

BATMAN: THRONE OF NIGHT

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One-Line Description

The player takes on the role of young Dick Grayson, first as an acrobat in his family's circus troupe, then as Bruce Wayne's ward, and later...The Robin, Batman's agile right hand.

Fluff Text

Bruce Wayne: "His whole family died under that tent. I can't let him sit in that orphanage, Alfred, not for one more second. I know *exactly* how he's feeling."

Alfred Pennyworth: "You had *me*, Master Bruce. This unfortunate young man is very much alone right now, and he is *not* a mirror image of Bruce Wayne. Please...remember that."

Setting

Gotham, 1937. Organized crime reigns supreme over the most corrupt metropolis in America. With an overburdened justice system, rampant opium addiction in the streets, and the storm clouds of war gathering on the international stage, Gotham needs something only one man can provide. Vengeance. Witness the rise of the Batman through the eyes of his most faithful student, Robin, and take the city of Gotham back from the darkness about to consume its soul. Fight for the Throne of Night.

Characters (Protagonists)

Dick is Asian-American (Scots-Irish on his father's side, Chinese on his mother, Mei-hua's, side). His parents met in China while his father, John, was studying acrobatics under Chiang (Mei-hua's father, Dick's grandfather). His entire family dies in the Big Top Massacre, after which Dick becomes a ward of Bruce Wayne, mentored by Wayne and his butler, Alfred Pennyworth. Dick eventually discovers that Bruce Wayne is the

Batman, and becomes his protégé. They ally with Commissioner Gordon to take on the criminals ruling Gotham's underworld.

Characters (Antagonists)

The Batman is opposed by a laundry list of deplorable villains, from every major Cosa Nostra (Mafia) leader and their many henchmen, to sociopathic supervillains like Two Face, Chester Cobblepot, and The Joker. Meanwhile, Hitler's Third Reich spreads its influence across Europe like a dark plague, and an ancient secret society readies itself for Germany's coming assault on North Africa.

Story Integration

The story is primarily told through fully-voiced IGCs with branching dialogue. The player's decisions in these cinematic interactions will greatly affect their relationship with NPCs over the course of the story. Choices matter. Narrative is also expressed through various characters' private journals, published newspapers, intel and clues collected throughout the game world, and more. The world of Gotham is a character in itself. A twisted, unpredictable, haunted victim of greed and heartlessness.

Conclusion

Throne of Night takes Batman back to his roots as the "World's Greatest Detective", and restores the shroud of mystery that originally made the character so intriguing and fearsome. It also positions us right on the brink of one of the most turbulent periods in human history.

By looking at this world through Dick Grayson's eyes, we can appreciate the heroism and tragedy of Bruce Wayne's story firsthand, and influence it as his closest ally. Learn how to fight crime at the feet of the master vigilante, using your fists when necessary, and the sharp blade of your mind always. Become Robin. Help Batman save Gotham city from the criminal cancer eating it alive.