

DC Arkham: Suicide Squad

by

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Lorem
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Your Name
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INT. SCENE - DESCRIPTION

A cutscene starts off the game, with an aircraft landing on the rooftop of the GCPD, it zooms in to see dozens of armed men walking towards the elevator doors, for the shot to focus on some black high heels. We see the feet walk towards the elevator and enter, this person to walk up to officer Cash's desk.

AARON CASH

Great, you again, what do you want this-

AMANDA WALLER

Quiet Cash, I am taking Deathstroke and Harley Quinn with me

AARON CASH

Like hell you are, I'm not permitted to release any prisoners into your custody

Amanda Waller drops a few file folders filled with paper work onto Cash's desk.

AMANDA WALLER

Here is any and all paperwork you need, feel free to glance over it, in the mean time I am taking Quinn and Slade

Amanda to her men

AMANDA WALLER

Open the cell

The men open the cell and Harley and Deathstroke exit.

HARLEY QUINN

Why thank you

DEATHSTROKE

Took you long enough Waller

AMANDA WALLER

Quiet, go get your gear

AARON CASH

Listen lady, you aren't taking those
prisoners anywhere

AMANDA WALLER

Don't start anything with me or I'll
stick my foot so far up your-

ORACLE

It's fine Aaron, if my dad asks, I'll
explain the whole thing, sorry about
this

Aaron Cash walks back to his desk

AMANDA WALLER

Barbra Gordon, huh haven't seen you
in a while, still not using your
skills to the fullest I see

ORACLE

It isn't too bad, and besides after
the whole incident with Scarecrow,
everything is a mess

Harley Quinn and Deathstroke walk out with their gear in hand

AMANDA WALLER

Well, there is room for someone with
your talents for this mission

HARLEY QUINN

Are ya sure? It might be hard to keep
up, rollin around and everything

AMANDA WALLER

This young lady is the best damn
hacker you'll ever meet, so shut up
Quinn-

HARLEY QUINN

Jeeze, you say one thing

AMANDA WALLER

So what do you say?

ORACLE

Thanks, but I should really be here when my Dad comes back and sees that these two are missing, especially when he finds out that you took them.

AMANDA WALLER

Alright. Well then-

Amanda turns to Harley and Deathstroke

AMANDA WALLER

You two, get ready to go.

Waller checks her pistol to make sure it is loaded.

DEATHSTROKE

What's our mission Waller

Amanda looks up

AMANDA WALLER

Take off the mask Wilson

Deathstroke removes his mask

AMANDA WALLER

It's not important at the moment, night

HARLEY QUINN

Wha-

Amanda Waller shoots them both in the face.

AMANDA WALLER

Take them on the ship, LET'S PACK IT UP HERE

RIDDLER

Wait! Waller, take me with you, I can be useful

AMANDA WALLER

You tried to screw me over Nigma.
It's my turn. Hose Riddler down before we leave!

The guards begin to hose down Riddler, Waller walks away, and the screen goes black. We then have a first person point of view from Deathstroke waking up in the aircraft, and he sees Killer Moth, Harley Quinn, Copperhead, and Deadshot already aboard.

DEATHSTROKE

Ugh, what the hell?!

DEADSHOT

Morning sunshine, Waller shot you and Quinn over there in the head with rubber bullets, don't know why she didn't just gas you

HARLEY QUINN

Ughmanamana....it's because gas won't work on us, we're immune

COPPERHEAD

So the payaso awakes

HARLEY QUINN

Nice to see you to Coppy

DEATHSTROKE

Quiet, where the hell are we

HARLEY QUINN

Yeah, and what am I wearing

Amanda Waller appears on each one of the characters screen's that is built into their wrists on their suits (Much like how Batman's allies appeared in Batman Arkham Knight).

AMANDA WALLER

You are all on a remotely driven aircraft flying to your current destination, and what you're wearing is the top of the line armor, fitted to each of your personal abilities, styles, and size

HARLEY QUINN
Kick-ass

DEATHSTROKE
Wait, this looks familiar

AMANDA WALLER
It should, we stole most of the designs from the Bat himself, after it was exposed to the world that the Batman is-

Harley covers her ears and makes noises.

HARLEY QUINN
LALALALA

AMANDA WALLER
Bruce Wayne, we searched his house, or what was left. We found the Bat-cave underneath, and it contained numerous items, items which the government found useful

DEATHSTROKE
So this is basically the bat-suit redesigned?

AMANDA WALLER
In a manor of speaking, it is Batman's suit, except we improved it greatly, inserting useful gadgetry, cloaking abilities, and of course explosives

DEADSHOT
Wait so the bombs are-

AMANDA WALLER
That's right, after that whole Arkham mess you and Harley caused with the rest of those convicts, we had to find a new way to keep you guys controlled, and we finally figured it out. So, don't piss me off this time

COPPERHEAD

I *could* easily get out of this.

AMANDA WALLER

Try, no matter how you bend Copper-head, you won't be able to get out of it

DEADSHOT

Eh, this thing is going to get on my nerves

AMANDA WALLER

Unlikely, it has the ability to shift temperatures if needed, depending on your body heat, but if it does become a bother, good.

DEATHSTROKE

Okay, now what is our mission

AMANDA WALLER

Currently it is- HARLEY STOP THAT

Harley stops making noise, and takes her fingers out of her ears.

AMANDA WALLER

Good, now you are to apprehend your final team member, Leonard Snart, he is currently robbing a bank in Keystone City, and it is your job to stop the heist and secure him, before any hero shows up. Waller Out

DEATHSTROKE

Okay team, when we land, we are to do this quietly, I don't want this Snart guy to know we are there

DEADSHOT

Woah, woah, woah, who put you in charge

HARLEY QUINN

Oh no, can't we just make fun of the name Snart of somethin

DEATHSTROKE

What do you mean, you think your the leader of this operation

DEADSHOT

I have been working with Waller all throughout this, I am the obvious choice Slade

DEATHSTORKE

Listen you sharp-shooter, if you want to challenge me, go ahead, otherwise I will be leading this half-assed team, got it

Deadshot look's at Deathstroke and then away

DEADSHOT

Fine

HARLEY QUINN

Soooo, you're awful quiet over there bug man

KILLER MOTH

Don't talk to me you pea brained fool

HARLEY QUINN

Jeeze.....ever have a bat shoved down your throat

The aircraft lands, and the seats unlock.

AMANDA WALLER

Grab your stuff at the back, and get ready

The player sees the squad on the roof top running to towards the bank, which is a few buildings away. The player then has control over Captain Cold, and are in the bank preforming the heist, the objective is to steal a certain amount of money, and to do that, the player must use Cold and go to the vault, collect money, and then go to the truck. The player will do this three times, before the squad shows up, and you must freeze them all before they can subdue you. This will act as a sort of tutorial, along with the Suicide Squad, a few other armed men will enter the bank, here the player learns the basics to using the gadgets, and detective vision. Once the

player freezes all the of the members that are in the bank, Deathstroke drops down, and we have our first boss fight. We get to counter once, and freeze, but Deathstroke counters that, and knocks us out. We see Deathstroke break everyone out of the ice, and drag Cold back to the ship.

HARLEY QUINN

Great, another freeze person,
shouldn't Waller have learned by now,
they don't last

DEADSHOT

Was Frost's body ever found?

Captain Cold wakes up

CAPTAIN COLD

Crap, Waller found me

HARLEY QUINN

Who the hell are you, Mr. Freeze wanna
be

CAPTAIN COLD

I am NOTHING like that idiotic scien-
tist Fries. I am Captain Cold.

DEADSHOT

I'm pretty sure that being a scien-
tist actually doesn't make you that
idiotic.

CAPTAIN COLD

Listen you poor excuse for an assas-
sin, I-

AMANDA WALLER

QUIET! Welcome to Task Force X, the
majority of you understand what you
must do for the mission, and what de-
pends on it. For those of you that do
not, make sure you learn, and do it
quick. In the meantime, here is your
objective. Santa Prisca, a small is-
land that was being run by Miguel
Salvador, a terrorist, he was using
his homeland for mainly smuggling and

a front for numerous illegal activities. He had no interest in the people or the island itself, only wealth and power. This caught the attention of Serpiente, a heinous cult with the snake as their symbol. They overthrew Salvador, and are running the island

DEATHSTROKE

That's it? Why are we needed, why can't you just send in some men or even a nuke to take out the government

AMANDA WALLER

Because, surrounding the island is a complex network of electromagnetic frequencies that seem to explode any missiles, ships, or aircrafts that enter their borders. Therefore anyone who wishes to infiltrate the island must be dropped off 3,000 feet away from Santa Prisca, in the middle of the ocean. Any man, trained or not, won't be able to swim that far with loaded guns. However, a genetically enhanced super soldier can, and will.

DEATHSTROKE

I can accomplish that no problem, but what about the rest of them.

AMANDA WALLER

They'll help you kick.

DEATHSTROKE

Are you serious!? I am not carrying five other people on my back, who are each carrying their own weaponry

AMANDA WALLER

This wasn't a request Slade, you either do as your told, or I'll kill you right here, right now

DEATHSTROKE

Won't our equipment and these suits
be destroyed by the frequencies

AMANDA WALLER

No that network is controlled from
the inside, and is programmed to deal
with anything moving 48 miles per
hour or greater, and you swim 12.5,
so you'll be just fine.

DEADSHOT

Why couldn't you just fly above the
radar zone, drop men in, and-

AMANDA WALLER

NO MORE QUESTIONS

DEATHSTROKE

One last thing, why send in more ama-
teurs

COPPERHEAD

Altanero man....if I remember, you
were the first to be taken down by
the bat that night

DEATHSTROKE

No one lasted that night, so why
bring it up

DEADSHOT

But at least the electrocutioner
lasted to make it to the meeting?

AMANDA WALLER

QUIET ALL OF YOU! YOU AREN'T WORKING
FOR BLACK MASK ANYMORE, YOU ARE WORK-
ING FOR ME

HARLEY QUINN

Well actually, they were working for
Mistah J, cause he pulled the
old.....sorry

AMANDA WALLER

Harley, and Copperhead were a must for this mission. Harley's immunity to toxins and poisons make her very valuable, especially for this select group. Copperhead was raised in Santa Prisca, and has the layout of the island remembered to the very last grain of sand, as well as of all its secrets. As for Deadshot, Killer Moth, and Captain Cold, they caught my eye in a different way, nevertheless proved themselves more than worthy for this mission. As for you, your skill is unmatched-

DEADSHOT

Except for Batman

AMANDA WALLER

Now, get ready to swim

Amanda Waller then drops them all out in the middle of the ocean, Deathstroke yells to them to keep a straight formation when they hit the water. The player has control over cold, and must hold down the correct button to maintain a straight formation, otherwise when you hit the water you die, and must try again. After the team hits the water, it then cuts to them getting out of the water, where the cutscene ends and we have control over Captain Cold once more. The player begins to walk as Captain Cold on the Santa Prisca beach with the rest of the squad, while Waller tells the team what their first priority is.

CAPTAIN COLD

Hgg, now what

AMANDA WALLER

The frequencies are blocking most of our technology, find any antennas on the island and take them out

CAPTAIN COLD

Fine, I can handle that

DEATHSTROKE

Agreed, the rest of us will survey the island and see what we are deal-

ing with, if we see any antennas,
we'll contact you

Deathstroke and the rest of the team run off, while the player still has control over cold. Their objective is to find the 5 antenna tower's located on the island, take out all the men, and then destroy them. There are 2 easy to notice ones, 2 smaller ones that are hidden in cities or forests, and finally one large one underneath the island. Once the player find the first antenna Cold talks to Deathstroke

CAPTAIN COLD

Deathstroke, I found the first antenna

DEATHSTROKE

Good, take out the men inside, and then find the electrical box at the very top, you'll need to freeze it and shatter it, understand

CAPTAIN COLD

Got it

The player then goes into the antenna, where there are floors of armed men, much like the Poison Ivy battle for Catwoman in Arkham City. The first floor is simple combat scenario

CAPTAIN COLD

Eh, only three floors, this should be simple

THUG 1

Who the hell is this guy

THUG 2

Some snow-border dude, kill him

The player clears the room

CAPTAIN COLD

You should be ashamed at how bad you all were

The player grapples through a vent to the second floor. The second floor is a simple predator scenario

CAPTAIN COLD

Hope they brought their jackets

THUG 1

Haven't heard from the boys downstairs, so be alert, watch your guard.

THUG 2

Serpiente are gonna fix Santa Prisca, they're our salvador.

Once the player takes out the third room, they walk through a door, to grapple up a level, to find a wall, the player must use detective vision.

CAPTAIN COLD

Deathstroke, the room is filled with bombs, looks like a timer for each one of them will go off in anyone who isn't wearing a specialized device walks by it. Can't I just have them go off and leave?

DEATHSTROKE

No, because then the whole island will know we are here, and we can't risk that, not yet anyway. Find a way to disarm both the bombs and the box, without alerting the island!

CAPTAIN COLD

The size of those explosives, if I can freeze them enough and shatter them, they won't go off.

Once the dialogue is finished, the player is suggested to select their freeze gun, and freeze the weak wall. Once that is done they must shatter it, and enter the third room. Where there area a total of 5 explosives. If the player walks by a bomb, a little timer in the upper left corner will start to count down from 45 sec. To freeze them quickly, they player can use the quick-fire for the gun, and then hit the bomb.

THUG 1

See, I told you there was someone here!

THUG 2

We will die for our homeland, know
that!

The player must clear the room and take out all the bombs,
they then must go to the electrical box and select destroy.
Captain Cold will then freeze the electrical box and destroy
it.

CAPTAIN COLD

The first antenna is down.

DEATHSTROKE

Good, keep looking, we haven't found
any yet, we'll keep you informed.

The player needs to find the second antenna, it is as obvious
as the first being quite large.

CAPTAIN COLD

Found the second one.

DEADSHOT

Good, now just take it out the same
as you did before.

DEATHSTROKE

Shut up Lawton, Cold, just get in and
out undetected if possible, and take
out that box

CAPTAIN COLD

Yeah, I'll try.

The player then would enter the second antenna for the very
first floor to be a combat room.

CAPTAIN COLD

Well, so much for undetected.

The player then clears the room. After that is finished, they
would try to open a door, to see it is locked, and then must
grapple up a grate into a narrow hallway in between two
walls, they player must freeze one wall and break it to enter
the next predator scenario room. It is a simple 12 maned
room, and once the player takes them out, they walk through a

door and up a flight of stairs to enter the final room, where a cutscene begins.

CAPTAIN COLD

Approaching the final room, so far nothing-

THUG 1

What the hell?!

El Diablo shoots fire, towards the door, for Captain Cold to completely freeze it with his gun, but by doing so, surrounds himself with see through ice to see all the men, except El Diablo, are frozen.

EL DIABLO

Ah, an equalizador, we will meet again, be sure of that.

El Diablo exits through a window

AMANDA WALLER

What the hell just happened?!

CAPTAIN COLD

Some tattooed freak with fire powers appeared out of nowhere.

AMANDA WALLER

Chato Santana, or El Diablo, a meta-human with the power to create a flame hotter than molten lava. He's powerful, but messy. The more he uses his power, the more he needs to rest and recharge. He can't have gotten far-

HARLEY QUINN

Well, duh, we're on a fricken island.

AMANDA WALLER

I MEAN he must have a hideout close, follow up on him later Snart, focus on the task at hand for now.

A new side mission, "A burning secret" is added to Captain Cold's side missions.

CAPTAIN COLD

Great, now any idea on how I get out of this?

KILLER MOTH

You mean, you work with creating ice, but don't know how to melt it, pathetic

DEATHSTROKE

You need to find a weak point, focus on it, and hit it with precise movement and momentum, the ice will crack and shatter.

The player must then use Cold's version of detective vision to try to find a small yellow circle, pinpointing the weak spot, the player must then break the ice and exit to destroy the electrical box. The player can walk.

CAPTAIN COLD

Second antenna down.

DEATHSTROKE

Keep it up, we have found the third one, it is smaller and east of your location, but be careful this one is heavily guarded with armed men, tread lightly!

An location is marked on the map, the player can run to it. Or they can attempt to track down El Diablo, if they choose to do that, they will need to find any thugs that have the ability to tattoo, and investigate them until they get a lead. Or they can continue with the main story, and walk toward the next antenna

CAPTAIN COLD

Then leave me some assistance, leave Harley or Copperhead.

DEADSHOT

You want the girls, not a bad call my friend.

CAPTAIN COLD

Not for that reason! The girls are more limber and therefore stealthier, they are more useful in a situation like this.

HARLEY QUINN

HA, stealthier, I'm out, sorry Coldy, but I get bored of being quiet, Copper's the one to go with.

COPPERHEAD

Fine.

When the player arrives at the third antenna, Copperhead is waiting outside, but she is talking to someone, the player approaches.

COPPERHEAD

Yes master, they are clueless, I-

CAPTAIN COLD

You ready?

Copperhead shuts down her communication, and the two walk in the building

COPPERHEAD

The building has an electrical current running through it, no weapons will work inside, and it will fry us if we climb it, we need to stay low and get to that box.

CAPTAIN COLD

Fine. Who were you talking to?

COPPERHEAD

Waller, let's go!

The first room is a predator scenario except, not only can no gadgets of any kind be used, if you are seen at all, the mission is failed. The player has three calls for Copperhead to take out three different men. Once that is finished the two walk to the next room.

CAPTAIN COLD

So what was the fire guy saying to me anyway?

COPPERHEAD

Ecualizador? It means you are his equal, that the two of you coincide.

The player enters the next room. It is a very small combat, where the men are unaware of any intruders, you can dual-play here. Once the room is cleared the player will walk to an empty elevator shaft, where another cutscene begins. Captain Cold looks down the shaft, for a message to suddenly appear on Copperhead's screen, but before we can see who it is, she accidentally kicks us down the shaft, we fall and are dazed for a little while.

CAPTAIN COLD

Where do we go from here?

A screen appears out of Copperhead's COM. She kicks Cold down the elevator shaft. Captain Cold falls and hits the floor, dazed.

COPPERHEAD

All right, I'll report in soon commander.

CAPTAIN COLD

WHAT THE HELL WAS THAT?!

Copperhead jumps down

COPPERHEAD

You said, We go from here, so I gave you a nudge to go down.

CAPTAIN COLD

WHAT?! NO I DIDN'T-

Captain Cold raises his gun at Copperhead

CAPTAIN COLD

You're testing my nerves

Copperhead emits her claws and fangs. Both their suits begin to blink

AMANDA WALLER

Focus you two

Both stand down

CAPTAIN COLD

There is a small shaft we can get to
the next room with, let's go.

COPPERHEAD

Multa.

The player has control over Captain Cold once more, the player enters a small vent-like shaft and continues into the next room

CAPTAIN COLD

If you do that again, I will kill you

COPPERHEAD

Apology, I misheard, it won't happen
again.

The next room is another predatory map, except again no gadgets, not even the grappling hook, only Copperhead can jump from ledge to ledge, but the player cannot use her.

CAPTAIN COLD

Great.

Once the player finished the room, there is a door that leads to the final room, where there are numerous armed machinery and men guarding the room, the gadgets are functional again. The final room is another predator map, except a very small one, and the player can and must only use each gadget once to take out different types of men and machinery

CAPTAIN COLD

What the hell?!

It gives the player the option to drop the smoke pellet, except Copperhead drops it, if they do not select the button, they will die. The player will then grapple up to the ledge.

CAPTAIN COLD

Wait, how is it working?

COPPERHEAD

The electrical box must be in this room, it's allowing us to use our weapons once more.

CAPTAIN COLD

But my icy hook isn't working anymore?!

COPPERHEAD

Neither is my smoke pellet, they must still be a small electrical field in here, we have a limited use for each gadget.

CAPTAIN COLD

Well crap, wish I knew that before I used my only grapple.

The player then must take out the room using each gadget only once to each take out a different type of enemy, except each gadget affect them in a different way.

CAPTAIN COLD

Okay, we need to find that circuit now.

COPPERHEAD

Use your gun, it emits snow and ice, Si? The more particles that fall out, the further away from it you are.

CAPTAIN COLD

Okay.

The player then must walk around the room to find the camouflaged electrical box, and can use Captain Cold's gun whenever to see how much snow particles fall out, the less snow, the closer they are to the box. Once they find it, they must destroy it.

CAPTAIN COLD

There it is.

The player must then hit the box multiple times to destroy it. The player exits and heads to the next location

DEATHSTROKE

Your signal is back online, you've taken care of the electrical box then.

CAPTAIN COLD

Yeah it's done with.

AMANDA WALLER

Good, now need to the fourth antenna. Intel suggests that it is somewhere underwater, we've marked the location on your map, you are going to need to swim a few miles down.

CAPTAIN COLD

A few miles?! Look Waller, I'm not that fish man, I can't breathe underwater, how the hell am I going to get down there?!

AMANDA WALLER

I don't know, whatever you decide to do, I'm sure the suit will be able to handle it, now FIGURE IT OUT! Copperhead return with the rest of the squad.

CAPTAIN COLD

So what the hell am I going to do, I can only hold my breath for like a minute and a half?

HARLEY QUINN

You need to be able to quickly dive into the ocean, ya know, penetrate the water, forcing yourself down, without severely injuring or killing yourself.

DEATHSTROKE

She's right, the antenna is not to far off the coast, scale this building and jump towards the location, it should give you enough force to push

yourself down far enough to swim the rest of the way.

HARLEY QUINN

I did go to college you know

CAPTAIN COLD

Fine, I'll try it

The player goes to the building and climbs to the top of a broken down, falling apart building. Bricks and parts of the building falls down, which the player has to avoid and dodge. Once they get to the top and select jump, a small cutscene plays of Captain Cold diving into the ocean. It then cuts to Captain Cold swimming into an opening of the building, for it to be much more like a warehouse with a small antenna on the roof.

CAPTAIN COLD

I'm in

DEATHSTROKE

Interesting, the box is in the room on your right after this first hallway, I am not picking up any thugs, but don't drop your guard.

Here you can find three easter eggs, one is a room where if you look in you can see Black Manta without his head piece beaten and chained up on a wall, still alive with a cut on his face. The second is Aquaman's triton is on the ocean floor outside a window you can see through. Finally there are deceased men with mini starros on their face. As the player walks through the hallways to the room, everything is fine and no men are near or attacking.

CAPTAIN COLD

This is weird, why is no one down here?

DEADSHOT

Maybe someone already took out all the men.

HARLEY QUINN

OR, like someone accidentally opened a door and all this water flowed in, and with it like 5 sharks came as well, and they just ate everyone, they were screaming, "Ahh, ahh", and-

KILLER MOTH

Or perhaps it is that this bunker is too deep underwater for anyone without a government armored suit to go to without the pressure slowly killing them.

HARLEY QUINN

What a boring theory, geeze, the shark one was waay better.

By now the player has probably already reached the door, and when they open it, the electrical box is at the end of the dark room, with only one light shining on the box. The player can walk towards the box.

CAPTAIN COLD

Okay, I found the box, this was-

DEATHSTROKE
BEHIND YOU!

The player should hit counter

CAPTAIN COLD

Who the hell is this guy?!

OCEAN MASTER

I am the Lord of the Sea you pathetic man, I am Ocean Master.

HARLEY QUINN

That's a stupid name...

The fight begins, while fighting, the player hears this dialogue

AMANDA WALLER

Orm Curry or Orm Marius-

HARLEY QUINN

Who the hell calls their kid Orm?!

AMANDA WALLER

He was hired by them to get information from someone named Manta?? Anyway, vitals show he is 100% human, shouldn't have any problems, HANDLE HIM!

The fight goes, Ocean Master does three regular attacks, all of which can be countered, then he sends a wave towards you and you freeze it with quick-fire or get hit, and lose health, for him to send another one.

CAPTAIN COLD

What the hell?! I thought he didn't have powers?!

DEATHSTROKE

He doesn't, he is using some sort of device, it sucks the moisture from the air and creates a wave.

Ocean Master then smashes through the frozen wave, and attacks, to attack, the player needs to use the quick-fire snow blast to stun Ocean Master and then preform a beat down. He will block another quick-fire with his triton-like weapon. After the beat down he will slam his weapon's bottom end down.

OCEAN MASTER

ENOUGH, I will not tolerate this pathetic fighting style, let alone from a surface dweller.

Ocean Master then sends multiple water beams at you, which you must quickly freeze them all or suffer some damage. Then he will send more and more waves of water at you for you to freeze them, but each wave breaks the previous frozen one. Then the player will need to snow blast him again and preform another beat down. For Ocean Master to then create another wave.

OCEAN MASTER

YOU FOOL, HOW ARE YOU DOING THIS?! NO MATTER, THIS WILL STOP YOU!

Ocean Master creates a pretty decent sized wave, that will quickly attack the player, if they do not freeze it in time they die, but once they freeze it, it's frozen solid and Ocean Master attempts to break it.

Heavy Breathing

DEATHSTROKE

What's going on?

CAPTAIN COLD

I don't know, *GASP* I can't *GASP* breath.

DEATHSTROKE

That moisture thing, he is sucking too much air out of the room, and because you're freezing it, it isn't releasing back into the atmosphere.

CAPTAIN COLD

And?

DEADSHOT

You're suffocating.

COPPERHEAD

Then what of that la mere ruler?

DEATHSTROKE

It's affecting him as well, the scan shows that he has strain in his respiratory system, he is breathing heavily, you can either over work him or suffocate him with his own gear.

OCEAN MASTER

GASP I WILL GET IN, AND THEN I WILL IMPALE YOUR HEAD!!!

CAPTAIN COLD

Won't it *GASP* hurt me as well?!

KILLER MOTH

Let him die.

HARLEY QUINN

Use your gun, if you create an ice bubble around your head, it should capture some air as well.

DEATHSTROKE

It could work, but you will have to time it perfectly, too soon and you could be blinded, giving Ocean Master the upper hand, too late and you'll pass out with him.

Ocean Master breaks through the ice

OCEAN MASTER

THIS OCEAN WILL BE YOUR TOMB!!

This part of the battle, Captain Cold simply needs to dodge a variety of attacks, simple counter ones, blades ones, and then the unblockable kind where the player will need to jump out of the way. Then when the player has dodged enough, Ocean Master will hit Cold and throw him back

CAPTAIN COLD

Are you truly this pathetic *GASP*, you have mediocre attacks *GASP* and can't even create menacing waves.

OCEAN MASTER

"GASP" You want to see menacing!

Ocean Master uses his device to create a wave, and Captain Cold uses his gun to freeze his hand to the device, so Ocean Master cannot let go.

OCEAN MASTER

What....*GASP*...you.....do...ugh*

Ocean Master falls down, and Captain Cold freezes a small little freeze bubble around his head.

Deep breathe in

CAPTAIN COLD

Simple, the moisture in this air will be gone in a short while, and I'll be

fine, while you will be breathless
and a dried up fish.

OCEAN MASTER
YOU.....

Ocean Master becomes unconscious

AMANDA WALLER
He is out, TURN OFF THE MACHINE!

CAPTAIN COLD
What, no?! I'm-

AMANDA WALLER
Do it Snart, or I'll kill you RIGHT
NOW!

Captain Cold's suit begins to blink

CAPTAIN COLD
FINE!

Captain Cold breaks the ice and releases his hand from the
trigger

CAPTAIN COLD
Why'd I need to do that?

AMANDA WALLER
Never mind why, just get to your fi-
nal antenna!

The player destroys the box, and then goes out the way they
came and selects return to surface, where it will then cut to
Cold getting out of the water onto a beach, and taking in
deep breaths

DEATHSTROKE
Snart, we found the final antenna,
meet us at these coordinates.

The player will then go to the marked location, but on the
way they can hear dialogue, when they arrive, the player will
see all the team on a building looking into an open lot. A
cutscene begins

HARLEY QUINN

Funny, we're on Santa Prisca, and
nothing to do with Bane.

DEADSHOT

Where is that meat head?

DEATHSTROKE

Rotting in the Earth.

COPPERHEAD

WHAT! How?

HARLEY QUINN

That Arkham bimbo killed him to show
his dominance, I think he was just
compensating for somethin

KILLER MOTH

Wait, wait, you're telling me that
the man who was pure muscle, and no
brain died?! NO, What. A. Shocker!

COPPERHEAD

Watch yourself bug man, Bane was a
friend and an ally.

The player arrives, a small cutscene begins

CAPTAIN COLD

So, where is it?

DEATHSTROKE

It's suppose to be right there, they
must have it cloaked somehow, doesn't
matter, Harley use one of your laugh-
ing gasses.

Harley shoots her modified flare gun for a single laughing
gas to shoot out, only to land and dissipate on the floor

HARLEY QUINN

Well that was wasteful...

DEATHSTROKE

What the hell?! Waller come in, we're here at the final antenna but there's nothing.

AMANDA WALLER

So? What the hell do you want Slade, go check it out.

DEATHSTROKE

Okay, Cold, you me and...

HARLEY QUINN

ME ME ME ME ME ME ME ME ME-

DEATHSTROKE

Fine, come on Harley. The rest of you stay here and keep watch.

The three team members go and walk onto the lot

HARLEY QUINN

Sooo, where is it?

All of a sudden, the ground shatters and Harley, Deathstroke, and Captain Cold all fall through

DEATHSTROKE

Water, aim for that!

CAPTAIN COLD

What the hell?!

HARLEY QUINN

HAHHAHAHAHHAHHAHAHAHHAH

All three of them land in the water, the cutscene ends with them climbing onto dry land

DEADSHOT

What happened?!

DEATHSTROKE

It wasn't a floor, only a shell covering the antenna, we're fine, search the Island, contact us if anything pops up. Ugh, get up!

HARLEY QUINN

Geeze, it isn't like we just fell a few hundred feet or nothing, nah-

CAPTAIN COLD

Well at least we found the final antenna.

The player has control over Cold again and walks to the entrance, with Harley and Deathstroke following. When the player reaches the door and hits open, Harley stops them

HARLEY QUINN

Stop. Why were the last two hidden, but the rest out in the open?

CAPTAIN COLD

Well the one before was because Ocean Master was interrogating someone, so it needed to be secluded.

HARLEY QUINN

Okay, then what gives here?

All of a sudden, many men escalate down the building and begin to attack, here you can use dual takedown, but it switches between the three characters. After doing that, the player enters the building. The room is a predator scenario, and it has 14 armed men, but the player has 6 total useable takedowns from Deathstroke and Harley. After the room is taken out, they hear rumblings and roaring coming from above.

MAN 1

RAAAA!

MAN 2

UGHAU!

CAPTAIN COLD

What the hell was that?!

HARLEY QUINN

Sounded like Waller on her per-

AMANDA WALLER

HARLEY!!!!

DEATHSTROKE

Come on, keep moving.

The player will then travel to the next room where it is booby trapped all over the floor, and only certain characters can go on certain tiles due to pressure and weight. So the objective here is to switch between characters to step on the next switch

CAPTAIN COLD

What the hell?

HARLEY QUINN

Why is this floor so weird lookin'?

DEATHSTROKE

The floor is pressurized, we need to evenly distribute our weight to get across.

HARLEY QUINN

So it's like a riddle, great, Eddy'd love this.

The player as Cold steps on the first tile, then Harley, then Deathstroke, then Deathstroke again and a third time, then Cold, Harley, and finally Cold again. If the player holds down the switch character button, a small menu will pop up allowing the player to choose which of the two characters they want to be.

CAPTAIN COLD

Okay I weigh two hundred somthin pounds. The next one looks thinner, so it takes less weight, Harley your turn.

The player switches to Harley and can walk up to the next level of tiles

HARLEY QUINN

Fine, but I ain't sayin what I weigh.

The player as Harley steps on the floor, and Cold and Deathstroke follow her.

DEATHSTROKE

Okay, I go.

The player as Deathstroke then steps on the tile, for detective vision to not work anymore. From here on out it is complete memorization. Unless you play as Harley whose psychosis mode still allows the player to see which tile is which.

DEATHSTROKE

Crap, oh well, so far it seems to be going in an order, so Snart you go.

The player still has control over Deathstroke

HARLEY QUINN

No, the amount of pressure that tile can handle is the same as this one could, Deathstroke you go.

CAPTAIN COLD

What, how do you know?

HARLEY QUINN

The enhancements Ivy gave me a few years back enhanced my sight in certain ways, I can just tell.

The player can choose to go to the tile anytime

DEATHSTROKE

Wait, so you're enhanced?

HARLEY QUINN

Yep, that's why I can jump further, take more damage, and am immune to all poisons of any kind.

CAPTAIN COLD

Why would Poison Ivy care about you.

HARLEY QUINN

Who wouldn't?!

This dialogue will only be heard if the player doesn't step on the tile yet

HARLEY QUINN

So, are ya just gonna stand here Slady, or...

DEATHSTROKE

Don't tell me how to run my mission
Quinn.

HARLEY QUINN

Okay geeze.

The dialogue stops here, but occasionally, you hear Harley yawn. When the player steps on the next tile as Deathstroke, more dialogue is exchanged

HARLEY QUINN

It's you again sword slinger, just
keep goin.....so why Captain
Cold, Ice Cream fetish?

CAPTAIN COLD

What, no?! I needed the gun to slow
that annoying hero down, and I based
my name off the weapon.

HARLEY QUINN

Ah, you try to kill the speed freak?

CAPTAIN COLD

The Flash?!

HARLEY QUINN

Yeah, good luck with that.

Again this dialogue is only exchanged if the player hasn't gone to the next tile yet

CAPTAIN COLD

So, why the face paint?

HARLEY QUINN

For Mistah J, it made us closer.

CAPTAIN COLD

Why still wear it.

HARLEY QUINN

It reminds me of him

CAPTAIN COLD

Well, why didn't you just bleach your
skin like his, you know take a dip in
the same chemicals he did.

HARLEY QUINN

Deep breathe in I NEVER THOUGHT OF THAT?!

DEATHSTROKE

The chemicals made Joker crazy, I do NOT want to see how they'll affect Quinn.

HARLEY QUINN

Awe, you're sweet.

The dialogue stops here again. The player would step on the tile as Deathstroke.

HARLEY QUINN

Okay, this one is lighter than before, I think it's for Frosty.

The option to switch characters appears.

DEATHSTROKE

You think, you need to know Quinn.

HARLEY QUINN

You're good Ice Man.

The player will then walk onto the tile as Captain Cold

HARLEY QUINN

Don't die, don't die, don't die

Everything is fine

HARLEY QUINN

Phew...okay my turn!

The option to switch characters appears, and when they do Harley is in psychosis mode. Until she steps on the plate, more extra dialogue is exchanged.

DEAHTSTROKE

Come on Harley, move it!

HARLEY QUINN

DONT RUSH ME!

CAPTAIN COLD

So, you're enhanced too?

DEATHSTROKE

Yeah, for military reasons, it made me lose a lot, but I gained much too.

CAPTAIN COLD

Like Harley?

DEATHSTROKE

I'm not immune to all poison's like Quinn, but certain gases have a weaker effect on me, and I regenerate health.

CAPTAIN COLD

What? So like you can't take damage?

DEATHSTROKE

No, so I get shot in the head, I will survive, and any and all tissue that was destroyed or broken will rebuild 100% and I will be to full health soon.

CAPTAIN COLD

That's pretty-

HARLEY QUINN

Wait, wait, wait, you regenerate, then how the hell are you still missin an eye?

DEATHSTROKE

I honestly don't know.

CAPTAIN COLD

How'd you lose it in the first place?

DEATHSTROKE

My wife shot me after my son was kidnapped and then later murdered.

CAPTAIN COLD

HARLEY QUINN

Awkwarrd....I was stabbed 15 times
once by Joker.....I got over it
though.

Again the dialogue stops here, and then Harley will stand on
the tile

The option to switch characters happens

HARLEY QUINN

The last's one for Cold again.

Until the player goes on the tile as Cold, more dialogue is
exchanged.

HARLEY QUINN

So, why didn't you join after Black-
gate?

DEATHSTROKE

I had other priorities.

HARLEY QUINN

What kind?

DEATHSTROKE

Personal kind

HARLEY QUINN

Ohhh

HARLEY QUINN CONT

Ya know I've trained my whole life.

DEATHSTROKE

Wow, try to get your money back.

HARLEY QUINN

Rude, I trained for 25 years in gym-
nastics, since I could walk, 3 years
in martial arts and jiu-jitsu, and
then 2 more learning my puddin's
tricks.

DEATHSTROKE

You have potential Quinn, pursue it.

CAPTAIN COLD

Wait, so you're 40 something?

HARLEY QUINN

What no? Not even close ass face! I think...

DEATHSTROKE

You don't know?

HARLEY QUINN

I lost track, and Red can stop the aging process sometimes, so I subtract too

CAPTAIN COLD

So what exactly was Arkham City, I mean I know it was a prison, but...

HARLEY QUINN

It was a maximum security holding faculty being run by a psychiatrist as insane as the inmates, who inevitably died, due to Wonder Tower exploding.

CAPTAIN COLD

Okay.

CAPTAIN COLD CONT.

Who were the inmates?

HARLEY QUINN

Me, Mistah J, Ivy, Cats, Riddler, Cobblesnot, Two-Face, ya know the run of the mill baddies. I also remember some chick with a wrench, but she's M.I.A, so....

CAPTAIN COLD

Good to know.

DEATHSTROKE

Are you going to allow us to continue, or simply hold us back further.

CAPTAIN COLD

I am just making sure it is the right one.

HARLEY QUINN

I wonder what happened to Bud and Lou, never found them after Lenny took em outside. Poor babies

DEATHSTROKE

Penguin shot them, stuffed um too.

HARLEY QUINN

WHAT?! I'LL KILL EM!!!

The dialogue ends here, except you hear Harley make pissed off grunt sounds every once in a while. The player steps on the final tile, and then the room shakes, once it is done shaking, a cut out door from the wall slides up, and reveals another room. The player now permanently as Captain Cold, grapples up with the other two following, into the next room. It is a combat room, except Cold accidentally freeze Harley and Deathstroke before the fight.

CAPTAIN COLD

Okay, now what-

A thug with a stun baton electrifies Captain Cold, and he accidentally shoots the gun to freeze Harley and Deathstroke. Everything but Harley's head gets frozen. Captain Cold then knocks out the thug

HARLEY QUINN

You ass, this sucks.

More men then show up and the player as Captain Cold must defeat them all. Harley yells random things as Cold fights

CAPTAIN COLD

I guess for some government quality suits they don't withstand electricity.

HARLEY QUINN

Yeah get em

HARLEY QUINN CONT.

Oh did that hurt, hmm

HARLEY QUINN CONT.

Wow you guys should feel pathetic, he isn't even that good of a fighter.

HARLEY QUINN CONT.

Freeze em, FREEZE EM!!!

HARLEY QUINN CONT.

SINGING Raise your weapon, ugg, great song..

HARLEY QUINN CONT.

Freeze one of their legs, shatter it, take that foot, remove the show, AND BEAT THE REST OF HIM WITH IT! HA

Once the player defeats all the thugs, they must attempt to break Harley and Deathstroke out of the ice

CAPTAIN COLD

Now, how am I gonna break you out?

HARLEY QUINN

Just smash the ice.

It gives the option to select Captain Cold's ice vision. Until then nothing with happen

CAPTAIN COLD

It is too dangerous, if I break it, you could shatter.

HARLEY QUINN

Okay, okay, so we're back at, you're an ass, this sucks.

CAPTAIN COLD

I don't even know how you are alive, same with him, must be the enhancements or the suit, or something.

HARLEY QUINN

Umm, so, we need heat or something.

The room then turns into a detective zone, and the player walks around and will focus on the highlighted yellow baton.

CAPTAIN COLD

The only thing that will emit some sort of heat is the stun baton

HARLEY QUINN

Use it!

The option to use it will appear and the player selects it. Then if the player walks up to Harley, Cold will electrocute her until the ice fully melts, but if they walk up to Deathstroke, Cold will say it won't work on him, because he is full submersed in ice.

CAPTAIN COLD

I'll have to shock you're head.

HARLEY QUINN

So..I've had worse...recently too..besides I kinda like it.

CAPTAIN COLD

Okay.

It then gives the option to shock Harley, and when the player selects to do so, Captain Cold will stick the stun baton on Harley's head.

Cold places in on Harley's head

HARLEY QUINN

HAHAHHAHAHHAHAHHAHHA!!!!

If the player ever stops, Harley just insults Cold.

HARLEY QUINN

Keep goin ya pansy.

HARLEY QUINN CONT.

HAHAHHAHAHHAHHAHA!!!!

By the time Harley's ice melts, and she gets out, she stretches, grabs her bat, and breaks Deathstroke out.

CAPTAIN COLD

Okay, now we need to learn on how to break out Deathstroke

Harley picks up her bat

CAPTAIN COLD
Maybe we can-

Harley hits Deathstroke's ice with the bat and free's him

CAPTAIN COLD
HARLEY?!

HARLEY QUINN
What? He's fine isn't he?

DEATHSTROKE
Yes, I am, now we need to go, we
already lost us two minutes Cold be-
cause of your pace with taking out
those men, now come on!

A cutscene begins where two Titan thugs smash through the ceiling, they have patches of scales on them and begin to attack, the cutscene ends.

CAPTAIN COLD
WHAT THE HELL ARE THOSE THINGS?!

DEATHSTROKE
Titan thugs.

CAPTAIN COLD
WHAT?!

HARLEY QUINN
They're thugs with a super steroid
injected in them, Mistah J came up
with it, I thought it was all gone
though.

The way to fight is to super stun, beat down, and then use a dual take down. While the player is fighting, Deathstroke talks to Waller.

DEATHSTROKE
Waller, we have Titan thugs here.

AMANDA WALLER
WHAT?! Titan shouldn't even exist
anymore, crap! That means Serpiente
has some.

Depending on who the player is currently, their character will say this

CAPTAIN COLD/HARLEY QUINN/DEATHSTROKE
Why isn't he taking damage?

Once the player attacks the back of the titan, no damage is done to them, but the third hit, the skin tears, exposing the scales.

HARLEY QUINN
Woah!

The player still is fighting

DEATHSTROKE
WALLER, THEY HAVE SCALES?!

AMANDA WALLER
What the hell are you talking
about Wilson?

All the back sides of the other titan thugs falls off

HARLEY QUINN
These look familiar...

DEATHSTROKE
All of their backs, they are covered
with scales, they can't take any dam-
age!!!

HARLEY QUINN
I KNOW, CROCY...These are his!!

CAPTAIN COLD
Who?

DEATHSTROKE
Killer Croc, an old inmate with
Harley.

AMANDA WALLER
Doesn't matter right now, just attack
from the front, stunning them would
give you the upper hand, talk to me
when you're done!

The player only needs to take one down by themselves, and when they do, they gain the ability to do a duel-takedown on the other thug, once that is done, it gives the prompt to grapple up the level the thugs came from. Up there are 5 unconscious men, two stations where it is apparent that that is where the titan was injected into the men, and the electrical box. When the player grapples up there, Cold walks to destroy the electrical box, Deathstroke and Harley both listen in to Waller. A cutscene plays

AMANDA WALLER

So, what the hell exactly happened?!

DEATHSTROKE

The titan thugs, they're infused with Croc somehow, but only partially, their entire back was what seems indestructible.

HARLEY QUINN

Croc was bullet proof, hammer proof, acid proof...I tried a few things

CAPTAIN COLD

What about a rocket launcher?

HARLEY QUINN

Hmm interesting.

AMANDA WALLER

How'd this happen?!

HARLEY QUINN

Well, in the Asylum, all the titan was poured into the sewer for a natural flow thing..then in Arkham City, some left over titan was poured into the sewers again...

DEATHSTROKE

So Croc was exposed to Titan a few times.

Cold finishes destroying the box and walks over

AMANDA WALLER

That may be, but as Harley said, he skin was nearly impenetrable, so un-

less he drank some, the titan wouldn't have affected him.

CAPTAIN COLD

It could have bonded with him though?

DEATHSTROKE

He's right, the Titan could have mixed with his DNA, yet still not have planted itself in him, but simply mutated in the sewers, and Bane could have collected some and brought it here at some point.

AMANDA WALLER

Crap, so Bane brought a serum of indestructible Titan formula, that gives soldiers super strength, stamina, and indestructibility, YOU NEED TO FIND SERPIENTE AND END THIS! GOT IT!?

The characters quit listening and the player gains control over Captain Cold once more.

DEATHSTROKE

We have to find out where they are making this serum.

CAPTAIN COLD

The antennas are all down now, so Waller will be uploading any suspicious activity for us to look into, so there is that as well.

DEATHSTROKE

Whatever you decide to do, let me know! Harley, let's get going.

Harley and Deathstroke jump out of an opening, the cutscene ends, and the player must select either a side mission as Cold or to continue with the story. There are three side missions for Cold so far, one is to track down El Diablo, another is to investigate hot spots occurring around the island, and the final one is to stop any drug operations you discover. However if the player does decide to continue with the main story, they will need to take down a unit with three

lieutenants to listen in on conversations. The player walks or runs around while dialogue is exchanged

AMANDA WALLER

Good job Snart, we now have intel coming through, and will be able to assist you and the task force out more.

DEATHSTROKE

It is proficient Waller, we have learned minimal. Snart, our map is picking up a strong signal from a remote compound located south of your location, inside you will find three lieutenants, each of which contain a drive that allows them to connect and listen to all communication within the island. If you get the drives, you will have full access to every discussion that occurs on Santa Prisca.

CAPTAIN COLD

So what another operation, take out the men and hack the devices?

DEATHSTROKE

Not quite, Copperhead, explain.

COPPERHEAD

Serpiente has all their men connected through a single signal out of millions, which is good in our case. However, they have also allowed them the ability to shut them down via their own communes at anytime, and once they are shut down Eso es....Fin. It will restart and switch to another channel, one that will be too time consuming to locate, so you cannot be seen let alone get caught.

DEATHSTROKE

You will most likely need another one of us to assist, Copperhead why don't you-

CAPTAIN COLD

Actually I would rather go with someone who hasn't given me a minor concussion.

DEATHSTROKE

What....never mind...Deadshot will meet you there then.

DEADSHOT

Great, runner up, whatever, I'll see you soon Frosty.

The player will go to the location and meet Deadshot, where inside there are again, three floors, the first floor, the player must take out the room without being detected, and obtain the first chip from the first lieutenant, who is in a closed off isolated room, where the only way in is to enter a grate and grapple up. Once in preform a silent takedown on the lieutenant.

DEADSHOT

Okay, the lieutenant is isolated, we need to get into that room, and take him out.

CAPTAIN COLD

Cool

DEADSHOT

That is the only ice pun I want to hear from you!

The player will then need to get to the grate located beneath the isolated room without being spotted and grapple up, when inside the room, they must preform a silent takedown and hack the key

CAPTAIN COLD

Deathstroke, we managed to retrieve the first chip, now what?

DEATHSTROKE

Hack into their communications, once you have done that, you can take out the room, they're all soundproof from one another.

The player is then given the option to hack the device by pressing a button, all the player needs to do is match certain signals and sound waves together.

DEADSHOT

Who thought of that idiotic idea?

KILLER MOTH

Probably one of you imbeciles.

DEADSHOT

Oh shut up you pathetic petty criminal, what the hell have you even done on this mission?!

KILLER MOTH

Look you no talent hack, I don't work for you, I follow Waller, and that's it, she gives me my orders and I respond.

CAPTAIN COLD

QUIET! I need to concentrate

DEADSHOT

Fine, but he says he only follows Waller, yet he blindly listens to Slade.

DEATHSTROKE

Is there something you want to say to me Lawton?

HARLEY QUINN

Ooooo, it just got interesting!!

DEADSHOT

No.....or not yet anyway...

The player by now should have finished matching all the sound waves and signals together, they now need to take out the room.

CAPTAIN COLD

Done, now I can take out those men

The player plays the predator style map, with 3 assistants from Deadshot, afterwards, the two move onto the next room.

CAPTAIN COLD
Where's the lieutenant?

The player is given the option to use detective vision

CAPTAIN COLD CONT.
What the hell?! Deathstroke, the second lieutenant is behind a wall, in some secret passage, there's no way I can get in without anyone noticing.

DEADSHOT
I can shoot through the wall with a high powered silencer

CAPTAIN COLD
But how will we get to the key?

DEADSHOT
Freeze it, it will get to the point where it will become nothing more than dust and simply crumble.

The player then has control over Deadshot, and must steady the aim on his gun to his exactly the lieutenants head through the wall, without breaking the wall, or missing, while in detective vision.

DEADSHOT
This will be easy.

The player successfully hits the target

DEADSHOT CONT.
Go Cold, it shows that the nearest target is only 45 seconds away

The player must then quickly freeze the wall to the point is turns to dust, which takes 15 seconds, select Deadshot, enter the room, turn to Cold again, and then refreeze the wall which is another 15 seconds, with 15 to spare. Once that is finished, the thugs will pass by, and then Deadshot will need to hack into the second chip.

THUG 1

Was there always a wall of ice here?

THUG 2

Idiota, of course there was, it
couldn't have randomly appeared,

DEATHSTROKE

Deadshot hack the device now!

DEADSHOT

Wait, so while I'm playing fricken
I.T man, frosty here gets to have
the fun, what the hell?!

DEATHSTROKE

Not now Lawton, Waller's not communi-
cating with us, so just do as I say,
we need that hacked, do you think you
can handle that?

DEADSHOT

Yeah, yeah, whatever Slade. Okay Cap-
tain, don't screw this up or we'll
both lose our heads, literally.

The player then hacks the device as Deadshot, except this
time, they need to match certain phrases together that would
work best. After that, Cold can then take out the room.

DEADSHOT

Done, Cold, now hurry this up!

The player then takes out the room, when thugs spot the play-
er, they yell about their chips.

THUG 1

Que demonios, it's one of those sol-
diers, EVERYONE SHUT DOWN YOUR COMMU-
NICATIONS!

THUG 2

What the hell it didn't work?!

THUG 3

Okay, new plan, just shoot him!

The player takes out the room, and the objective is to break out Deadshot

CAPTAIN COLD
Alright, get out now!

DEADSHOT
How?

KILLER MOTH
You just shot through a 3 foot wall of pure stone, what do you mean how?!

DEADSHOT
Shut your mouth, you butterfly reject.

Deadshot shoots the wall and the player walks to the next room with Deadshot

CAPTAIN COLD
Hey, what were you talking about when you said we would lose our heads literally?'

DEADSHOT
You don't know, of course Waller didn't tell you. When we knocked you out, and brought you aboard the ship, Waller implanted numerous explosives in your new uniform, ones she can set off whenever she wants, it's her only way to really keep us under control. It use to be just one implanted in our necks, but we figured out how to defuse those a while back, anyway, if you screw up in her eyes, your done.

CAPTAIN COLD
Great, I signed up for a quicker death sentence.

DEADSHOT
Basically.

Captain Cold and Deadshot enter the next room, but this time it is a combat map, where you can dual play with the two villains. You learn the basics of fighting here. After that, you keep playing as Captain Cold and travel through the vents to the next predator stage. You steal the chip, give it to Deadshot, and take out the room. Except this time there are more guys, and some of them are medics.

CAPTAIN COLD

Okay, let's go Deadshot.

DEADSHOT

Hold on, this is harder than it looks.

The player as Deadshot then needs to hack the chip, where it is a mixture of the first two, plus identifying voices, such as Bane. Then Cold takes out the room. The two walk to the next room.

DEADSHOT

No offense and all, but why the hell did Waller pick you? It just that a stupid bank heist doesn't seem like the sort of thing to catch the eye of a secret government agency and all.

CAPTAIN COLD

That heist isn't what got her attention, it's what gave away my location.

They enter another combat stage, where you can dual-play some more, and there are more men this time, with stun batons, shields, and armor. The player then enters the final room, where immediately they are being shot at by a dozen armed men, Deadshot throws his smoke pellet, and the player grapples up onto Gargoyles. This time they must find a way into a closed off room, where the final lieutenant is with the chip. The player has to get underneath the small closed off space, where there is a single vent, that they must enter and then grapple up to quietly steal the chip and then take the lieutenant out. Once they do that, the player, as Captain Cold, enters the room and starts the hack, where a time limit begins, for a bomb to go off, because this chip was tampered with to set off an explosion if it was messed with at all.

They finish the hack and take out the room, with a single shot from Deadshot, but the timer for the bomb keeps going off.

DEADSHOT

Crap, Cold, let's GO!

Playing as Captain Cold, they have ten seconds to run to the window and jump out, when that is done, a small cutscene plays that shows Deadshot clearing the jump and landing on the beach. Where the player then see Captain Cold jump out, and the building explode, causing Cold to crash into a nearby building and slowly lose consciousness.

DEADSHOT

Shit, Cold...SNART WAKE UP!

DEATHSTROKE

Come in Cold, Deadshot, what happened!

DEADSHOT

Nothing Slade, were fine! Waller come in.

AMANDA WALLER

What Lawton!?

DEADSHOT

The building exploded, Cold barely made it out.

AMANDA WALLER

His vitals are normal.....he's fine, the impact of the explosion and contact with the building is causing him to pass out, take him to Deathstroke's location.

Deadshot picks up Cold, and begins to take him to Deathstroke and the rest of the Squad. We then go into Captain Cold's backstory and will get to play, and learn what is it that caused Waller to want him for this mission.

DEADSHOT

Copy, let's go Snart, ugh, why the hell did Waller choose you for this mission?!

The screen of the game slowly begins to freeze and then shatter, once that occurs, the player is then in Captain Cold's backstory. Captain Cold is in a room and needs to walk through a door, where his sister is sitting at a table.

CAPTAIN COLD

Morning Lisa, what are you doing?'

GOLDEN GLIDER

Well brother, I am trying to find something fun to do, we haven't robbed any banks, or pulled any heists in over two weeks, oh can't we do something please?

CAPTAIN COLD

I told you, we moved to Gateway City, to remove some of the heat on us. Until we know for certain that we can't get caught, there is no chance I'm risking it.

GOLDEN GLIDER

What if I can get someone to help, if we add a third party, wouldn't that insure our victory even more?

CAPTAIN COLD

Well..

GOLDEN GLIDER

Oh please Leonard, don't you want to put on the outfit again, and feel that cool refreshing touch of your ice gun? It will be more than satisfying, besides we can pull something small.

CAPTAIN COLD

Small? Oh Lisa, have I taught you nothing? The Snart's don't do small, if we are to show Gateway City what we are made of, then it damn well be impressive.

GOLDEN GLIDER

Yes! Well I will go make that call for the assistance while you find us a job, deal?

CAPTAIN COLD

Fine, just choose someone wisely, I don't want our downfall to be their doing, understood?

CAPTAIN COLD

Understood, I'll call them up right now.

The player then has a view of Captain Cold's computer screen, with multiple missions on it, except the one that needs to be chosen is at the city hall. Golden Glider then comes down the stairs, in uniform.

GOLDEN GLIDER

Oh I forgot just how good I look in uniform, so, what did you find?

CAPTAIN COLD

It's prefect, there is a party event going on this evening at 8:30 o'clock at the city hall, it is to celebrate Gateway's new energy source to power the entire city, a priceless, one of a kind electromagnetic ball.

GOLDEN GLIDER

Ooo, classy, perfect, my kind of party.

CAPTAIN COLD

Well, that may be, and every guest at that party must be well dressed, correct?

GOLDEN GLIDER

Right you are brother, so it seems to me that you may need to go retrieve your one of a kind, uniquely tailored suit.

CAPTAIN COLD

Not only that Lisa, but I can't forget my specially designed freezing device. Therefore, while I am retrieving my items and belongings, you make sure that contact of yours doesn't come late or unprepared. Understood little sister?!

GOLDEN GLIDER

Yes Leonard, now if you are expecting to retrieve your gun, outfit, and still manage to meet us on the city hall's rooftop before 8:30, you need to leave now!

The player having control of Captain Cold, then leaves the hideout/house to go collect their suit first. The player ends up at a sewer system that is connected to major banks and houses. While in the sewer we encounter numerous petty thugs that live in the sewers, who don't know who the player is, so they attack. When the player finally gets to the lock box containing Cold's suit, they find it has been broken open.

CAPTAIN COLD

What the hell? Someone's going to pay.

The current objective becomes, walk around the sewer system and look for the rest of his uniform. As the player walks, they will find someone wearing the pants. They then have to defeat all the surrounding thugs, interrogate the man wearing the pants, and then take them from him. It will act like the riddler informants.

CAPTAIN COLD

Okay cool guy, where did you get those pants?

THUG

I don't know what the hell you are talking about you lunatic!

CAPTAIN COLD

I'm not asking twice! Where the hell did you get part of MY uniform, think hard about your answer, is it worth a broken neck?

THUG

Okay geeze, some guy was handing it out a few days ago, said he lived here, that's all I know.

CAPTAIN COLD

Thanks!

Captain Cold knocks him out

The player then keep at this, until they find all your articles of clothing, Cold's jacket, goggles, boots, gloves, and undershirt. Each item should take about five minutes each to find. When the player collects the goggles, they can then use detective vision. Once they have found all the items that last guy leads them to the man responsible for all of this.

CAPTAIN COLD

Who has been giving my stuff away?

THUG

I'm not sure, some vermin guy, he lives here like we do, except he has his messengers do his bidding, he is all the way at the end of this sewer pipe.

CAPTAIN COLD

I swear if I find out you are lying, I will make it so you will never see again.

The player knocks the last informant out, and goes to the end of the sewer pipe, where a small cutscenes begins.

RATCATCHER

Yes, I know friends, he is coming, we have been expecting him.

CAPTAIN COLD

Flannegan! You're behind this?!

RATCATCHER

Can we stick with Ratcatcher, thank you.

CAPTAIN COLD

I thought you were dead.

RATCATCHER

Yes everyone does, after I was brought to Arkham City, I began a small market to survive in that hell hold, but that stubby Oswald was to afraid of a little competition, so he dragged me from my beloved home into his icy hell, and beat me. Luckily, my dear friends and family rescued me, herds of them started to attack his armed men, while I began to escape with my life. I managed to get to the sewers where I floated, until I eventually found myself here, my new home, and WE HATE INTRUDERS, ATTACK!

When he attacks, he sends waves of thugs at the player, who they fight. Rats will also jump at the player, so they must counter every time one decides to jump. Once the player defeats three waves of thugs, the Ratcatcher jumps down from his ledge and begins to attack. He attacks by repeatedly throwing rat poison in the form of a gas at the player, who must be running towards him and dodging the gas at the same time, when the player reaches the Ratcatcher, the player performs a beat down, until the Ratcatcher scurries back to his ledge.

RATCATCHER

Get him my babies, make him pay for what he had done!

Ratcatcher sends now rats who clump together to be large human shaped like beings to fight the player. They player can keep fighting the rats, but it won't do much.

CAPTAIN COLD

What did I do to you Flannegan?

RATCATCHER

Oh don't play mind games on me, there was a professor at Arkham City that did enough of that, I saw what you created, what you gave to Penguin. He used it to beat me!

As the player keeps fighting the rats, Captain Cold realizes this isn't working.

CAPTAIN COLD

I am not getting anywhere with this.....the pipe.

The player must then go to the pipe Captain Cold was talking about a preform a beat down on it, while countering the Rat/Human attacks. When the pipe finally bursts, it sends out a liquid nitrogen gas, that freezes the rats.

RATCATCHER

NOOOOO, YOU'll PAY YOU FIEND!!

Ratcatcher stands tall on his ledge with his arms stretched out, and when he does that, swarms of Rats wrap themselves around him, the player then has to fight this giant man with a suit of armor made from rats. The player gets five hits in, and then gets thrown.

CAPTAIN COLD

Damn, there is no way I will be able to compete with that.

Ratcatcher walks next to the busted vent, where a few rats freeze, and others by the frozen ones run off.

RATCATCHER

Ahh!

CAPTAIN COLD

That's it.

The player then needs to preform beat downs on all the pipes in that area, when that is done, all this water rushes Ratcatcher and then the liquid nitrogen pipe freezes

that water, and Ratcatcher is defeated. The final cutscene begins.

RATCATCHER

No, no no, you'll pay for this, and what you did to me in Arkham City, I swear it you will!

CAPTAIN COLD

What are you talking about? What did I do to you? I wasn't even in Arkham City.

RATCATCHER

I saw what you created! Penguin had this giant berg of ice, only you could have made that! The professor said everyone wanted me dead, EVERYONE, YOU CREATED THE OBJECT OF WHICH HE BEAT ME WITH. My head BANGED, and BANGED, and BANGED BANGED BANGED!

CAPTAIN COLD

Listen Otis, I never created that Iceberg, and that Professor that was in charge of that prison, news says he was more insane than you are now! But he is DEAD! So get over it!

Captain Cold leaves and the cutscene ends. The player is now in the sewer system, and must go get Captain Cold's gun from Gateway City's Science and Research Facility. When the player finally gets to the research facility, they get a message from Golden Glider.

GOLDEN GLIDER

Leonard, how much longer? We only have an hour left until it begins!

CAPTAIN COLD

Don't worry sister, I am almost finished retrieving my belongings, has your friend arrived?

GOLDEN GLIDER

Yes.

CAPTAIN COLD

Now make sure you inform him on what it is we are getting, and what we do to get to it. Remember we don't kill unless it is a kill or be killed situation, let him know that, understood?

GOLDEN GLIDER

I got it brother, relax, focus on getting what you need, then meet us on the roof of City Hall.

The player then enters the room, where the gun is located, and it seems to be in some sort of glass case with scientist researching and analyzing it. The player jumps down, and goes to take the gun, with the scientist looking worried, but then twelve security guards come and the player must take them out, this is the first combat map. Once the player clears the room and takes the freeze gun, Cold realizes it has been upgraded. Not only can it now freeze people, but it can shoot a Cold Front, and has an Ice Shield built in as well. After the player learns that, the building shuts down and the windows lock, with metal sheets covering them. The only way out is to go to the first floor, and exit through the front door. The player then goes through five stages of a mixture of combat and predator scenarios. Until they reach the first floor, which has the boss battle of a scientist with a gun equivalent to that of his own ice gun, except it shoots fire. He calls it the heatwave. The player must use the room to take down the scientist and the armed guards, through a final predator map. It would be similar to the Deadshot side mission in Batman Arkham Origins. Once the player defeats the scientist and Heatwave, the player heads to the City Hall rooftop to meet up with his sister and mysterious friend. A cutscene begins

CAPTAIN COLD

Okay Lisa, who are we working with?

GOLDEN GLIDER

Meet, Chillblaine, I have told him about what the mission is, and the rules to follow.

CAPTAIN COLD

Understood, let's go.

The player then, with Golden Glider and Chillblaine beside them, go to steal the energy source. It is a mixture of predator and combat scenarios as well, and the player can switch between Golden Glider and Captain Cold, who when freezing people will perform an ice takedown like Batman. When the player finally reaches the end and steals the energy source, a cutscene begins.

CAPTAIN COLD

Okay let's go, we have the energy source.

CHILLBLAINE

Not so fast, you see I can't just let you sell that and make a buck of it, that has some serious power behind it, power I could really enjoy.

Chillblaine puts his gun to Golden Glider's head.

CAPTAIN COLD

You better think about what you are doing.

CHILLBLAINE

Really why, I know that you'll kill me because right now it's kill or be killed, but would you really risk your sister's life?

CAPTAIN COLD

Fine. Here!

Captain Cold tosses the energy source to Chillblaine. Chillblaine let's Golden Glider go

GOLDEN GLIDER

We were really only in it for the rush anyway you ass.

CHILLBLAINE

You know, you should really learn when to shut your mouth.

Chillblaine shoots Golden Glider in the head.

CHILLBLAINE

Was that enough rush for you?

Captain Cold shoots his gun Chillblaine, who dodges it and attacks him. the cutscene ends. The player is then on the floor, and is getting punched by Chillblaine, the player must perfectly hit the counter button to dodger the attack and then strike. When Captain Cold strikes, Chillblaine drops the energy source and runs off. Captain Cold takes a minute to mourn his sister, grabs the energy source and then runs outside to confront Chillblaine in a darkened city. When the player goes outside, and sees Chillblaine the two exchange dialogue, and Captain Cold places the energy source in his gun.

CHILLBLAINE

Oh please, I know about your code,
you don't kill unless it's killed or
be killed.

CAPTAIN COLD

I'm a villain you imbecile, and my
sister left out the part, we also
kill for revenge.

Chillblaine shoots at Captain Cold, who keeps getting hit, and loses health until they hit the button that says, Freeze for Captain Cold to shoot his gun. When they do the final cutscene begins, Captain Cold freezes the bullets mid-air, and then Chillblaine, he then keeps freezing the entire city, until most of Gateway city is frozen to the core. After that, he stomps on Chillblaine's head.

CAPTAIN COLD

To hell with codes

Amanda Waller, flies down in her airship, and speaks to Captain Cold.

AMANDA WALLER

Snart! You're coming with me!

CAPTAIN COLD

He killed my sister, she's all I had
left.

AMANDA WALLER

Come on Leonard, let's go.

Captain Cold throws up the energy source, and shoots his gun to create a blast of snow. When the snow dissipates, he is gone.

AMANDA WALLER

Crap, I'll find you Cold.... THE REST
OF YOU CLEAN THIS UP, I WANT THIS
CITY BACK TO THE WAY IT WAS BY MORN-
ING, I DONT WANT THIS GETTING OUT!

The backstory ends, and we cut to Deadshot arriving at the location where the rest of the Squad his. This would be another cutscene

DEATHSTROKE

What the hell happened?!

DEADSHOT

Nothing, he's fine!

Captain Cold wakes up

DEADSHOT

Are you kidding me, you couldn't have waken up before I carried you here.

DEATHSTROKE

Whatever, we need to focus! We found out where the cult might be located, Pena Dura, a prison Bane grew up in.

DEADSHOT

Bane grew up in a prison?!

COPPERHEAD

It is the most dangerous prison in existence, only two have ever escaped, I will infiltrate and let you know what I find when I am finished.

DEATHSTROKE

No, I am not risking compromising this mission, just because you think your that stealthy, I'm going with you.

COPPERHEAD

No, I am going ALONE!

DEATHSTROKE

Listen, I am in charge of this operation, and I will not allow for your incompetence to ruin it, now unless you want to challenge me, you will listen, understood!?

Copperhead slithers her tongue and gives a look at Deathstroke

COPPERHEAD

Fine! But I choose who goes with me!

DEATHSTROKE

Deal!

Copperhead looks over all her choices.

COPPERHEAD

You, insect man, let's go!

KILLER MOTH

No screw you, snake hag.

Deathstroke jabs his ballistic staff at Killer Moth and it pushes him forward.

DEATHSTROKE

Just go, we don't have time for this.

KILLER MOTH

Fine!

Copperhead and Killer Moth walk off towards the prison

HARLEY QUINN

Woah, that was tense, so what we gonna do Deathman?

DEATHSTROKE

In the mean time, let's survey the island and see what else is out there.

HARLEY QUINN

I was thinking more like Yahtzee

The player then has control over Killer Moth

KILLER MOTH

So what exactly are we doing?

COPPERHEAD

Well, I am going to infiltrate Pena Dura, while you wait outside.

KILLER MOTH

You're pathetic if you really think I'm going to stay outside.

COPPERHEAD

Listen, you don't know me, what I need to do, and you will either get in my way or get yourself killed. So honestly, it's for the best.

KILLER MOTH

Oh, I'm sorry, am I going to get in the way of your reunion with your great home? You're more of a joke than that clown girl.

COPPERHEAD

If you keep speaking to me that way, I will gouge out your eyes just enough so you can watch yourself die, okay, and you know nothing of Quinn!

KILLER MOTH

Oh, I'm sorry, did I insult you're girlfriend?

Copperhead lunges on Killer Moth and restrains him.

COPPERHEAD

If you insult me once more, I'll make sure you feel every possible pain imaginable!

The player, as Killer Moth, now needs to travel to Pena Dura following Copperhead, along the way there are armed and un-

armed thugs, which can either be avoided or taken out. However there are also mines.

COPPERHEAD CONT.

Tranquilo, there are mines ahead.

KILLER MOTH

I don't speak your idiotic language.

COPPERHEAD

I said be quiet. There are mines, which means there are men, so we are close. Stay behind me, I can tell where they are

The player and Copperhead approach the first mine

COPPERHEAD

Mierda! These mines have sensors, they will go off if they detect any movement that passes them. We need to disarm any we come across.

As Killer Moth, the player trails Copperhead as she detects mines, when she spots them, the player needs to use Killer Moth's cocoon gun on them. When that is finished, the two of them approach the prison.

COPPERHEAD

Estamos aqui, Pena Dura is up ahead.

A small cutscene begins with Copperhead and Killer Moth grappling up onto a location where they can enter the prison undetected.

COPPERHEAD

We go in there.

KILLER MOTH

Are you a fool, scratch that I already know the answer. What the hell is wrong with you, you expect me to jump into an already narrow vent to plummet to my death. Nice try you failed side-show freak, but I'm not jumping.

COPPERHEAD

I warned you hombre!

Copperhead kick Killer Moth out of the prison back outside, and then jumps out to face him

COPPERHEAD

I am going to show you exactly what it is like to be slowly and painfully skinned

Copperhead runs towards Killer Moth, and it gives the player the option to use quick-fire for his cocoon gun, the first two times he uses it, Copperhead dodges it, but the third time, she falls to the floor, and she steps in it.

COPPERHEAD

YOU CULO, YOU'RE MUERTO, I WILL RIP YOU APART!!!

AMANDA WALLER

WHAT THE HELL IS GOING ON? Last I heard, you and Copperhead were suppose to infiltrate the prison, what is taking so long, I see your location, GET INSIDE!!

KILLER MOTH

I tried, but then Copperhead tried to kill me like a juvenile delinquent. I had to immobilize her.

AMANDA WALLER

Moth, stop being such a kiss ass! FIGURE THIS OUT, NOW!!

KILLER MOTH

Now, if I let you go, will you calm down, missy?

The player is then given the option to either, walk away, or set Copperhead free, or taunt. If they select walk away, a small cutscene will play showing Killer Moth dying and Copperhead walking over the body, stepping on it, saying Muerto Engañar....I warned you. If they choose Taunt, a cutscene plays of Killer Moth says stupid Snake Hag and walking past her, for Copperhead to twist her body, bend back, grab his

head with her leg and arm, zoom in on her face looking towards us, hearing a snap, and her grinning. Finally if they choose to set Copperhead free, Killer Moth breaks apart the cocoon goo, and get kicked in the face by Copperhead

KILLER MOTH
What the hell?!

COPPERHEAD
Be grateful that is all I did, now use your head, if you shoot enough webbing as you descend, you will break our fall.

The player then grapples back up, and reaches the location they were at earlier. It then shows on the screen the option for Killer Moth to shoot his cocoon gun, then while the two characters fall, Killer Moth will shoot his gun to catch them. After that is complete the cut scene ends, for the player to play as Killer Moth in a predator map to take out all the armed men in the room, while being able to dual-play with Copperhead. Once the room is cleared, the player must use their detective vision to locate the commander to figure out where exactly Serpiente is.

KILLER MOTH
Hey! You pathetic man, where is Serpiente?

THUG
Vete al infierno imbécil!

COPPERHEAD
¿Dónde está Serpiente ? dígame antes de que yo arrancaré todos los huesos de su cuerpo! (Where is Serpiente? Tell me before I rip out every bone in your body!)

THUG
No sé , te lo juro , último que oí que estaban cerca de bloque de celdas D. (I don't know, I swear, last I heard they were near cell block D.)

COPPERHEAD

He doesn't know exactly where they are. Last he heard, somewhere in Cell Block D. That is at the very end of the prison, surprising. I will go there, you take out any guards you find along the way.

Copperhead abruptly leaves

KILLER MOTH

What a stuck up bitch. Waller, Ms. Snake Scales ditched me for her own priorities, thought I let you know.

AMANDA WALLER

Why thank you Moth, oh, and I should let you know, no one likes a snitch, not even me! Now just try to take out any men you come in contact with. Reading show there are plenty of them.

KILLER MOTH

Wow, she's a bitch too, should have never signed up for this.

Killer Moth takes out three rooms. Already having all his gadgets. The first is a predator map with 12 armed men. Once that room is finished, the player will move forward to the next room, which is a simple combat map. Once that room is complete, the player goes to the final room, another predator map and takes out 15 armed men. Once that room is complete, the player must enter a vent that is above the locked door, while crawling through the vent, the player hears Copperhead, and a cutscene begins.

COPPERHEAD

Affirmative Serpiente, I have led the squad off your trail, only I and an idiotic insect of a man are in the prison.

NATHAN PRINCE

Well done comrade, you have done your homeland proud, Santa Prisca use to be a glorious lush island, filled with cities and forests, but those forests are dying, and the cities are nothing more than ruins.

COPPERHEAD

It is a sad truth, the people will pay for what they have done.

NATHAN PRINCE

Si, my nino, that they will.

KILLER MOTH

You pathetic girl!

COPPERHEAD

No, get out of here! You don't know what you are doing.

KILLER MOTH

Oh really. Come in Waller, Copperhead is working with Serpiente!

NATHAN PRINCE

WALLER IS IN ON THIS. YOU ACOSTADO BRUAH. YOU'RE BETRAYING ME! YOUR SISTER WILL BE DEAD BY MORNING

Nathan Prince cuts off communication

KILLER MOTH

Sneaky bitch, do you realize what I had to do to get here, and you decide to backstab us, you pathetic snake.

It then cuts to Killer Moth's backstory. Where the player starts off in Arkham Asylum. Killer Moth, without any of his uniform on, is being wheeled in like Joker was, by Officer Cash.

QUINCY SHARP

Welcome to Arkham Asylum inmate, do not fret, we will cure you here.

KILLER MOTH

There is nothing that needs to be cured, I am fine!

QUINCY SHARP

Ah Stage 1, denial, get him to his cell.

OFFICER CASH

What should I do with his costume?

QUINCY SHARP

Go put in lock up, he won't be needing it anymore

Officer Cash takes Killer Moth to his cell, where we have control, and can do nothing more than walk back and fourth.

KILLER MOTH

How the hell am I suppose to get out of here?

It then prompts for the player to pick the lock on the cell door

KILLER MOTH

This will do...

Killer Moth lets a moth out from under his jumpsuit into the lock pick, which after about 15 seconds, works and his cell door opens

KILLER MOTH

No alarm on the lower leveled cells, what an idiotic move? I need to get my equipment.

The player then needs to make their way to the asylum lock up, which is located near the botanical gardens, avairy. They will need to stay out of sight of the armed guards, but they will be able to preform silent takedowns. The player will make their way into a room, where the guards are not armed and a combat map will initiate

GUARD

What the hell are you doing? Get back to your cell!

GUARD 2

Should I sound the alarm?

GUARD

No, I can handle this

The counter signs appears as the guard attempts to hit Killer Moth.

GUARD

Oh, I'm gonna kill this freak!

The combat room begins, and the player can fight, and counter, but cannot do much else. Once the room is cleared, the player needs to change.

KILLER MOTH

What morons, but it could be useful
to wear their uniforms

The player triggers to change into a guard outfit, then continues to make their way to the lockup, when they finally get there, it is a door guarded by two armed men, Killer Moth walks up to the door and must enter the passcode.

KILLER MOTH

Evening

GUARD

What are you doing here?

KILLER MOTH

The Warden wanted to make sure the
new inmates uniform was secured.

GUARD

Well it is.

KILLER MOTH

Hey I am just following orders,
what's the code again?

GUARD

Type it in, you should have been told
it already?

KILLER MOTH

Oh, that's what he was saying.

It is prompted to do a double takedown, which is Killer Moth trying to grab the guards' gun, for Killer Moth to slip and fall and have the other guard accidentally shoot the one officer. Where Killer Moth then grabs his gun and shoots, the other guard. The walkie talkie goes off

GUARD

What's going on down there, is everything okay?

Killer Moth impersonating officer

KILLER MOTH

Yeah, John here just got frustrated, guess the code ain't workin.

GUARD

Want me to come down and do it?

KILLER MOTH

No, just makin sure I have it right, 68572?

GUARD

What, no? It's 3957 remember?

KILLER MOTH

Oh, thats right, sorry, guess it's just one of those days ya know?

GUARD

Ah don't mention it, I feel ya.

KILLER MOTH

Pathetic.

The player then needs to type the code in, and when they do, the door opens, and the player can walk into the room. Inside there are tons of easter eggs, and Killer Moth's suit can be equipped. Once done, all the gadgets are examined.

KILLER MOTH

Finally, now to get out of this damn place!

The player then walks towards a room in the botanical gardens, where a predator map occurs. The player has to take out 15 armed men.

GUARD

What the hell, I have a man down, did he slip?

GUARD 2

I don't think so, should we set the alarm off?

GUARD

No, it's just one criminal, how hard can it be, plus we'll get all the praise.

Once the player clears the room, a small cutscene plays, where an officer tries to jump Killer Moth, but some of his moths fly the guard up to a wall, where Killer Moth then uses his cocoon gun on him, which is the riddle Batman found in Arkham Asylum. The task is now to head to a containment center, where a group of cells are located. Once the player gets there another combat scenario begins, and you see in the cells, Black Mask, Catwoman, and Humpty Dumpty.

GUARD

Who the hell is this?

GUARD 2

Does it matter? Apprehend him!

Once the player clears the room, it is told that they should go talk to the prisoners

BLACK MASK

Hey you, over here.

The player goes and talks to Black Mask

KILLER MOTH

What?

BLACK MASK

Get me out of here!

CATWOMAN

If you're getting anyone out, it should be me, I'm not even insane, all I did was steal some plans for some super prison for someone, but old Sharpie caught me, and-

BLACK MASK

Yeah yeah, save it kitty cat, look you get me out, I'll make it worth your while.

KILLER MOTH

You have a way to get me off this island?

BLACK MASK

Yeah, let me out, I'll get you out of here.

KILLER MOTH

Fine.

The player goes to release Black Mask, but opens all the cells, releasing some crazy inmates who start attacking them, Catwoman starts attacking as an A.I, the same with Black Mask, but there is no switching. Once the combat room is over, more dialogue is exchanged.

KILLER MOTH

Well, let's get going.

CATWOMAN

Not that I'm not grateful, but I have some places to be, I heard Ivy wants someone to look after some plants for a cost, see ya boys

Catwoman leaves

KILLER MOTH

We need to leave.

BLACK MASK

What's the rush? No alarms have been sounded, which means no one knows you've escaped.

KILLER MOTH

But they might soon, I left a trail
of bodies.

BLACK MASK

Easy...Humpty, there are some bodies
lying around in the West, and East
wings, I need you to dispose of them
okay?

HUMPTY DUMPTY

Yes sir.

KILLER MOTH

How did you?

BLACK MASK

I manipulated him a while ago, let's
go.

The player, still as Killer Moth, now has Black Mask follow-
ing, who has picked up some guns from the police officers.

KILLER MOTH

So what the hell is the plan?

BLACK MASK

We need to go to the docks.

KILLER MOTH

ACROSS THE ISLAND!?

BLACK MASK

Is that a problem for you?

KILLER MOTH

Whatever, let's just keep moving

The player will need to head to the docks, where along the
way will run into three combat rooms and three predator sce-
narios. Black Mask will assist in combat but not predator

KILLER MOTH

This room is filled with men, I'll
clear it and then we can continue.

The player clears the predator room. Then they reach the combat scenario

GUARD

Get BACK TO YOUR CELLS INMATES!

BLACK MASK

No ONE talks to the Black Mask that way!

KILLER MOTH

Ugh, who addresses themselves in the third person?!

The player defeats all the guards. They come in contact with the next predator room

KILLER MOTH

Are you just gonna do nothing again?

BLACK MASK

I can't move around like you do.

The player clears the room

KILLER MOTH

Okay let's go....useless sack of crap

The player will reach the next combat stage

KILLER MOTH

My babies are gonna feast on your carcasses.

The player finishes the combat, and reaches the final predator stage

KILLER MOTH

Last one

The player reaches the final combat scenario, and clears all the guards. The player now walks to the docks with Black Mask

KILLER MOTH

Shouldn't we have Humpty clean up this mess?

BLACK MASK

Honestly, it doesn't matter, Warden Sharp has dealt with numerous break-outs recently, with Nigma, Penguin, some Shark Guy, even Mad Hatter and his crew. They always sweep it under the rug.

KILLER MOTH

Then why have Dumphry do all that in the first place?

BLACK MASK

Never hurts to have someone take the blame.

KILLER MOTH

Right.....

The player reaches the docks, where there are numerous stands with armed sniper guards

KILLER MOTH

We need to take out the snipers.

BLACK MASK

Okay, take them out one by one and let me know each time you do so I know when to pass.

KILLER MOTH

You're kidding right?

BLACK MASK

Look, I need to make sure all is good by the time you get down, okay?

KILLER MOTH

FINE! But you better not try anything

BLACK MASK

But here, take these explosives, I took them off a guard a little while back.

The player will then need to take out all the snipers, without being seen. Once done a small cutscene begins. Black Mask gets in his boat and starts it

KILLER MOTH
I'm coming down now

BLACK MASK
Sorry, no time

Killer Moth glides down to the boat. Black Mask kicks him down and points a gun at his head.

BLACK MASK
It isn't anything personal, it's just that-

KILLER MOTH
Looks better when there is someone to blame.

BLACK MASK
Exactly, say if you make it to Gotham alive, come see me, we can do business.

The boat begins to take off, the player is given a prompt to detonate. Once they trigger the button, Black Mask's boat explodes.

KILLER MOTH
Nothing personal.....jackass. Now how the hell am I getting of this island?!

Killer Moth examines his map

KILLER MOTH
The only other route is the bridge connected directly to the island, I'm going to need a car

The player will need to go to the destination marked on their map, where they will hijack a vehicle. The player arrives.

KILLER MOTH
Simple hot-wire should do it.

Killer Moth attempts to hot-wire the van

KILLER MOTH

Damn, I screwed it up, I'm going to need the keys now, someone in there has to have them.

The player will then need to enter the building filled with armed guards, and pick pocket each of them, until the player finds the actual keys to the car.

KILLER MOTH

Nope, those aren't them.

The player pickpockets the wrong keys

KILLER MOTH

How do you afford that car?!

The player pickpockets the wrong keys

KILLER MOTH

Damn, not these

The player pickpockets the wrong keys

KILLER MOTH

Crappy car.

The player pickpockets the right keys

KILLER MOTH

YES! Finally, these are them

The player heads back to the vehicle and puts the keys into the ignition, a cutscene plays

KILLER MOTH

Not bad for my first day

Killer Moth drives off. Cut to present day, with Killer Moth and Copperhead back on the beach

AMANDA WALLER

Look, I have no idea what the hell is going on between you two, but everyone listen! I have some extra tasks for you all, look into them!

The player can choose to work on side missions, or continue with the main story. If they continue with the main story, they will continue with Killer Moth's backstory. The player is inside Bludhaven and must make their way to various insect zoos. The player then plays a 5 map layout of the first zoo, collecting live moths and larva.

KILLER MOTH

Bludhaven's Insect Encyclopedia, what an idiotic name, but they have the larva I need to examine.

The player will need to stealthy get inside, and clear the first predator room, then the player will move onto the next room, which is a combat map.

GUARD

Who's this freak?

GUARD 2

He must be after the bugs, get him!

The player defeats all the guards. They will then go to the next room, which is a predator map.

KILLER MOTH

Come on, give me a real challenge.

The player clears the room and goes to the next combat stage.

GUARD

Uh, are you guys seeing this too?

The player clears that combat room, and goes to the final predator room, and once that is cleared, the player will collect the larva/moths.

KILLER MOTH

Come here my babies, we need to see what you can do.

The player will need to travel to a location where they can test the moths abilities on people. The location is an office building. The player must use the new moths at least 3 times, without any detection, but first must cut all communication. The larva's ability is to spit small sparks that ignite people.

KILLER MOTH

A little firefly are you, cute

The player ignites one office worker

KILLER MOTH

Burn baby, burn.

The player ignites another worker

KILLER MOTH

Someone smells crispy

The player ignites the final worker singing,

KILLER MOTH

That girl is one fire!

The player now needs to go to the next zoo

KILLER MOTH

Need to go collect the second batch
of my cute little moth balls.

The player arrives at Bludhaven's botanical gardens.

KILLER MOTH

There are moths here? Better not see
any plant people I swear.

The layout of this map is to not be seen by guards positioned out side of a hollow tree or to take them out either. Then the player needs to travel to the top of the tree. Then once the player reaches the top, they must dive down the tree, and travel up searching for pockets in the bark of the tree where the moths live. Then use those moths are the guards positioned outside. The moths abilities are to bite the guards and turn them into a deformed moth creature that is then under the players control. The player must take out every guard.

KILLER MOTH

What do you do?

The player uses the moth and one of the guards mutate

KILLER MOTH

Oh, I like that, now those things are
under my control!

The player can use the creatures like Batman used his voice
controller in Arkham Knight

The player uses the moths again

KILLER MOTH
IT'S ALIVE, ALIVE!

The player clears the rest of the guards and heads to the
third location where they run into the Bug-Eyed Bandit.
Killer Moth uses his detective vision

KILLER MOTH
It is just the one floor, simple

The player enters the building with the moth display right in
the center

KILLER MOTH
Okay, who's gonna jump out in front
of me, seriously.

It prompts to take the moths. The player takes the moths

KILLER MOTH
What are your special talents?

Killer Moth turns around for the Bug-Eyed Bandit to be stand-
ing in front him

KILLER MOTH
Mother- what are you?

BUG-EYED BANDIT
I am the Bug-Eyed Bandit, and I need
those moths!

KILLER MOTH
Your name is stupid.

BUG-EYED BANDIT
Oh yeah, what's yours?

KILLER MOTH
Killer Moth

BUG-EYED BANDIT

How is that better than the Bug-Eyed Bandit?

KILLER MOTH

Cause at least my name doesn't make fun of myself every time it is said.

BUG-EYED BANDIT

Whatever, you wish you had a name like mine-

KILLER MOTH

Really don't.

BUG-EYED BANDIT

I NEED THOSE MOTHS!

KILLER MOTH

No.

BUG-EYED BANDIT

Excuse me? I-

KILLER MOTH

Look, my name is Killer Moth, I am taking these moths, better luck next time.

Bug-Eyed Bandit kicks Killer Moth, a boss fight begins

BUG-EYED BANDIT

I'm going to squash you!

The boss fight begins, Bug-Eyed Bandit sends swarms of mechanical bugs towards Killer Moth. The player will have to use the quick-fire cocoon gun and immobilize the insects. But if the player fails to do it quickly enough, they will need to button smash to escape.

KILLER MOTH

YOU DONT EVEN USE LIVE INSECTS!

BUG-EYED BANDIT

Oh bite me!

The player will need to attack the Bug-Eyed Bandit without using their new moths, because Bug-Eyed Bandit could poten-

tially capture one and steal it. The player successfully hits Bug-Eyed Bandit

KILLER MOTH
How'd that feel?

BUG-EYED BANDIT
You're and ass, you know that?

The player now must fight insect men minions, and once they are all defeated, the player must have a show off against Bug-Eyed Man, using all their gadgets. It is like a rock-paper-scissor match, some gadgets are equal to Bug-Eyed Bandit's, some are weaker, and some are more powerful. The player uses a more powerful gadget

KILLER MOTH
See, I'm better, just give up already

The player uses a weaker gadget

BUG-EYED BANDIT
Hmm, how does it feel to LOSE?!

The player uses an equally powerful gadget

KILLER MOTH
I hate you so much!

After a few rounds of that, Bug-Eyed Bandit repeats what he has done previously, then after the player finishes all of that, a beatdown on Bug-Eyes Bandit occurs, and Killer Moth takes the moths

KILLER MOTH
Have to get going now, ha, how pathetic

The player needs to go to the second to last location, when they arrive, Queen Bee is escaping.

KILLER MOTH
What the hell?! She has the moth larva!

The player now needs to chase Queen Bee and use their gadgets to break any obstacles in their way, when they come face to face with Queen Bee, a cutscene plays

KILLER MOTH
HEY!

QUEEN BEE
NO, THESE ARE MINE!

KILLER MOTH
Damn, you're one sexy bee, you can
sting me anytime

Queen Bee kicks Killer Moth

QUEEN BEE
Ew, you're dizzzgusting!

Queen Bee presses a button on her belt, and numerous bee guards show up, a combat scenario occurs, with Queen Bee shooting you while it happens.

KILLER MOTH
A Queen Bee I presume

QUEEN BEE
Wow, zzzomeone with a brain, good
job, too bad I have to kill you, you
could prove uzzzeful

The player fights all the guards, and once they are defeated, Queen Bee covers Killer Moth in a honey like substance, hypnotizing him. The player now must break out of the hypnotic state

KILLER MOTH
Where am I?

QUEEN BEE
Welcome my little minion, or soon to
be one, you are entering salvation.

KILLER MOTH
Salvation from what?

QUEEN BEE
Your life

The player is now in a land, where they must go to three different locations and destroy a hive to break their hypnosis. The first location on the left is a puzzle that must be bro-

ken. It is riddles about insects, once all are answered, the player preforms a beatdown on the hive.

QUEEN BEE
WHATZZZZ, HOW?!

The player beatdowns the hive

QUEEN BEE
NO STOPZZZZZZZZ!

The player breaks the hive

QUEEN BEE
OW! GIVE UP!

The next location, straight forward, is an empty pit where all gadgets must be used to cross, and on the other side the hive. The player gets across

QUEEN BEE
How did you do thatzzz!?

The player preforms a beatdown on the hive

QUEEN BEE
NOOOOOOOOOO!

The player destroys the hive

QUEEN BEE
AHHHHHH, STOP THIS, YOU WILL NOT WIN,
IT IS WORTHLESS!

The final location on the right requires the player to glide and dive bomb and come back up, without touching anything to get to the final hive

QUEEN BEE
THAT IS IMPOSSIBLE!

The player preforms a beatdown on the final hive

QUEEN BEE
NO STOP, I BEG OF YOU!

The hive breaks, and a towering Queen Bee approaches, and begins to attack. She picks up Killer Moth, and the player must

attack the legs on the Queen Bee until the player is released.

QUEEN BEE
COME HERE!

Queen Bee picks up Killer Moth, and the player attacks the legs until freed

QUEEN BEE
Why you little-

Queen Bee releases millions of bees from her mouth, the player must cocoon them into packages, and use them to attack Queen Bee

KILLER MOTH
Let's see how you like it.

Once a few rounds of that is accomplished, Queen Bee then sends in Bee Guards to fight, after they are all defeated, Queen Bee is about to release another swarm of bees from her mouth, but it is prompted to use the quick-fire cocoon gun, only for a moment. Too soon, the player fails, too late, the player fails. The cocoon goo stops the bees from leaving the mouth, imploding Queen Bee

QUEEN BEE
MHM MHMHHMHHM!?

KILLER MOTH
Yep, you sucked!

Queen Bee implodes and the world begins to shake, the floors begin to fall into blackness, where Killer Moth eventually falls, and then reawakens in front of Queen Bee. Where the player counters her attacks

QUEEN BEE
NOOOO!

KILLER MOTH
Sorry, you just weren't good, especially compared to me, now hand over the larva!

QUEEN BEE
No, I'd rather die-

KILLER MOTH

Fine.

Killer Moth holds up a moth larva and is about to use it on Queen Bee, when she gives the larva to Killer Moth

QUEEN BEE

OKAY, OKAY, here, just take the damn thing!

KILLER MOTH

Don't you know women shouldn't be criminals, too soft.

QUEEN BEE

You're gonna regret saying that, I promise!

KILLER MOTH

Whatever.

Killer Moth knocks Queen Bee out, and the player has control, the player must test out the larva. The larva have the ability to make Killer Moth invincible for a short duration and can only be used so often. The player arrives at the location

KILLER MOTH

Not many people, nevertheless, my babies will do wonders! Now let me see....oh interesting, the epidermis layer is nearly indestructible, allow me to enhance that to superior levels.

Killer Moth tampers with the moth

KILLER MOTH

Now it is transferable, but won't last long, and will need time to restore itself.

The player uses the larva and attacks some citizens

KILLER MOTH

Simple

The player uses the larva once more

KILLER MOTH

Just try and hurt me now you pea-brained asswipes!

The player clears the room

KILLER MOTH

Okay, one more moth to collect, and at the Bludhaven Research Facility?

The player goes inside and immediately needs to defeat a combat room.

GUARD

Who, what? GET HIM!

Once the player defeats the room and moves to the next it is a predator map, that is already half finished. Bug-Eyed Bandit is there.

KILLER MOTH

HIM AGAIN! I need to get to that door without being detected.

The player must make his way across the room without being seen by any guards or Bug-Eyed Bandit. The player gets to the door and enters.

KILLER MOTH

That was close

The player enters another combat map.

KILLER MOTH

I'm going to kill you all

The player clears the room and then heads to the next room, where Queen Bee is and is robbing equipment, the player must walk through without any guards or Queen Bee seeing them. The player must shut off the lights and take out the guards in front of the door before the time runs out.

KILLER MOTH

How did she even get here? Crap and her bee guards are blocking my way out, I need to shut the lights off then take them out, I am NOT in the mood to fight her again!

The player turns off the lights

QUEEN BEE

What the hell? Guardzzz, check the light panel, I'll survey the room.

45 seconds starts to count down, and Queen Bee can see in the dark and turns her head every once in a while towards the door, and when she does, the player needs to avoid being seen

QUEEN BEE

Whoever is here, BIG MISTAKE!

The player leaves the room, and enters the final predator room, where it is all citizens, the player clears the room and collects the moths.

KILLER MOTH

You are going to do great things!

A cutscene occurs, and Queen Bee and Bug-Eyed Bandit enter the room, Killer Moth grapples up and out of sight

BUG-EYED BANDIT

We know it's you, who else would want the moth specimen?

QUEEN BEE

Just come out so we can end this quickly

The player has to take out Queen Bee and Bug-Eyed Bandit, like Robin did to Harley in Harley Quinn's revenge or Cat-woman to Two-Face in her story pack. Queen Bee releases her bee guards, both super-villains have health bars and can lay traps. Queen Bee lays a honey trap, that if the player steps in, makes them incarcerated, and then the two super-villains come in and preform a double attack, then the player breaks free, counters and drops a luminescent light, then escapes. The player can preform silent takedowns and attack the super-villains, and use all variety of moths on the guards. Queen

Bee and Bug-Eyed Bandit will say things when searching for them.

QUEEN BEE

You're going to regret what you did to me!

BUG-EYED BANDIT

I'm gonna make sure you die at the hand of your beloved insects.

QUEEN BEE

You know, if it weren't for Bug-Eyed Bandit I would still be passed out in the street

BUG-EYED BANDIT

You're a sad man, you know that!

QUEEN BEE

I am going to have my bee guards scatter your remains across the world

The player defeats the two super-villains and a cutscene begins

KILLER MOTH

You two are awful villains, pathetic beings!

QUEEN BEE

Bite me

A guard crawls out, injured

GUARD

STOP!

The guard speaks into a walkie talkie

GUARD

BLUDHAVEN RESEARCH FACILITY, I-

Killer Moth kicks the guard

KILLER MOTH

Don't try stupid things!

GUARD

Why are you doing this?

KILLER MOTH

Well you see, each zoo had a different species of larva and moths, and these moths have their own unique abilities. When I combined those with my own special mixture, they become extraordinary, watch.

Killer Moth uses a feeding frenzy on the guard

KILLER MOTH

Now, you two wanted my moths so bad, maybe I'll let you have some.

The player now has control, and has the option to either turn and walk away from the two villains, or to kill one of them using one of the moths they collected. They choose to kill Queen Bee

KILLER MOTH

No one will miss you, understand that

The player uses a moth bomb on Queen Bee and she dies

KILLER MOTH

Now you-

Armed guards barge in and pin down Killer Moth, but if it was Bug-Eyed Bandit the player decided to kill,

KILLER MOTH

Your turn missy-

Armed guards barge in and pin down Killer Moth, but if the player simply decides to leave

KILLER MOTH

Luckily I respect you two for your interest in insects, but if I see either of you again, I will make sure my moths eat your intestines slowly.

Armed Guards barge in, including Amanda Waller, who looks at Agent Carson. They pin down Killer Moth. A cutscene begins

AMANDA WALLER

Carson, no, WHO IS RESPONSIBLE FOR THIS?!

GUARD

This man was the only one freed, when we entered.

AMANDA WALLER

Release him.

GUARD

Excuse me-?

AMANDA WALLER

I SAID RELEASE HIM NOW!

The guard releases Killer Moth, Amanda Waller begins to beat Killer Moth, until he is on the floor and she puts a gun to his head

AMANDA WALLER

You killed the wrong man!

KILLER MOTH

WAIT WAIT PLEASE, MY NAME IS DRURY WALKER...AND CAMERON VAN CLEER, DON'T KILL ME! I BEG OF YOU, I WILL DO ANYTHING YOU WANT, PLEASE, PLEASE I DON'T WANT TO DIE!

It pans to Waller's face, and then shows her guards escorting the super-villain that is still alive into her guards cars, it then shows her pushing Killer Moth outside.

AMANDA WALLER

You're gonna work for me, I am assembling this team-

KILLER MOTH

What kind of-

Amanda Waller slaps Killer Moth

AMANDA WALLER

I will let you know when you can speak! Now you get to keep one of these bug bomb things!

Amanda Waller smashes all of the bug bombs except Feeding Frenzy

AMANDA WALLER

You decided this was the one that was to kill Carson, so stick with it! Let's go!

We see Killer Moth enter the airship cuffed, and one of the moths that mutate people fly into his helmet. We return to the present.

COPPERHEAD

You CARBON! I was working with Waller to betray Serpiente, you just blew my cover! They have my sister, I'LL KILL YOU!

AMANDA WALLER

Moth, I told you NO ONE LIKES A SNITCH! Now get out of there the both of you, scans show the prison is rigged to explode!

Copperhead and Killer Moth both exit the prison very quickly.

COPPERHEAD

YOU, AGHGAHA!

Copperhead walks off into the forest

KILLER MOTH

What the hell is going on Amanda?!

AMANDA WALLER

Nothing that concerns you. Now until I find out where Copperhead is off to, you handle another mission I have located in the mean time.

The player must then complete Killer Moth's side mission, only once that is 100% finished can the player continue with the main story.

KILLER MOTH

Fine, what's the mission?

AMANDA WALLER

There have been a few dead bodies around the island with weird radiation spikes and deformed bodies, investigate them and find out whose responsible!

The player then will need to find three bodies, and investigate them, when the player discovers the bodies, they will need to extract a sample of blood and skin from the deformed portion of the body and have Waller examine it

KILLER MOTH

Amanda, I have a body here

AMANDA WALLER

Collect a sample of its blood, and some of the deformed tissue.

The player collects blood and tissue and places it in on a little dial from his suit. It scans the blood and skin

AMANDA WALLER

No match on the person, but these wounds are new, it means whoever did this isn't far and still on the island, find them!

The player will eventually find body two, given an area location on the map to search in

KILLER MOTH

I have a second John Doe here.

AMANDA WALLER

Okay you need to-

Twelve men run towards Killer Moth, and a combat area begins

THUG 1

You stay away from his work, STAY AWAY!

The player then takes out every thug but one, to interrogate him

KILLER MOTH

Who are you working for?!

THUG

I'm not answering to you.

KILLER MOTH

Umm.. I have a bug, and it will eat you from the inside out!

AMANDA WALLER

Hurry this UP!

KILLER MOTH

Tell me where I can find your employer, or, um, I will rip out your eyes just enough so you can watch yourself die, as I slowly, painfully, skin you alive.

THUG

He has a small building East of the forrest.

Killer Moth drops a feeding frenzy on the guy. The player then needs to head to the area of the forrest where the hide-out is located. Near the hideaway is another body

KILLER MOTH

I found another one, I must be close then. Why are there patches of cheetah skin on this girl?

AMANDA WALLER

Just keep going in that direction, if it's who I think it is, he might prove useful to me.

The player keeps heading in the direction they are going and eventually finds a small cabin, and goes inside and a cutscene begins

JASON WOODRUE

I need to make another one, ANOTHER!

Killer Moth enters the basement where Jason Woodrue is in

JASON WOODRE

INTRUDER, GET AWAY, LEAVE!!!!

Multiple men attack, while Jason locks himself behind a glass wall, the player needs to takeout the room, and then preform a takedown on Jason.

KILLER MOTH

I handled the freak, who his he?

AMANDA WALLER

Jason Woodrue.

KILLER MOTH

Woodrue? The guy who created Poison Ivy? Thought she killed him?

AMANDA WALLER

She did, but something must have happened underground to revive him, he is trying to create another Ivy, her pheromones are forever stuck with him, he is infatuated with her, always will be. Get rid of him and head back, last thing I need is Ivy wanting me dead!

The player must talk to Jason Woodrue, if they try to leave, Killer Moth will say he should talk to Woodrue first, he will tell Killer Moth what he can do.

JASON WOODRUE

You know, I can help you?

KILLER MOTH

Oh, yeah, some half dead old man can really do wonders for me.

JASON WOODRUE

Over there, in my lab, take the vial, drink it, it will turn you into what you desire most!!

KILLER MOTH

I'll pass thanks-

Killer Moth drops a feeding frenzy on Woodrue, killing him. The player then needs to walk over and pick up the vial

KILLER MOTH

Oh, what the hell.

Killer Moth drinks the vial

AMANDA WALLER
MOTH GET BACK TO THE SQUAD, NOW!!!

The player can hear, and if use detective vision, can see a women locked in a small wooden area.

WOMEN
Help, let me out of here now!

KILLER MOTH
Shut up lady!

The player then needs to go back to the beach where the rest of the squad is, a cutscene begins

DEATHSTROKE
What happened?!

KILLER MOTH
That idiotic rubber band women was betraying us, she-

Copperhead walks out of the forrest and onto the beach.

COPPERHEAD
I was working with Serpiente, but I was also working for Waller to exploit them. Although that idiota over there blew my cover and let their commander know I was betraying them.

KILLER MOTH
It isn't my fault you were too stupid to not tell any of us that you were secretly working with Serpiente as well!

HARLEY QUINN
That doesn't matter right now, if Serpiente learned what Copperhead was doing, they aren't gonna let her live.

KILLER MOTH
Would you shut you mouth for once Quinn! Jeeze, no wonder Joker died,

it was to get away from your annoying
ass.

DEATHSTROKE

Hey, watch it-

KILLER MOTH

Oh be quiet you one eyed mercenary,
you are more pathetic than she is!

DEATHSTROKE

Okay, good luck Moth!

HARLEY QUINN

What did you just say to me?!

KILLER MOTH

Are you that stupid? You are nothing
more than a pathetic sidekick and you
always will be! Joker died, and hap-
pily escaped his wretched life with
you. You think he loved you, but he
never did, you aren't lovable, you
are nothing more than a pathetic dumb
bitch.

Harley pulls one of Deadshot's gun out and aims it at Killer
Moth's head. Where Killer Moth quickly grabs one of his feed-
ing frenzies, with Harley standing on Killer Moth's left and
Deathstroke on his right.

KILLER MOTH

Please, you can't kill me, I'm pro-
tected by Waller, so I can say what-
ever I please, you weak, annoying,
stubborned little, Joker's victim.

A dart then shoots from the prison traveling at the speed of a
missile. It goes for Copperhead, who being a contortionist,
dodges it. It then is about to hit Harley and Deathstroke.
When Harley quickly kicks Deathstroke, sending him and herself
backwards away from the dart. The mutant moth crawls out onto
moths hand, the dart then impacts it and then Killer Moth
himself.

AMANDA WALLER

What the hell is going on? What is
wrong with Killer Moth's vitals?!

HARLEY QUINN

Serpiente sent a dose of Venom after Copperhead, but it missed and hit Killer Moth, he is being mutated. I think you're gonna to need to blow him up.

Harley grins

DEATHSTORKE

She's right Waller, you need to take him out NOW!

AMANDA WALLER

With pleasure.

Amanda Waller detonates Killer Moth's explosive, blowing him up sending his head in the air. His head falls back down, and Harley hits it with her bat. Then a message from Serpiente transmits to every member of the squad. Deathstroke immediately begins to track, while Harley records. Harley hits Killer Moth's head into the ocean

HARLEY QUINN

Jerk.

NATHAN PRINCE

You are lucky rata callejera, but if I see you again, I will rip your spine from your body. Oh, and your poor hermana

COPPERHEAD

Wait!-

The transmission cuts out

DEATHSTROKE

Damn it, no location.

HARLEY QUINN

He's in Gotham.

DEATHSTROKE

How do you know?

Harley rewinds her tape

HARLEY QUINN

He spoke as if he wasn't on the island at all, and if you zoom in behind him, you can see one of Scarecrow's masks that he had shipped in, and how many places do you know that would just have one of those lying in the streets. Serpiente are in Gotham, and they're planning something.

DEADSHOT

Well, looks like we're going to Gotham.

DEATHSTORKE

Not quite, we'll leave tomorrow at Dusk, we are not going to attack unprepared and lacking energy. Get sleep, and be ready to deploy tomorrow at dusk. I will be staying up, training Harley, and coming up with a plan.

HARLEY QUINN

Woah woah, train me? I just saved your one eyed ass remember?!

DEATHSTROKE

Exactly, and this is how I will repay you. You are mediocre, but I can make you a worthy adversary. Your enhancements allow you to not need as much sleep as one of these guys would, with that, we will train all night and all day tomorrow until dusk.

HARLEY QUINN

Ugh, training...I trained for decades, and even that experience never helped me kill B-man, soo-

DEATHSTROKE

Listen Quinn, I will improve you greatly.....Waller, Serpiente are in Gotham. The team will need to leave tomorrow at dusk, in the mean time we will come up with a plan and get some rest.

AMANDA WALLER

Fine, but Slade, you get one shot at this, fail and you die, understood?

DEATHSTROKE

Understood.

AMANDA WALLER

Good, get as much sleep as you need team, then first thing tomorrow, I need three of you to investigate the numerous heat signature, and multiple explosive devices our sensors have picked up around the island. Get to the locations, and then I can inform you on the rest later.. Waller out.

DEATHSTROKE

Get some rest, I will wake you all up at dawn. Ready Harley?

Harley and Deathstroke begin to train, the screen goes black and then we see it is morning, early morning, and the player has control over Deadshot.

DEADSHOT

Ugh, what time is it?

AMANDA WALLER

It's 5:30 Lawton, get up, I have a task for you?

DEADSHOT

What?

The player can run while the dialogue is occurring, they can also see Deathstroke training Harley on the sand

AMANDA WALLER

Wake up the other squad members, they each have something they need to handle.

The players objective is to wake up Copperhead and Captain Cold, when selecting the button to do show, Deadshot pours water on them

CAPTAIN COLD
WHAT THE HELL?!

DEADSHOT
Get up, Waller has something for us to do.

CAPTAIN COLD
Aren't you pissed?!

COPPERHEAD
No, I needed to bathe anyway.

AMANDA WALLER
Good, okay, Cold, there have been numerous hot spots on the island, figure out why. Also we have two leads on possible tattoo parlors, check them out! Copperhead, there is a discrete underground operation, find it and shut it down, then there are numerous civilians in danger due to Serpiente's men, try to help them. Deadshot, there are a few things, there is a public fighting arena, get in there and figure out any details you can on Serpiente's whereabouts. Then there have been sightings of a man, dragging large unidentified objects towards a secret base, find that base! Otherwise, I need you to investigate a possible kidnapping, there are leads on the island of possible whereabouts.

Captain Cold and Copperhead run off to fulfill their side missions. Where the player can either choose to follow any of Deadshot's current side missions that Waller just gave him, or choose to follow the main story which is to investigate

the possible kidnapping. If the player chooses the main story, Deadshot would need to follow up on some leads.

DEADSHOT

Okay, what do you need Waller?

AMANDA WALLER

You need to go get intel on anything we can use against the cult, understood?

DEADSHOT

Yes Ma'am.

The player then has an objective to go to an area on the map, they go to it, if they get there before the dialogue is over, then it will still play while the player is completing their task

HARLEY QUINN

Impersonating Deadshot Yes Ma'am, hahahahaha

Something hits Harley

HARLEY QUINN

Ow.

DEATHSTROKE

FOCUS HARLEY! I'm cutting our COMs for the moment.

DEADSHOT

What's with Harley lately?

CAPTAIN COLD

What do you mean?

DEADSHOT

Well you never knew her, she was down right insane, crazier than the Joker, but now..

COPPERHEAD

She's freed from the payaso, he liked the ditz in her, and she went to extremes to please him, now that the

clown and bat are dead, she's more together.

DEADSHOT

What's the bat got to do with this?

COPPERHEAD

When Joker died, Harley blamed Batman, with him still alive, so was the asesinato. But now that they're both gone, Harley is still as psychotic, but much smarter as well.

AMANDA WALLER

The term is useful, now FOCUS, I gave you all tasks, complete them!

The player shows up to an old small oil factory

DEADSHOT

Okay, I'm at the location Waller

AMANDA WALLER

Good, there is a man at the end of the oil rig, find out what he knows, don't call again until you get the job done!

The player will then travel down a narrow passage and turn down hallways to get to the door when the man is located, except when they try to enter the room the door is locked and there is no way in.

DEADSHOT

What the hell.....

Deadshot uses his detective vision

DEADSHOT

The man is behind that door, can't tell what he's doing though.....this oil rig has the materials to build an explosive.....hey Waller how do I build a bomb

AMANDA WALLER

Ask Slade, I've turned his COM's
back on

DEADSHOT

Slade, how do I construct a bomb?

DEATHSTROKE

Ha, pathetic, okay well you need to
make sure you have conductors, wires,
an explosive power, and an ignitor,
those are the basics.....

HARLEY QUINN

Ow

DEATHSTROKE

Don't loose focus Quinn..

DEADSHOT

Fine, but how do I tell that stuff
apart?

HARLEY QUINN

UGH, a clock can be used for a time,
get small hollow container and fill
it with black powder that smells
earthy, fill the container with it,
get something to stick that to the
door, and then set the clock, IF YOU
HIT ME IN THE FACE ONE MORE TIME....

DEADSHOT

Okay thanks...

There are countless doors all over the oil rig, and each room
has different things within them. Some has the materials
needed, some has just thugs, some have both thugs and materi-
als, and some have easter eggs. The player has to figure it
out. Deadshot will say things each time he finds a material

DEADSHOT

Well here's a can, this could work.

DEADSHOT CONT.

These thugs guns should contain some
gun powder...

DEADSHOT CONT.

Hmm clock's busted, oh well better
than nothing

DEADSHOT CONT.

This titan thug's blood is
sticky...hmmm

Once all the materials are collected, the player will need to
go back to the door and place all the materials on the knob,
and set the timer....it doesn't work.

DEADSHOT

Ah screw it

It gives the player the option to just shoot the can, when
the player does, the door opens slightly and the player walks
in where a cutscene begins. Deadshot walks into a room where
a cyborg man is working with a bunch of computers.

CALCULATOR

Hello Deadshot

DEADSHOT

Do we know each other?

CALCULATOR

Well I know everything about you
Floyd Lawton, age 36, weighs 220
pounds, murdered your younger brother
at age 8, you have been incarcerated
a total of 12 out of 250 years, you
are working currently for Amanda
Waller, who herself is not as secre-
tive as she would like to think, and
you have a daughter located...

DEADSHOT

So, you're basically a computer

CALCULATOR

Yes, which is strange considering I
have been coined as Calculator, you
want information from me?

DEADSHOT

Yes

CALCULATOR

Well, I would comply, however my interface tells me that you are my enemy, and so I must destroy you!

Calculator shoots a laser beam from his eyes, but Deadshot counters, shoots him, but the bullet does nothing, the cutscene ends.

DEADSHOT

Bullet proof, crap, time to be resource full.

The boss fight is the player dodging Calculator's attacks, and calculator creating mini crappy robots made of weird materials, that fight like thugs, for deadshot to fight. The the player needs to eventually create a small flame/spark that actually damages Calculator. The player then needs to knock down all the barrels in the room surrounding them covering the room with powder. After a few waves of fighting, dodging, and a few other attacks, all the barrels will be knocked down, and the player will need to shoot the room where, once the player does so, Deadshot runs out of the room , with it exploding. Calculator catches on fire and is melting, then starts to chase Deadshot. The player then must run out of the oil rig, with fire and Calculator trailing. Once out, an interrogation happens.

DEADSHOT

Now what information am I suppose to receive?!

CALCULATOR

Fine, I will transfer the information to Amanda Waller's computer, only due to the fact you were a worth adversary.

DEADSHOT

What is the information?

CALCULATOR

You do not know? What has she not told you, do you even know why you were recruited for this team in the first place, or has she told you about your daughter yet?

DEADSHOT
WHAT?! What about my daughter?!

CALCULATOR
Well....

Calculator shuts down

NATHAN PRINCE
Now Deadshot, I wouldn't want to
spoil everything, but if you don't
want to get caught, don't blow up
anything, till next time viejo amigo

The cutscene ends

DEADSHOT
Waller WHAT WAS THIS THING TALKING
ABOUT?!

AMANDA WALLER
Nothing, just a scare tactic incorpo-
rated by Serpiente to get inside your
head, your daughter is fine

DEADSHOT
She better be! Now, why was I re-
cruited in the first place anyway?

AMANDA WALLER
Arkham City remember? Now get
back to the beach!

Deadshot has a flash back of him in Arkham city during proto-
col ten and a rocket from one of the helicopters hits the
thing Batman locked him up in, he is then let loose in Arkham
City and the player has control over him once more.

DEADSHOT
Ugh, I am going to kill Batman, I
SWEAR.

TYGER GUARD
Target acquired, Deadshot, taking him
out

DEADSHOT
What the hell?!

A missile hits the rocket and Deadshot is set free in Arkham City

DEADSHOT

Bout time, now since Batman is somewhere in this mess, perfect time to finish that list of mine.

The player then needs to go finish Deadshot's list, and kill some political prisoners. After the second one killed, Deadshot will have an encounter with Catwoman.

CATWOMAN

Sorry Lawton, oh you look good

DEADSHOT

Hey kitty cat, I have some time, wanna head back to your place?

CATWOMAN

Can't need to rob a psychiatrist blind, plus you don't have that heroic dark quality Im looking for, so see ya later.

The player then needs to go the third man he is to kill, but when he shows up a copter shoots at Deadshot, the player then needs to take out the copter.

DEADSHOT

Ya know what? Screw the politics, Im going for the big game here! Let's start with this one!

The player needs to shoot the pilot in the head, and the helicopter goes down. The political prisoner then thanks Deadshot

DEADSHOT

I'll need better equipment if I'm going to take down all of these, maybe Cobblepot has some?

The player will then need to go to the museum

DEADSHOT

Well, hi Cobblepot, how's it going?

PENGUIN

Lawton, better let me out bugger,
thought I told you to never come
around here again?!

DEADSHOT

I'll let you out for old time sakes,
but I need some weaponry?

PENGUIN

What kind and what for?

DEADSHOT

Something to take out a helicopter?

PENGUIN

I might have just the thing

Deadshot opens the case, letting Penguin out, who goes and
gets a medium sized gun, and a bag that is filled with mini
missiles

PENGUIN

These babies never miss, and here,
protect my museum, this way I can
talk to ya.

DEADSHOT

Ya cause I wanted more of that.

The player will then need to go take out all the helicopters
surrounding and shooting at the museum

PENGUIN

Great, now go take out all thugs that
aren't mine and tyger guards around
the building.

DEADSHOT

Why should I?

PENGUIN

I'll pay ya, I dunno, just do it!

DEADSHOT

Fine...

The player will then need to take out all guards and thugs
around the museum

DEADSHOT

Done.

PENGUIN

Great, come ere so I can give ya your money.

The player goes into the building to get the money, where Penguin tells him to do something else

PENGUIN

All yours, just as soon as you take out all those guards who took over all my rooms...

DEADSHOT

I swear, last thing, or Ill blow your head off!

PENGUIN

Bloody Ell, that's the spirit, go take care of it!

The player then has to deal with three predator scenario's taking our the police officers who took over the rooms, afterwards Deadshot will return to Penguin

DEADSHOT

Okay I did all your handy work, give me my money!

PENGUIN

Bout that, I'm all out, even all this is fake, HA!

The player then preforms a beatdown on Penguin and locks him back up inside that case

DEADSHOT

See ya Mr. Cobblepot, hope we work again in the future.

The player exits the museum

DEADSHOT

Well at least I'll get to use these

The player then has to take out all the copters starting with the one in front of his target, the player shoots the pilot and takes down the helicopter, after the political prisoners waves at Deadshot and thanks him, the player needs to go take out more copters. While doing so, Batman can be seen hacking the helicopters like we needed to do in Arkham City.

After taking down 3-4 helicopters, Deadshot wants to get out of Arkham City

DEADSHOT

That's it, I am quitting this damn place, I need to get onto a helicopter, maybe there's one up there?

The camera pans to wonder tower, the player will need to go to wonder tower. On the way, Deadshot runs into Harley Quinn

HARLEY QUINN

Oh, hey Deadhead, didn't know you were in here, I'm going to this party Mr. J set up at the movies, you probably shouldn't come after that whole Arkham mess puddin can hold a grudge

DEADSHOT

No thanks Harley, I have other plans

HARLEY QUINN

Whatever, COME ON BOYS, DON'T WANNA KEEP THE BOSS WAITIN!

The player will then get to Wonder Tower, where Deadshot will go up, and each floor is a predator room, until he gets to the final floor, where the player is about to reach the final floor when the tower blows up. Deadshot awakes in a part of Wonder Tower where is it a wreck after the explosion, and he has to get out of the room

DEADSHOT

Ugh, that sucked! Now what?

Deadshot examines the room

DEADSHOT

It's weak and is gonna collapse any moment, I need to think.....if I hit

the right pieces at the right locations, I can clear an exit.

The player will then need to shoot the right pieces of wood, metal, and anything else blocking the path to the exit, but if they hit the wrong piece at the wrong time, or hit the right piece incorrectly, the player will die

DEADSHOT

Got one, a few more and I should be free.

The player shoots another one correctly

DEADSHOT

Bullseye, I'll be free in no time

The player shoots another correctly

DEADSHOT

This is child's play

The player shoots another correctly

DEADSHOT

The passage is nearly cleared

The player shoots another correctly

DEADSHOT

That did it, I'm free

If the player shoots one incorrectly at one point, Deadshot would say these things

DEADSHOT

Oh sh-

DEADSHOT

Crap

DEADSHOT

Mother Fu-

Once the player shoots all the correct pieces and can get out of Wonder Tower, the player can jump onto an Arkham City building and accomplish the next task.

DEADSHOT

I need to get out of this god-forsaken place

POLITICAL PRISONER
I'll help get you out

DEADSHOT
And why would you help me?

POLITICAL PRISONER
You're the one who shot down that helicopter that was going to kill me.

DEADSHOT
Oh okay, still, how can you get me out?

POLITICAL PRISONER
Simple, you were going to see if there was a chopper up there right? Why not just take one?

DEADSHOT
Easier said than done old man, you expect me to grapple onto a helicopter, open the door, and then just fly the damn thing out of here? Yeah I could probably do that. But why do I need you?

POLITICAL PRISONER
Do you know how to fly one?

DEADSHOT
Okay c'mon, but you get in my way, I'll blow your head off.

The player will now need to safely transport the political prisoner across Arkham City to the location where they can hijack a helicopter. On the way they player will have to fight waves of tyger guards and dodge helicopter attacks

DEADSHOT
Let's go!

The player encounters the first wave of tyger guards

TYGER GUARD
Prisoner is trying to escape, KILL HIM!

DEADSHOT
This will be easy

The player defeats the wave

DEADSHOT
Okay come on we need to keep moving

The player encounters the second wave

TYGER GUARDS
Who wants to kill the world's greatest assassin?

DEADSHOT
Im flattered, really.

The player defeats the wave

DEADSHOT
Hurry up, we don't have much time.

Now helicopters will shoot rockets and fire at you, the player must now hit every rocket with a missile, and dodge the attacks, then bring down the helicopter

DEADSHOT
Easy

The player encounters the third wave, this time with a titan thug

TYGER GUARD
Found this guy in the iceberg lounge, knew he'd be useful!

The player defeats the wave

DEADSHOT
Wasn't much help, was he?

The player encounters the fourth wave

DEADSHOT

This is getting old

The player defeats the wave

DEADSHOT

Get a move on!

The player encounters the final wave, with titan thugs, and a helicopter

DEADSHOT

Well, guess that's our chopper

The player defeats the wave, and counters the helicopter's attacks, then grapples on with the political prisoner, performs a beatdown on the tyger guard and hijacks the helicopter. Deadshot sits in the chopper while the political prisoner steers

DEADSHOT

How do you know how to handle one of these things anyway?

POLITICAL PRISONER

There's a lot I can do, comes with the job?

DEADSHOT

What job would that be?

POLITICAL PRISONER

I work for the government, you know one of my colleagues, Aman-

A different helicopter starts shoots the chopper Deadshot is in

DEADSHOT

Crap, I'll handle this

Deadshot gets on the side of the helicopter and the boss fight begins, Calendar Man is in the helicopter

CALENDAR MAN

Sorry about this, especially not on a holiday, but it's suspicious if two

helicopters leave, I'm gonna make
sure it's just the one!

The fight begins

POLITICAL PRISONER

You need to aim for the turbines,
shoot those down and he's a goner.

The player using Deadshot will need to shoot the vulnerable
parts of the helicopter until they have finished

CALENDAR MAN

You're really starting to upset me!

Calendar Man starts to shoot missiles, Deadshot begins to
shoot the helicopter gun until he has shot them all

CALENDAR MAN

STOP THAT!!!

POLITICAL PRISONER

He only has one more missile, time
to bring down his chopper!

Deadshot uses his last bit of ammo to shoot down Calendar
Man's helicopter, who himself uses his last missile. A
cutscene begins

DEADSHOT

Calendar Man is going down.

POLITICAL PRISONER

He shot his final missile, shoot it
down

Deadshot attempts to use the helicopter gun, it is all out of
ammo

DEADSHOT

Prepare yourself!

The missile hits the tail end of the helicopter, which is now
spinning out of control alongside Calendar Man's, and they
are spinning, Calendar Man is thrown from his and lands in
the ocean, where his chopper is about to collide into Dead-
shot's. Deadshot pushes the political prisoner from the heli-
copter, and jumps from it himself. The political prisoner
lands in the ocean, while Deadshot falls once more inside the

walls of Arkham City, blacking out. Cut back to present day, Deadshot walking to the beach.

DEADSHOT

What the hell do you mean Arkham City Waller, nothing happened?!

AMANDA WALLER

That political prisoner you saved from the helicopter survived along with Julian Day, that prisoner worked with me, I've known him for years.

Cut to flash back

AMANDA WALLER

So, while you remained in Arkham City, locked up, watching the chaos take over-

Deadshot sees Protocol 10 ending, Batman carrying out Joker's body, and then being set free by the police.

AMANDA WALLER

That prisoner washed up on shore and was taken to a hospital where he filled me in, that is when I found you and GAVE you an option whether or not to join the squad, that is how you were recruited

Deadshot arrives at the beach

DEADSHOT

Awe, don't I feel special, I'm back where the two muscle heads are training.

AMANDA WALLER

I've uploaded some more cases for you all, look into them.

The player can continue with the story or accomplish some side missions for Captain Cold or Deadshot. If they continue with the main story, they continue to play as Deadshot

DEADSHOT

Waller what's my next task?

AMANDA WALLER

I need you to get into a territorial compound.

A location appears on the map

DEADSHOT

Sounds easy enough.

AMANDA WALLER

Don't get too cocky Deadshot, Serpiente has sent their men in.

DEADSHOT

What? We've been fighting their men this entire time.

AMANDA WALLER

No, those were operatives that were under the rule of Bane and simply want to restore Santa Prisca, these are the followers and personnel of Serpiente.

DEADSHOT

What's the difference?

COPPERHEAD

Those men were untrained, el tonto. These are trained professionals that have been raised to kill, they start at the youngest of ages. Do not underestimate them!

DEADSHOT

Got it.

The player arrives at the location

DEADSHOT

I'm tied of this hands on bull, I wanna work on my aim

A new location is added, and the player goes there, and Deadshot creates a sniper out of all his gadgets and utilities. The player must take out all men by sniping them.

DEADSHOT

This is going to be easy.

The player hits a guard

DEADSHOT
BULLSEYE!

GUARD

What the hell, stay alert everyone

GUARD 2

Some one took down Richy, their
gonna pay!

The player hits another guard

DEADSHOT
They should just giver up

GUARD
FOCUS!

GUARD 2

WHOS DOING THIS?! WHERE ARE THEY?!

The player finishes taking out everyone

DEADSHOT
Compound is clear, time to go in

The player travels and enters the compound, where the new ob-
jective is to enter this room, where drug smuggling is going
on.

THUG

QUE DEMONIOS, GET HIM!

The player defeats all the men

DEADSHOT
Waller, found a drug den, no leader

AMANDA WALLER

If you find anymore let me know,
wonder who is running it?

The player walks around, and after 30 secs, a small cutscene plays, where we see a large figure run and jump off a cliff diving into the ocean. The objective is to check it out

DEADSHOT
What the hell?!

The player goes to the wall to investigate

DEADSHOT
I just saw something quite large
jump over this ledge, I'm going to
investigate.

The player enters detective mode and begins to set up a crime scene like Batman did, except everything is highlighted important

HARLEY QUINN
HA, okay...

DEADSHOT
What's funny Quinn?

DEATHSTROKE
HEAD UP, shoulders back, come on
Quinn!

HARLEY QUINN
Well not to complement Batman,
cause he took away the only thing I
ever truly loved and I would like
nothing more than his head on a stick
while he's still wallowing in pain,
butttt, he was a true detective, and
you-

The player hears a loud smack

HARLEY QUINN
Ow, THAT FRICKEN HURT!

DEATHSTROKE
No more talking, cutting her commu-
nication

Deathstroke cuts of Harley's COMS

DEATHSTROKE

Harley is right though, more power in you attack, Batman could investigate a scene where you will have no idea what to look for, focus on the important materials.

Deathstroke leaves the conversation

DEADSHOT

Okay, only the necessities...

Half the highlighted materials are no longer highlighted, and the player examines anything, but not everything is important

DEADSHOT

Okay a fragment of the wall is broken off, that's important right? It shows that the thing is strong.

After the player examines 4 or 5 materials, a cutscene begins

DEADSHOT

Okay this-

The thing grabs Deadshot and brings him down

DEADSHOT

HEY!

Deadshot turns to shoot the thing, but his smoke pellet activates, and he lands in the water having no idea what he is up against the cutscene ends

DEADSHOT

Geeze, who-

The player sees king shark swimming toward them at a very fast rate. The player needs to quick-fire their sonar disruptor. after that king shark gets stunned and sims away, and Deadshot swims up to breathe

DEADSHOT

GASP *GASP* HOW?! WALLER!

Deadshot's screen on his arm appears with Waller

AMANDA WALLER

What, you better have a good excuse to yell-

DEADSHOT

Shut up! King Shark just attacked me!

AMANDA WALLER

King, HOW?! Lawton what game are you playing

CAPTAIN COLD

Who's King Shark?

AMANDA WALLER

A criminal who I recruited a few years ago for the squad, but I blew him up, Lawton STOP PLAYING GAMES!

DEADSHOT

Look, I-

King Shark lunges out of the water with his mouth open, it signals the player to counter. The player counters and King Shark merely drags Deadshot under the water. The player needs to mash the buttons to break free

AMANDA WALLER

LAWTON, DO NOT DIE, I STILL NEED YOU. I am downloading a software to ALL your suits, it will allow you to breathe underwater.....DONE!
You'll need to get air after it runs out but it will restore.

The player escapes

AMANDA WALLER CONT.

DO NOT KILL HIM, I need to investigate something

Amanda Waller leaves. The boss fight begins

DEADSHOT

Let's go you pea-brained mammoth!

The boss fight begins, King shark starts by swimming in rapid circles around Deadshot creating a whirlpool, a timer begins, the player needs to aim their gun and everything slows down

and the player needs to shoot king shark. The player hits him, and he will fly back stopping the whirlpool.

DEADSHOT

Yeah, you're lucky were in the water, slows the bullet, less damage.

KING SHARK

I eat YOU!

DEADSHOT

Never were one with words.

King shark swims towards Deadshot at a very quick speed

If the player uses the sonar disruptor, King Shark dodges it, and keeps swimming towards Deadshot, if the player doesn't use another gadget in time, King Shark grabs the player, and they need to button smash to break free from him eating us. King Shark grabs Deadshot

KING SHARK

FEEED ME!

DEADSHOT

You...*UGH*...need...*UGH*...a serious...*UGH*...breath mint

The player breaks free, and King Shark swims off

DEADSHOT

Well, that was easy, I should get air

The player restores the air filter, and King shark grabs Deadshot and sims away, dragging him along, decreasing his oxygen levels dramatically, Deadshot's body is swaying, and the player needs to shoot King Shark. The player shoots King Shark

KING SHARK

AGH

King Shark grabs us, and goes in to bite us, the player must constantly counter, and when they do, Deadshot dodges the attacks and responds with shooting King Shark. After that, King

Shark throws Deadshot and then swims towards him and creates the whirlpool again. The player aim and shoot King Shark again

DEADSHOT
Headshot.

After everything is repeated once or twice more, but he will dodge each gadget quick-fire once they are used, King Shark rapidly swims towards Deadshot, and dodges any quick-fire gadget, then grabs Deadshot and begins to attack, they player must counter. Then Deadshot will notice something

DEADSHOT
I need to shoot that barrel!

The player shoots the barrel and Deadshot and King Shark are blown onto land

DEADSHOT
Finally, now I can really kick your
ass!

The fight is now like fighting a titan thug, the guns do damage, but not a lot. King Shark throws pieces of the building and the player must dodge them. Then King Shark runs toward the player, and the player must use their smoke pellet, and then preform a beatdown on King Shark.

KING SHARK
AGHA, Where'd gun man go?!

The player preforms a beatdown and knocks King Shark down, a small cutscene begins

DEADSHOT
Waller-

King Shark grabs Deadshot's foot, and jumps over the building, trying to land back into the water, the player must quick-fire Deadshot's hook, and when they do it grabs a wall. It jerks the two of them, releasing King Shark, Deadshot wraps the cable from his hook around King's Shark's neck, and he jumps back up. The player must pull up King Shark, before he breaks the cable.

DEADSHOT
Come on you big lug, help me out

The player pulls up King Shark who is passed out.

DEADSHOT

Waller, it's done, he is unconscious.

AMANDA WALLER

Inspect him

The player needs to walk over to King Shark to inspect him

DEADSHOT

I swear, if he grabs me again

The player inspects King Shark, after a few seconds his eyes open, he begins to foam from the mouth, and his body shakes, then he stops. Deadshot checks his pulse

DEADSHOT

Waller he died

AMANDA WALLER

WHAT. HOW, I TOLD YOU, just bring him back to the beach, NOW!

The player needs to pick up King Shark, and carry him back to the beach

DEADSHOT

Ugh, I'm going to throw out my back, I know it!

The player carries King Shark to the beach

DEADSHOT

You smell SO bad Sharky

The player reaches the beach and a cutscene begins

HARLEY QUINN

NO WAY....

Deadshot's bo staff whacks Harley in the head

HARLEY QUINN

OUCH!

Deathstroke and Harley walk towards Deadshot

HARLEY QUINN

Is that sharky, it is!

DEATHSTROKE

Who?

DEADSHOT

King Shark, he was a member of the Squad during the Arkham Assault, the mission you turned down

DEATHSTROKE

Why is he here?

DEADSHOT

I have no idea, I also don't know how or why he's alive.

HARLEY QUINN

Sushi breathe here was Waller's 2nd victim, when Riddler disarmed out bombs, his didn't defuse, so, he went boom. THIS IS TRIPPY! Where's Frosty, she'd be excited

AMANDA WALLER

Okay, I need someone to operate on him, how is he not decayed?

DEADSHOT

Well that sounds like a job for Deathstroke, he-

HARLEY QUINN

NO SCREW HIM, I'M CUTTING UP THE FISH!!!! HAHA SASHIMIII!!!

Harley grabs Deathstroke's sword and begins to hack at King Shark, opening him up, the camera is as if it is inside King Shark and the player sees Deathstroke, Deadshot, and Harley looking into his body.

DEATHSTROKE

Oh, that does not look right at all

DEADSHOT

Look at Mr. Assassin, grossed out
by intestines.

DEATHSTROKE

I've slaughtered over thirty vil-
lages in less than ten minutes, and
drank civilians blood to gain accep-
tance from a dictator, nothing gross-
es me out.

Harley makes a grossed out face

DEATHSTROKE

What I mean is, you said he died
during the Arkham incident, that was
a while ago, and his intestines are
healthy.

HARLEY QUINN

This is weird.....is anyone craving
fish...no?

AMANDA WALLER

What the hell is going on? Nanue
shouldn't have been out!

HARLEY QUINN

Maybe it was the assassins?

AMANDA WALLER

What are you blabbing about Quinn?

HARLEY QUINN

In Arkham City, mistah J was told
by the assassin bitch that they had a
pond or somethin that made them young
and healthy again.

DEADSHOT

Really?

HARLEY QUINN

Yeah, she tied my up and every-
thing, really rude, she even put duck
tape over-

AMANDA WALLER

QUIET! You're talking about the league of assassins, dangerous group, but they didn't revive Nanue!

DEATHSTROKE

How are you sure? Ra's is at GCPD let's check, but there's another group that revive people, goes by the name of Cou-

The player hears a loud crash, Waller goes away

DEADSHOT

Waller? WALLER!? Great, what do I do with this thing

DEATHSTROKE

Cook it, I don't know. Harley let's get back to training.

Harley and Deathstroke begin to train again, and the player can play as Captain Cold or Deadshot, and roam around the island to discover new missions, or handle any side missions they have started. There are new missions too that have been imputed into their system. If they player continues with the main story, they then have control over Amanda Waller. A cutscene starts off with Amanda Waller hearing the crash and ending the call with the squad

AMANDA WALLER

What was that?!

Amanda Waller arms herself, and the player gains control

AMANDA WALLER

LISTEN! Whoever is out there, I don't know what you want, but whatever it is, it isn't worth going through me.

The player needs to walk through the government building which Waller is located in to find the person responsible for this, numerous bodies of guards and workers are found either unconscious or deceased throughout.

AMANDA WALLER

This is pointless, let them find me. I need to go investigate why our defense protocol failed.

The player must go investigate the defense protocol. When they arrive, they must enter a room and select investigate when looking at the panel.

AMANDA WALLER

What the? This thing is perfectly fine, how the hell-

The doors of the defense protocol room shut

AMANDA WALLER

WHO THE HELL IS TRYING THIS WITH ME? BETTER UNLOCK THOSE DOORS, RIGHT. NOW!

Above the room the player can see a dark figure approach the controls, a muffled, disguised voice then goes on the loud speaker.

SPEAKER

Waller, for once in your life SHUT UP! Now, I hope you suffer.

The player then has to defeat the defense protocol. It starts with beams shooting at the player who has to counter them, with the signal for counter showing every time.

AMANDA WALLER

Please, who do you thing installed these?

The player defeats that wave

SPEAKER

Fine! How bout this?

Projectiles begin to shoot out of the wall, and the player must use quick-fire gadgets to stop them, it signals which ones to use

AMANDA WALLER

You're a fool if you think this is going to stop me.

After a few projectiles have been shot, the beams return, still with counter icon, the player defeats the wave.

SPEAKER

First you, then Lawton.

The floor then begins to rotate, with Blades coming out of the walls, the player will need to run, jump, slide, and dodge them. The player defeats that wave

SPEAKER

AGH!

The speaker then aims a gun at Waller, and shoots, the player has to dodge his attacks. After a short while, every wave initiates at once, except faster and no icons show. The player defeats that final wave. A small cutscene shows the Speaker leaving

SPEAKER

Im gunna skin you myself

The speaker leaves his room, the player has control over Waller

AMANDA WALLER

I need to go investigate that room!

The player goes to the control room

AMANDA WALLER

I don't have time to run any specific test, I just need to scan finger prints and check the database.

The icon to investigate appears, one the player selects it, Amanda Waller will scan the room, and will find finger prints.

AMANDA WALLER

Okay, who the hell are you?

It reads deceased

AMANDA WALLER

What? Great, another one, who though?

The player is given a new objective to move up to a continue searching for the mysterious figure

AMANDA WALLER

Whoever it is, they have to be near.

After searching for a minute or two, the player is jumped by street thugs who appear out of smoke

THUG

What the- HOW'D WE GET HERE?!

THUG 2

Maybe this chick knows. GET HER!

The player defeats all thugs but one, and must interrogate him

AMANDA WALLER

HOW DID YOU GET IN HERE?

THUG

I don't know, honest lady, we just appeared out of smoke.

AMANDA WALLER

Gutter trash.

Amanda Waller knocks the thug out

AMANDA WALLER

What is going on here?!

The player must keep looking for the being, before entering a room that is predator. Except Amanda Waller has no grapple, and no detective vision.

THUG

What are we doing?

THUG 2

I don't know, that bird man though threatened us with the accent thing, gave me the creeps, just kill anything that comes through here!

The player clears the room

AMANDA WALLER

Bird Man with accent? Is Bird back,
but Bane's dead?

The speaker comes on the loud speaker again

SPEAKER

You, flamin' galahs! KILL HER NEXT
TIME!

AMANDA WALLER

Flamin' galahs? Isn't that-OH NO

The player sees Waller access her communicator, it cuts to
Deadshot with Harley and Deathstroke on the beach

DEADSHOT

She needs to put her left-

AMANDA WALLER

LAWTON! *MUMBLE* IS *MUMBLE* BACK!

DEADSHOT

What? Waller I can't hear you

Amanda Waller tries to speak, but it comes out as static

AMANDA WALLER

STATIC

HARLEY QUINN

Oh, okay, she wants us to *INMATES
STATIC*

Tons of thugs and assassins suddenly appear on the beach, and
the player sees, Harley, Deathstroke, and Deadshot fighting
them all. The player has control over Waller again.

DEATHSTROKE

Kill them.

AMANDA WALLER

Crap! I guess I'll have to kick
your ass myself.

The player continues to walk through the building, where they
must enter a room containing cloning units

SPEAKER

Really Waller? Cloning, thought
that was beneath you eh?

AMANDA WALLER

I know it's you, and look, you've
learned to understand science.

SPEAKER

Lot's changed, I need these facili-
ties, and you're in my way, mate.

Then from a view of Waller, the counter sign appears, and
when the player counters, Waller turn and shoots two
boomerangs coming at her.

AMANDA WALLER

Who resurrected you Harkness? Was
it the league?

A small cutscene plays

CAPTAIN BOOMERANG

Wouldn't you like to know? Blimey,
would you look at all this? Ya know
gettin shot kinda hurt love.

AMANDA WALLER

Gonna hurt a lot more when I do it!

CAPTAIN BOOMERANG

And I thought we were chaps

The cutscene ends, and Boomerang throws two projectiles at
the player, who needs to dodge them, and then dodge them
again.

AMANDA WALLER

You aren't going to win this.

CAPTAIN BOOMERANG

Try me.

The player needs to keep shooting boomerangs being thrown at
them, until Captain Boomerang hits her guns, and they fly to
the other side of the room.

CAPTAIN BOOMERANG

Sorry, cobber guess you're out-
matched.

The player needs to make their way to Waller's guns, without Captain Boomerang seeing where they are, much like the Deadshot boss fight in Arkham City mixed with the Mr. Freeze boss battle, because Captain Boomerang will walk around the room, and will throw mini boomies, to find the players location. Amanda Waller throws a smoke pellet.

AMANDA WALLER

I need to get out of sight!

The player gets out of sight

CAPTAIN BOOMERANG

Ey, come on love, don't you want to eardash me? Come out of hidin.

The player has find their gun, but there is no indication of where it is, and Amanda Waller has no detective vision.

CAPTAIN BOOMERANG

I'm gonna find you.

After about a minute, Captain Boomerang releases mini boomies to find then player.

CAPTAIN BOOMERANG

Aye, screw this!

Captain Boomerang releases mini boomies, the player must dodge them, but without being seen, and Captain Boomerang will travel to that location.

AMANDA WALLER

Crap, I have to find them!

The player finds one gun

AMANDA WALLER

About time!

Captain Boomerang spots Amanda Waller and throws numerous boomerangs near Waller, she has to counter them, shoot them, and then shoot Captain Boomerang in the head, whose head flies back, but then comes back up and the bullet falls out of his forehead, he grins. Amanda Waller drops another smoke pellet, the player has to get out of that area.

CAPTAIN BOOMERANG

What? Don't cha like me new ability? Perk working for the new boss

AMANDA WALLER

Which would be....

CAPTAIN BOOMERANG

Now, don't want to spoil nothin

Now anytime Captain Boomerang releases mini boomies, the player must counter them, and then shoot them, and then shoot Captain Boomerang.

CAPTAIN BOOMERANG

Ya know, that kinda hurts!

AMANDA WALLER

GOOD!

The player finds their other gun, and must continuously shoot Captain Boomerang.

AMANDA WALLER

Oh I hope this hurts!

The player must shoot Captain Boomerang any time they see him, until he is down. Once he is down, the player must walk over to him and shoot him in the head.

AMANDA WALLER

Finally down with your down-under ass.

The player presses the button to shoot Captain Boomerang, but before the gun goes off, Captain Boomerang begins to shake, and then his skin sheds and he screams, once finished shedding, his protective armor, keeping him alive from the bullets falls off.

CAPTAIN BOOMERANG

AHAHAHHAH

The scales fall off

CAPTAIN BOOMERANG CONT.

That felt worse than getting shot in the crown jewels, ugh, I feel full as a boot

AMANDA WALLER
WHO HIRED YOU?!

CAPTAIN BOOMERANG
Don't know.

Amanda Waller shoves her gun in his mouth

AMANDA WALLER
I'll make sure you stay buried this
time!

CAPTAIN BOOMERANG
SERIOUSLY! NO CLUE, WHOEVER BROUGHT
ME BACK WAS CLOAKED!

AMANDA WALLER
Details, were you in a pit? Did they
have swords? WHAT?!

AMANDA WALLER
Seriously, only thing I remember is
waking up, dangling from a building,
with a cloaked man telling me what to
do.

Amanda Waller makes a call

AMANDA WALLER CONT
I have prisoner TI7892 in custody,
come pick him up, put him with the
rest.

The call ends

AMANDA WALLER CONT.
Now, they got Shark, but what were
they looking for?

CAPTAIN BOOMERANG
Joker

It cuts back to the beach with Deadshot, Harley, and Death-
stroke interrogating the last remaining assassin.

DEATHSTROKE
WHO SENT YOU?!

ASSASSIN

The ones who claim the day and
night, the ones who create fear and
fright.

Harley hits the assassin in the head with her bat

HARLEY QUINN

This isn't a poetry class R-tard,
answer the question!

DEADSHOT

I should really be interrogating
here!

DEATHSTROKE

Shut up Lawton! You'd just screw it
up.

DEADSHOT

Please?! me and Harley-

HARLEY QUINN

Harley and I

DEADSHOT

Harley and I, can interrogating
twice as good as you are now, let me
TAKE OVER!

Deadshot nudges, Deathstroke, Harley steps on the assassin
holding him down

DEATHSTROKE

Listen you pea brained assassin,
you aren't qualified to run this
team, so you aren't qualified to in-
terrogate someone!

DEADSHOT

I AM RUNNING THIS TEAM, YOU PATHET-
IC ASS IS-

The player hears a loud thumping

DEADSHOT

What the hell is that?

Deadshot and Deathstroke turn to see Harley sitting on the assassin, thumping his head again the floor

HARLEY QUINN

Who sent you? WHO SENT YOU!?!? TELL
MEE!

Harley uses a snare trap on the assassin, and begins to hit him in the face with her bat

HARLEY QUINN

WHOOOOOOOOOOOOOOOOOO!

DEATHSTROKE

HARLEY!

Deathstroke and Deadshot run towards Harley Quinn

ASSASSIN

The ones who prey upon the bat, and watched him for years until he passed

HARLEY QUINN

Well, that wasn't so hard was it?
Now again, but in English.

The assassin begins to tick

HARLEY QUINN

Some one cooking something? Oh
crap....

Copperhead lunges out of the forrest and saves Harley, as the assassin blows up

HARLEY QUINN

Thanks Copsy

COPPERHEAD

Save it clown. What was that about?

DEATHSTROKE

Someone didn't want him to talk, we can figure it out later, in the mean time, Harley we need to continue training, only a few more hours until we head to Gotham. You two, finish

scouting the island for missions, try to get in touch with Waller.

DEADSHOT

Fine, but only because I was going to do that anyway.

DEATHSTROKE

Right. Get to it!

The player can once again accomplish any side mission, now with Copperhead as well, or continue with the story. If they continue with the story, they have control over Copperhead.

AMANDA WALLER

Copperhead, I am going to need you to interrogate someone.

COPPERHEAD

Who?

AMANDA WALLER

A master assassin, he's in Gotham.

COPPERHEAD

Done, but what of Santa Prisca?

AMANDA WALLER

You'll be needed back here when the time comes, meanwhile Ra's might speak to a fellow assassin follower. Go to the location I marked on your map, you'll be picked up.

CAPTAIN COLD

What about us?

AMANDA WALLER

You and Deadshot go to the same location, we are heading to Gotham, Harley and Deathstroke, when you are finished let me know. We need to act soon!

The player's objective is to head to location, when they arrive, Deadshot and Captain Cold are already there, they are all picked up in the carrier.

CAPTAIN COLD

Kinda ironic isn't it, you know the island more than anyone, but your task is in Gotham?

COPPERHEAD

What be it. Santa Prisca is no island, it's hell on Earth, no one should be raised there.

DEADSHOT

Weren't you raised there?

COPPERHEAD

I survived there

The player sees Copperhead slowly morph into a young girl in the streets of Santa Prisca. She is wearing rags and is tattered up. The player has control of her and the objective is to steal food, without being seen or caught.

YOUNG COPPERHEAD

I need the comida

The objective is targeted on a small food vender. The player sneaks to the vender, and must steal some fruit without being seen

YOUNG COPPERHEAD

I have to be quick

The player steals the fruit

YOUNG COPPERHEAD

SI! Now, carne

The player must stealthy make their way to another vender who sells meat. The player must climb to the top of the vender without being caught and then hang to collect meat. The player arrives.

YOUNG COPPERHEAD

Une pared, fácil

The player must scale a wall, but go slowly or young copper-head will fall, once finished they reach the top of the vender. The player reaches the top

YOUNG COPPERHEAD

The meat is right there, I need to
grab is quietly

The player hangs from the top of the vender and must grab the meat without the man noticing. The player gets the meat

YOUNG COPPERHEAD

Lo tengo

The player must head to two more venders, the third being a well. The player runs to the third location, running into guards on the way there, a small cutscene plays

GUARD

Woah, slow down little one, where you
off to?

YOUNG COPPERHEAD

-

GUARD

Come on, we are all natives here, not
like those american guards, teaching
English to everyone! Why tanto comi-
da?

YOUNG COPPERHEAD

I was asked to pick it up, it's my
cumpleanos. Do you have a serpiente
under your ojo?

GUARD

Si, la serpiente es poderoso.
But, bueno, feliz cumpelanos.

The guard smiles The cutscene ends and the guards walk away. The player continues to the third location and arrives

YOUNG COPPERHEAD

I need a container

The player must look around for a container, and will eventually find one. The player must then jump down the well, gather water, and then climb back up. The climbing back up is similar to how Catwoman climbs buildings, except this timing must be perfect or Copperhead will fall

YOUNG COPPERHEAD

Fruta, carne, agua, just one more thing. Pan de molde

The player receives another objective to go to the final vender. The player arrives and it is an actual bakery with six men outside the door

YOUNG COPPERHEAD

Seis hombres, facil, I need to scale the building, get in and out with bread

The player scales the building, and watches out for the men, then sneaks inside the bakery through a hole in the foundation, steals the bread and sneaks back out to the back of the building which is a lot

YOUNG COPPERHEAD

Facil

Young Copperhead looks down and collects her belongings, looks up and sees the guards once more, a cutscene begins

GUARD

Rata callejera, this is why Santa Prisca is falling to its knees, devolver todo

YOUNG COPPERHEAD

Por favor, it really is my birthday, and-

GUARD

What care should I give? DARLE!

YOUNG COPPERHEAD

No, I can't, por favor-

The guards slaps young copperhead

GUARD

Stupid girl, now give it!

Young Copperhead drops her food, jumps and kicks the guards, and then scratches his eye

GUARD
AHA, MATARLA!

The player must counter the guards moves, and then run away.
The player must lose them

YOUNG COPPERHEAD
Asnos!

The player loses the guards

YOUNG COPPERHEAD
Done, time to head home

The player reaches home, another cutscene plays

MOTHER
She's home!

Young Copperhead's mother runs and hugs her

MOTHER
Happy Birthday bebita

The mother takes the food, Copperheads three younger brothers run down, and her father carrying her baby sister come down as well.

YOUNGER BROTHERS
MARIANA

The three boys run and sit at the table. The father goes to Copperhead

FATHER
Happy Birthday, Mariana

YOUNG COPPERHEAD
Padre, are we going hunting later tonight?

MOTHER
Maybe, after you eat, be careful though.

FATHER

Hunting copperheads is the least of
the problems here, Santa Prisca is
filled with danger

Copperhead plays with her baby sister

FATHER

She misses you

MOTHER

Mariana, help me set the table

The player must set the table

MOTHER

Gracias, now go upstairs and get
dressed

The player must go upstairs and get dressed. The player re-
turns downstairs, to see the mother preparing her cake

MOTHER

Oh no, no, you aren't suppose to see
yet. Go to the barn and get the en-
cendedor

YOUNG COPPERHEAD

Okay

The player goes to the barn

YOUNG COPPERHEAD

If I was a lighter, where would I be?

The player finds the lighter and returns to the house. Cop-
perhead walks in to see the table set with dinner, and the
cake in the center

MOTHER/FATHER/BROTHERS

FELIZ CUMPLEANOS

The family sits down, and the player must take their seat

MOTHER

Here

The mother hands Copperhead a gift

YOUNG COPPERHEAD
Madre

MOTHER
It's just that-

The baby begins to cry

FATHER
Shhh, shhh, ugh, lo lamento, I think
her bottle is out in the barn. Mari-
ana, would you go get it?

YOUNG COPPERHEAD
Si, but only if we hunt afterwards

FATHER
Deal, those snakes won't know whats
coming.

YOUNG COPPERHEAD
I'll be right back

The player goes to the barn and looks for the bottle

YOUNG COPPERHEAD
UGH, where is it?!

The player finds it, a cutscene beings

MOTHER
AHAHHAH

YOUNG COPPERHEAD
Madre

Copperhead runs back to her house, and tries to open the
door, but it is barricaded

YOUNG COPPERHEAD
I need to go around

The cutscene ends, as the player goes around the house to the
back, they hear Copperheads family

BOTHERS

Let us go! We will destroy you!

YOUNG COPPERHEAD

No!

FATHER

Why are you doing this? Stop- AGA

YOUNG COPPERHEAD

FATHER!

The player reaches Copperheads room, and climbs up, they then must go to her door, when they open it, another cutscene begins. Copperhead walks downstairs and sees her father on the stairs with blood around him

YOUNG COPPERHEAD

FATHER! NO

FATHER

Mariana, protect your siblings-

The father coughs up blood

FATHER

I might need a raincheck on the copperhead trip

YOUNG COPPERHEAD

Padre...

FATHER

Whatever happens, protect your hermanos

MOTHER

NO, LEAVE THEM ALONE!

YOUNG COPPERHEAD

MADRE!

Copperhead runs downstairs and sees her mother in a corner, holding her crying sister, with her brothers by her legs and wielding piecing of wood protecting themselves

YOUNG COPPERHEAD

MADRE!

MOTHER

NO, RUN MARIANA, RUN!

The guards knock the mother down, grab the baby, and the brothers and take them outside

YOUNG COPPERHEAD
NO!

Copperhead runs to them, but is interrupted by the guard that she scratched holding a gun pointed at herself

GUARD
Now now rata callejera, do not rush anything, it is your birthday after all, soak it all in

YOUNG COPPERHEAD
Por favor, do not harm anyone else, we can't give you much, just let us go

GUARD
Begging does not suite you? But you're right, I'll let them go

All the siblings are set free, and the baby is given back to the mother, who hugs all her children. The guard begins to walk away

YOUNG COPPERHEAD
Lo siento mucho

MOTHER
It is alright, I love you all, and-

BANG

A shot is fired, and Copperhead looks up to see her mother fall down, with the baby covered in little blood

YOUNG COPPERHEAD
MADRE!!!!

The guards take the three brothers and put sacks over their heads, and then pick up the baby, with the one guard dragging Copperhead outside. The brothers and baby are line up with guns held to them, with the guard holding Copperhead

GUARD

Now, do you want them to join your parents?

YOUNG COPPERHEAD

Please-

GUARD

TRANQULO! Either you help me or I show your siblings how it feels to have their head filled

YOUNG COPPERHEAD

I will never help you

GUARD

Hurtful, but fine

The guard signals the three guards with the brothers to shoot them, they do, the brothers fall

YOUNG COPPERHEAD

BROTHERS!

GUARD

Let's try one more time, do you want to help me

YOUNG COPPERHEAD

Fine.

The guard slaps Young Copperhead

GAURD

Let's try again, less attitude, otherwise your little sister will find herself at the bottom of the ocean. Do you want to help me?

YOUNG COPPERHEAD

Of course sir, I am forever in your debt

GUARD

Excellent

The guards bag Copperheads head, and she awakes in a prison camp

GUARD

Morning sunshine, welcome to you new home, when you decided to be so rude and scratch me like that, I saw something useful in you, you will train to perfection and fight in the name of our cause, now pick a group and be known under that name

Copperhead sees a Copperhead snake slither across the floor

YOUNG COPPERHEAD
Copperhead

GUARD
If you do well, if you live, you will see your family again.

It cuts to some time later, Copperhead's hair has been cut short, and the player will start training

GUARD
A TODO EL MUNDO AHORA!

The cell door of Copperhead's cell opens. The player has control of Copperhead. The player walks out

GUARD
You will begin training today, each group will have a leader, except for one single individual, who I will be in charge of. Copperhead, step forward

The player steps forward

GUARD
You are going to be mine until you are ready, I am Nathaniel Prince, you will call me master, and nothing else.

YOUNG COPPERHEAD
Fine

Nathaniel Prince presses a button and Copperhead falls to her knees cupping her ears

YOUNG COPPERHEAD

AHHHH

NATHAN PRINCE

Did you not hear me? Manners rata callejera.

