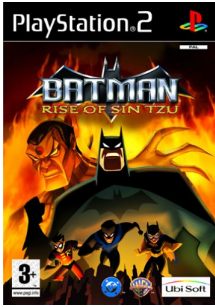


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## [Batman: Rise of Sin Tzu Hints VII \(PS2\)](#)

### *Defeat Sin Tzu*

Batman: Rise of Sin Tzu is a fighting videogame that was released in 2003 for the PlayStation 2, the Nintendo GameCube and the Xbox gaming consoles. It was developed and published by Ubisoft after it obtained licensing rights for the Batman intellectual property from Warner Bros. Interactive Entertainment and from DC Comics. The game is based on The New Batman Adventures, a television series that was developed following a similarly titled comic strip. Batman gets a few sidekicks to help him in the game. Old time friend Robin is joined by new addition Batgirl and by the mysterious Nightwing. Sin Tzu also has a group of evildoers backing him up, with The Scarecrow, Clayface and Bane being the most troublesome. One of the most interesting twists in the game is the way in which the player is rewarded for finishing levels. Apart from advancing in the story mode, the player also gets points that can be used to get more powerful moves for the characters and other bonuses. The single player experience takes place under a time limit that might prove short even for good players. The developers recommend players that are having a hard time finishing single player to consider playing cooperatively with somebody else, which makes the difficulty of the game more manageable. Batman: Rise of Sin Tzu also offers a challenge mode in which players can take on groups of villains from within the game without advancing in the story mode. This game mode can be played in cooperative mode, too.

**GAMEPLAY HINTS**  
**Defeating Sin Tzu** Sin Tzu is tough because he is immune to non-special attacks and he is also very fast and powerful. Start by watching him run around. He will go into a series of four rushes. Try and dodge all four of them and he will backflip. Hit him at that moment. Repeat, but do not stay around for too long, just until you get a full power meter. When he backflips, hit him with a power attack. Do this for a while. He will then run into his tower and summon enemies. Beat them up. Meanwhile, he will be recovering health and shooting fire at you. After defeating his allies, get your power meter back up and repeat the previous steps. He will now occasionally go into a super-nova attack. Block it at all costs and repeat until he is defeated. Here's a video: