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Batman Vengeance Hints II (PS2)

Get all the envelopes

Batman Vengeance is a videogame based on the Batman character from DC Comics and on the television series The New Batman Adventures. The game was created by Ubisoft, which also published it, in collaboration with Warner Bros. Interactive Entertainment and DC Comics, that hold the intellectual rights to the character. It was published for the Xbox, the GameCube, the PlayStation 2, the Game Boy Advance and PCs. The game first appeared in 2001. Batman faces one of the toughest periods in his career as a crime fighter.

Apparently, all is well, as the Joker is killed while fighting against Batman - but a new wave of crimes erupts throughout Gotham and it seems that all of them are somehow connected. Batman is forced to become a fugitive and go underground after mysterious forces frame him for an attack on Police Commissioner Gordon. Obviously, he needs to find out who is behind all the attacks before the city is taken over. The game looks very good and boasts a stellar voice cast, with most of the actors who voiced the animated series mentioned above also working for the game. The graphics are low key and try to transmit the feeling of insecurity that Batman is experiencing as his very existence is being threatened. Most critics agreed on the fact that the game managed to perfectly capture the general feel of the television show. The gameplay combines different genres, mixing traditional platforming play with some vehicle based chases and combat sequences. **GAMEPLAY HINTS**

Plant Electrocution 2: Envelope C You start the Plant Electrocution 2 level and then slide down towards some holes in the ground. The second hole is not fatal. Fall into it and glide. You will see a lit area. Glide down there and pick up the item you find inside. Use the grapnel to exit, jump out of the hole, and finish the slide. The item you picked up should be the key to the door right beside the vines behind the glass. Go inside and fight one of the "Plant Men". You will find an envelope that has a "C" on it in the room. . **Rooftop Battle: Envelope A** As the clowns chase Mary, go up to the rooftops. Grapple hook up to her roof and beat up the white clown. Go up to the next roof, where you are on a little balcony. Jump across, then go in to see a thug run across a hall with the girl. Follow and he will jump off the roof. Follow, look down, and drop to lowest edge. Walk along to left until at the corner the grapple icon appears Grapple over, go in the door and pick up Envelope A. **SWAT Chase: Envelope D** You will enter the elevator shaft. Ride the elevator all the way down until it stops. Get off the elevator and wait for it to rise again. After it rises, jump down to the bottom and use first person mode to find the control box. Use a Batarang to disable it and the door behind it will open. Stay clear of the elevator and wait for the correct time to get in the open room. Inside the room is "Secret Key 2." Get out of the room and ride the elevator up to the top. At the top there is a door that is supposed to be locked. The key opens the door, and inside is an envelope with the letter "D" on it. Here's a trailer: