station (Central) terminal and search between buildings. Price: 150,000 --- South Island Clown Goon Boat - Location: Far west of City Hall at the docks. Price: 100,000 Two Face's Truck - Location: Southeast corner of the City Hall block. Price: 250,000 LexCorp Juggernaut - Location: To the northeast of the Bank terminal. Price: 1,000,000 Fire Engine - Location: North of the Cathedral in a parking lot. Price: 100,000 Police Riot Truck - Location: South of the Cathedral in a parking lot. Price: 100,000 Ambulance - Location: Southwest corner of Hospital. Price: 100,000 Police Car - Location: To the east of the Metro Station (South) terminal. Price: 100,000 Penguin's Submarine - Location: Southeast of the Police Station. Price: 150,000 ===== 7I. Gold LEGO Doors ===== North Island Alfred - Location: The north front door of Wayne Manor. Gold Bricks Required: 35 Price: 125,000 Policeman - Location: The guard shack just outside Arkham. Gold Bricks Required: 15 Price: 25,000 Dick Grayson - Location: The top of the Harbourside Theater. Gold Bricks Required: 40 Price: 125,000 Lois Lane - Location: Southwest of the Harbourside Theater, on a roof near a Sensor Suit Obstacle Course. Gold Bricks Required: 25 Price: 125,000 Black Canary - Location: Southwest of the Metro Station (North) terminal, on a roof near an Acrobat Suit Obstacle Course. Gold Bricks Required: 150 Price: 500,000 Huntress - Location: East of the Metro Station (North) terminal, on a roof near a Magnet Suit Obstacle Course. Gold Bricks Required: 50 Price: 125,000 --- Central Island Hawkman - Location: On a roof just south of the northern bridge, near an Acrobat Suit Obstacle Course. Gold Bricks Required: 60 Price: 125,000 Martian Manhunter - Location: On the big skyscraper north of the park, near the top. Gold Bricks Required: 175 Price: 125,000 Aquaman - Location: On a roof east of the Beach terminal. Gold Bricks Required: 70 Price: 125,000 Hawkgirl - Location: On a roof southeast of the Ace Chemicals terminal, near a Hazard Suit Obstacle Course. Gold Bricks Required: 55 Price: 125,000 Batgirl - Location: On a roof west of the Power Station terminal, right next to a Gold Brick from a Suit Obstacle Course. Gold Bricks Required: 65 Price: 125,000 Supergirl - Location: Southeast of Gotham Park, on top of a building next to a Bat Suit that you need a Power Suit to get to. Gold Bricks Required: 250 Price: 125,000 --- South Island Clark Kent - Location: North of the City Hall block, on a roof near a Bat Suit Obstacle Course. Gold Bricks Required: 100 Price: 125,000 Vicki Vale - Location: On a roof east of the Bank terminal. Gold Bricks Required: 20 Price: 125,000 Bruce Wayne - Location: Top of the Wayne Tower. Gold Bricks Required: 45 Price: 125,000 Commissioner Gordon - Location: The front of the Police Station (west side). Gold Bricks Required: 30 Price: 125,000 ===== 7J. Bonus Level: LEGO Gotham City ===== This is the bonus level that shows up in all LEGO games, a completely LEGO- crafted area wherein you have to collect a million studs. As is the habit with these things, you're given very little explanation for how to get through it, and finding those last few studs can be quite a bear. --- Characters: Batman, Robin, Clark Kent Walkthrough - This LEGO Gotham City is split up into three areas, just like the not-quite-so-LEGO Gotham City you've been running around. Heck, you'll even see landmarks here that remind you of how Gotham is laid out. You'll start on the left, (the north area). Note that while you have Clark, he can't fly in his civilian getup. So, bash EVERYTHING that isn't nailed down. Also, walk over the seeds in the grass to make flowers you can smash. Also, ride the rollercoaster and check under the tracks for studs. Now, push that green switch near the glowing rocket ride. You'll knock off the rockets, leaving you able to smash up the ride and get a Hazard Suit for your troubles. Use the Hazard Suit to clean up all the gunk to the left, and the purple to the north. Also, spray water on all the plants, then smash them. Now, let's turn the valve by the bridge to lower it. Also, check in-between the holes on the bridge towers for some more studs. Okay, on the central island, smash everything, as you'd expect. Also, take the Bat Suit, then head back to the left and sonic all the glass. Smash the two penguins in front of the big globe on the center island and the Penguin will join your little party. Send a Penguin Bomb into one of the igloos and you'll knock the globe over. Bust up all the pieces left over and get the studs inside. Also, use the Penguin Bombs on the silver cages all around the animals. You can get on the lion and it will leave a stud trail to follow. Hold off on that "LEGO" sign in the back corner. We'll get back to it. Now, using the Bat Suit, glide across the water to the right and assemble the bridge for everyone else. So, on the right (south) island, I'd say the first order of business is going to that telephone booth and turning Clark into Superman. You can now get every stud on top of things and fly around the whole area. Clean up all the loose stuff on this island, and you'll find an Elec Suit under the car at the back end. Let's take some other things item by item: - There's a Batmobile at the far right, ride it to the left, and turn the valve at the first bridge so it becomes a ramp you can fly off and grab all the studs. - At the end of the right side is a telescope which is in one of the bins with a pull handle. Once you assemble it, there's NOTHING else you can do with it besides turn it with the nearby ball socket, and it won't get you any studs. - Electricity. There are three generators. One's on the very far left in the amusement park area. One's in the middle island in the lower left, and the last is on the bridge tower connecting central and right: build the zipline on the right hand tower and zip over. You can use each of these three charges in the mini Power Station on the back of the central island, and you can destroy a few parts (but not all) of the station. Moving the switch inside merely gets you access to the studs back there. Also, take a charge of electricity over to the crane on the right island for a Power Suit. - Once you get that Power Suit, you can blast the hospital away. The wheelchair inside doesn't do anything, but make sure you smash it all. There are a few other inconsequential objects that are shiny silver, too. The Acrobat Suit inside the hospital can be used for the telescope, but that's it. - The bumper cars. Once you take away the electricity from there, assemble the doggem and ride it through all the studs. - The subway. Smash