# Apollo Story

## High Level Concept

You play as Batman in a gripping opening chase sequence with Bane, a physically superior but very intelligent adversary. He leads you to your own Batcave for a battle, revealing that he knows your identity. He defeats you in combat, pulls you up and breaks your back.

After several months of recovery, you learn that while you've been healing, Gotham has been gripped in a brutal gang war, involving many of Gotham's well known villains. An unknown mastermind seems to be pulling the strings from behind the scenes, determined to see Gotham City burn. You believe this is Bane, and you will stop at nothing to find him, and take back the city.

You are hindered only by a vigilante named the Huntress, who has her own methods of cleaning up the city that tarnish your image. Meanwhile, your relationship with a beautiful woman named Talia threatens to cloud your judgment. Whose side is she on? Can she be trusted?

There seems to be one super-villain behind all this chaos; could it be Bane? You slowly gain back your strength and abilities with each villain that you defeat, leading you closer and closer to discovering the truth.

## Overview

This is a basic story outline, with chapters roughly corresponding to the number of "dungeons" planned at this stage. The current design calls for approximately 4 "hubs", which roughly correspond to 8 Gotham City districts (a hub can have more than one district inside), allowing for approximately 3 dungeons per hub. The current number of characters and story beats, is derived from the planned amount of gameplay. As each dependency changes (hubs, dungeons, characters) the rest may change as well. So consider this a very fluid, very elastic draft.

Talia and Bane had been involved in a plot to ruin and eventually destroy Bruce Wayne. However Talia had a change of heart and fell for him, instead. Bane grew jealous and in a blind rage, broke Batman's back. This is what happens next.

## Chapter 1: Dark City

### Chapter 1 - Story Detail

**Uptown: Spire District**

**Firefly, Falcone, Huntress**

Batman, returning after a year-long absence, knows nothing of Gotham's current criminal structure. Gotham City is a near complete mystery to him. He has to start over, investigating crimes and following leads, to unravel the puzzle that his city has become. After witnessing the massive destruction in the Financial Row, Batman realizes he can't afford to waste any more time healing from his injuries.

He investigates the destruction of Financial Row, and discovers a complex mob war underway. Several factions are involved in ways Batman doesn't yet understand. He finds evidence leading to Carmine Falcone, a once small-time local boss, and to Penguin, Gotham's primary arms supplier. He also discovers a new player, a pyromaniac with flight capabilities, who he will later learn is known as "Firefly."

## Chapter 2: Dangerous Waters

### Chapter 2 - Story Detail

**Downtown: Industrial District**

**Riddler, Deadshot, Penguin**

Realizing he has been out of touch for too long, Batman reaches out to an old friend, Commissioner Gordon. While Gordon is helpful, he seems different, clearly tired and frustrated with the state of Gotham, and Batman's unexplained absence. He gives Batman leads on both the local arms dealer fueling the gang war, and the kidnapping of a local celebrity who may also know more about Gotham's criminal underworld than anyone else.

Batman sets out to rescue Edward Nigma, aka "The Riddler", in the hopes of learning more about who the big players are in the city. He also investigates Ozzie Cobb, aka "The Penguin", hoping to both smother the flow of arms into the city, as well as learn exactly who Penguin's customers are. As the night comes to an end, Batman will discover evidence about several new top criminals, including "Ventriloquist" and "Killer Croc". His frustration grows that still no evidence of Bane, the man he believes is behind everything, has been found.

## Chapter 3: Ventriloquist's Trick

### Chapter 3 - Story Detail

**Midtown: Reclamation District**

**Ventriloquist, Lady Shiva**

Following a lead on the arms buyer for the mysterious gang boss, Batman heads to Midtown, and the retro-deco Reclamation District. Investigating the building attacked by Penguin, Batman discovers evidence of a cover-up, and more disturbingly, evidence of ninja. The building belonged to a middle-level boss named Fernelli. When Batman tracks him down, he discovers Fernelli is completely paralyzed, and can only speak through a digital speaker box controlled through eye movements. Fernelli refuses to cooperate, handing Batman a rare defeat. Later he talks to Gordon about Fernelli, but Gordon tells him he's small time, and gives him a lead instead to Croc's gang. Why doesn't Gordon want him following this lead, Batman wonders.