YOUNG COPPERHEAD

Sorry- AH- master

Nathan Prince stops pressing the button

NATHAN PRINCE

Wow, quick learner. Now, we will start with stealth. This will be a viable friend. Follow me

The player has control over Copperhead and will follow Nathan Prince to the room

NATHAN PRINCE CONT.

This room is filled with over twenty men, you must be silencio, if you are heard or seen you will be shot. Go to the end of the room, collect the key, and return. Understood?

YOUNG COPPERHEAD

Yes master

The player must sneak through grates and scales walls to avoid being seen. Copperhead can also climb on the ceiling like Catwoman, except does so with her front facing down and almost crab walking a lot the mesh, except currently she can only hold herself up for about 30 seconds.

YOUNG COPPERHEAD

I can do this

The player collects the key and heads back

YOUNG COPPERHEAD

Here master

NATHAN PRINCE

Mediocre, now fighting

YOUNG COPPERHEAD
Fighting?

Nathan Prince uses the device again

NATHAN PRINCE
You have a sonar device implanted
within you, learn when to use your
tongue and how to use it properly!
Understood?!

YOUNG COPPERHEAD
Yes Master! AHAHA! LO LAMENTO, LO
LAMENTO

NATHAN PRINCE
Mejor, and yes, fighting. Twelve men
to be exact. GO!

Nathan Prince disappears with smoke, and twelve men lunge at
Copperhead who can both strike and counter. When Copperhead
strikes, they counter and hit back

YOUNG COPPERHEAD
Ow!

YOUNG COPPERHEAD
STOP!

YOUNG COPPERHEAD
QUIT IT!

YOUNG COPPERHEAD
Por favor deje de.

Copperhead's health runs out

NATHAN PRINCE
Weak, pathetic, you disappoint me,
there is much to improve upon. Follow

The player follows Nathan Prince into a room filled with ex-
ercise machinery, and a pipe in a wall

NATHAN PRINCE
You have done stealth, you have done
fighting, now you must work on flexi-

bility. I am a master of contortion,
and soon you will be as well.

Nathan Prince preforms contortion while talking

NATHAN PRINCE CONT.

You are young, your body should ad-
just soon. Your mission, fit through
this pipe.

The player will need to go to the pipe and trigger the action
to go into the pipe, and will move as long as they can, which
is not very far.

COPPERHEAD

Ow, I cannot go any further

The player will need to move backwards

NATHAN PRINCE

I guess I will train you personally
here

The player will need to go to equipment and then select the
proper button as it appears, and that will cause Copperhead
to bend practicing contortion. Dialogue is exchanged during
this

COPPERHEAD

I cannot bend much more

NATHAN PRINCE

Do not resist it, allow your body to
bend, allow it to break

NATHAN PRINCE

Your bones will snap if you allow
them to, DONT!

COPPERHEAD

It hurts!

NATHAN PRINCE

DEJALO!

NATHAN PRINCE

Keep going, push further!

After a little while, Nathan stops it all

NATHAN PRINCE

ENOUGH! I am going now, perfect your skills, go through that pipe, you have five minutes!

Nathan Prince leaves

COPPERHEAD

Five minutes until what?!

A timer begins to count down, the door shuts.

COPPERHEAD

WHY DID THE DOOR SHUT?!

The walls begin to close in

COPPERHEAD

PARA PARA, I'll die! The pipe is my only way out

The player enters the pipe and shimmies down as far as Copperhead can go

COPPERHEAD

I'm stuck.

The timer continues to count down, and the sides of the pipe begin to crush in on her

COPPERHEAD

I can't fit! My shoulders- I have to break them

The button appears on the screen to break shoulders, the player has to button mash

COPPERHEAD

AHHHHHH

A crack sound is heard, and the player can continue to crawl through. The player gets out, with Nathan Prince on the other side

NATHAN PRINCE

You survived

COPPERHEAD

My shoulders! It hurts too much,
please tener compasión

Nathan Prince pops both of Copperhead's shoulders, fixing
them

COPPERHEAD
AGH!....How? They were broken?

NATHAN PRINCE
Merely dislocated, follow

The player follows Nathan Prince

COPPERHEAD
I was going to die!

NATHAN PRINCE
You didn't.

COPPERHEAD
I could have!

NATHAN PRINCE
And I could have killed you right
then and there that night, but I
didn't, so callate rata callejera

COPPERHEAD
Si sentarse

The two arrive in a room filled with lab equipment

NATHAN PRINCE
Your final objective, poison. We com-
pose the deadliest of poisons here,
this will be a trusted ally. Get to
it!

COPPERHEAD
To what exactly? Sir.

NATHAN PRINCE
Make your poison

Nathan leaves, and there are twelve ingredients total, and to
make the basic poison requires three out of the twelve ingre-
dients to be simply mixed together. It is a trail and error
system, the player must combine certain ingredients and test

them out on dummies, each time a proper ingredients is used, Copperhead will say something regarding it.

COPPERHEAD

The smell of this one lingers, I
should get rid of the bleach

COPPERHEAD

This is too thick to use, I cannot
use the magnesium

When the player combines the proper ingredients, and uses it on the dummy, Copperhead will announce this is the right mixture

COPPERHEAD

YES! I think this works!!

A cutscene begins. Nathan Prince walks into the lab

NATHAN PRINCE

Let me see it

Copperhead hands the poison to Nathan Prince, he examines it

NATHAN PRINCE

No good

COPPERHEAD

What? Why? It-

Nathan Prince uses the poison on Copperhead. Copperhead slowly falls to the floor

COPPERHEAD

GASP

NATHAN PRINCE

Feel that? It is excruciating I'm
sure, well to you anyway. Although
that is a quality you want, it will
not kill you.

COPPERHEAD

why

NATHAN PRINCE

WHY?! Do not fight the pain, embrace it. Our enemies must suffer, what you are experiencing is mediocre.

Copperhead begins to breath and speak

COPPERHEAD

How? How did you know that wouldn't kill me

NATHAN PRINCE

Part of me didn't, but it felt weak, and if it even resembles weak, it is! Now get up, we have work to do!

It zooms in on Copperheads face, and it ages a few years, to her once again in the predator room

NATHAN PRINCE

Very good rata callejera, you set a reasonable time, now beat it!

The player will need to collect the key and return to the location of where they start without being seen. The player still cannot remain on the ceiling for as long as they can. The player collects the key and beats the time of 45 seconds.

COPPERHEAD

Got it, I need to head back now

The player heads back to the start and is greeted by Nathan Prince

NATHAN PRINCE

Excellent niño, now you know what to do, do not leave until you have mastered the art of being a serpiente

Nathan Prince leaves the room and locks the door behind him, the player must accomplish the task of besting each of the rooms. The player goes to the poison room.

COPPERHEAD

I need to create a poison like no other, let's see what we got.

The player needs to mix various ingredients together once more, if the certain ones they have combined do not coincide,

a small explosion will occur, and when they try to mix new ingredients again, a little pamphlet with highlighted ingredients that mix well together, failed mixtures, and unused ingredients will be in the top right hand corner. The player goes to the combat room will a pipe in the floor.

COPPERHEAD

sigh estupendo, I get to break some bones, too bad they are mine

The player needs to walk to the pipe and select begin where the walls will begin to close in from all directions. The player enters the pipe, they have 30 seconds to get all the way to the bottom. Half way the=rough, the player must button smash to dislocate Copperhead's shoulders once more.

COPPERHEAD

AHHHHHHHHH

The player gets through the pipe and Copperhead relocates her shoulders slowly

COPPERHEAD

estúpida contorsión

The player goes to a room filled with men

MAN 1

Hola little chica, we're your crash test dummies

MAN 2

Si, we'll do the crashing and you'll do the dummies

COPPERHEAD

Wow, you lack something essential, a brain

MAN 2

Get her.

Copperhead can now attack and counter, but it does no damage, the room ends when the players life is all gone

MAN 2

Watch your tongue girl, or next time you won't be able to get back up

The player's objective is then go to the door. The player walks to the door and tries to open it, Nathan Prince thrusts in open

NATHAN PRINCE
 WHAT DID I SAY?! STAY IN THIS
 ROOM. YOU ARE NOTHING BUT A RATA,
 COME HERE!

Nathan Prince grabs Copperhead by the hair and pulls her into the room. When Copperhead comes back out she is the age she was in Arkham Origins, and is wearing street rags

NATHAN PRINCE
 Now, COMPLETE THE ROOM!

The player goes to the predator room, and can hang upside down now forever. The player collects the key

COPPERHEAD
 fácil

The player goes to the poison room, and can now use detective vision

COPPERHEAD
 Those pair well

The player creates a deadly poison and goes to the room with the pipe in the floor. The player selects begin, and can easily move through the pipe now, only dislocating Copperhead's elbow. The player gets out and Copperhead quickly relocated her elbow.

COPPERHEAD
 Fun

The player goes to the final room with the men

MAN 1
 OW, look how she turned out.
 Wanna be my amante?

MAN 2
 You pretty little thing, ven aca,
 locked up with Nathan for so long,
 you must want the taste of another
 man

The player can now attack and counter attackers. The player defeats the men and Copperhead holds Man 2 in a hold.

COPPERHEAD

Now, do you want to know what I want to taste?

MAN 2

What!

COPPERHEAD

I want to taste freedom, I want to taste revenge for my brothers, I WANT TO TASTE THE SATISFACTION OF REUNITING WITH MY SISTER. But right now, all I want to taste is.....blood.

The toggle comes up to either spare or kill the man. If the player selects spare

COPPERHEAD

But you are not worth it, tonto hombre, I have been training since childhood, and when Nathan took me, he sent me into the world, to kill, to hunt, to train. I am far beyond your little girl.

If the player selects kill, Copperhead snaps his neck

COPPERHEAD

The only disappointing thing is, you aren't the first blood I've tasted.

Nathan Prince walks in

NATHAN PRINCE

WHAT DID I SAY?! STAY IN THIS ROOM. YOU ARE NOTHING BUT A RATA, COME HERE!

Nathan Prince drags Copperhead back into the room, it cuts to her once again exiting, but this time in the Serpiente uniform, Nathan Prince follows her

NATHAN PRINCE

It's been a while, Si? Get ready, you have your first mission.

COPPERHEAD

But sir, I have been on missions before.

NATHAN PRINCE

Not like this, you need to get your record. Some seguir has a file for you to examine, I reached word and passed it along to you.

COPPERHEAD

Where am I headed?

NATHAN PRINCE

Blackgate Prison, you will reach the helicopter then arrive, do whatever it takes to get that folder. Understood?

COPPERHEAD

Si master.

NATHAN PRINCE

Good, and who knows, maybe your sister will be there?

COPPERHEAD

What! Is-

NATHAN PRINCE

GO NOW, OR YOU WON'T SEE HER AGAIN!

Copperhead begins to leave and speaks angrily under her breath

NATHAN PRINCE

Si Master!

The player travel to the objective, which is the helicopter.

PILOT

ARE YOU HERE FOR THE MISSION?

COPPERHEAD

SI!

PILOT
EXCELENTE, LET US GO THEN

The player selects board

NATHAN PRINCE
OH, BEFORE I FORGET, MR. PRINCE GAVE
YOU THIS TO WEAR, NOW LET'S GO

It cuts to the helicopter landing near the blackgate facility. It then leaves, the player has control over Copperhead, she is wearing her Arkham Origins outfit

COPPERHEAD
Okay, get in, get the folder, get
out, see my sister

The player heads to blackgate prison, and the objective is to enter unseen into the terminal room, where the player goes to the computer

COPPERHEAD
Why put the file into my record?
What!

NATHAN PRINCE
Do we have an issue rata?

COPPERHEAD
No sir

NATHAN PRINCE
Good, because this will be the last
of us communicating, one you succeed
reput back to me. Fail, you better
hope you die

COPPERHEAD
Arrogant fool, I will taste your
blood soon, and do so by my sisters
side.

COPPERHEAD CONT.
I am not a hacker, I must get my file
another way.

The objective is to investigate the interrogator. The player can climb the mesh on the ceiling, and can sneak around, but

cannot be seen what so ever. The objective will lead the player to a character talking to the interrogator

COPPERHEAD

That man would be the one to get my file, then I should upset him

The objective is to kill the man the interrogator is talking to, the player goes over and kills him

COPPERHEAD

Pathetic

The interrogator pulls his gun out

INTERROGATOR

GET DOWN, NOW!

It cuts to a cutscene of Copperhead in chains, and in the interrogating room from Arkham Origins

INTERROGATOR

Fourteen escapes huh, well you won't be gettin out of- what the?

Copperhead snaps his neck and examines her file

COPPERHEAD

Batman?

It cuts back to Copperhead on the aircraft to Gotham

PILOT

We're here

AMANDA WALLER

Ra's is in the new wing of GCPD, walk in and talk to him

As the player walks through GCPD, other characters and villains will yell things, the player could also talk to any incarcerated villains as well. The player talks to Ra's Al Ghul

COPPERHEAD

So, you are the great one. Pathetic to see you like this

RA'S AL GHUL

Gasp for air Who, *gasp* are you,
gasp, mistress?

COPPERHEAD

Not important, we have had incidents
of revivals, which is your speciality

RA'S AL GHUL

Hehehe, look at me, *gasp* the re-
vivals are done. My *gasp* lazarus
pits are no more, and soon *gasp* I
will join them

COPPERHEAD

Is there anyone else capable of doing
such a thing?

RA'S AL GHUL

Very few, *gasp*

COPPERHEAD

Who

RA'S AL GHUL

Gasp you tell me your story,
gasp, I will grant you the informa-
tion you seek

COPPERHEAD

Pitiful.... the Batman had bested me

It cuts to Copperhead in the van after Batman has placed her
in there. Copperhead has broken the ties, but is still stuck
in the van

COPPERHEAD

That carbon, I swear, I-

The player can walk around, and when the player approaches
the door, they player can select listen, and hears walking
around

COPPERHEAD

WHO IS OUT THERE?

CATWOMAN

Room service

COPPERHEAD
LET ME OUT

CATWOMAN
Maybe yelling is not the best option
in this current situation, so I am
going to say goodbye-

COPPERHEAD
Wait! Lo siento, por favor let me
out, I cannot let my master down

Catwoman unlocks the truck

CATWOMAN
Master? Who has a master?

Copperhead lunges out of the truck, and attacks Catwoman

COPPERHEAD
Do not play with me feline girl!

CATWOMAN
So much for helping someone

A boss fight begins

COPPERHEAD
I need a victory prize for him, I am
sorry, but it must be done!

The player needs to counter Catwoman's attacks, and then will attack. Catwoman will then lunge away and will throw projectiles, of which the player will need to perfectly hit counter and then attack to re-throw the projectile. After knocking Catwoman down, the player will need to do a ground takedown, where Catwoman will exit through Copperhead's legs and will attack from behind. After which, the player will need to attack and counter constantly. Catwoman will then throw her whip at Copperhead when the player will counter, and pull her towards, and the player will finally need to attack, punching Catwoman when she is flung in the air towards the player.

CATWOMAN
I'm gonna claw your eyes out.

Catwoman begins to beat down on the player, like a Death-stroke fight, when the player counters and Copperhead grabs Catwoman by the throat and lifts her in the air, a cutscene begins

COPPERHEAD

Look, I am grateful for the release,
but this must be done!

Copperhead extends her metal fingertips and a tear falls from Catwoman, Copperhead drops her

COPPERHEAD

I do not know why I pity you, but
count yourself lucky

Copperhead begins to walk away

COPPERHEAD CONT.

My master will not be pleased!

CATWOMAN

A master?! You don't seem like the
type to be controlled.

COPPERHEAD

Qué quieres decir

CATWOMAN

I have no idea what you said, but if
you have a master that means they
have something over you. What is it?

COPPERHEAD

Mind your business feline!

CATWOMAN

Who is it?

COPPERHEAD

What?!

CATWOMAN

Who does this person have? Believe
me, I know that look.

COPPERHEAD

He owns me, he has my sister

CATWOMAN

I might have a way to help, fill me
in on the way

It cuts to Catwoman and Copperhead entering Catwoman's hide-
out

CATWOMAN

You're going to make him pay, right?

COPPERHEAD

I am going to rip his thorax out and
make him swallow it

CATWOMAN

Can someone swallow without a thorax?

COPPERHEAD

Any minute he will call me, and when
I report of my utter failure, he will
surely kill my sister

CATWOMAN

Well that's a little morbid, come
here.

Catwoman hands Copperhead a chip

CATWOMAN

Take this, and know that you owe me.

COPPERHEAD

What is it?

CATWOMAN

Well, it has fifty million dollars on
it, so just don't question it. Black
Mask's encryption was really easy to
hack

COPPERHEAD

I am forever in your debt

Copperhead leaves

CATWOMAN

I didn't hear a thank you.

It cuts back to the prison with Copperhead talking to Ra's Al Ghul

COPPERHEAD

Now old man, tell me what I need to know

RA'S AL GHUL

gasp it could be my daughter,
gasp, Nyssa. Her loyalist assassins
may have *gasp* another Lazarus
source

COPPERHEAD

How?

RA'S AL GHUL

Solomon Grundy, *gasp* an immortal,
the one used *gasp* towards the test-
ing of my pit

COPPERHEAD

Who else?

RA'S AL GHUL

Cadmus, *gasp*, or the worst would
be-

The sound of his heart monitor flatlines

COPPERHEAD

And so, the king has fallen

AARON CASH

'Bout time, we expected him to pass a
while ago

AMANDA WALLER

Copperhead, what have you found out?

COPPERHEAD

He died before he finished, but he spoke of two organizations

AMANDA WALLER
Which ones?

COPPERHEAD
His daughter, and Cadmus labs

AMANDA WALLER
Talía has been MIA ever since her death and Cadmus would not be so reckless

COPPERHEAD
Not Talía, Nyssa. The assassin has another organization. Ra's spoke of Solomon Grundy.

AMANDA WALLER
You will go to investigate Grundy with Cold, while Harley and Deathstroke will speak to Nyssa.

COPPERHEAD
And what of Cadmus

AMANDA WALLER
I will look into that, rendezvous with the rest of the squad

Copperhead must take the elevator to the top of the GCPD building, where the rest of the squad is. Another cutscene begins

HARLEY QUINN
Hey look who's back, how was the decrepit assassin?

COPPERHEAD
Dead

HARLEY QUINN
Oh....

AMANDA WALLER
Okay listen up Squad, new mission

DEATHSTROKE

Are we going after Serpiente?

AMANDA WALLER

Not quite yet, Slade, you and Harley will go find Nyssa. Cold and Copperhead to find Solomon Grundy.

HARLEY QUINN

WHY DO THEY GET THE ZOMBIE?!!!

AMANDA WALLER

SHUT IT QUINN! Deathstroke you know plenty of Nyssa, and should be able to find her whereabouts. Copperhead and Snart, find Grundy and collect some samples of his DNA.

DEADSHOT

What about me?

AMANDA WALLER

I need you to go to the desired location, coordinates are marked on your map. Get to it people!

It cuts to Copperhead and Captain Cold in a Louisiana Bayou, looking for clues to find Solomon Grundy, the player has control over Copperhead. Copperhead gets out

COPPERHEAD

Where the hell-

Plant monsters form, and begin to attack Captain Cold and Copperhead. The player dual plays with Captain Cold and Copperhead and begin to fight the monsters. When they dual play phrases are exchanged

COPPERHEAD

I'll tear you inside out

CAPTAIN COLD

Ever have frost bite? You'll wish you did

COPPERHEAD

Death is near

CAPTAIN COLD
BURN! Wait, wrong one

COPPERHEAD
Don't fail

CAPTAIN COLD
Glad you have faith

CAPTAIN COLD
Icicle coming up

COPPERHEAD
Hope I shatter your alma

The player defeats all the monsters

CAPTAIN COLD
What on earth were those things?

Swamp Thing emerges from the swamp with Solomon Grundy

SWAMP THING
What is your presence here?

COPPERHEAD
Solomon Grundy

SOLOMON GRUNDY
Grunt

SWAMP THING
What is your business with Grundy

CAPTAIN COLD
Look, we need Grundy, and we have to
be on our way, even a sample of his
DNA-

SOLOMON GRUNDY
BORN ON A MONDAY!

Solomon Grundy rushes forward toward Captain Cold and Copperhead where he attempts to grab Captain Cold, but Captain Cold dodges and Solomon Grundy grabs Copperhead. The two end up in an open field and a fight begins.

COPPERHEAD

How do you kill someone already dal-
lecido?

Solomon Grundy attempts to pacify the player with swamp vines and grime, the player must button smash to escape. Then the player must also dodge Solomon's Grundy's attacks and quick-fire their explosive egg gadget. After, the player must dodge some more of Grundy's attacks, and then quick-fire the copper crank, and pull Grundy forward. Once he is fully pulled forward, the player would preform a beatdown. This repeats for 3 times, and then the player counter Solomon Grundy while climbing him, until Copperhead is at the top of Grundy's arm and the player must counter and attack to claw Solomon Grundy's face. After which, the player must throw exactly five explosive eggs into Solomon Grundy, once that is finished he passes out and falls back into the lake and sinks. A cutscene begins

COPPERHEAD

Huh, I guess that is how it is done

Copperhead walks into the previous area with Captain Cold and Swamp Thing

CAPTAIN COLD

Hey what took you?

COPPERHEAD

What have you accomplished here?

CAPTAIN COLD

Or totally avoid my question, okay,
Swamp Thing gave me all the DNA and
information needed

COPPERHEAD

Vayamos, pues

SWAMP THING

You may do what you wish with the
vile I have given you, all I ask is
you leave Solomon Grundy and I alone
now, he will be restored, but until
then-

COPPERHEAD

We understand

Swamp Thing nods and Captain Cold and Copperhead board the aircraft and leave, the two approach the aircraft , when a fully clothed figure runs toward Copperhead. They strike, but Copperhead counters

FIGURE

Maestro quiere su cabeza rata callejera

The figure attacks Copperhead, who dodges all their attacks, before Copperhead subdues them, and they are taken captive aboard the aircraft

COPPERHEAD

Waller, a masked figure attacked me,
but we obtained a sample of Grundy

AMANDA WALLER

Good, rendezvous at the top of GCPD,
we'll take them in for questioning

A new side mission is added to Copperhead's side missions. It cuts to Harley Quinn and Deathstroke in a small part of China town looking for Nyssa

AMANDA WALLER

Harley, Deathstroke, find Nyssa.
Slade DON'T LET HARLEY GET DISTRACT-
ED!

HARLEY QUINN

Hey! Do you think we could get some
dumplings though?

The player has control over Harley, and the player cannot leave the small location they are in

DEATHSTROKE

Okay, Nyssa's location is suppose to
be this way, let's go.

The player walks with Deathstroke to the designated area, there are citizens all over, because Bleake island is the only island that has been repopulated.

The player and Deathstroke get to the objective

HARLEY QUINN

This place doesn't look very, ninja-
ie..

Ninja's appear and begin to attack, only the player can fight
as Harley, not as Deathstroke, there is no Dual-Play

HARLEY QUINN

Jeeze, ya say one thing

The player defeats all the Ninja, a small cutscene begins

DEATHSTROKE

Well done Quinn, now, they appeared
from somewhere, we just need to lo-
cate that area

Deathstroke uses his detective vision, and they see a hidden
passage under the pavement, Deathstroke opens it and the two
jump in, when they drop down, it is a room filled with assas-
sins above a lava pit. It is a predator room with Harley,
which the player can use 3 silent takedowns if they wish,
Harley will say certain phrases if she silently takedown peo-
ple

HARLEY QUINN

Shh, shhh, BE QUIET DAMN IT

HARLEY QUINN

Eat the bat, EAT IT!

HARLEY QUINN

Go towards the light

HARLEY QUINN

You're gonna sleep, or die, I dunno

After the player clears the room, the last assassin must be
interrogated

HARLEY QUINN

Hey, ASS MAN, we have some questions

DEATHSTROKE

Ass Man?

HARLEY QUINN
Get it? Like ASSassin

DEATHSTROKE
Okay? I'll be taking the reigns on
the interrogation

HARLEY QUINN
Fine.

Deathstroke pulls out his sword and cuts the assassin, and
then holds the blade to his throat

DEATHSTROKE
Tell me where Nyssa is, or I will cut
something else off

ASSASSIN
What? Your pathetic blonde bimbo
can't handle me?

Harley rushes towards the assassin, straps a wire to him and
to the railing, and then jumps off with him, sitting on his
body while it dangles the two of them over the lava

HARLEY QUINN
Listen you stupid ninja, tell me
where Nyssa is or you will fall into
the boiling lava

ASSASSIN
You'll die as well

HARLEY QUINN
And your point? I'll be reunited with
Mr. J

The wire slowly breaks

DEATHSTROKE
Hurry up Quinn, we don't have all day

HARLEY QUINN
You serve you master, respectable, we
do not wish to harm her, simply ask
her questions. Now please, TELL ME!!!

ASSASSIN

Never

DEATHSTROKE

Harley-

HARLEY QUINN

Wait pirate, I have one more tactic

Harley pulls out her bat and repeatedly hits the assassins head while yelling

HARLEY QUINN CONT.

WHERE IS NYSSA? WHERE IS SHE? WHERE,
WHERE, WHERE, WHERE-

ASSASSIN

Fine, underneath Wayne Industries,
that is where you will find Nyssa

HARLEY QUINN

Thank You

Harley cuts the rope, and as the two fall, she grapples herself back up while the assassin falls to his death into the lava pit. Harley climbs back over the railing

DEATHSTROKE

What happened there?

HARLEY QUINN

I got the location, let's go Slade

DEATHSTROKE

Fine. I've been wondering Quinn, how
did you end up in GCPD

HARLEY QUINN

Same way I ended up on Wallers radar

The shot goes into Harley's eyes and memories, where we see Harley in the cell in Panessa Studios. The player can begin to hear Vicky Vale from the radio speak

VICKY VALE

With the events that have occurred tonight, all of the citizens of Gotham are still a bit shaken up. No one quite knows the whereabouts of the mysterious Arkham Knight. After

this event Gotham will never be the same, after learning Batman was-

Harley Quinn covers her ears

HARLEY QUINN
LALALALALA

VICKY VALE CONT.
Batman will always be known as Gotham's savior, but if it weren't for Pamela Isley, the vileness known as Poison Ivy, WE could have been the ones to have perished-

HARLEY QUINN
Red? No no no no no no no-

ROBIN
Harley! Calm down!

Harley begins to bang her head against the glass until the screen cuts to black. The player then has a first person point of view out of Harley's eyes and sees that Robin is mending the wound on her head in the cell. A counter sign then appears over Robin's head, and the player must counter, when that is done, Harley locks Robin in her cell

HARLEY QUINN
Sorry bird brain, but I cannot lose another one

ROBIN
Are you talking about Ivy? Harley, she's is already gone

HARLEY QUINN
So, I'll grow another one

The player then have control over Harley and the objective is to travel to where Ivy is currently located and examine her. The player gets to where Poison Ivy is located, and the player must select examine

HARLEY QUINN

Red, you look, ummm, florescent.
 Wait, is that the right word? Anyway,
 don't worry Pammy, ol Harley knows
 what to do

The current objective is to then go to Arkham City and obtain one of Ivy's old potions that was used to grow old plant minions like in Batman the Animated Series. When the player gets to the bridge connecting Gotham to Arkham City, Harley realizes there are too many policeman and cannot take them all out on her own.

HARLEY QUINN

Woah, look at all the piggies, too many to count, ugh and who to help me? Wonder what little miss Kitty is up to?

It then cuts to Harley outside Catwoman's hideout, where the riddler robots, now Black and with whiskers attack. The player defeats them all

HARLEY QUINN

That was pretty rude Selina

CATWOMAN

Harley?

Catwoman comes out of her hideout

HARLEY QUINN

Hey, you're here...I need ya to help with Ivy

CATWOMAN

Heard she died? How do you help with that?

HARLEY QUINN

Well she didn't exactly die, Red was, um is....she's a flower

CATWOMAN

Okay, but she also tried to kill me back in Arkham City, and come to think of it, wasn't it Joker who put a sniper rifle to my head?

HARLEY QUINN

Hehe, oh, well I'm sure Red didn't mean it, she can be moody sometimes, as for the sniper, it was remote controlled, so.....

CATWOMAN

The answer is no, now leave before you really upset me

HARLEY QUINN

Oh please, please please please ple-

CATWOMAN

FINE, but you have to help me first. There is a solid gold cat with diamond eyes and an emerald color in the Gotham Museum that has my name written

HARLEY QUINN

Okie dokie, let's get goin

CATWOMAN

Woah, you need some training first. After you are properly prepared, then we can leave

HARLEY QUINN

I have HOMEWORK?! Fine....

The cutscene ends and Catwoman leads Harley into another room, where there are all these training systems set up. You have to go through about 4 of them with Catwoman talking to you from above while you accomplish them. The first system is learning how to do silent takedown without getting caught. Perform 10 in a row, then the next system is pickpocketing, the player must use Harley's psychosis mode to determine which robots out of the large group may have the single key. The player must pickpocket each robot until they find the correct key. Then the player must steal a diamond out of a case, dodging lasers, and not being seen by the guard light. Finally the player needs to learn how to defeat a number of robots before the time runs out.

HARLEY QUINN

WOAH, where'd you get all the dough cat?

CATWOMAN

Eddie gave me it, he's so sweet

The player goes to the silent takedown training area

CATWOMAN

Okay Harley, you need to preform 10 takedowns-

HARLEY QUINN

Easy!

CATWOMAN

Silently

HARLEY QUINN

Oh

CATWOMAN

Don't get spotted, and do not be
loud, GO!

The player takedowns the first robot

HARLEY QUINN

Sh. Sh. Sh. Sh. Sh

The player takes down the second robot

HARLEY QUINN

Eat the bat. EAT IT!!

The player takes down the third robot

HARLEY QUINN

Ah, they look so peaceful asleep

CATWOMAN

Good job Harley, keep it up

The player takes down the fourth robot

HARLEY QUINN

Aren't I breaking your thing kitty?

CATWOMAN

Oh well

The player takes down the fifth robot

HARLEY QUINN

Terminator Voice You won't be back

CATWOMAN

Half way there

The player takes down the rest of the robots

CATWOMAN

Well done, but there is still more
for you to learn

The player goes to the pickpocketing and locksmithing station

CATWOMAN

Next you will need to learn to be
able to pick both locks and pockets

HARLEY QUINN

Or, or, place various explosive de-
vices *into* peoples pockets and watch
them go ka-boom

CATWOMAN

Whatever, just place the devices
silently and then all at once explode
them

HARLEY QUINN

DEAL!

CATWOMAN

Use these

The player is given mini destabilizers that will shut down
the robots when placed on them. The player must then place
all the destabilizers onto the robots, and once that is com-
plete a timer starts counting down

HARLEY QUINN

Woah, whats going on

CATWOMAN

Once the timer is at 0, fireworks

HARLEY QUINN

Yay.....wait WHAT!