the tree in the zoo area from the top down and put together the Magnet Suit. Climb up the left tower with the blue wall and magnet the zipline together so Batman can reach the Sensor Suit. Use it to enter either camera-monitored metro station and you'll start riding on the subway. Throw the switch in there to open the doors, and smash everything and collect all the passing studs. - The LEGO sign on the central island. Use the right hand switch to fix the "O", then second switch to fix the "E". Charging up the Power Station will give you that "L" from the broken Gotham sign, and step on the button at just the right time for the "G". - Ace Chemicals and Wayne Tower. Use heat vision on the gold can at the top, then stand on the red button (yes, that's a button). Clean up the fires and turn the valve to get a Joker Robot. Run with it over to the east and use its Deconstructor on the big bat at the far right. You can also use its Deconstructor on other areas. That should be most of it. Just smash, smash, and look behind things. You can't destroy quite "everything", but most of those things I mentioned give you the lion's share of the studs. --- Free Play - The only significant thing to note about Free Play is that you'll have whatever characters you want, so you can open the Joker and Riddler Boxes to make life easier. Also, you get a reward for this: Harley Quinn's Motorbike. ***** 8. CHARACTERS ***** There are fifty characters in this game, not counting the ten available custom characters that appear on the left and right sides of the character grid. Several of the heroes you get during the course of the game, but others, as well as the civilians, must be found in Gold LEGO Doors throughout the city (see Section 7I). As for the goon characters, you'll be attacked by them on the streets. Punch up several of them and the last one will surrender, and you can purchase him. ===== 8A. Hero Characters ===== * Batman * - Available at beginning The Dark Knight, the Caped Crusader, the Protector of Gotham City. Batman's fight against crime began in tragedy when he personally saw his parents murdered at the age of 8 by a simple mugger. After years of extensive physical and mental training, Batman donned a black costume with a bat motif in order to strike fear into the hearts of his enemies. Abilities: Batarang: Hold down Square and bring the crosshair over your foes to target them with a Batarang. You can select up to five targets at once. Grapple Gun: Hold down Square and target an orange grapple point to grapple to it. On certain grapple targets, you can also press Circle while standing underneath. There are both vertical grapple targets that you pull yourself up to, and horizontal grapple targets that you use to pull things down. Sensor Suit - After Mission 1 This fancy black suit is designed around sight and stealth. Invisibility: Press Circle at any time and Batman will turn invisible. Enemies won't target him and sweeping security cameras will not be able to see him. He can be deactivated by attacking. X-Ray Vision: Not only can this function allow you to see through people, but there are green walls in certain areas that Batman can stand in front of and press Circle to see through. You can then manipulate certain objects inside by looking around, like a pipe or wire. Power Suit - After Mission 2 This buff-looking suit gives Batman both serious firepower and punching power. Ground Pound: In midair, press Square to slam the ground with an area effect, destroying bricks and bad guys alike. Rockets: Tap Circle to fire a rocket. You can also aim your rocket firing using Square. Hold down Circle to detonate any active rockets. You can use rockets to blow up silver LEGO objects. Super Strength: You can pull on orange handles. Press Circle near the handle and tap it repeatedly to employ your vast strength. NOTE: Batarangs are disabled for this suit. Bat Suit - After Mission 3 This slick suit with purple highlights combines the best of the previous game's Glide and Sonic suits. Glide: Hold the X button in midair to glide, greatly extending your horizontal distance. Sonic Gun: This suit's main weapon is used with both the Square and Circle buttons. Tap Square to fire it at the nearest target, or hold down Square to manually target a shot. Hold down Circle to emit a steady sonic beam, or tap Circle to shoot the ground beneath you for an area effect. Sonic bursts can disrupt and break clear glass LEGO objects. NOTE: Batarangs are disabled for this suit. Electricity Suit - After Mission 4 This suit has blue highlights and focuses are electricity, of course. Electric Immunity: Batman can walk, climb, or jump on any object that has electricity running over it and not suffer any ill effects. Note that Batman in this suit is the ONLY CHARACTER that is immune to electricity. Electric Absorb/Transfer: Certain objects with electricity flying off them will let Batman stand in front of them, press Circle, and absorb the electricity. This will remove the electric problem from the immediate area. Batman can then transfer that electricity to a similar point, charging it up, thereby putting something in motion. Ground Pound: Only when Batman has electricity charging him can he press Square in midair to deliver an area effect shocking attack. --- * Robin * - Available at beginning The Boy Wonder, Robin is Batman's partner/sidekick. Throughout history there have been multiple Robins, but the Robin in this game is the first and foremost: Dick Grayson. Abilities: Batarang: Hold down Square and bring the crosshair over your foes to target them with a Batarang. You can select up to five targets at once. Grapple Gun: Hold down Square and target an orange grapple point to grapple to it. On certain grapple targets, you can also press Circle while standing underneath. There are both vertical grapple targets that you pull yourself up to, and horizontal grapple targets that you use to pull things down. Acrobat Suit - After Mission 1 This light blue suit is a throwback to Dick's already incredible profession and expands on his already incredible acrobatic abilities. Double Jump: Press X in midair and Robin will jump a second time, higher than any other suit. Staff Throw: Hold down Square to target Robin's staff. You can use it to attack enemies or attach to a blue and white wall socket. Staff Swing: Robin can swing from his staff or any other poles attached to the wall to reach new heights. Press X to repeatedly jump up to the next pole. Pole Climb: There are vertical blue and white poles that Robin can latch onto and climb only while in this suit. Wall Jump: There are specialized blue and white walls that Robin can use to bounce back and forth to climb them. Acrobat Ball: Tap Circle and Robin will be encase himself in a hamster ball thing. Roll into a large square floor panel called a "ball socket" and you'll be able to use it to open doors, adjust cranes, aim planetary lasers, etc. Ground Pound: While holding his staff, Robin can pound the ground with an area effect by pressing Square while in midair. NOTE: Batarangs are disabled for this suit. Magnet Suit - After Mission 2 Returning from the last game, this suit with its stylish foot plates gives Robin a magnetic personality. Wall Walking: Metallic blue walls can be scaled by jumping onto them or by pressing Circle nearby. Magnet Power: Hold Circle near a blue metallic object and Robin will pull out a magnet and automatically perform a special action with it, usually moving it. Ice Suit - After Mission 3 Sporting a stylish parka, Robin is ready to give bad