Batman travels to the Industrial District, only to find a small group of Croc's men slaughtered, apparently by the vigilante Huntress. Another dead end. Batman returns to the Reclamation District, and finds a coded message from Riddler waiting for him. The message and other evidence reveal that Fernelli is trapped in his body, and his wife, Pamela Isley, is using him as a puppet to maintain control of the gang. Confronting the twisted Ventriloquist, Batman discovers that she's working for Lady Shiva, a master assassin he trained with under Ra's Al Ghul. He flashes back to his early training days, and remembers a brutal fight with Shiva, that literally scarred her for life.

Shiva in Gotham can't be a coincidence. With her ties to Talia and the Ghul family, can Bane be far behind?

## Chapter 4: Scarecrow's Reach

### Chapter 4 - Story Detail

**Midtown: Reclamation District**

**Scarecrow, Firefly**

Batman's first few nights back in Gotham have taken their toll. Alfred does what he can to minimize the pain, but believes Bruce is risking grave injury if he continues at this pace. He fears Bruce's obsession with Bane could kill him. Bruce ignores Alfred's warnings, and returns to Gotham's streets following a lead from Riddler. He discovers Croc's gang trading in Scarecrow's FEAR drug, attempting to gain the upper hand against the much larger mystery gang (who they refer to as "scabs".) Batman learns that the Croc gangs aren't looking to take over Gotham, but instead have formed an insurgency in an effort to push out the "invading" gang. They're criminals, but they also have families, and homes they're defending.

Batman's investigation leads to Scarecrow, who has taken over the abandoned Gotham Zoo for his twisted human experiments. While under the hallucinagenic affects of Scarecrow's drugs, Batman flashes back to his time training under Ra's Al Ghul, when he first met Ra's daughter, Talia. Fighting the effects of the drugs, Batman recovers and captures Scarecrow. Under interrogation Scarecrow reveals the origin of his new "NO FEAR" drug. Laying on slab is the corpse of a heavily augmented thug. His gear and facemask, are the same as Bane's.

## Chapter 5: Bitter Freeze

### Chapter 5 - Story Detail

**Downtown: Industrial District**

**Mr. Freeze, Zsasz, Huntress**

Riddler reveals a murderous cover-up involving assassinations and police corruption. A serial killer is targeting Croc gang bosses, possibly hired by the rival gang, believed by Batman to be Bane. But he's found no solid evidence linking Bane to Gotham's gang war, and is beginning to accept that someone else may be behind it. He hunts down the killer, a sociopath known as "Zsasz", and discovers that he's also killing innocent victims, always close to the gang hits. A mysterious "cleaner", known as "Mr Freeze", is scrubbing these scenes clean, with the help of local corrupt GCPD officers. Whoever Zsasz works for, wants the bloody gang scenes left alone, probably as a warning. But they are also going out of their way to cover up the innocent kills completely. While on the trail of the killer, Batman confronts Huntress, and warns her to stop killing mob bosses. She reluctantly agrees.

Batman confronts Gordon about the police corruption, frustrated that Gordon keeps sending him further away from anything that might lead to the mystery gang. Riddler, requesting a rare personal meeting, has shocking news that dramatically changes the direction of Batman's investigation.

## Chapter 6

**The Narrows**

**Riddler, Killer Croc**

Batman asks Riddler for help in unraveling the chaos. Riddler is impressed at how much ground Batman has covered, and helps fill in some holes. He suggest Batman check out the Little Russia district, home of "Killer" Croc. He and his circus clan basically run the neighborhood, but lately Croc has been seen as an enforcer and bodyguard for the Black Mask. Batman takes the advice and hunts for Croc.