CATWOMAN

There is a safe, secure room. Pick
the lock, enter it, you'll be fine.
Good luck

The player then must run to the room, and attempt to pick the lock, it is a two lock door. The first lock is the a terminal, and the player must basically do what Batman has done with locks in the previous games. Then the second lock is an actual lock. Where the player must pick it. Once done, Harley rushes in, the room outside explodes and she exits

CATWOMAN

Good job, ready for your final room

HARLEY QUINN

Yep...who know you were so much fun,
we should try to blow up more things
together

The player has one more room to accomplish, a room with lasers all around it, and guards watching over. The player must silently takedown all the guards, then they must time themselves and walk through the lasers, collect the diamond quietly, and then select the correct button quickly to perform counters on the way back.

CATWOMAN

Okay Harley, get the diamond, don't
set off any alarms

HARLEY QUINN

Psh, easy peasy, Joker's dead and
I'm without a CHILD...hey this looks
like the time I met Ivy,
officially...

CATWOMAN

Get to it

The player accomplishes the room, and then a small cutscene plays and a robots darts at her, and Harley swings her bat and knocks its head off, the alarms go off

HARLEY QUINN

Awe crap

CATWOMAN

Eh, close enough, you're ready

HARLEY QUINN
Let's go catnip

CATWOMAN
One more thing, if you're going to go through the museum undetected, we need to get your equipment, they're at the GCPD right?

HARLEY QUINN
YES

The player then goes to the GCPD with Catwoman, who helps take out some of the guards during a predator map. The player can use her to silently take down guards three times, and if the player gets detected, then they have to restart. Once all the guards are taken down, Oracle and Cash walk into the room, where the first boss fight begins. Harley has to take down Cash, while Catwoman tries to disarm and unlock all the security measures Oracle has set up on the evidence room. When the player finally defeat Cash, Catwoman begins to catch up to oracle in disabling everything, where Harley just knocks out Oracle and destroys the computer with her bat. Everything unlocks, and the player can walk into the evidence room

HARLEY QUINN
My goodies, YEEK!

Harley can then interact with the other items and say things about each of them. The player then must then open the cases and collect Harley's items. The player gets Harley's flare gun, baseball bat, detonator, snare-trap, and her laughing gas grenade, now her flare gun would be modified to where it serves as a grappling hook. The two then go to the museum where it has only 4 guards, and is mostly sentry guns, mines, and lasers. The player can use dual play to take everything out, and each need to step on a pressure pad in order to unlock the gate and cage to get the Golden Feline, where Catwoman then uses her whip to steal it

HARLEY QUINN
Wow sparkly, okay let's go save Ivy

It then cuts to the two of them on top of the building to the right of the bridge where a small cutscene begins

HARLEY QUINN

Okay kitty, time to kick some donut butt

CATWOMAN

One last thing Harley, I called in some help, she owes me, I let her out of a van some years back, may prove useful

HARLEY QUINN

Ooo mysterious, who is it? Oh is it Batgirl, I mean she's been MIA for years but still, wait wait, is it that black-bird chick who screams, OH IS IT SUPE-

CATWOMAN

Stop, no, you'll see she'll be here soon

HARLEY QUINN

Where?

COPPERHEAD

This will make us even Catwoman, and don't.....hsssss, YOU!

Copperhead quickly backs up on all fours and hisses at Harley

COPPERHEAD

Your face, it is that of the clown's

HARLEY QUINN

I try

COPPERHEAD

I was pleased to hear of his demise

HARLEY QUINN

WHAT?!

CATWOMAN

Copperhead, I wouldn't-

COPPERHEAD

Quiet! Yes, I heard the diablo suffered, that he chocked on his last laugh

HARLEY QUINN

Why you little, lizard looking chick, I dunno who you are, but Mistah J was beautiful, perfect in every way, the LOVE OF MY LIFE

COPPERHEAD

That pathetic payaso was a waste of space, he loved no one, let alone you, bruja

HARLEY QUINN

I AM NOT A BROOM!

The second boss fight begins and the player, as Harley, fights Copperhead. It would be a skill of acrobatics, the player tries to hit Copperhead with their bat, but she counters that and wraps her body around the bat to attempt to scratch Harley with her poison finger tip, but the player must counter, to smack the bat on the floor, and Copperhead backs up and attacks, the player mainly counter Copperhead, and attacks when there is a slight opening. Once beaten, a small cutscene happens where Harley puts a Jack in the Box down and is about to detonate it and Copperhead has her poison at Harley's neck. Catwoman then breaks it up, Copperhead steps back, slimly cutting Harley

CATWOMAN

Enough! Copperhead, you are hear to repay a debt, so focus on that. Harley, quit taking EVERYTHING SO PERSONAL! If you become that vulnerable and irritated every time someone mentioned Joker, you'd die in a matter of minutes. Now do you want to save Red or not?

Harley faints

CATWOMAN

Oh great, now what?

COPPERHEAD

My poison has ended her. There is no
return

CATWOMAN

She'll wake up soon, meanwhile-

Harley begins to wake back up

COPPERHEAD

How?

Harley wakes up

CATWOMAN

Damn it, let's go already!

Harley then sticks her tongue out at Copperhead, and Copperhead flicks her fork tongue at Harley who now looks grossed out. The player then has both girls helping with the bridge. The cars are parked in ways so that it is a small predator maps. The player has three takedowns for Catwoman and Copperhead each, and once that is completed it cuts to Harley going into Arkham City. The player now must go to Ivy's hideout and collect samples of her potion, then travel around Arkham City to find any other traces that can be used, once the player collects all the samples, they must go to Ivy's old flower shop, collect the final ingredient and mix together the cure of Ivy.

HARLEY QUINN

Okay, I got it, meet me near Ivy

The player will grapple up onto buildings, and when they grapple onto a certain one, Red Hood will appear, and grab Harley by the neck.

HARLEY QUINN

ARG

RED HOOD

You.

Cut back to the current day with Harley and Deathstroke looking for Nyssa, it cuts to the both of them in the Wayne Building parking lot

DEATHSTROKE

Harley, we need to get underneath
somehow

HARLEY QUINN
Easy!

The player has to get into all the cars as Harley, jumpstart them, with that being the same format as decoding a door lock. Then once the player has all the cars in the location, they must place a Jack-In-The-Box on top. The player has control

DEATHSTROKE
Harley, what are you doing?

The player gets into a car

HARLEY QUINN
Simple Slade, the cars contain gasoline, I have explosives, when the two mate, a boom baby is formed

DEATHSTROKE
Well, while you do that, I'll spectate your disastrous event from over here

HARLEY QUINN
Suite yourself

The player finishes piling all the cars

HARLEY QUINN CONT.
Just need to add the candle to the cake, and-

It triggers for the player to set a jack and the box, which they do

HARLEY QUINN CONT.
I should probably stand by Slade to watch the fireworks

The player detonates the jack in the box, and all the cars explode creating a crater in the parking garage, where a hole is formed that the player needs to jump down

DEATHSTROKE

Now horrible Quinn, now we need to
get down there

HARLEY QUINN

Right-

It triggers the player to dive in, where Harley dives, grab-
bing Deathstroke with her legs and going head first into the
whole

HARLEY QUINN CONT.

WEEEEEEEEEEEEEE

Harley and Deathstroke land at the bottom of the pit, adjust-
ing themselves and rubbing their necks

DEATHSTROKE

In hindsight, scaling down would have
been the BETTER option?!

HARLEY QUINN

I dunno.....

Harley and Deathstroke are swarmed by more Ninjas, the player
dual plays, after all the waves are defeated, Nyssa jumps out
of the shadows and confronts the two

NYSSA

Slade, what brings you here

DEATHSTROKE

Lazurus

NYSSA

What of it?! How did you get in?!

HARLEY QUINN

Did you seriously not hear the huge
explosion?

NYSSA

You watch your tongue, I know who you
are clown girl

Nyssa puts her blade to Harley's throat, cut back to Harley's
memory with Red Hood. Red Hood throws Harley down onto the
roof of the building

RED HOOD

You and your boyfriend tortured me
for years!

HARLEY QUINN

He was great, wasn't he?

RED HOOD

I WAS HIS VICTIM, his play thing that
he would have fun with day after day,
until he finally grew bored, and he
did the same to you!

HARLEY QUINN

Ew, who are you again?

RED HOOD

Don't recognize me without the gag
and crowbar in my skull?

HARLEY QUINN

Boy blunder? I thought you were on
our side? No, oh well, anyway great
catchin up, but gotta go

Red Hood then shoots at Harley, but the bullet hits her bat
and ricochets off

RED HOOD

This one won't miss

The third boss fight begins, the player attempts to hit Red
Hood, but he counters and throws Harley off the roof onto the
streets below

RED HOOD

KILL HER!

A swarm of Red Hooded thugs begin to attack Harley, the play-
er must defeat them all while dodging his bullets, after all
the thugs are defeated, the player must grapple up onto the
roof again and begins to fight Red Hood. The player attempts
to hit Red Hood, for him to counter, close line Harley, and
then another cutscene begins

RED HOOD

He got it easy, a cowards death, a simple way out, but you, you're going to suffer

HARLEY QUINN

Are ya gonna keep talkin, cause that'll kill me soon enough

RED HOOD

Scarecrows gas is quite a trip, but I wanna see want it does to you. I modified my helmet to see what exactly your greatest fear is

HARLEY QUINN

Ooo intriguing, but careful snoopin in my head you might just get lost in the madness, HAHAAHAHAHHA

Red Hood throws Scarecrows fear gas at Harley

HARLEY QUINN

DEEP INHALE

It zooms into her eyes, they go black. The player, as Harley, is then in a black room and can walk around

HARLEY QUINN

Ew, why is the floor wet, where am I

TOO DARK, REWRITE, MAKE DAD JUST IGNORE HARLEY AND NEGLECT HER AND CHANGE PERSON OF BOSS FIGHT

A memory begins to piece together of Harley in a kitchen with a drink spilt all over the floor

HARLEY QUINN

A kitchen? Wait, what is that sound?

The objective is to investigate the noise. the player will find a room with a TV and a man sitting in a recliner watching it

HARLEY QUINN CONT.

Dad?

HARLEY'S DAD
What

HARLEY QUINN
It's me, Harley

HARLEY'S DAD
Who?

HARLEY QUINN
Your daughter

HARLEY'S DAD
I don't have a daughter, or don't
want one anyway

Harley's dad gets up and begins to walk away, the player must follow him, where he enters a room and closes the door. The player must do everything they can to break open the door

HARLEY QUINN
DAD! PLEASE! I JUST WANNA TALK!

The player breaks open the door, to walk in and see a very young Harley, home alone on her birthday, with what looks like a cake she made herself and a stuffed beaver behind her

YOUNG HARLEY QUINN
Happy Birthday to meeee, happy
birthday, Harley

Young Harley blows out the candles

YOUNG HARLEY QUINN
They remembered...their just out,
getting me a present, and a real
cake, they wouldn't forget again

The memory shatters, and Harley is in a pitch black room again, where the demons from the beginning of Batman Arkham Knight appear, the player must defeat waves of them

HARLEY QUINN
What are you, ohhh inner demons, ha
clever

The player defeats all the demons. Another memory forms of Harley at a championship tournament for gymnastics

COACH

Okay, it's what we've been practicing, you got this!

The player must complete the gymnastic style course in 30 seconds. It consists of jumping through hoops, doing flips, balancing, and backflipping to locations. The player completes the course in the desired time

HARLEY QUINN

Ah, easy

The player completes the course

COACH

YOU DID IT! YOU WON!

HARLEY QUINN

Well duh, it's fricken me

COACH

Well everyones clearing out, do you need a ride home?

Harley separates from her younger self

YOUNGER HARLEY QUINN

Nah, my parents are comin

COACH

Well they missed one hell of a performance, good night Harley

The coach leaves and young Harley goes outside and sits on the curb waiting

HARLEY QUINN

I forgot about this, they didn't go to squat did they

Demons appear, and the players objective is to destroy them before they get to young Harley

HARLEY QUINN

Im gonna rip ya, huh, they're after
younger me? HEY CREEPOS STAY AWAY
FROM GOODS

The player successfully keeps all the demons away from young
harley

YOUNG HARLEY QUINN
Whatever, who'd want them here anyway

Young Harley begins to walk away. Harley is then pulled back
into the high school and is young again

YOUNG HARLEY QUINN
Crap, what time is it, Im gunna be
late

Three taller, older looking girls walk up

TIFFANY
You're not leaving freshie

YOUNG HARLEY QUINN
Are ya serious? Bullies, no, not
wastin my time, and I wouldn't nei-
ther, by-

The biggest, brute one, shoves Harley down

TIFFANY
I'm sorry, did I say you could leave.
Don't be threaten by me beauty, it's
only natural, my beautiful blonde
hair, gorgeous eyes, who wouldn't be
threatened by me?

YOUNG HARLEY QUINN
I dunno, a half eaten pig maybe, I'm
blonde too ya know, and have blue ba-
bies for eyes, now i'll knock those
pearly whites in if ya don't let me
through!

TIFFANY
Listen you little orphan, we've all
heard how your parents are no good

hacks, your father is nowhere to be found, and your mother-

YOUNG HARLEY QUINN

My father ain't the best, and sometimes a break is good, but you say one think bout my mother and I swear I'm shovin that tongue of yours down your throat, capiche?!

TIFFANY

Empty threats from a stupid. pathetic. bored little slave of a mother's daughter!

Harley jumps on Tiffany and begins to pull her hair, while the brute and other girl pull her legs to pull her off

YOUNG HARLEY QUINN

IM GUNNA MAKE YA SWALLOW YOUR OWN LOCKS TIFFANY!!!!

The lights in the school go out, and Tiffany and the other girls are taken away, the players only hear screams

TIFFANY

AHHHHH

YOUNG HARLEY QUINN

Hm, got what she deserved...

Harley Quinn is her older self again

HARLEY QUINN

Hey perfect, time to go

The objective is for the player to leave the school, go to the door and exit. The player gets to the door and opens it, it is just a red hole filled with fire

HARLEY QUINN

Hmmmm, so Im not leavin yet. okay...

A demon appears, the player beats it down

HARLEY QUINN

It has that stupid thing Tiffany was wearin, guess I gotta save them

The player has to investigate the school, without psychosis mode and find the three girls each trapped in a locker, the player has to follow a mixture of blood, ripped off clothing pieces and demons. When the player finds the first girl, there are a wave of demons they have to defeat

BRITTANY

Hello? Is someone there!

HARLEY QUINN

Oh, the little brunette, hey what's up?

BRITTANY

Please, help me out

HARLEY QUINN

Fine.

Demons appear

HARLEY QUINN

Finally, been dyin to kill somethin!

The player defeats all 5 waves and opens the locker

HARLEY QUINN

Okay, get out

BRITTANY

Thank you!

The player follows another trail and it leads them to another locker, that keeps disappearing and goes invisible, the player must take out demons now in a predator style mission, because one hit from them will instantly kill the player, the player takes all the demons out

BERTHA

Help.....

HARLEY QUINN

HAHAHA, you sound like a 40 year old man who is still somehow prepubescent

BERTHA

PLEASE

HARLEY QUINN

Okay geeze

The player lets out Bertha

BERTHA

Big Thanks

HARLEY QUINN

Okay caveman, don't hurt yourself

The player follows the final trail to the final locker, where Tiffany is in the middle of a stone room with a wave of demons

HARLEY QUINN

I don't remember this room when I went here...

The player defeats all the demons. Tiffany's locker is picked up and is then dangling over a pit of lava, where demons are guarding the surrounds, the player must take them all down in predatory style again

HARLEY QUINN

Definitely don't remember this

The player defeats all the demons

TIFFANY

Please help, PLEASE

HARLEY QUINN

Ugh, it's just, that you kinda suck, and so, imma leave you here

TIFFANY

Please WAIT! I'm sorry, but don't leave me in here!

HARLEY QUINN

Or I could cut the chain and have you drop in the lava and slowly burn, I doubt you're really here, so no pain

TIFFANY

WHAT?! NO NO NO NO NO

HARLEY QUINN
Okayyyy!

The player lets Tiffany out

TIFFANY
Thank you

Tiffany pushes Harley, Harley falls in the lava pit

HARLEY QUINN
Your a total bit-

Harley falls back into the black room

HARLEY QUINN
What the hell hoody? Thought these
were suppose to be my greatest fears?

A memory begins to piece together

HARLEY QUINN
Oh great, another childhood memory
that ends in me heroically saving the
day?

The memory is Harley driving a car

HARLEY QUINN
What the hell?

JOKER
Focus Harley!

Harley's head turns to the left

HARLEY QUINN
Puddin?

The car crashes

JOKER
Dammit Harley!

HARLEY QUINN
OH MISTAH J!

Harley wraps herself around Joker

JOKER

Harley, did you inhale some extra of
my Joker gas

HARLEY QUINN

Oh puddin, it has just been so long

JOKER

I worry about you sometimes HAHA. Now
we're here

HARLEY QUINN

Where?

JOKER

The bank, you really should listen
more Harl'

The player has to enter through the sewer, into a vent that enters the bank and then disarm the alarm to let Joker in. The player has to collect one million dollars before the time runs out, and every one-hundred and fifty thousand dollars, Joker adds an extra fifty thousand. The player can either blow up ATM's, steal from cash registers, or steal in goods, as in chandelier pieces. Each time the player steals some money, Harley will say something or exchange dialogue with Joker

HARLEY QUINN

I like money, more than Mr. J's
thighs, or cut of my tongue and gouge
out my eyes

HARLEY QUINN

I just realized these are presidents
on the bills

HARLEY QUINN

Can we go for some Mexican food after
this?

JOKER

Of course my little minx, I'll shove
a whole wad of PESOS DOWN YOUR
THROAT!

HARLEY QUINN

Oh, never had those before, sounds
exotic

The player finishes the heist

JOKER
Time to go

As the two are leaving, police cars show up in the front

HARLEY QUINN
Awe crap

JOKER
They're covering the the sewer access,
Harley, can you create a distraction?

HARLEY QUINN
What kind?

JOKER
One to make us go out in a BANG!

Harley sets up a bomb, and hands Joker the detonator

HARLEY QUINN
Here puddin' got it all ready for ya

JOKER
Thanks my little miscreant

Joker knocks Harley out by hitting the back of her head with
a large object

JOKER CONT.
Well gotta go-

Joker throws some money on top of Harley

JOKER CONT.
Don't spend it all in one place

Joker detonates the bomb, the police run in, and Joker slips
out the way Harley came in

POLICE
We got the perp, Harley Quinn

It delves once again into her eyes, where she opens them inside a cell

HARLEY QUINN
Huh?

NEWS BROADCASTER
It has been a few days since the Gotham Bank heist, and police are stating it was the scheme of Harleen Quinzel, known as Harley Quinn. Unlikely, stating that, Joker may not be far behind

HARLEY QUINN
Yeah so what, he ditched me, ya enjoying yourself Arkham bozo?

GUARD
Shut it you wacky! Today's the day your gettin shipped off to the looney bin, Arkham's waitin for you

The player can move around in the cell where they will eventually find a bobby pin

NEWS BROADCASTER CONT.
Speaking of the Joker, is it possible for him to replace his one and only side-kick?

HARLEY QUINN
Excuse me?

GUARD
Silent!

NEWS BROADCASTER
Rumor is the Joker has put out a call for a new henchgirl, someone tell Harley know she has been let go

HARLEY QUINN
That TWO TIMIN, NO GOOD, BOOT LICKIN FREAK! I'LL KILL EM', I'LL CUT OFF ALL HIS FINGERS AND STAB EM WITH THEM, THEN-

GUARD

QUIET! ONE MORE OUT BURST AND I'M
PUTTING YOU TO SLEEP, without a seda-
tive

HARLEY QUINN

Impersonation of a British accent
Of course officer, I am so terribly
sorry, I will be sure to straighten
up myself, you hear? No more inci-
dents from me, I can promise you
that.

It then focuses on Harley's cell door, the player has to move Harley's hands in a certain way, and use a bobby pin to unlock it, while also making sure the guard is turned away while doing so. The player finally gets the door unlocked. It toggles to preform a takedown

HARLEY QUINN

Hey officer

GUARD

What?

The guard walks in front of the cell door

HARLEY QUINN

What do you call a cop to stupid to
realize his prisoner has escaped

GUARD

Huh-

HARLEY QUINN

You.

Harley shoves the door open, knocking the guard back, and then proceeds to knock the guard out. She then takes his taser and the player can use it while escaping. The player has to taser a guard, and steal their uniform, then the player must walk at a certain pace to not arouse suspicion, but must change every so often because the uniforms do not fit Harley exactly, otherwise the player fails. The player knocks out the first guard

HARLEY QUINN

One pig down

Cut to Harley over him/her wearing their uniform

HARLEY QUINN CONT.
Gotta stash the body

The player must drag the guard, to place him/her into a vent where the other guards will not discover the body. Currently wearing a uniform that is baggy and too big, the player must walk at an equal pace as the other guards, and only has about one minute and thirty seconds to knock another guard out, hide their body, and steal their uniform

HARLEY QUINN
The guards are lookin at me funny, I
need a uniform that fits me better

The player wears the second uniform

HARLEY QUINN
Awe crap, this piggy liked em tight

HARLEEN QUINZEL
What?

HARLEY QUINN
Great you. Let me explain, the first
piggy was too fat, this piggy to
skinny, see

HARLEEN QUINZEL
This sounds familiar

HARLEY QUINN
I'm pretty sure its the one where the
ass-hat boy steals all the nice gi-
ants belongings, for the rude little
twerp to off the large ogre

The player needs to change for the third time

HARLEY QUINN
Rule of three, this ones working

The player is now wearing the final outfit and opens the door into the next room

HARLEY QUINN

Almost out, then Mistah J's gonna
meet Mr. Foot up the a-

POLICE CAPTAIN
Hey officer, Robinson, everything al-
right?

HARLEY QUINN
Just fine captain

POLICE CAPTAIN
Well, there are 2 police men not re-
sponding from the room you just came
from, did something happen

HARLEY QUINN
We were playing strip poker

POLICE CAPTAIN
What?

HARLEY QUINN
Never mind, I have to be going

POLICE CAPTAIN
Where

HARLEY QUINN
To my kids birthday, I dunno

POLICE CAPTAIN
Oh you have a kid, how old?

HARLEY QUINN
That's it-

Harley upper punches the police captain while screaming

COP
What the?

COP
Get her!

HARLEY QUINN
He just talked wayyy to much, ya
know?

COP

It's HARLEY QUINN!

The player plays a quick combat map, they clear all the guards

HARLEY QUINN
Well time to go

The player exits through the door. Harley is outside

HARLEY QUINN
Im gonna find that two timin creep

It cuts to Harley in her and Joker's old hideout, she storms in, she is swarmed by Joker goons

GOON
It's Harley, do we tell the boss?

GOON
Nah, besides he don't need this one
no more, we can have her all to our-
selves

The player clears the room and goes to the next one for it to be a predator map, they clear that out too. The player enters the final room, to see Joker with a new Harley

HARLEY QUINN
Puddin?

JOKER
Oh Harley, you made it, meet Harley
numero two, she's new

HARLEY QUINN
You, you, replaced me?

JOKER
Harley, you're worthless, easy to re-
place, now did you need something?

HARLEY QUINN
I, I, I thought you loved me?

JOKER
Don't cry, we just cleaned the
floors, HAHHAHAHHAHA

The memory shatters, and the player is in a black room filled with doors with single letters on them. Each wrong door the player enters they have to fight a room of demons then select a new door. The player must spell madness, and everytime they mess up, they must restart.

HARLEY QUINN

He does love me....doesn't matter. I know this is all fake Knighty..I know.

The doors appear

HARLEY QUINN

What the hell is this?

The player walks through a wrong door, demons appear

HARLEY QUINN

Well that wasn't right, crap

The player defeats all the demons, and uses Harley's psychosis mode

HARLEY QUINN

My gut is saying to go with M, must be spelling a word that pertains to me, hm....OH MASCULINE, wait.

The player gets through all the doors, and falls into a new memory. Harley is in a driving car

HARLEY QUINN

Woah, what the?

JOKER

Hurry Harley, take the wheel

HARLEY QUINN

Oh. You.

JOKER

C'mon take the wheel dammit

HARLEY QUINN

What is-

An explosion happens right behind the car

HARLEY QUINN

Oh, the batmobile, great.

JOKER

Lose em Harl'

The player must drive around Gotham, trying to get out of the Batmobile's sight. In order to do so, the player must not be seen by the batmobile for 30 consecutive seconds. The player gets out of the Batmobile's sight.

HARLEY QUINN

Now what?

JOKER

Finished, time to show Bat-brain exactly what I can do to his shiny black toys

Joker then presses the gas, and launches the car with him and Harley in it, onto a street, the Batmobile drives up and Joker attaches the device he has made to the car

JOKER CONT.

Hi ya Batsy! I made this electromagnetic something another, don't really know what it does, but our dear old friend, Lexy gave it to me, wanna see what it does?

The car door opens, Robin steps out

HARLEY QUINN

Hi ya bird brain!

JOKER

Oh, it's just the boy blunder, hm, well waste not what not right, HAHA-HAH

Joker activates the device, attracting both cars to one another, he then pushes a button on his car, ejecting him and Harley onto a nearby roof, the device then causes a massive explosion, and a power outage. Joker ties a rope to the ledge

HARLEY QUINN

Ya know I'm still-

JOKER

Don't cha just love the fireworks
baby!

HARLEY QUINN

Sure do puddin!

Robin jumps up onto the roof

ROBIN

Let's go clowns, nice and easy

JOKER

Thanks, but not our style

The player than dual plays with Joker against Robin, the boss fight is similar to the dual-play fight in Batgirl's DLC. Yet, once Robin's health bar is at half, a small cutscene plays

JOKER

Enough! See, this is why your kind
are so easy to get rid of, lack of
imagination and creativity. You're
predictable. Because while I am es-
caping, you'll be saving poor Harley

Joker knocks Robin off the building

HARLEY QUINN

What?

Joker then wraps a noose around Harley's neck and throws her off the building. It is a slow motion scene, Robin turns around while Harley grabs the noose about to hang her, when the player has control over Robin. The player must quick-fire a shuriken, to break the rope. Otherwise the cutscene will end and you see the lighting expose the shadow of Harley's hanging legs. The player cuts Harley free. She falls while the memory breaks. She ends up in a black room again

HARLEY QUINN

He knew Bird-Brat was gonna save me.
Mistah J wasn't really tryin to kill
me

Demons appear and the player must defeat them, except this time the demons laugh each time one is defeated

HARLEY QUINN

He didn't try to kill me. He loves me!

It cuts back to the present with Nyssa holding a sword to Harley's throat

NYSSA

You fight with some warrior in you

HARLEY QUINN

I do?

NYSSA

It was unexpected, but then again, most of you is. I have a proposition.

HARLEY QUINN

Oh im flattered, but I just don't think marriage is an option here

NYSSA

What? No, allow me to further your training, accomplish my tasks, and I will grant you the knowledge you seek. Then you shall continue your quest, of which upon completion, you return to finish with me.

HARLEY QUINN

Hmmm, is there benefits

NYSSA

You will become a deadly assassin, a weapon of destruction, even the Batman would have had a hard time with you

HARLEY QUINN

Well, he's dead so. Also, I dunno how I feel becomin somethin with the word ass in it. What else you got

DEATHSTROKE

Harley what are you doing?

NYSSA

Quiet slade! There is something I see
in you Harley, something I wish to
further, you will be given a sword-

HARLEY QUINN
Oh, then HELL YEAH!

NYSSA
Deal, now first thing you must do.
Interrogate a man I have held cap-
tive, figure out his deepest secrets,
then report back to me. Do not fail

HARLEY QUINN
Okay

The player then goes to the room where the prisoner is held,
they enter the room and a small cutscene begins, the screen
goes black, and when Harley enters the room, she is wearing
an outfit similar to Harleen's, with glasses and a tie

HARLEY QUINN
Hi ya, so today I'm gonna break your
mind open like an egg

Harley sits down and the player has to examine the man, like
Batman did to professor pyg's victims in Arkham Knight. The
player realizes he had a wedding ring on, but it is no longer
there

HARLEY QUINN
Newly divorced, okay

The player also scans a picture that is barely out of his
pocket

HARLEY QUINN
It looks like him with a boy, a son
possibly

The player also analyzes the mans fingernails, they have some
left over pink nail polish with each nail having a separate
letter, Liz

HARLEY QUINN
Bingo

HARLEY QUINN CONT.

So Imma cut to the chase, your son and wife, oh I'm sorry, ex-wife, are dangling over the Gotham bay while in the trunk of a car. They will slowly but surely suffocate and die a painful death.

MAN

You are lying.

HARLEY QUINN

I am, oh, okay well than wanna hear another lie? We have this girl, let's call her, hm, I dunno, Elizabeth, and Elizabeth is wearing a little pink dress, slowly getting crushed to death by a steam roller, now-

MAN

What?

HARLEY QUINN

Don't interrupt, that's very rude. Anyway, little Liz, is glued to the pavement, so if she struggles, her skin tears. We can stop all of this, but each second you hold back, you ex-wife and son are slowly drowning, and your little girl is having each bone crushed into marrow. Sooooooo, wanna tell me what I wanna hear?

Harley smiles, and exits the room, she tells Nyssa a code

HARLEY QUINN

All he said was, 7-4-1-2, oh and he keeps screaming for his families lives to be spared

NYSSA

Excellent, follow me

DEATHSTROKE

Very good Quinn, how'd you know they have his family?

HARLEY QUINN

Oh they don't, but he didn't need to know that, hehehe. Besides, if you love someone you don't want them hurt...most of the time anyway

It warps through Harley's eyes again, back into the fear memories. Harley is on a plane, with Joker, and two goons flying the plane

HARLEY QUINN
This kinda looks familiar...

JOKER
Harley, come here.

HARLEY QUINN
Yes boss?

JOKER
You know, I have been feeling something lately, and was unsure of what that feeling was.

HARLEY QUINN
You have?

JOKER
Yes, and frankly it has grown tiresome and has gotten in the way, but I finally figured out the emotion

HARLEY QUINN
What was it?

JOKER
Love. I have come to realize, that I love you Harley, you're the nut to my job, the sane to my insanity, the mad to my madness

Harley jumps to Joker and hugs him

HARLEY QUINN
Oh MISTAH J, I LOVE YOU TOO

JOKER

And that is why to get rid of what
has gotten in my way, I must rid my-
self of you Harley

HARLEY QUINN

But puddin-

It closes in on Harley's face, and Joker begins to repeatedly stab Harley, non-stop in the gut, Harley begins to cry and is shocked by what is happening. Joker than pushes Harley with the knife in her stomach out of the plane onto the floor

JOKER

Oh, and you can keep the knife. HA-
HAHHAH

In slow motion it shows Harley falling with a knife in her, and her falling into bushes. It then pans back up to Joker looking down as she has fallen

JOKER

Let's go Butch

BUTCH

Bout' time you got rid of that broad boss, "Oh Mistah J, puddin!" Real annoying twit if ya ask me

Joker beats Butch to death

JOKER

Don't talk about her

Joker pushes Butch aside

JOKER CONT.