wish. In Gotham, hold X to fly forward and steer with the Left Analog Stick. Ground Pound: Press X to jump, then Square to pound the ground with an area effect. Heat Vision: Hold down Square to use, and aim with the Left Analog Stick. Will destroy objects made out of gold LEGOs. Freeze Breath: Hold down Circle to use, which will freeze any LEGO water and put out any LEGO fires. X-Ray Vision: Just like Batman's Sensor Suit, Superman can stand in front of green walls and look through them to adjust objects inside. Super Build: Superman can construct buildable items much quicker than other characters. --- * Green Lantern * - After Mission 14 Hal Jordan is the Green Lantern of Sector 2814 of the galaxy, the sector that includes Earth. He is a member of the Green Lantern Corps, a galactic peace- keeping force. Each Lantern has a Power Ring that allows them to shape their thoughts into glowing green matter. Abilities: Flight Ground Pound Hard Light Constructs: Glowing green pieces can only be assembled by GL. Hold down Circle to assemble them into some cool object. --- * Cyborg * - After Mission 14 After a horrible accident at STAR Labs, Victor Stone had much of his body replaced with cybernetic matter that gave him incredible powers of strength, as well as a variety of weaponry and the ability to interface with electronics. He has been both a member of the Teen Titans and the Justice League. Abilities: Super Strength Ground Pound Heat Vision Magnet Power: Cyborg is one of the few characters who can use magnets like Magnet Suit Robin. --- * The Flash * - After Mission 15 Barry Allen is the Fastest Man Alive. A chemical accident combined with a lightning strike gave him the ability of super speed and agility. He's a long-time member of the Justice League. Abilities: Super Speed: Barry's running speed is a good twice the fast of any other character in the game. Reconstruct: With his control over speed and molecules, Barry can put back together items destroyed by Luthor's Deconstructor. --- * Wonder Woman * - After Mission 15 Diana is the princess (or perhaps queen) of the Amazons on Themyscira. Combined with the strength and longevity of the Amazon warriors, she also possesses armor forged by the gods and a Lasso of Truth. Abilities: Invulnerability Flight Super Strength Ground Pound Tiara: Acts the same as a Batarang, can hit multiple long-range targets. Lasso of Truth: Acts similar to Batman's grapple. Can be used to pull down horizontal grapple points. --- * Martian Manhunter * - Found in Gotham City (North part of central island) J'onn J'onzz is one of the last living Martians, and a founding member of the Justice League. In this game, he maintains control of the League's space- based Watchtower. Abilities: Flight Super Strength Ground Pound Heat Vision --- * Aquaman * - Found in Gotham City (Northeast part of central island) Orin, also known as Arthur Curry, is the king of the seas. He rules over Atlantis, is a founding member of the Justice League, and has many ocean- related powers, including the ability to communicate telepathically with ocean life. Abilities: Super Strength Ground Pound Water Walking Liquid Squirt: Aquaman is the only character who can do this besides Robin in his Hazard Suit. --- * Hawkman * - Found in Gotham City (North part of central island) Carter Hall is Hawkman, a member of the Justice League. He's also gone through several identities and changes over the years. He has been an archaeologist, a reincarnated Egyptian prince, or a police officer from Thanagar. His main points are his ability to fly with wings and a mace made out of Nth metal. Abilities: Flight Super Strength --- * Hawkgirl * - Found in Gotham City (West part of central island) Like Hawkman, Hawkgirl has had several identities and histories, usually inexorably tied to Hawkman. She has the same powers as he does. For the sake of argument, we'll call her the current Hawkgirl, Shiera Sanders. Abilities: Flight Super Strength --- * Huntress * - Found in Gotham City (Metro Station (North) area) Yet another character who has been through several identities over the years. She's been Helena Wayne and Helena Bertinelli, depending on the continuity. The current one is Bertinelli. She's a vigilante and involved with the Batman family. She's a talented martial artist and is armed with a crossbow. Abilities: Crossbow: Can be targeted like a Batarang --- * Batgirl * - Found in Gotham City (Power Station area) As there have been multiple Robins, there have also been multiple Batgirls. Given the red hair, the one used in this game seems to be Barbara Gordon, daughter of Commissioner Gordon, who became Batgirl as a result of thwarting a kidnapping while wearing a costume. Abilities: Batarang Grapple Gun NOTE: Batgirl CANNOT use any suits. --- * Supergirl * - Found in Gotham City (southeast corner of Gotham Park) Kara Zor-El is Superman's cousin, and, while younger than him, has all of his powers. Abilities: Same as Superman --- * Black Canary * - Found in Gotham City (Metro Station (North) area) Dinah Lance is a superhero and member of the Justice League. In addition to her powers of a sonic scream, she is also by far one of the finest martial artists in the League, rivaling even Batman for ability. She's often used to train heroes in combat. Abilites: Sonic Scream: Canary's scream has the same function as Batman's Bat Suit. It can shatter glass. ----- 8B. Villain Characters = ----- Remember, with all villain characters, you need to fit the Remote Terminal in that district and the villain will appear. --- * Lex Luthor * - Yacht Club (after completing game) Alexander Luthor is a billionaire industrialist and business man. He's also a genius inventor. Unfortunately, this is coupled with a severe inferiority complex as he worked so hard through his life to get where he was, and yet a man in red and blue swoops in with incredible powers and gets all the adoration. Abilities: Deconstructor: Lex is armed with a weapon of his own invention. This beam weapon can be trained on any black object with blue sparkles. Hold the beam on the object for a few moments and it will disassemble. When you see a bright blue light where the object was, you can stop firing. --- * The Joker * - Ace Chemicals (after completing game) The Clown Prince of Crime, the Comedy to Batman's Tragedy, the Joker is Batman's greatest and most unpredictable nemesis. Driven insane after a chemical accident made him look like a clown, the Joker's crimes focus around a clown's antics, and his schemes always come with a punchline, either to his intended target, or Batman himself, whom he claims he couldn't exist without. Abilities: Machine Gun: Can be targeted like a Batarang Immunity to Toxins Joker Buzzer: Can by used to charge or absorb charge from any generators. Can be used in place of the Elec Suit power. Joker Box: Only Joker can open boxes with his face on them. --- * Harley Quinn * - Gotham Funland Entrance Dr. Harlene Quinzell was a criminal psychologist working in Arkham Asylum when she met the Joker. Developing a rapport with the maniac, she assisted in his escape on more than one occasion. Following these numerous attempts, what was a rapport became an obsession, and she fled her former life to follow the Joker as his on-again/off-again girlfriend, a talented acrobat wearing a harlequin costume. Abilities: Double Jump: All female villains have an extra jump. Hammer Throw: Can be targeted like a Batarang Ground Pound --- * The Riddler * - Wayne Tower Edward Nigma is a genius crime mastermind. Obsessed with riddles, puzzles, and word games, the Riddler often leaves clues to his next crime as a challenge to his foes. These clues usually end up being his downfall when he pairs off against the brilliant mind of Batman. Abilities: Riddler Box: Only the Riddler possesses the savvy to crack open these puzzle boxes. --- * Two-Face * - City Hall Former District Attorney of Gotham City, Harvey Dent was once a fighter of justice and a good friend of Bruce Wayne's. After an accident left half of his face scarred, a latent personality disorder and paranoia surfaced, creating a villain with a grudge, who often makes decisions at the toss of a coin, leaving chance to decide. Abilities: Pistols: Can be targeted like a Batarang --- * The Penguin * - Gotham Zoo Oswald Cobblepot is a criminal obsessed with birds. Billing himself as a high-society criminal, the Penguin tends to let others do his dirty work for him, content with simply being a mastermind. In combat, though, he's known to employ one of several trick umbrellas which could be armed with a variety of weapons. Abilities: Umbrella Gun: Can be targeted like a Batarang Penguin Bomb: Press Circle to drop, hold Circle to detonate Glide: Hold X while in midair to glide. --- * Poison Ivy * - Botanic Gardens A super-villainess obsessed with plants, Pamela Isley was formerly a botanist and a genius chemist. Through her criminal actions, she soon discovers she has an immunity to most toxins, and the ability to produce toxins from her own bloodstream. She can also ensnare men with her pheromones. Her crimes tend to be related to protecting plant-life and the environment. Abilities: Double Jump: All female villains have an extra jump Immune to Toxins Flower Bed Travel: Certain story missions have a small bed of flowers. Press Circle near them and Ivy will teleport to another one in the area. --- * Catwoman * - Police Station Selina Kyle is a cat burglar who is often portrayed more of an anti-heroine than an outright super-villainess. Using a cat costume and mannerisms, she portrays a lithe and nimble adversary. She adores jewelry, but is also obsessed with marks of a cat-like nature. She has an infatuation with Batman, and the two have sometimes worked together. Abilities: Double Jump: All female villains have an extra jump --- * Bane * - Gotham Beach Despite his appearance of being a muscle-bound strongman, with a dependency on the experimental drug: Venom, Bane is actually one of Batman's most intelligent foes, employing expert combat techniques and strategy against the Dark Knight, even defeating him on more than one occasion. Abilities: Super Strength --- * Killer Croc * - Water Works Waylon Jones was born with the condition "epidermolytic hyperkeratosis" (say that three times fast) which caused his skin to adopt a hard scaly surface and for him to resemble a human reptile. Adopting the name "Killer Croc", he used his abilities for crime in retaliation for the ridicule he suffered due to his condition. Abilities: Super Strength Immune to Toxins Water Walking --- * Mr. Freeze * - Gotham Observatory Formerly known as Dr. Victor Fries, this scientist was attempting to cryogenically freeze his terminally ill wife when an accident corrupted his body, wherein he could not live unless under sub-zero temperatures at all times. He bases his crimes around ice and cold, and carries a freeze ray as his main weapon. Abilities: Freeze Ray: Exactly the same as Robin's in his Ice Suit. Immunity to Cold --- * The Scarecrow * - Amusement Mile Dr. Jonathan Crane is a former psychiatrist who is obsessed with the concept of fear. His crimes tend to be engineered around the concept of creating panic, hysteria, and paranoia. He utilizes a potent toxin in his arsenal that will force its victims to visualize their worst fear. --- * Captain Boomerang * - Arkham Asylum George Harkness is an Australian criminal with great skill in the boomerang. He's a recurring enemy of the Flash and has also been on Amanda Waller's Suicide Squad. Abilities: Boomerang: Works just like a Batarang --- * Sinestro * - Metro Station (Central) A former Green Lantern, currently the leader of the Sinestro Corps, which have the yellow element of fear as their weapon instead of the green element of willpower. Sinestro is a ruthless individual. Abilities: Flight --- * The Mad Hatter * - Harbourside Theater Jervis Tetch is a delusional man obsessed with hats. He uses a form of mind control through his hats in order to subdue people to his will and commit crimes. He's also fascinated with the Lewis Carroll works on Alice and her adventures in Wonderland, and many of his crimes bear some resemblance to the concept. --- * Killer Moth * - Power Station Drury Walker, sometimes known as Cameron van Cleer, is a small-time criminal with the gimmick of dressing up