The district is in bad shape, with many burnt and destroyed buildings. Croc sends his circus clan out to attack Batman, because he's an outsider. Batman has to defeat the circus freaks and confront Croc. It's a tough fight, on Croc's home turf, but Batman eventually defeats him and forces him to talk. Croc reveals that Black Mask "turned" Firefly, who was originally working for Bane. But Black Mask used Firefly to trick Croc into working for him, by attacking his 'hood and killing many innocent people. Once Croc found out he tried to kill Black Mask, but couldn't get near with Firefly defending him. So he came home, and just wants to be left alone. Batman leaves him to defend his district.

**Midtown: Park District**

**Huntress, Deadshot**

Huntress contacts Batman with word that she's in trouble. Batman tracks her to the Boardwalk Amusement Park, via the communicator. He finds her tied up and hanging upside down from a Ferris wheel, held by five or six ropes. While Batman watches from afar, one of the ropes holding her snaps, followed a second later by the crack of a high powered rifle. It's a trap, Batman realizes. If he attempts to free Huntress, Deadshot will have an easy shot. Instead Batman switches to Sonar Vision, and waits. When a second rope snaps, Batman scans the likely structures, until the report bursts in the air like a bubble. He launches towards the roller coaster, using each shot to narrow down Deadshot's location. Before Deadshot can sever the final rope, Batman overpowers him and demands answers. Now nearly convinced that someone else other than Bane is behind Gotham's chaotic spiral, Deadshot reveals that his boss is in fact, BANE.

Batman returns and frees Huntress. He warned her about getting in too deep, but she refuses to listen and attacks him. They fight, and while a skilled fighter, Huntress is no match for Batman. Beaten, she pulls off her mask and reveals herself to be the daughter of an assassinated mob boss. Batman recognizes her from old crime files, her entire family was massacred. He tells her about the consequences of acting on vengeance alone, advice he realizes he should take himself. She ask him what else is there, what else could she do. He tells her to re-think her mission, stop using the lethal tactics of their enemies. Or stay out of his way.

## Chapter 7

**The Narrows:**

**Black Mask**

Batman returns to the safehouse to review his evidence. Talia and Bruce have a conversation about their future, and that Bruce trusts her. She's relieved, and tries to say something, but Alfred enters and begins talking over her, completely ignoring her. She's irritated, but doesn't confront him. Now that Bruce has confirmed that Bane is behind everything, Alfred warns him about going after him. Bruce tells Alfred to trust him, that he's been studying Bane, and preparing for this for the past year. He has a plan. This isn't about Bane anymore, or his personal feelings. It's about Gotham, and Gotham needs Batman.

Batman tracks down Black Mask and confronts him. He's heavily guarded, and personally protected by Firefly. The entire building is rigged for demolition, originally planned as a trap for Bane. Black Mask is forced to set it off to escape Batman instead. Firefly covers his exit, and forces Batman to fight him while the building falls apart around them. Batman wins, but Black Mask doesn't know where Bane is.

**Uptown: Spire District**

**Zsasz**

Batman answers the Bat Signal and meets Gordon on a new rooftop. Gordon has information on a mob boss recently kidnapped by one of Bane's assassins, a killer named Zsasz. This boss originally worked for Bane but defected to Black Mask. If Batman can get to him, he would have Bane's location.

Batman recons the huge unfinished office building, and sees activity on some middle floors. He fights through thugs and ninjas, and chases Zsasz through the dark empty spaces. Zsasz is fast, and uses the space for quick and deadly knife attacks. He's trying to race Batman to the boss, and kill him before he can be questioned. Batman finally closes the distance and confronts Zsasz in a large vaulted space. But there's no boss. Zsasz laughs, and can't believe Batman fell for such a simple trap. The steel doors close behind them. Zsasz laughs again, flashes his knives, but before he can attack several dozen ninja shiriken strike him across his body, killing him instantly. Before Batman can react, three ninja darts strike his face, the only unprotected part of his body. Batman gets dizzy, and quickly loses consciousness.

