

Iceberg Lounge Riddler Trophy

Introduction to the Mysteries of the Iceberg Lounge

Gotham City is a sprawling metropolis filled with secrets, but few locations are as iconic or as treacherous as the Iceberg Lounge. This sleek nightclub, owned by the infamous Penguin, serves as a central hub of criminal activity in **Batman: Arkham Knight**. For collectors and completionists, the Iceberg Lounge is also home to one of the game's most challenging pursuits: the **Iceberg Lounge Riddler Trophy** collection. Hidden throughout this multi-level venue, these green question-mark trophies test your puzzle-solving skills, your patience, and your mastery of Batman's gadgets. Whether you are a first-time player or a returning veteran looking to finally achieve 100% completion, this guide will walk you through everything you need to know about securing every **Iceberg Lounge Riddler Trophy** and conquering the Riddler's mind games.

What Are Riddler Trophies and Why Do They Matter?

Before diving into the specifics of the Iceberg Lounge, it is important to understand the broader context of Riddler Trophies in the Arkham series. The Riddler, also known as Edward Nygma, is

a obsessive criminal genius who leaves these trophies scattered across Gotham as a twisted challenge to Batman. Collecting them is not merely an optional side activity; it is a core component of the game's completion. For each trophy you find, you chip away at the Riddler's ego and eventually unlock the chance to confront him directly. The **Iceberg Lounge Riddler Trophy** set is particularly notable because of the venue's compact yet vertical design, which forces you to think in three dimensions. Collecting all trophies in this location is essential for achieving 100% game completion and unlocking the full ending of **Batman: Arkham Knight**.

Navigating the Iceberg Lounge: A Vertical Challenge

The Iceberg Lounge is not your typical street-level location. It is a multi-story nightclub that includes a main dance floor, VIP areas, back rooms, a rooftop, and a submerged basement. This vertical layout means that the **Iceberg Lounge Riddler Trophy** collection is less about wandering aimlessly and more about careful observation and strategic gadget use. You will need to move between floors, use vents, grapple to ledges, and interact with environmental objects to uncover every hidden trophy.

Main Floor and Dance Area

The ground level of the Iceberg Lounge is the most accessible part of the building. Here, you will find several **Iceberg Lounge Riddler Trophy** items that are relatively straightforward. One of the first trophies you encounter is tucked behind the main bar. Use your Detective Vision to spot the green glow, then simply move the stacked crates or use a Remote Electrical Charge (REC) to disable any blocking lasers. Another trophy on this floor requires you to use the Batclaw to pull down a weak ceiling panel, revealing a hidden alcove. Pay close attention to the dance floor area as well, where a trophy is hidden beneath a trapdoor that can only be opened by solving a nearby pressure plate puzzle.

VIP Rooms and Upper Balconies

The upper levels of the Iceberg Lounge require more advanced techniques. The VIP rooms are locked and often require you to hack a security terminal or find a keycard elsewhere in the building. One particularly tricky **Iceberg Lounge Riddler Trophy** is located in a glass case on a balcony. To reach it, you must use the Line Launcher to create a tightrope between two points, then carefully walk across while avoiding electrical coils. Another trophy in this area demands you use the Disruptor to disable a series of mines before you can safely approach. The key to success on these upper floors is patience. Use your grappling gun to reach high ledges, and always scan the room with Detective Vision before moving forward.

The Rooftop and Exterior

Do not forget to explore the exterior of

the Iceberg Lounge. The rooftop contains several **Iceberg Lounge Riddler Trophy** items that are often missed by players who focus only on the interior. One rooftop trophy is suspended from a crane. You will need to use the Batmobile's winch to lower it to a reachable height, then grapple up to claim it. Another trophy is hidden inside a ventilation shaft on the roof's edge. Use the Remote Controlled Batarang to fly through the shaft and hit the switch that opens the grate. The rooftop also features a pressure plate puzzle that requires you to use the speed and weight of the Batmobile to trigger two plates simultaneously. This is one of the few locations where the Batmobile is directly involved in trophy collection.

The Basement and Waterlogged Areas

The basement of the Iceberg Lounge is perhaps the most atmospheric and challenging part of the location. This area is partially flooded and contains a maze of pipes and machinery. The **Iceberg Lounge Riddler Trophy** in this section are often hidden behind grates that require the use of the Remote Electrical Charge to open. However, you must be careful of the electrified water. One wrong step and Batman will take damage. Use the Freeze Blast to create temporary platforms on the water's surface, allowing you to cross safely. In the deepest part of the basement, you will find a trophy that is locked behind a timed switch puzzle. You have roughly ten seconds to hit three switches in sequence. Use the Batclaw to pull the first, the Batarang to hit the second, and the Line Launcher to zip to the third. This is one of the most demanding puzzles in the entire **Iceberg Lounge Riddler Trophy** collection.