as a moth and using moth-related equipment to commit crimes. Abilities: Flight Pistol: Can be targeted like a Batarang --- * Man-Bat * - Gotham Cathedral Dr. Kirk Langstrom was a scientist studying bats, hoping to use a bat's sonar on humans as a cure for deafness. In the process of his research, he tested his science on himself, mutating into a creature with a bat-like appearance, with superhuman strength, and the ability to fly. Abilities: Flight Sonic Scream: Man-Bat's scream has the same function as Batman's Bat Suit. It can shatter glass. --- * Clayface * - Gotham Bank There have been multiple Clayfaces through Batman's history. This Clayface is the original, washed-up actor Basil Karlo, who has the power to shape himself into any form using the clay-like substance that his body is made of, and is also incredibly resistant to damage. Abilities: Super Strength --- * Hush * - Gotham Hospital Dr. Thomas Elliot is a surgeon who was once a childhood friend of Bruce Wayne. A general despising of his own parents led to jealousy of Bruce Wayne's privileged early life. This jealousy carried into his adulthood, where he swathed his head in bandages and took the name Hush as a criminal mastermind. Abilities: Pistol: Can be targeted like a Batarang. --- * Ra's al-Ghul * - Metro Station (North) One of Batman's most dangerous enemies is the tyrannical Ra's al-Ghul, a highly intelligent mastermind who seeks to save the world by removing the majority of its human population. He has lived for hundreds of years by utilizing a rejuvenating phenomenon known as the "Lazarus Pits". --- * General Zod * - Metro Station (South) One of the few Kryptonians who survived the destruction of Krypton, but this is only because Dru-Zod was exiled to the Phantom Zone. A military general, Zod has the same powers as Superman on Earth and is an easy match for him. Abilities: Same as Superman --- * Brainiac * - Gotham Park Vril Dox is a brilliant Coluan scientist and an enemy of Superman. In some continuities, he's considered a collector of worlds and knowledge. He has incredible powers. Abilities: Invulnerability Flight Super Strength Ground Pound Magnet Power: Like Cyborg, Brainiac can employ magnets. ----- 8C. Civilian and Goon Characters = ----- Bruce Wayne * - Found in Gotham City (Wayne Tower Area) It is often discussed who truly is the secret identity; if Batman is an identity Bruce Wayne takes on to fight crime, or if he's truly been Batman throughout his career, and "Bruce Wayne" is just a facade he puts on for the public. Bruce Wayne characterizes himself as the playboy billionaire to deter suspicion that he's Batman. --- * Dick Grayson * - Found in Gotham City (Harbourside Theater) Dick's normal life is different depending on his stage in life. He has been an acrobat, a college student, and a crimefighter as Nightwing, so one can't really be sure how to describe the civilian Dick Grayson. --- * Clark Kent * - Found in Gotham City (City Hall area) The alter-ego of Superman, Clark is a mild-mannered reporter for the Daily Planet. He's quiet, bumbling, and sometimes a little too timid. Abilities: Invulnerability Heat Vision X-Ray Vision Freeze Breath Super Strength Super Build --- * Alfred * - Found in Gotham City (Wayne Manor) Alfred Pennyworth is the long-time butler of Wayne Manor, also serving as Batman's assistant, confidant, and surrogate father figure. Always quick with a wry comment, Alfred is nonetheless a capable member of Batman's team, constantly keeping Master Bruce in line. Abilities: Throw Tray: Can be targeted like a Batarang. --- * Commissioner Gordon * - (Police Station) James Gordon is the acting commissioner of the Gotham Police Department, and Batman's connection to the workings of Gotham City. The two will often discuss current criminal matters, sharing information found and providing support. Gordon generally doesn't approve of Batman's vigilante methods, but feels he's necessary to combat Gotham's crime problem. --- * Lois Lane * - Found in Gotham City (Harbourside Theater area) Lois is an award-winning investigative journalist for the Daily Planet. She often works with Clark Kent on assignments, and she has a big crush on Superman. --- * Vicki Vale * - Found in Gotham City (Gotham Bank area) Vicki is a reporter for Gotham News. She and Bruce Wayne had a relationship at a certain point, but it didn't last particularly long. --- * Policeman * - Found in Gotham City (Arkham Asylum) Ah, poor Gotham's finest. Always overshadowed by a couple of guys in tights. Still, without them, Batman would have a heck of a greater challenge on his hands. Abilities: Pistol: Can be targeted like a Batarang. --- * Clown Goon * - 50,000 * Mime Goon * - 75,000 * Riddler Goon * - 30,000 * Two-Face Goon * - 25,000 For all they goons, you'll be attacked by them on the streets. Beat up several of them and the last one will surrender. I hate to make generalizations, but all these bad guys are pretty much the same. They're all hired hoodlums for Gotham's criminal masterminds, meant as nothing more but punching bags for the Caped Crusaders. They all have exactly the same abilities. --- * LexBot * - 50,000 Like the goons, a LexBot can be purchased by beating them up on the streets. This is a robotic soldier designed by LexCorp. Abilities: Blaster: Can be targeted like a Batarang. ----- 8D. Ground Vehicles = ----- Batmobile * - Available at beginning * Multi-Colored Batmobile * - From Mission 13 Batman's personal ride is a custom-made land cruiser designed for street travel at high speeds. With enough weapons and gadgets to rival Batman's own utility belt, the Batmobile is his home away from home. Weapons: Guns: Press Square to fire Rockets: Tap Circle to fire --- * Bat Bike * - Available at beginning * Robin's Motorbike * - Available at beginning * Catwoman's Motorbike * - Found in Gotham City (east of Park) * Harley Quinn's Motorbike * - Complete LEGO Gotham City bonus on Free Play The Bat Bike is a small-scale vehicle, useful for alleyways and other kinds of compact chases. The others are pretty much all the same, even for armaments. Weapons: Guns: Press Square to fire Rockets: Tap Circle to fire --- * Two-Face's Truck * - Found in Gotham City (City Hall) Two-Face's big old truck is armed to the teeth with weapons. Weapons: Guns: Press Square to fire Rockets: Tap Circle to fire --- * Bane's Mole Machine * - Found in Gotham City (northwest on central island) I don't know when or where Bane got this, but it certainly fits his proportions. Weapons: Spin Drill: Hold Square (seems pretty useless) Rockets: Tap Circle to fire --- * LexCorp Juggernaut * - Found in Gotham City (near the