



Batman: Arkham Knight - The Riddler's Gambit

Alexander C. Irvine

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THE OFFICIAL PREQUEL TO THE MOST EAGERLY AWAITED GAME OF 2015 -- BATMAN: ARKHAM KNIGHT!

The Joker's death has left a void in the Gotham City underworld--a void the Riddler seeks to fill in the deadliest way possible. Creating a path of death and destruction, the criminal mastermind places Batman and Robin in an unwinnable scenario, with the clock ticking down the moments to disaster.

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Batman: Arkham Knight - The Riddler's Gambit Details

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From Reader Review Batman: Arkham Knight - The Riddler's Gambit for online ebook

travis williams says

A gambit well played

I gave bat man arkham knight the riddlers gambit three stars because what i liked most about this book was the puzzles I mean the riddler i feel doesn't get enough credit for his battle of wits with bat man though he always outsmarts himself in the end but he is still a worthy adversary towards bat man and I dislike how little action there was in the story I mean to focus the whole book on riddles that bat man had to solve in order to save robin I just I didn't like that I feel it could have been done much better which is why I gave it three stars riddler never tries to fight bat man just toss him riddles which he always solves in the end I recommend this book to all die hard bat man fans but be wary their isn't much action going on in this story

Eva Ebert says

A tie-in novel to the Arkham Games and sort of a bridge between City and Knight. As such, it should be judged on two criteria, the first being the quality of the novel itself.

And it's pretty good. The dialogue between Batman and Robin is very on point, Jack Ryder is super-annoying and the plot is entertaining in a people-go-from-one-point-to-another-solving-riddles-and-almost-dying way (think Dan Brown's books). The literary equivalent of a quick snack.

Second criteria is of course, how well this tie-in novel actually ties in with the main series. Annnnd it doesn't. I'm not just talking about the obvious like how Riddler in Arkham Knight constantly refers to the events of Arkham City and never mentions the not inconsequential events of this book. But they're two different persons. Riddler in the Arkham series is a overly dramatic manchild, who mocks Batman for getting things wrong and accuses him of cheating when her gets it right. He makes death-traps and names them things like "Crushonator" for Pete's sake! He's not a kingpin or a mastermind, it simply doesn't fit. His personality here is much more liek his New 52 incarnation. And I for one missed Eddie and his ramblings and tantrums.

Best read as an AU of the series or maybe as an entirely unrelated novel.

Ash Paeth says

A good precursor to the Arkham Knight video game and a good insight into the mindset of the characters of the Arkham verse. I was really impressed with this and am a little saddened that they don't have a novelization/precursor to the first two games. Still very good for those who are fans of the Arkham verse games!

Anna Shiverdecker says

I think I might have enjoyed this more if I played any of the Arkham games. I understood what was going on well enough, but there were a lot of winks to the games that threw me out of the story. I also felt it focused too much on Robin's part of the story, necessarily, but I was hoping for more Batman. I was in general underwhelmed though there were some clever things. The Riddler is notoriously difficult to write, and I think they got some of him right when we actually got to see/hear him. Might be worth the read if you really like the games, but if you know nothing of those, I might leave this one be.

Shannon Rohrer says

I give it 3.5 stars.

Also, "Nigma" does appear to be ONE of the accepted spellings of the name--just not the most popular or well-established. So figuring that out made the rest of the read more enjoyable.

As to the plot, characterizations, and what-have-you, I for the most part found The Riddler's Gambit quite engaging. I've heard tell the bits referencing the games isn't entirely true to the source material, but as someone who hasn't yet completed one of the games, I found the novel fairly solid on its own merits.

All in all? A good read.

Mandy says

This book was poorly researched - both in regards of the games that proceeded it and the game that would follow it. Now maybe the author couldn't have known all the ins-and-outs of the latter because of the track of game development, but watching a couple of Let's Plays would have provided plenty to know about the world of the Arkham games.

The puzzles and traps, at least, were imaginative and clever, and the Riddler's ego and Batman's conflict well represented. However, the glaring flaws of 'author obviously has no idea what came before in the game' showed on most pages and if he'd done his research he'd realize the plot simply wasn't feasible without some changes.

So, not a great book - but the lack of research for the source material shows and brings it down significantly to anyone familiar with the arcs he's working within.

Alexander Sison says

Decent tie-in. It sadly doesn't really acknowledge the events of the tie-in comic series which leads it to contradict it by way of not at least dropping a mention to events that followed the end of the Arkham City game as shown in the comics. But besides that, it does pretty well to showcase Riddler's intellect. Although sadly, none of his antics in this book are even remotely mentioned in the Arkham Knight game. Still, it is overall decent and feels like another extended DLC of Arkham City or even a prequel DLC for Arkham Knight. Which isn't a bad thing. Just predictable.

Carmen says

(There are spoilers about the game, so heads up) It was a really fun book to read! I was a little bummed because I'd hoped it would discuss more about Batman finding the Joker in himself and hunting down the four people who also got his blood, but it was really just about the Riddler. I guess it was really more of Irvine's original story about the Riddler than a bridge between the games. It was still a lot of fun to read, and gave Robin (Tim Drake) a lot more time in the book than he was given in the game, so I really enjoyed that. It was a great Christmas gift. :)

HidekisoHma says

I've always been a big fan of the Riddler and decided to give this book a try. It read pretty fast and I enjoyed the story it told. The only issue I had was that some of the puzzles got a little too reading intensive and because of that there were scenes that you had to fully pay attention and couldn't let your mind wander a bit while reading or you would lose what was going on. However the action scenes were done very well and the riddles were extremely clever. I haven't even played Arkham city, but you didn't need to as it did a very good job explaining what happened in the game. There was some violence but it didn't go into unnecessary gore and kept it pretty classy. I would definitely recommend this to any Batman fan. 4 out of 5.

Amanda T says

Plot was interesting enough, but some of the characterizations were off. The one that really stuck out was Oracle. At the beginning of the novel, it's established that she doesn't know Batman's identity. However, in the first Arkham video game (which is partly what this book is based on), Oracle DOES know who Batman is. On top of that, I'm not sure there is an incarnation of Oracle who doesn't know Batman's identity. So that seemed weird.

The other one was Robin, more at the beginning of the novel than at the end. With the exception of the mention of his bo weapon, I would have guessed this Robin was Dick, not Tim. From other Batman comics, novels and watching Young Justice, Tim is the most serious of the Robins and not inclined to crack bad jokes. This Robin has a lot of cheesy lines and talks a lot.

I also found some of the puzzle explanations confusing. I didn't really want to stop and work out for myself so I'll admit, I glossed over those parts.

Despite all that, I understand writing a Batman book that doesn't make Batman look silly or stupid is hard, and this Irvine does pull off rather well.

Mike says

I was surprised that I enjoyed "Batman: Arkham Knight--The Riddler's Gambit" by Alex Irvine as much as I did. It's a video game tie-in novel, after all. That's not usually where one looks for top-quality stories.

I'm currently playing the Batman: Arkham Knight game, so I know the writing in the game is top-notch. It's nice that they found someone good to write the prequel tie-in novel as well.

To be clear, "The Riddler's Gambit" happens before the events of the video game, it's not a novelization of the game itself.

The Riddler has an agenda--to replace the Joker as Gotham City's top criminal. And he seems to have the will and the resources and the nefarious allies to do so. Batman and all of his usual cohorts--Robin, Oracle, Commissioner Gordon, Alfred, etc.--are all involved. And all of them are worried that Batman is coming unglued without the Joker.

Both Batman and Robin, working in tandem, yet not in the same location, are pushed to their limits by the Riddler's devious plans and traps.

I have no complaints about "The Riddler's Gambit." The characterizations are all sharp and interesting. Even Robin didn't annoy me, like various versions of the character usually do. And the author didn't fall victim to what I call the "Star Wars syndrome."

In the Star Wars tie-in novels, some lazy authors let the reader do most of the heavy lifting in regards to the characters that are very well-defined already. Those lazy authors give a brief character sketch and assume you can fill in the (many, many) blanks on your own. While this author doesn't go into great detail about Batman's origins, he does manage to give a clear and current portrait of the hero in existential crisis as well as physical danger.

There isn't a "real" sense of danger--even though they do kill off Robin on occasion--very often in the Batman universe. The bad guys will live. Batman will live. Everyone suffers, but they all live to fight another day. Yet it's a good author who makes you forget all that for a while.

If you enjoy the "Arkham" series of Batman video games or just like Batman stories in general, check out "The Riddler's Gambit."

Dustin says

Solidly entertaining. It reads a lot like the video games progress, with some of the set ups being extremely quick in order to advance the plot. That's really not a knock against it, though. If you go looking for a novelization of a video game based on a comic book, you shouldn't expect nuance. I liked it because the Riddler is my favorite villain from the rogues gallery, and this was a story that finally gave him top billing.

Chris Lemmerman says

It's been a while since I've read a video game tie-in novel; I think the last time was the Dragon Age books (which I still need to finish, whoops). This story is set prior to Arkham Knight and focuses on the Riddler's rise to power now that the Joker has died.

It's a decent set-up, and the puzzles are well thought out in that they all link together in the end, but because this is a prequel, nothing major can really happen. In fact, the victory that the Riddler manages to attain is basically forgotten come Arkham Knight itself, because there are more pressing problems to deal with.

As a little Batman story though, it's a fun read. Nothing too special, but it's inoffensive, and decent enough if you're a Bat-Fan or a fan of the Arkham Series.

Milo (BOK) says

The Full Review Can Be Found Here: <http://thefictionalhangout.blogspot.c...>

The Joker's death has left a void in the Gotham City underworld--a void the Riddler seeks to fill in the deadliest way possible. Creating a path of death and destruction, the criminal mastermind places Batman and Robin in an unwinnable scenario, with the clock ticking down the moments to disaster.

The Riddler is one of my favourite Batman villains, and he recently gained some notable exposure in the Zero Year arc of the main Batman comic from Scott Snyder. I don't know how much he'll focus in Arkham Knight itself as I haven't been paying very much attention to Xbox One/PS4 exclusive games, but considering that I should be getting one of these two consoles in the next couple of weeks or so, I certainly hope that Edward Nygma will feature prominently. I'd prefer him to play a more direct role in the plot than be limited to side missions this time around, so I guess we'll have to wait and see. But even if we don't get that in Arkham Knight (no spoilers, please, I haven't yet played the game), The Riddler's Gambit serves as a fun way to put the Riddler in the spotlight, because if you remember in Arkham City, the Joker died, right? No more arch nemesis for Batman and a criminal underworld without a figurehead. And Batman hasn't been seen in a while, either. It's where we jump in to Riddler's Gambit, which feels very much like part of the game itself, as any good tie-in novel should, drawing readers in and having them hooked right from the start, and if you want to read more about the Arkham world in prose format, you can't go far wrong with The Riddler's Gambit.

The Riddler's Gambit serves as a welcoming treat for all fans of Batman and his rogues gallery. We have multiple villains but also multiple protagonists, for example, Robin (Tim Drake), who only cameos in the main Arkham City game (and was playable in his own expansion) gets a significant part of the story here as the book spends time between Batman and Robin chapters, with the dynamic duo getting plenty to do and working together well. The book also serves as an example as to how the media view Batman, and we get a

look into how he's viewed both positively and negatively by articles on blogs and newspapers that separate chapters, told from the likes of Jack Ryder, Vicki Vale and more, as Irvine manages to utilise the rich cast to the most of his ability without feeling they're shoehorned in. This book doesn't suffer from the problems that can come with a lot of villains, as the Arkham games have handled this in a way that The Amazing Spider-Man 2 and Spider-Man 3 failed to accomplish. It reads well and does about everything you'd expect from a tie-in.

However, The Riddler's Gambit suffers from a few problems. There are a couple of continuity errors that I noticed and it will probably annoy fans of the Arkham games as well, and sometimes, the villain's voices sound a little too similar, and not really as distinctive as I would have hoped, even if the characters themselves are still mostly handled well and given plenty of page-time. But those are really the only two minor problems that I had with this book because The Riddler's Gambit otherwise allows for an action packed read with a lightning fast pace that as a result makes this novel feel very similar to a summer blockbuster, you'll get through it pretty quickly and you'll enjoy it, but it won't exactly be anything that will blow you away.

The book also handles the relationship between Batman and Robin well, and it's something that is great to see for fans wanting more Tim Drake (it's worth pointing out that Tim Drake is my favourite Robin – Dick Grayson would be, but he works far better as Nightwing). The amount of stuff that Robin gets to do in this book should keep readers content, and I hope he gets more than just a mention in the game itself. Barbara Gordon fans should be happy with Oracle's inclusion, so there's plenty there that makes this book something that fans will enjoy, even if The Riddler's Gambit may not be perfect.

It's also worth noting that I'm probably going to hold off reviewing the Arkham Knight novelization until I've played the game (which should hopefully be before the year's end), as I don't want to be spoiled by any major plot twists as I've remained spoiler free so far. So you're going to have to wait for that review to crop up, but it will make an appearance once I've finished the novel. But for now, The Riddler's Gambit is something that you should check out if you're an Arkham fan looking to get some more adventures focused on Gotham's dynamic duo.

VERDICT: 7/10

Tony Calder says

The Riddler is probably under-used as a major Batman villain, often being seen as a poor man's Joker. This book does a good job of setting him up as a serious threat, and a player in his own right.

The book is generally well-written, and features a host of characters from both Batman's rogue's gallery and his allies. Indeed, it could be argued that Batman isn't the main character in this story, possibly being overshadowed by both the Riddler and Robin.

Featuring as allies of Batman are Commissioner Gordon and Oracle, and aiding Riddler are Killer Croc, Mad Hatter, Harley Quinn, and Deadshot.

Overall, a fun, if light, read,