Essential Gadgets for Trophy Hunting

To successfully collect every **Iceberg Lounge Riddler Trophy**, you need to have a fully upgraded set of gadgets. Here is a list of the essential tools you should have before you begin your hunt:

- **Batclaw:** Used to pull down weak walls, move heavy objects, and retrieve distant trophies.
- **Line Launcher:** Essential for crossing large gaps and reaching high balconies.
- **Remote Electrical Charge (REC):** Used to disable electrical barriers and activate certain switches.
- **Remote Controlled Batarang:** Ideal for hitting switches in hard-to-reach places or inside vents.
- **Disruptor:** Useful for disabling mines, turrets, and other security systems that guard trophies.
- **Freeze Blast:** Creates ice platforms on water and can freeze certain environmental hazards.
- **Batmobile Winch:** Required for moving large objects and lowering elevated platforms.

Having these gadgets upgraded to their maximum capacity will make your hunt for the **Iceberg Lounge Riddler Trophy** much smoother. If you find yourself stuck on a particular puzzle, it may be because you do not yet have the necessary upgrade. Consider progressing the main story to unlock more gear before returning to the Iceberg Lounge.

Step-by-Step

Trophies

While a full list of every **Iceberg Lounge Riddler Trophy** location would be exhaustive, here are step-by-step instructions for some of the trickiest ones.

The Crane Trophy

This trophy is located on the rooftop, hanging from a crane. First, use the Batmobile to position yourself directly beneath the crane. Fire the winch cable at the hook holding the trophy. Then, use the Batmobile to slowly reverse, lowering the trophy to the ground. Once it is at a reachable height, exit the car and grapple up to collect the **Iceberg Lounge Riddler Trophy**. Be careful not to lower it too quickly, as it might swing into a wall and become inaccessible.

The VIP Room Puzzle

One of the most memorable puzzles involves a locked VIP room. To enter, you must find the keycard in the manager's office on the main floor. Use Detective Vision to locate the keycard on the desk. Once you have it, return to the VIP room, insert the card, and enter. Inside, you will find a **Iceberg Lounge Riddler Trophy** protected by a series of laser tripwires. Use the Disruptor to disable the laser emitters one by one. Do not rush, as missing one will trigger an alarm and lock the room temporarily. After disabling all lasers, the trophy is yours.

The Water Switch Puzzle

In the basement, you will encounter a puzzle that requires hitting three switches in sequence within a time limit. The first switch is on a pipe to your left. Hit it with

a Batarang. The second switch is on the ceiling above the water. Use the Line Launcher to quickly zip across and hit it with a quick melee attack. The third switch is behind a grate. Use the Remote Electrical Charge to blow the grate open, then quickly hit the switch. If you fail, the puzzle resets, and you must wait for the electricity in the water to dissipate before trying again. This **Iceberg Lounge Riddler Trophy** is often the last one players find because of its difficulty.

Tips for Efficient Trophy Hunting

Collecting every **Iceberg Lounge Riddler Trophy** can take hours if you do not have a strategy. Here are some tips to make the process faster and more enjoyable:

1. **Use Detective Vision constantly.** This is your most powerful tool. It highlights not only the trophies themselves but also the interactive elements like switches, weak walls, and pressure plates.
2. **Listen for audio cues.** The Riddler often taunts you when you are near a trophy. The audio is directional, so turn your character to locate the source.
3. **Clear the area of enemies first.** The Iceberg Lounge is full of Penguin's henchmen. If you try to solve puzzles while under fire, you will likely fail. Use stealth to eliminate guards before focusing on trophy collection.
4. **Return later if stuck.** Some **Iceberg Lounge Riddler Trophy** puzzles require gadgets that you may not have yet. Mark the location on your map and come back after

progressing the story.

5. **Use the in-game map.** The map shows you how many trophies remain in each area. This helps you track your progress and identify which sections you have missed.

The Rewards of Completion

Why go through all this trouble? Collecting every **Iceberg Lounge Riddler Trophy** is not just about the satisfaction of a 100% completion rate. There are tangible rewards as well. Once you collect all the Riddler Trophies in the entire city, including those in the Iceberg Lounge, you unlock the final confrontation with the Riddler. Defeating him triggers a unique ending sequence that ties up his storyline. Additionally, you earn the "Riddler's Revenge" achievement or trophy, depending on your platform. For completionists, this is a must.

Beyond the in-game rewards, the process of finding every **Iceberg Lounge Riddler Trophy** teaches you the value of observation and persistence. Each puzzle is a small narrative in itself, a window into the mind of Edward Nygma. By overcoming his challenges, you prove that Batman's intellect is superior to that of his arrogant, green-clad foe. There is also a deep sense of satisfaction that comes from exploring every nook and cranny of the Iceberg Lounge. You begin to appreciate the level design of the game, the attention to detail, and the careful placement of each puzzle piece.

Common Pitfalls and

How to Avoid Them

Even experienced players can get stuck on certain **Iceberg Lounge Riddler Trophy** puzzles. Here are some common mistakes and how to avoid them:

- **Overlooking hidden rooms:**

Many trophies are in rooms that do not appear on the standard map.

Look for breakable walls, floor grates, and ceiling panels. Use the Batclaw on anything that looks suspicious.

- **Forgetting the Batmobile:** The Batmobile is essential for some puzzles, particularly those on the rooftop and exterior. Do not park it far away. Keep it nearby to use its winch and speed capabilities.