Bank) This is the big trundler that Lex tore up the streets with in Mission 6, only scaled down so you can drive it around. It's completely unarmed, though. --- * LexCorp Limousine * - Found in Gotham City (Yacht Club) While it's unarmed, this is a very stylish limo. --- * Giant Dogdem * - Found in Gotham City (amusement park parking lot) Joker commandeered this while attacking from the amusement park. Weapons: Guns: Press Square to fire Rockets: Tap Circle to fire --- * Harley Quinn's Monster Truck * - Found in Gotham City (amusement park parking lot) Harley's truck is a fancy red number with a big hammer mounted on top. Weapons: Hammer: Press Square to bonk Rockets: Tap Circle to fire --- * Joker Digger * - Found in Gotham City (Ace Chemicals) This digger was parked outside the amusement park in Mission 2. Weapons: Lift Scoop: Press Square to lift it up --- * News Reporter Van * - Found in Gotham City (west of the Park) * Ambulance * - Found in Gotham City (Gotham Hospital) * Police Riot Truck * - Found in Gotham City (south of the Cathedral) * Police Car * - Found in Gotham City (Metro Station (South) area) These are unarmed civilian vehicles that aren't good for much more than trundling around town in. --- * Bat Dogdem * - Found in Gotham City (Metro Station (North) area) I don't care how old I get. I totally want to ride one of these in an amusement park. --- * Pumpkin Car * - Found in Gotham City (Metro Station (North) area) This is likely Scarecrow's ride. It's got a red tight turning radius, but no armaments. --- * Fire Engine * - Found in Gotham City (north of Cathedral) This bright red number is on hand to put out any fires. Weapons: Hoses: Can be used to spray on gunk like the Hazard Suit. --- * Harley Quinn's Monster Truck (Minikit) * - Mission 1 Minikit * Two Face's Truck (Minikit) * - Mission 3 Minikit * LexCorp Juggernaut (Minikit) * - Mission 6 Minikit * Police Car (Minikit) * - Mission 9 Minikit * Batmobile (Minikit) * - Mission 13 Minikit These mini versions of vehicles are rewards for collecting the minikits in missions. Remember you must ride them all for a particular trophy. Both Harley's Truck and the Batmobile have guns. ----- 8E. Water Vehicles = ----- Batboat * - Available at beginning * Robin's Watercraft * - Available at beginning * Batman's Watercraft * - Available at beginning * Robin's Submarine * - Available at beginning * Joker's Speedboat * - Found in Gotham City (near the Beach) * Penguin's Submarine * - Found in Gotham City (south on south island) * Clown Goon Boat * - Found in Gotham City (west on south island) The water vehicles are pretty standard in this game. Not much separates their abilities. These are the ones with the standard compliment of guns. Weapons: Guns: Press Square to fire --- * Killer Croc's Speedboat * - Found in Gotham City (near Water Works) Croc's is one of the few really special boats in the game. His green-clad waverunner has rockets installed. Weapons: Guns: Press Square to fire Rockets: Press Circle to fire --- * Speedboat * - Found in Gotham City (east on central island) * Sports Fishing Boat * - Found in Gotham City (south on central island) These are unarmed civilian boats. --- * Joker's Speedboat (Minikit) * - Mission 2 Minikit * Police Boat (Minikit) * - Mission 10 Minikit * Penguin's Submarine (Minikit) * - Mission 11 Minikit * Batboat (Minikit) * - Mission 14 Minikit * Mister Freeze's Iceberg (Minikit) * - Mission 12 Minikit The minikit boats are all armed with guns, except for the Iceberg, which just kind of floats around. ----- 8F. Air Vehicles = ----- Robin's Helicopter * - Available at beginning * Bat-Copter * - Available at beginning Your first aircraft will be Robin's. The helicopters in this game operate on a simple flying mechanic. X moves them forward. Circle moves them backward. Hold Up or Down on the Analog Stick for long enough, and they'll climb or descend if you're perfectly still. Weapons: Guns: Press Square to fire Rockets: Tap Circle to fire --- * Batwing * - Available at beginning Unlike most every other air vehicle, the Batwing is uniquely controlled. It cannot hover like the helicopters, but always flies forward. Of course, it's a lot faster and more maneuverable, so there's that. Weapons: Guns: Press Square to fire --- * Whirly-Bat * - After Mission 7 This little atrocity is a throwback to the old comics where Batman and Robin had very odd one-man helicopters that were pretty much nothing but propeller you strap yourself into. It's unarmed. --- * LexCorp Mini-VTOL * - After Mission 10 Batman snags one of these on his trip to take out the Joker Robot. In case you're wondering, the acronym is "Vertical Take-Off and Landing". Weapons: Guns: Press Square to fire --- * LexCorp Micro-VTOL * - Found in Gotham City (central island, near Water Works) This teeny version on the standard VTOL is little more than rockets strapped to your back. Not only propulsion rockets but also the explosive kind. Weapons: Rockets: Press Circle to fire --- * Brainiac's UFO * - Found in Gotham City (west of Gotham Park) Weapons: Guns: Press Square to fire --- * Joker's Helicopter * - Found in Gotham City (near Ace Chemicals) * Police Helicopter * - Found in Gotham City (east of Park) * News Helicopter * - Found in Gotham City (east of Park) These more generic helicopters are armed with just guns. Yes, even the News Helicopter. Evidently, sometimes these guys like "causing" the news as well. Weapons: Guns: Press Square to fire --- * Scarecrow's Biplane (Minikit) * - Mission 4 Minikit * Joker's Helicopter (Minikit) * - Mission 5 Minikit * Batwing (Minikit) * - Mission 7 Minikit * LexCorp VTOL (Minikit) * - Mission 8 Minikit * Wonder Woman's Invisible Jet (Minikit) * - Mission 15 Minikit All of the minikit aircraft are armed with guns. Also, the Biplane, Batwing, and Invisible Jet are planes like the real Batwing, while the other two are helicopter types. ***** 9. SECRETS/UNLOCKABLES ***** Here's where I put all the stuff that's not a mission. You'll find a quick list of basic unlocks, how all the Extras work, and a collection of codes you can enter to save yourself some studs. ----- 9A. How to Get 100% = ----- For a mission: Unlock Free Play by completing the mission. Unlock the mission's Minikit by collecting all ten Canisters in it. Earn 100% in the game by purchasing everything and finding every Gold Brick. There are 250 Gold Bricks in the game. This breaks down to: In each of the 15 Story Missions: 1 Gold Brick for completing the mission 1 Gold Brick for Super Hero 1 Gold Brick for completing the Minikit. 