## Chapter 8

**Uptown: Spire District**

**Lady Shiva**

Bruce Wayne wakes atop the unfinished building, tied to exposed girders 50 stories above the street. Without his gadgets he can't survive a fall from this height. Shiva challenges him to a final fight, daring him to use nothing but his bare skills. She believes his armor and gadgets have made him weak. She jumps through the construction a few floors below, leaving Bruce Wayne to first deal with dozens of ninjas. He fights his way down to her, and they fight in brutal one-on-one combat. She's exceptionally skilled, but Bruce is the superior fighter, and he dismantles her one broken limb at a time, until she lay defeated near the edge of the building.

Shiva is honor bound to not betray her boss, even if Bane is unhinged now. So she won't give him up. Instead she warns Bruce about Jim Gordon, asking him, "How well do you really know him?" When Batman objects, she adds, "You and I are warriors, Bruce. We have no stomach for intrigue and betrayal. But that means it's harder to tell when it happens to us." With that she leans back and falls off of the ledge. When Batman looks over, there's no trace of her.

**Uptown:**

**Clayface**

Batman sneaks into Police Headquarters and investigates Gordon's office, and finds evidence of a "non person". Earlier in the game this same absence-of-evidence appeared, when thugs were describing being duped by a pretender. Batman puts it together that this is the same pretender. Batman activates the Bat Signal and lures Gordon to the roof. He forces him into an interrogation and quickly learns the truth: Gordon has been Clayface all along. As soon as Batman first came "out of retirement", Bane installed Clayface in police headquarters. Clayface has become increasingly conflicted and confused, as he's never had to "become" another person for such a period of time. He identifies with Gordon now, and is no longer sure where his loyalties lie. So he tells Batman where Bane is, and more importantly, where the real Jim Gordon is.

**Uptown:**

**Bane**

Batman enters the immense cathedral, and quietly takes out as many guards as he can. Gordon is held in a cage, on the massive church pulpit. When he gets to Gordon, and takes the tape off, Gordon whispers "It's a trap." Batman nods, well aware. Suddenly the construction lights snap on, bathing the cage in light. The heavy steel door slides down, locking Batman and Gordon in the cage together. Finally, after all this time, Bane appears. He's reveling in his success, and plans to kill Gordon in front of Batman, and then kill Batman once and for all. While Bane talks, scenes flash, revealing that Talia was never in the safehouse, or on the rooftop, it was just Batman talking to himself. Batman flashes back to that night in the Cave a year before, and we watch the entire scene this time, ending with Bane killing Talia while a helpless Batman watched.

Reality rushes back, Bane taunting Batman in the cage. Batman looks up at him and says, "You only missed one thing, Bane. I'm not Batman." He pulls off his mask to reveal the blank/disfigured face of Clayface! Bane is shocked, and starts looking up to the shadows. Batman is crouched in a dark corner, watching the scene. He brings his hand up to his cowl and says quietly, "Intimidate."

The TUMBLER comes ROARING in, shattering the nearest wall and barreling into the cathedral. Guns blazing, concussion grenades, smoke, it spins around the site causing mayhem and havoc, and Bane's men scatter in all directions. Batman says "Now," and Huntress shatters the stained glass cathedral window and ziplines down on top of the cage. She blows the top of the cage and Clayface helps her get Gordon up. When they're up, Clayface holds out his hands for his turn, but Huntress grapples back out through the window with Gordon, leaving him there. Clayface says, "You've got to be kidding me," and looks for his own way out.

Batman glides down and confronts Bane. It's a complex, brutal fight. But Batman has spent the past year studying Bane, including the Cave's security footage of his fighting style, so he's more than ready. Everything he's worked for, his loss, his sense of duty, he throws it all into the fight.

**Batman wins.**

**The end.**