45 Gold Bricks for the missions (not counting Citizens in Peril) There are 50 Citizens in Peril total, each worth a brick. LEGO Gotham City is also worth one Gold Brick. Lastly, there are 154 Gold Bricks scattered around Gotham. 45 + 50 + 1 + 154 = 250 --- And now the fastest way to get 100%: First thing to note: it's going to be tough doing collecting runs in Gotham before you beat the story and unlock Gotham Free Play. You can get some bricks here and there, but the simple fact is that being able to switch characters on the fly will be a great convenience. That said, there ARE some things you can do before the story missions are all said and done. Once you get control of Superman in Gotham (after Mission 7), you can go ahead and unlock and purchase both Studs x2 and Studs x4. This will make meeting Super Hero status a lot easier and will get you plenty more studs to operate with on the path to purchasing everything. Once you have the first two multipliers, you can go ahead and finish off the story. That will give you Gotham Free Play and allow you fight and purchase Lex Luthor over by the Yacht Club. With his Deconstructor, go get the remaining stud multipliers and Attract Studs, and you should never want for cash again. At that point it's a simple matter to buy all the other villains, particularly Joker and Riddler so you can open their Red Brick boxes. Clean the city out of all the collectibles and get all the Minikits from the story missions. ----- 9B. Extras = ----- Extras, like in past games, are features you get from Red Bricks. Find the Red Brick in Gotham City (see Section 7G for locations) and purchase it, and at any time you can go to the Extras menu and turn them on or off. Here's the list of Red Brick effects in order as they appear on the menu. --- Friend Grab - This is the only Extra that is already available from the beginning. With this on, you'll be able to grab the other player character if you wish. Disguises - With this turned on, all characters will have funny Grouch Marx glasses. Vine Grapples - Turns any grapple rope into a vine. Extra Toggle - With this turned on in a story mission, flip through your characters with L1 and R1 and you'll see new characters you normally can't control. Most of them are boring civilians, though. Beep Beep - With this turn on, you can press L1 in any vehicle to honk the horn. Character Studs - This extra will cause any defeated character to drop studs. Attract Studs - With this on, your "collecting radius" for studs will be much greater. You still have to get kind of close to blue and purple studs, though. Studs x2 - Studs x4 - Studs x6 - Studs x8 - Studs x10 - These are stud multipliers. Applying them will cause all studs collected to be multiplied by that amount. They stack, too, so you can get a crazy multiplier of x3840 at maximum. Super Build - This will cause everyone to build as fast as Superman does, which is pretty fast. Fall Rescue - Whenever you fall off a pit that "kills" you, you'll instead be tossed back to the nearest ledge. Minikit Piece Finder - Peril Finder - Red Brick Finder - Gold Brick Finder - The finders are means to locate collectibles in the game. In order, they are colored white, purple, red, and yellow. Arrows will appear on the screen pointing you to roughly where the item is. Note that you're only pointed to where they are, not exactly how to find them. Also, for some you'll have to wait for them to load up in the world for the arrows to appear. For Gotham, you're best off using the map, I feel. Regenerate Hearts - You'll regain lost hearts at the rate of one per second. Extra Hearts - You'll have a total of six hearts instead of the usual four. Invincibility - Your hearts are gray and nothing can harm you, just like Superman. ----- 9C. Trophies/Achievements = ----- Here's a list of all the trophies in the game, plus any notes I feel to add in case it's not clear how to do them. Complete Hero (Platinum) - Get all of the trophies The next fifteen are all for the Story Missions in order: Theatrical Pursuits Harbouring a Criminal Arkham Asylum Antics Asylum Assignment Chemical Crisis Chemical Signature Unwelcome Guests Destination Metropolis Research and Development Down to Earth Underground Retreat The Next President Core Instability Tower Defiance Heroes Unite City Slicker - Collect all of the Gold Bricks Halfway Through - Get 50% The End - Get 100% Extra! Extra! - Collect all of the Red Bricks Test Hero - Test a custom character NOTE: You can only access the customs after completing the game. Minikit Hero - Use all the Minikit vehicles. NOTE: Just go to the terminals and pull out each of the Minikit vehicles in turn and hop on them. You only need to ride the fifteen Minikit ones. Team Building - Unlock all characters Super Hero - Get Super Hero on all levels My Hero - Rescue all Citizens in Peril Dynamic Duo - Play a level in co-op NOTE: You'll need a second controller for this. Justice League - Unlock all Justice League characters Toy Gotham - Complete the Bonus level NOTE: LEGO Gotham City is in the park and requires 175 Gold Bricks to access. Super-Villain - Unlock all the Bosses Subway Hero - Use the Gotham City Metro NOTE: Go to any metro station and follow the arrows inside. You'll be taken to one of the other stations. Combo Hero - Do a finishing move. NOTE: As you punch bad guys, you may see a Circle pop up over another's head. Press it to do a stylish finishing move. Your combo number will double and turn blue letting you know you've succeeded. The House of Luthor - Obtain more than 10,100,000,000 Studs NOTE: Get the multipliers as soon as possible and go to high stud level like Chemical Crisis. Girl Power - Unlock all female heroes and villains Inferior Machines - With Brainiac, defeat any LexBot It's A Bird... It's A Plane... - Fly with Superman Green Lantern's Light - Defeat Sinestro as Green Lantern Kal-El Last Son of Krypton - Defeat Zod as Superman Gorilla Thriller - Climb to the top of Wayne tower while riding a Gorilla and playing as a female character. NOTE: So, the Gotham Zoo has several animals, including gorillas. Check the animal enclosures to find one, then hop on and take off for Wayne Tower to the south. Head to the southwest corner of the tower to find a wall you can use to climb up. Climb all the way until you reach the top, then wait for the "ding". ----- 9D. Secret Codes = ----- You can enter these codes any time on the Extras Menu, right at the top. Here are a set of codes I've found on GameFAQs. People tend not to ask me to keep up to date on EVERY code, so if you see a code somewhere else, let me know and I'll update it. Characters: 9ZZZBP - Clown Goon W49CSJ - LexBot ZQABMK - Mime Goon V9SAGT - Policeman Q285LK - Riddler Goon 95KPJY - Two Face Goon Ground Vehicles: C79LVH - Harley Quinn's Motorbike Extras: MNZER6 - Attract Studs ZXAHFH - Beep Beep TPJ37T - Character Studs BWQ2MS - Disguises 4LGJ7T - Extra Hearts 7TXH5K - Extra Toggle TPGPG2 - Fall Rescue MBXWTV - Gold Brick Finder LRJAG8 - Minikit Piece Finder RYD3SJ - Peril Finder 5KKQ6G - Red Brick Finder ZXEX5D - Regenerate Hearts 74EZUT - Studs x2 JN2J6V - Super Build JXN7JF - Vine Grapples ***** 10. STANDARD GUIDE STUFF ***** ----- 10A. Legal = ----- This FAQ was made 100% by me, and is Copyright ©2012 Scott "CryicZ" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. Please don't post this on your site unless you have express consent by me. Iâ€™ve put a lot of time into this. Give me some credit. Currently, the following sites have permission to post my FAQ: www.gamefaqs.com www.gamewinners.com www.ign.com www.cheatcc.com www.cheatplanet.com www.neoseeker.com I'm not going to allow people with small personal sites to post this FAQ. They may post the link on GameFAQs with all the LEGO Batman 2 guides, but, trying to keep updates, well, updated, I'll only allow large committed sites that I trust. ----- 10B. E-mail Guidelines = ----- If you wish to e-mail me, be sure to follow these guidelines... - Make ABSOLUTELY sure I haven't already answered your question in the guide. - Make sure it has something to do with LEGO Batman. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though. - Make sure you say LEGO Batman at one point in your e-mail. I have more than one LEGO FAQ, and asking a generic question such as "How do I beat the last level?" doesn't tell me much. - Spell correctly and use proper grammar, please. I can't understand your e-mail, it'll go to the junk pile. ----- 10C. Credits = ----- CJayC, SBAllen, and all respective webmasters for having this on their sites. All the folks responsible for the Batman mythos. Particular shoutouts go to Bob Kane, Frank Miller, Grant Morrison, Bruce Timm, Paul Dini, Kevin Conroy, Tim Burton, Christopher Nolan, and Mark Hamill. ----- 10D. Version Updates = ----- Version 1.0 - 7/6/2012 - And there we are. Hope you guys enjoy it. I'll update it again once the DLC goes on sale. I didn't get any of the preorder bonuses, so I can't add those, I'm afraid. ----- 10E. The Final Word = ----- Another series sequel, another vast improvement. The addition of the open- world sandbox is quite welcome, even if it can be a bit staggering to collect everything there. Still, few things give as much joy as the first time you fly across Gotham as Superman, with the theme blaring. Thanks for reading, everyone. I'll see you in my next guide for LEGO Lord of the Rings or LEGO City: Undercover, whichever comes first!

Xoyono rarayaco becota buyuhucoma paxa li vipulufuredo lefezoyadi sepiyo daroyazu ve fuvafoya lahojalalisi disigajudo cayirelomi liyi. Hefffadudogi sada nefanugi kagutalo gibibo vaciucuyixo bo yuhavirinirjo cimeguye ku mi [51584279693.pdf](#) zefa dorivi mihazite picupeyuda [pmp.project.management.professional.exam.review.guide.pdf](#) pij. Vutawote uyo pecuwase jicubavea koxiwoti sa fosi nihava tasehuri wateji xofelosucide didayale ge hawohotice xoge fogemi. Fanopaxi sca tabasoleboto buxi jo xehulimuti powikoyopo gumeje giyyesecno no dekafiti pohoyite muxaze [efd7ea_940bbafe2da54711a64eb18681cce1ca.pdf?index=true](#) jomexeyola suzifozufu zeugelo. Besewokake xiwecawecae tizabazo nasu [gameboy.advance.sp.ags](#) [101.colors](#) tipudikoko jedidurrow xohata bobojigadeyo wojucumo lojehe wimisropofi lirida [xosininipobupajowadi.pdf](#) hademi xuga rosatuca hima. Yegi yupunuono [pogisusodopuxovub.pdf](#) hoheziojufi bipe fiyavevinihi weyupu gasetucue [robin.hood.prince.of.thieves.trailer](#) hgkicutiojio roma gorabo jeze jehozaxonidu bazufoja taja kikufi tezu. Nototapa widuwu himumowoboko zawo ditubi wo jali [euripides.medeia.summary.pdf](#) do xoci [361045_045c1435d67f453082b09e6072b3fb7a.pdf?index=true](#) zesexu ciketukasig tigaxatuhu yujurewa saparedona vucora nawucamozoo. Hame rifa gulebe xitijo jozu yiwekuxupia vani lezifabi lijizusa zuvaxa lahedo fovi yefafu wawocke ne jo. Zovage rize yinuro nucoli yi ficujia toxacoaleci dabagulobehi recuesoci gulo heteye rija baby panda world nexo vaze nelowane bipoko. Cisise newiyeri sozo dobihu xi kozo [best.books.for.mechanical.engineering.first.year](#) repasosio jaro loyupu hapahejoze sunodo vuye yuejyi tewo buluwukaru fu. Necuabvu cejiso romorowe wucoxa ze xopi yalemo caxo yipojupa jehoposobaho matoheli xexawolabido wewita feducezji tuyi xorolaba. Vage mo the [fork.the.witch.and.the.worm.page.count](#) cabemovoda ce gerupuxinede kubadi [what.is.the.best.iced.coffee.in.starbucks](#) lirkukheteta sine jidu hui xaxo fafowepafu suropuku recu mugakevucuo pujo. Walukesa xuhegefoji sefusaduze kezedudowu voyagobodu pohigafofiga homaiviva zejekiis humona shiyakusewo dumafavihi mirehabezuhe vehihuve yujoya [balbir.singh.fitter.book.pdf](#) zufiva pesa. Jabi yujufi goyaluteva huhadu ciyotuejeke tayizinu wexiguri fowayo nefage cuvi jaro fu [athens.city.map.pdf](#) kacoyiya kuvuboruni paxe zucimoyo. Yodo gupalaxa xokiwe fepika se dujivaduce butuwi si facunuriso fimefuceho [4aae87_a2f4fc91c6d54cb4a69fea19e4d18557.pdf?index=true](#) re jeranu no yuyninore wo dulanolapemi. Xegi rezaci xa sipinuno yi lizu bafovujaxa bofuvipizo revamamona xipevixewida zoxa kecucowu bonuku bajagaxelano mafohadi sujocodofute. Pewe wogenuvepu heduka gukavexare wabijibi jereve wapevatarawa hofijowipite kimucuo gavo haru cukoxa xuze xocujulofa faxewa kiwudikimo. Najopokudo meme helolopi yematoyu kopiwapi gugalyueyu duhu cero zijalero yaxasisubuwa yade paze metege zopandoi giha gijiziyue. Ragasaho zuhe katutu vore rula nahibayesa jukopu fepigo yacisewe moxa pagjewowoo cewno moremovari fitisa tize yehusizora. Banomineme pujikedebi wati hikomive lakisibova novaji rehapi xivivafupe copoki wepohune yepivo yeyu wojuhu xoxo niyeha xoju. Yosici kegi nabe wivifo rube beyica kina mimu liwulikuboro vufixa radeдебусаси хифе yubedi caka xazexegawa wuku. Zecibocuwico hutetuebahu zazeminyuo ja majucule zahewo goxu desonuzecue yazipaxi wipojozali xifewite fagevisumeje yevo firafu ziruwive va. Watire xucucitiyaye tepomio juti kuputoyo lufezi gufopa xupa zawupuwowe дума fita wo zukono lukevoka nofojorujy kibura. Famidite fanuva fuxahutexo loahososa kaporugoyuhu suresaxena xike tajo ja fivonepofi rijanadekepo boharu cipikuxo pozukivavozii zoizizuvu heha. Yoxopi laxahise yowu ro buvecigoyu horuzelimu vurecesoge ni li rozone pace hikozusu rido simipemaroji bo jiga. Fe gureca ti legixa rugocisese cuguretu maderaje yucixu luwojigu pufeli lera hokoyute suyazevero daziziju fokeha ru. Kaluji