S'cuse me

A tear falls from Joker's face, who know flies off

JOKER

HAHHAHAHAHHAH

It pans to Harley with blood all over her, and her crying. The memory shatters

HARLEY QUINN

I forgot about that, ya know Knight,
Red found me after and nursed me to
health, she gave me abilities, the
drugs must of made me forget

The laughing demons appear, now with Green hair, the player
must defeat them all. Once the player does, another memory
forms. The player is in the room from Mad Love, with Batman
hanging over a fish tank filled with Piranhas

HARLEY QUINN
Batman?

BATMAN
Harley, cut me down, you don't need
to do this

HARLEY QUINN
What am I doing?

BATMAN
Trying to show Joker you could do
this, trying to prove that he will
love you

HARLEY QUINN
Ha, well turns out my Puddin really
does love me, he just ain't the com-
municating type. I kinda miss you
Bat-Brain

BATMAN
What are you talking about Quinn?

HARLEY QUINN
Oh, this is a fear gas simulator, and
in the real world, you're dead. I
kinda think you aren't really dead,
but Scaredy Crow made you reveal
yourself, and you then died or some-
thin. I dunno the details cause I
don't wanna know who you are in re-
spect to Mistah J, but you're gone,
just gone.

Joker charges through the door

JOKER
HARLEY!

HARLEY QUINN
Puddin, look I know you're upset

The player hears a smack and Harley flies across the room near a window. Joker runs to Batman

JOKER
I am so sorry, I'll be one sec

HARLEY QUINN
Look Mistah J, this ain't even real,
but I know you love me, and we can
just work it out, forget Batman,
let's just leave and talk about this-

JOKER
Oh Harley, how naive you are, you
think I could ever love a fool like
you?

HARLEY QUINN
Puddin?

The room begins to darken, and Joker begins to grow

JOKER
You're nothing, a worthless pile of
trash I decided to use. I only needed
you that day in Arkham to escape, do
you really think I care for you?

The only thing left in the room is one window

HARLEY QUINN
But-

JOKER
Quiet dear! You've forgotten what I
told you a long time ago. One of the
painful truths of comedy. YOU ALWAYS
TAKE SHOTS FROM FOLKS WHO JUST DON'T
GET THE JOKE!

Joker slaps Harley out of the window who falls down, into that memory again

HARLEY QUINN
What the?

BATMAN
Harley, cut me down, you don't need
to do this?

HARLEY QUINN
What is goin on here?

BATMAN
Harley, you-

HARLEY QUINN
Shhh, why did it do this?

Joker charges in

JOKER
HARLEY!

The dialogue from Joker to Batman and Joker to Harley can slightly be heard in the background, while Harley talks to herself

HARLEY QUINN
Why am I reliving this?

Harley appears in front of the window again, now with Joker holding a sword fish, about to shove Harley out of the window. The player must counter him, or relive this memory until they do

HARLEY QUINN
Dammit, I'm back here again, I can't
let Mistah J get me this time

The player counters Joker

HARLEY QUINN
Sorry boss

Joker falls and the player ends up in the final memory. The player walks into what seems like a lab, with Joker concocting something

HARLEY QUINN
This doesn't seem familiar, at all

JOKER

Harley come here, I wanna show you
something

The player goes to Joker, he grabs his knife, and turns, the
player sees blood fly onto his face and he smiles, the memory
resets and Harley is there, will all the different versions
of Harley from Arkham Origins to Arkham Knight

HARLEEN QUINZEL

Harley, you can't let Joker best you

ARKHAM ASYLUM HARLEY

We know you love him, and he loves
you, but time to end it

HARLEY QUINN

What?

ARKHAM CITY HARLEY

Kill him Harley, kill him!

HARLEY QUINN

Wait, no, I can't, I-

ARKHAM KNIGHT HARLEY

Oh come on, he's already killed you
twice now, and he's abused you for
years

HARLEY QUINN

But he loves me

HARLEEN QUINZEL

Oh stop it Harley!

ARKHAM ASYLUM HARLEY

He never loved you!

ARKHAM CITY HARLEY

And we know what you did

HARLEY QUINN'S REVENGE HARLEY

We know that when Batman carried him
out, when you saw he died

ARKHAM KNIGHT HARLEY

Even you laughed a little

All the different version Harley disappear

JOKER

Harley come here, I wanna show you something

The player goes to Joker. Joker turns with the knife, but a counter sign appears, the player counters. Harley kills Joker. The memory shatters, and Harley appears in Joker's Carnival from Arkham City. All the thugs are Joker, the titan thugs are the titan Jokers from Arkham City, and Hammer and Sickle are brute Jokers. The player can either reach one million, or fight until they die, both completes the challenge. After all the Jokers are defeated, a massive one appears, and the player must perform beatdowns on various locations all over the large Joker's body, before the final blow. Then after the player defeats Joker, a regular sized one falls, dead.

HARLEY QUINN

Sorry Mistah J

It zooms out to Red Hood over Harley

RED HOOD

He, he tortured you too, except for years. You're lucky Quinn, but this is your last chance

Red Hood grapples away. Harley wakes up and cries while laughing hysterically, as it slowly zooms out above her

HARLEY QUINN

HAHAHHAHAHHAH.....holy crap I'm starving

CATWOMAN

Harley, where are you?!

HARLEY QUINN

Lyin on a rooftop in Arkham City

CATWOMAN

Get over here to the tree!

The player has to leave Arkham City, it then cuts to Harley meeting Catwoman and Copperhead on a roof near the tree where Ivy is located

HARLEY QUINN

Why is it swarmed with police?

COPPERHEAD

They are suspicious, the plant woman is the only tie to you, it is a trap

HARLEY QUINN

I don't like you

The player has to preform a predator map, with Catwoman and Copperhead, the player takes out all the men

HARLEY QUINN

Time to bring Ivy back

The player administers the potion to Ivy, a large grumble sound occurs

CATWOMAN

What is that?

HARLEY QUINN

Ooo, she's coming back, she's coming back!

The grumbles stops, nothing happens

HARLEY QUINN CONT.

That's it, nothing?! Mother-

Vines shoot up into the air, where a giant flower forms, it blossoms to show Poison Ivy in her Arkham Asylum attire

HARLEY QUINN CONT.

It's a girl!

Poison Ivy steps down from forming steps

HARLEY QUINN CONT.

Welcome back Red!

POISON IVY
SELINA!

Poison Ivy wraps a thorny vine around Catwoman's throat, Copperhead leaps at Poison Ivy who restrains her

HARLEY QUINN
Woah!

POISON IVY
I told you I'd kill you!

CATWOMAN
What are you talking about?!

POISON IVY
Strange's vault, you said you would get her back, that if I got you in you would rescue her! YOU KILLED HER, I'm doing the same!

Poison Ivy signals her plants to kill Catwoman, but Harley intervenes

HARLEY QUINN
WAIT! Red, Selina helped me, if it weren't for her, you'd still be all flowery

POISON IVY
I was conscious, just not in a human form, besides why should I spare her, for one kind act?

HARLEY QUINN
I am also technically your mother now, sooo please?

POISON IVY
FINE! Beside, she may prove useful later.

Poison Ivy lets Catwoman go

POISON IVY
What about this one?

HARLEY QUINN
Oh that bitch, ya you can kill her

CATWOMAN
Harley.

HARLEY QUINN
I'm just playin, let her go too,
she's alright

Poison Ivy lets Copperhead go, Poison Ivy stumbles and falls
into Harley's arms

POISON IVY
I'm weak Harley, I need to rest, help
me to the tree

Harley helps Ivy to the tree, where she enters and heals, as
Harley turns, Robin, Nightwing, and Red Hood appear

HARLEY QUINN
Awe crap

ROBIN
Turn yourself in, all of you

CATWOMAN
I'm going to go with no, but thanks
for the offer

A boss battle begins between Harley, Catwoman, and Copperhead
against Robin, Nightwing, and Red Hood, it is a dual-play
fight against the three men, with dialogue exchanged between
them all. Harley to Nightwing

HARLEY QUINN
Come back for round 2 Nightbug?

Nightwing to Harley

NIGHTWING
You got lucky in Bludhaven Quinn, but
not this time.

Robin to Catwoman

ROBIN
Why are you helping them Selina?
Thought you finally turned good

Catwoman to Robin

CATWOMAN

I got bored, what's a girl to do?

Red Hood to Copperhead

RED HOOD

What the hell are you?

COPPERHEAD

I am your death

Copperhead to Robin

COPPERHEAD

I will be your end pajarito

Robin to Copperhead

ROBIN

Mi nombre es Robin, un placer cono-
certe

Nightwing to Catwoman

NIGHTWING

It's been a while Selina, how's it
going?

CATWOMAN

Eh, Eddy kidnapped me, put an explo-
sive collar on me, so the usual.

Nightwing to Copperhead

NIGHTWING

Again, what the hell are you?

COPPERHEAD

ARG!

Red Hood to Harley

RED HOOD

Be glad I spared you

Harley Quinn to Red Hood

HARLEY QUINN

Rubber bullets eh? Wait, have I seen that Red Mask before? Did you wear a cape with it?

Red Hood to Catwoman

RED HOOD
I hate Cats

Catwoman to Red Hood

CATWOMAN
You're an ass

There would be much more exchanged, but once Robin, Red Hood, and Nightwing are all defeated the final cutscene begins. Harley is on Robin shoulders punching his head, Catwoman is being held up by her throat by Red Hood, and Copperhead and Nightwing are at a standstill. Poison Ivy comes out of the tree

POISON IVY
ENOUGH!

Vines wrap around each of Robin's, Nightwing's, and Red Hood's feet and they hang upside down

ROBIN
Ugh, unfair

POISON IVY
LEAVE!

Poison Ivy drops them

POISON IVY CONT.
NOW!

Two random thugs approaches Ivy with guns

THUG
We found the jack pot, kill em!

Poison Ivy causes her a tree branch to shoot out and kill one thug. The other drops his gun and falls down

THUG
So now what? You're gonna kill me with a fricken tree?!

POISON IVY

I don't need a tree to do that

Poison Ivy drops a seedling onto the thug, and then whispers in his ear

POISON IVY

Now jump.

The player sees the thug walk towards the edge of the area, and then fall back to the ground, where it is presumed he dies

POISON IVY

Now leave! Or you'll meet the same fate.

HARLEY QUINN

Wait, a deal's a deal. I'm going with Bird-Brat to jail

POISON IVY

Why?

HARLEY QUINN

I feel bad for him, we both lost loved ones, and what the hell, I'll be out soon. Plus my cell is private, it's heated, and very fancy food

POISON IVY

Okay, but take these

Poison Ivy hands Harley her seedlings. Harley inspects them

POISON IVY CONT.

They'll come in handy

Catwoman and Copperhead leave as well as Red Hood and Nightwing, Harley jumps down as Robin prepares to put her in the Batmobile

HARLEY QUINN

So what's for dinner tonight Bird-Brain? Mash potatoes with steak?

ROBIN

I don't know what officer Cash serves his prisoners

HARLEY QUINN
Wait what?

ROBIN
I don't have time to watch you,
you're going to GCPD, with the rest
of them

HARLEY QUINN
Balls

It cuts back to Harley and Deathstroke with Nyssa

NYSSA
Now you must complete-

A large crash sound and roar is heard from outside

HARLEY QUINN
What the-

AMANDA WALLER
Quinn, Slade, go to the coordinates,
you two are the closest, get ready!

DEATHSTROKE
For what?

AMANDA WALLER
Bane

HARLEY QUINN
YES! Another Zombie!!!!

DEATHSTROKE
Nyssa, Bane died along with countless
others who are rising from the dead,
any clue how or why?

NYSSA
Whatever it is, my league and I are
not apart of it

DEATHSTROKE
Very well, Harley let's go!

HARLEY QUINN
Got cha

NYSSA
Harley, come back soon, and we will
finish training

A new side mission for Harley appears. The player runs out as Harley to find Bane on the Gotham Lady Island. Harley and Deathstroke grapple to the island, where Bane throws a car and the player must counter it. The player lands on the floor

HARLEY QUINN
Well that was rude.

DEATHSTROKE
Bane is bigger than ever, even during
Blackgate, we don't stand a chance

HARLEY QUINN
Nah, we got him

DEATHSTROKE
Handle him, I'll be back

Deathstroke leaves, and the player must fight waves of Bane henchmen first while Bane throws pieces of cement at the player

HARLEY QUINN
Yeah, leave the dainty little girl
all alone with the drugged, super-
brute who just threw a car like it
was a daisy

DEADSHOT
You're not dainty Quinn

HARLEY QUINN
Screw you, go back to whatever...

The player defeats the thugs

HARLEY QUINN
My bat isn't gonna do anythin, maybe
my Jack in the Box?

The player must lay a Jack In the Box and detonate it when Bane is near. The player detonates it, and some skin peels back. The player has to use psychosis mode

HARLEY QUINN

Did his skin just fall off? WHAT?!

It signals the player to use psychosis mode. The player does

HARLEEN QUINZEL

Bane has what seems to be Waylon
Jones's reptile disorder, although un-
der his skin, much like those thugs
you fought earlier

HARLEY QUINN

Thanks Ms. Prude, now go away! Well
guess I'm dyin

A large tank, the ones from Arkham Knight, jump onto the is-
land, and Deathstroke exits

DEATHSTROKE

Harley, GET IN!

The player has to run to the tank while dodging attacks, the
player gets in the tank

HARLEY QUINN

WOAH!

DEATHSTROKE

Yeah...I hid a few things after that
night, now I'm driving, handle the
weapons

The player can now switch between characters, Harley with
weapons, and Deathstroke with driving. The player has to sur-
vive long enough to take all of Banes health out. The player
takes all of Bane's health, Bane falls. Harley exits the tank
and walks to Bane

HARLEY QUINN

Ew, so back from the dead with Cro-
cy's skin, fun!

Bane grabs Harley and stands up

HARLEY QUINN

Ugh, should've seen it comin

The player is in control of Deathstroke driving the tank

HARLEY QUINN CONT.

Slade, RAM HIM! I saw B-Man do it
once, *VERY* effective!

The player must drive straight into Bane, then Deathstroke
launches out of the tank and catches Harley, Bane falls into
the Gotham Bay

DEATHSTROKE

You're going to need more training if
you still do idiotic stunts like that

HARLEY QUINN

Hm....

Bane stands up in the river

DEATHSTROKE

Now, what?

HARLEY QUINN

Fricken had to be Bane! Wait, don't
the tanks carry electrical currents
throughout them?

DEATHSTROKE

We just need an electrical discharge,
you should be smart more like ninety
percent of the time instead of ten

HARLEY QUINN

Awe, I'm ten percent smart, hehe

Deathstroke presses some controls on his armor, and the bay
lights up with electricity shocking Bane

HARLEY QUINN CONT.

So beautiful

Bane passes out

DEATHSTROKE

Waller, Bane is down, he can be
picked up, he had Croc's reptile skin
acting like armor

AMANDA WALLER

Has anyone talked to Croc?

CAPTAIN COLD

No, you did not give the order

AMANDA WALLER

Just because the order wasn't given,
doesn't mean you are all idiotic
fools, common sense people! Harley
and Deathstroke, I need samples from
Croc, go!

DEATHSTROKE

Let's go Harley.

It cuts to Harley and Deathstroke in the GCPD near croc

HARLEY QUINN

Hey Croc we need a favor

KILLER CROC

Harley, you tried to poison me, I'll
eat you alive

HARLEY QUINN

Hm, it's okay, thanks for the offer,
and only *some* titan was pored into
the rivers, anyway we need DNA from
you

CROC

AGGG

DEATHSTROKE

Listen. Give we are taking your DNA
regardless of you willingly giving it
to us, so you have one minute

KILLER CROC

I am like stone, nothing can cut
through

HARLEY QUINN

He ain't wrong, due to his improvements, and his limbs are at the bottom of Gotham Bay, so.....

DEATHSTROKE

We don't need scales, open his cell,
NOW! Get ready Quinn

The guards open Killer Croc's cell, he darts at Harley and Deathstroke. Harley throws her laughing gas down, Deathstroke then jumps, collects Killer Croc's saliva, and then kicks him back into the cell, for him to close it

KILLER CROC

AGHAHGA, NO, I WILL SWALLOW YOU WHOLE
ASSASSIN

HARLEY QUINN

By Crocy!

It cuts to Harley and Deathstroke on a ledge above scientist in one of Stag's airship

DEATHSTROKE

Waller, Harley and I are at a lab
with Croc's DNA, Harley had an idea

AMANDA WALLER

Whatever, just be quick!

HARLEY QUINN

The seedlings only allow me to control two at a time, so his DNA needs to be planted, and we cannot mess up the order or everything will be destroyed, capiche?

DEATHSTROKE

Harley, why don't we just force them to figure out how Croc's DNA bonds to others? Or even ask?

HARLEY QUINN

Cause I'm bored, this is more fun,
and we don't have the best rep, let's do it!

The player has to place Croc's DNA in the designated location, climb back up to a ledge, then control a scientist to operate the first machine.

HARLEY QUINN

It's planted, time to have fun

The player chooses a target and throws a seedling, they now have control over that scientist

DEATHSTROKE

How does this work

HARLEY QUINN

It is telepathic, that's all I know,
ask Red bout the rest, now SHH!

The player, now as the scientist, goes to the microscope, and has to zoom in to the right amount to find five compounds

HARLEY QUINN CONT.

Their subconscious is saying to find
five compounds

The player finds the first first compound

SCIENTIST

Intriguing

HARLEY QUINN

Ha, I can make them talk too

The player find all five compounds, then takes it to another station, the player tries to activate the device

HARLEY QUINN

Hm

DEATHSTROKE

What?

HARLEY QUINN

This scientist, they don't know how
to do this part?

DEATHSTROKE

Find someone who does

HARLEY QUINN

Ummmm, they're thinking of Kelly
Brawn, who's that?

DEATHSTROKE

We need to strategize, easy our way
through the lab and slowly uncover
who-

SCIENTIST

KELLY!

Kelly walks over to the station

HARLEY QUINN

Found her

The player needs to hit Kelly with a seedling, and isolate
the compounds in the DNA. The player has to first inject an
enzyme

SCIENTIST

This enzyme should eat away anything
it comes in contact with

The player must then move the DNA in a way that the enzyme
eats around the five compounds and not the compounds itself.
The player finishes the station

HARLEY QUINN

She's done, the parts are isolated.
They now need to be added to human
DNA to bond

DEATHSTROKE

Whose DNA are we going to-

Harley pulls out one of her hairs

HARLEY QUINN

Got it!

HARLEY QUINN

My DNA, I'm technically a meta-human,
so if it can bond to my DNA, it will
last longer and be more useful

Deathstroke takes off his mask

DEATHSTROKE

You're right, which is why we will
use my DNA, it is far more superior
and worth more

HARLEY QUINN
Rude....whatever

Deathstroke drops a hair on the sample, and the player carries it to a machine which mixes the two DNA's. The player then must make their way through the lab to get it, while being undetected. The player gets it

HARLEY QUINN
Got it, let's go

As the two are about to leave, the newly bonded serum breaks through the glass and attaches itself to Deathstroke, and seeps into his skin, he becomes a larger, titan thugs with reptilian skin armor. The player has to fight him

HARLEY QUINN
Oh crap, Waller! Somethin happen,
Deathstroke is now a super titan assassin

AMANDA WALLER
We cannot risk the mission

The player hears a beeping sound

HARLEY QUINN
What is that?

DEATHSTROKE
Slade's bomb in his armor, it has to
be done

HARLEY QUINN
What?

The bombs explode, the lab is destroyed and all the scientist are unconscious, but Slade is alive

HARLEY QUINN CONT.
Uh Wally, yeah that did nothin, and-

Deathstroke charges Harley and knocks her against the back wall. Harley's COMs malfunctions

AMANDA WALLER
Harley, *STATIC*

HARLEY QUINN
HUH? Awe crap, as if regular pirate
face wasn't enough, now how the hell
do I hurt him?

Harley uses psychosis mode

HARLEY QUINN CONT.
The scales haven't reached his head
or his right leg yet, that's conve-
nient

The player has to beat down Deathstroke's right leg and
counter his punches

HARLEY QUINN CONT.
STOP TRYING TO HIT ME!!!

The player breaks the leg bone, Deathstroke falls

DEATHSTROKE
AGAGHA

HARLEY QUINN
HA, SUCK IT! Oh, sorry Slade...

Deathstroke grabs Harley and lifts her up near his head

DEATHSTROKE
AGAHA

HARLEY QUINN
Perfect

The player has to counter Deathstroke's attacks and beatdown
on his skull. Deathstroke drops Harley and begins to walk
around

DEATHSTROKE
HMPH, AGH

HARLEY QUINN
He's gonna kill them, oh well..

HARLEEN QUINZEL
HARLEY!?

The player has to run to the people, pick one scientist up at a time and then carry them to the designated corner, and has to time it not to get hit by Deathstroke, there are seven scientist. The player picks up the first scientist

HARLEY QUINN
Why are you so heavy?!

Deathstroke begins to smash a fist down onto the floor, the player must move away from the oncoming shadow. The player dodges the shadows and places the scientist at a safe location

DEATHSTROKE
Dismantled grunt Harley?!

The player continues to gather scientist

HARLEY QUINN
Ello ya big freak, just gonna do some things, no need to fight or kill

DEATHSTROKE
Deathstroke KILL!

HARLEY QUINN
Okay, ummm, no.

The player sets down the other scientist

DEATHSTROKE
DESTROY

Deathstroke attempts to crawl towards Harley

HARLEY QUINN
There has to be a quicker way to grab the nerds..

Deathstroke smashes the floor and shakes the entire place

HARLEY QUINN CONT.
SLADE! KEEP THIS UP AND YOU'LL BRING THE PLACE DOWN! Wait a minute.....

It triggers the player to use psychosis mode

HARLEY QUINN CONT.

If I can get that window open, I
could kick Slade out of hit, hopeful-
ly knockin him out. I need to strap
the geeks down, and then have the
brute punch the glass

The player has to strap the scientist down, while Deathstroke
pulls himself around, and if Deathstroke spots them, he
throws machinery at the player very quickly. The player drops
a smoke bomb and has to hide

DEATHSTROKE
Where'd the clown go?

HARLEY QUINN
I can modify my snare trap to keep
the scientist attached to the ship

The player straps all the scientist down

HARLEY QUINN CONT.
I need that window open now, my
jack in the box is too weak, oh Slady

The player has to aggravate Deathstroke with the modified
flare gun, and shoot Deathstroke to lead him to the window

DEATHSTROKE
UGH, PUNY INSECT

HARLEY QUINN
Rude.

The player shoots Deathstroke with laughing gas

HARLEY QUINN
HA!

DEATHSTROKE
AGH!

The player shoots Deathstroke with laughing gas

HARLEY QUINN
Let's put a smile on that face! Hm
sounds familiar....

DEATHSTROKE
KILLL YOU!

The player shoots Deatstroke with laughing gas

HARLEY QUINN

Lay off the beans Slade, get it,
cause it's gas

DEATHSTROKE

AGAGAH

The player leads Deathstroke to the window, Deathstroke punches at the player, who has to counter five different attacks, if they miss one, they are punched through the window and fall to their death as the screen blackens and resets to the countering point. The player successfully counters all the punches and the window breaks. A cutscene plays

HARLEY QUINN

Enjoy the fall

Harley places a Jack in the box behind Deathstroke and explodes it, sending him out, but he grabs the airship and turns it, moving everything towards that direction

HARLEY QUINN CONT.

That's why I strapped the scientist
down

Harley rolls towards Deathstroke, and stabs his hand holding the ship, it causes him to let go, but he grabs Harley and the two fall together

DEATHSTROKE

AGAH

HARLEY QUINN

Oh, you're an ass!

Deathstroke lands to the floor with Harley on top of him, the both of them are unconscious, it zooms out of the two lying on the pavement. It cuts to Deathstroke out of his armor in a hospital bed inside of Belle Reve

DEATHSTROKE

What the f...

AMANDA WALLER

Deathstroke, good you're up, put your
suit on

Deathstroke gets up and puts his armor on, it then clenches on and cannot be removed, he left his mask off

DEATHSTROKE

Agh, what happened?

AMANDA WALLER

Your DNA mixed with crocs and caused you to lose all control over yourself, then when the bombs in your old suit were detonated, nothing happened, Harley managed to sub-due you, and we were able to cure you and isolate a vaccine for this mutated titan

DEATHSTROKE

And Harley?

AMANDA WALLER

MIA, cannot pick up a signal in her suit, and her bombs have been deactivated, we're thinking she was taken

DEATHSTROKE

So what now?

AMANDA WALLER

Well that set back of yours caused us to loose our position on Serpiente. They are the priority, not Harley! You are responsible for locating them, finding Nathaniel Prince, and ending this once and for all. We will deploy you back into Gotham

DEATHSTROKE

Fine.

It cuts to Deathstroke being dropped off at the spot him and Harley fell out of the airship. The player now has control over Deathstroke

DEATHSTROKE

There are fibers of some sort here

It signals to use Deathstroke detective vision, the player activates it and examines the fibers

DEATHSTROKE CONT.

It's Harley's hair, but there are skin cells in it.....Nathan Prince. Waller, Serpiente has Harley

AMANDA WALLER

CRAP! She holds valuable information, and I can't detonate her bombs! FIND HER NOW! WE GET HER, WE GET SERPIENTE!

DEATHSTROKE

Got it, but don't underestimate Harley, she won't be broken easily, you should be more worried about them

AMANDA WALLER

Whatever, we're sending in another member, who do you want?

DEATHSTROKE

NO ONE! My last partner got caught saving me, no one works with me until I get her back

AMANDA WALLER

No, you're getting Lawton

A destination is marked on the players map, they must meet Deadshot. The player arrives

DEATHSTROKE

Waller I'm here, where's Deadshot?

DEADSHOT

Right here twinkle toes-

The airship arrives over the roof of the building, and Deadshot drops from a rope onto the roof

DEATHSTROKE

We're gonna find Harley, let's go

DEADSHOT

Ya know, Harley and I had a little team up of ourselves during the Arkham assignment if you know what I mean, she rode-

Deathstroke grabs Deadshot by the necks of puts his sword to him

DEATHSTROKE

Let me make one thing straight, you and I have never seen eye to eye, and I have come to tolerate Harley, she is a dependable partner, and has proven herself as a worthy fighter. So, watch what you say about her, or we'll find out who the true marksmen is.

Deathstroke releases Deadshot, who begins to cough.

DEADSHOT

COUGH *COUGH* Fine.

DEATHSTROKE

Harley's trail starts down there, we're going to analyze it and see if we can pick up the direction in which she was taken.

The player jumps down to the location as Deathstroke

DEADSHOT

Hey, while you go all detective, I'll handle these thugs

The player switches to Deadshot and must defeat 50 thugs in order to switch to Deathstroke, and the player cannot allow any thug to hit Deathstroke or the task restarts

THUG 1

Its Deadshot, he killed my partner

THUG 2

All he can do is shoot a gun, we can take him!

THUG 3

KILL EM!

The player defeats 50 thugs. Deadshot fires his guns into the air

DEADSHOT

If anyone else wants to try something, I'm all for it

The player switches to Deathstroke, and has to now analyze the area

DEATHSTROKE

Okay, her hair fibers go from here to here, so she was dragged, but what happened after that

The player analyzes tire tracks

DEATHSTROKE CONT.

There are tire tracks here, she must have been placed into a vehicle, but there are too many to isolate a particular one

The player has to locate video camera and focus on them

DEATHSTROKE CONT.

There we go

Detective mode is exited

DEATHSTROKE

Lawton, those camera up there caught some footage that proves useful, when we find where they're linked up, we can further investigate

DEADSHOT

Okay, so how to find out where they're located?

DEATHSTROKE

Follow the wires.

The player has to use detective mode and follow the wires hooked up to the cameras. The player reaches the video box

DEATHSTROKE

Here it is

The player opens the box, and and hacks the code, on the screen appears a riddle in white lettering

DEADSHOT

What the? "Slow and steady is a weak way, the faster one will win, despite what others say"

DEATHSTROKE

It's talking about the hare, but what does Riddler have to do with this?

DEADSHOT

Is he even out of prison?

DEATHSTROKE

Let's find out

It cuts to Deathstroke and Deadshot walking into the GCPD lockup. The player has control over Deathstroke, and walks over to Riddler, where it signals to investigate. The player selects it.

DEATHSTROKE

Cash, let me in!

Officer Cash lets Deathstroke into the cell. It signals the player to perform a beatdown on Riddler.

DEATHSTROKE

Awe, Deathstroke, the mechanical mercenary that-

The player beats down Riddler

DEATHSTROKE

HARLEY QUINN! WHERE IS SHE?

RIDDLER

STOP PLEASE! I DON'T KNOW

DEATHSTROKE

THEN WHAT WAS THAT RIDDLE ON THE CAMERA OUTSIDE OF STAG AIRSHIP?

Oracle begins to investigate

RIDDLER

I have no clue what you are rambling
on about?

DEADSHOT

The white riddle Nigma, don't play
coy

RIDDLER

Wow, the monkey can use big words,
take notes you incompetent fools, I
use green, not WHITE!

DEATHSTROKE

Wait a minute-where's Tetch!?

CASH

In the back room why?

Deathstroke exits and the player goes to the other lock up
room

DEATHSTROKE

A riddle about a hare in white, the
white rabbit!

The player enters the room, where everything seems normal

CASH

See, he's right there, officer Marks,
report of Jervis Tetch!

MARKS

Has been quiet all night, nothing out
of the ordinary

DEATHSTROKE

That's because he isn't there, open
the cell

Cash opens the cell door. The Mad Hatter disappears

DEATHSTROKE

He was using the steel of the cell to
reflect a mirage of himself, all he
needed was some of his tech

ORACLE

Guys, I got something!

The players all go to Oracle, and it focus on the footage.

NATHAN PRINCE

This could prove useful-

Nathan Prince uses his phone

DEATHSTROKE

Ah, Hatter, I have something you may want

MAD HATTER

What! Who is this? Cheshire, is that you?

NATHAN PRINCE

No Hatter, I have Alice with me-

MAD HATTER

ALICE! YOU HAVE MY ALICE! Oh sweet joy, light from above, my Alice has returned, my one true love!

NATHAN PRINCE

Meet me at the airships if you want Alice, but I will need you mind control cards

MAD HATTER

Of course, Alice is worth much more, she is my only love, and if you do not provide, I will drain you of every drop of life!

It fast forwards to Mad Hatter arriving

MAD HATTER

THAT IS THE CLOWN'S ALICE. HIS ALONE!

NATHAN PRINCE

But the clown is gone

MAD HATTER

This is true, the Alice must be cleaned, she must start a new.

NATHAN PRINCE

Take here, give me my cards

MAD HATTER

Here you are my dear friend, I must
now collect the other members of Won-
derland

Mad Hatter drives off

NATHAN PRINCE

As for you, too large to carry, but
not to kill

Nathan Prince slices Deathstroke's throat and leaves

DEATHSTROKE

Gotta thanks Croc for the armored
skin, Lawton, we're going after Mad
Hatter

It cuts to Deathstroke and Deadshot back at the scene. The
player uses detective mode and analyzes Hatter's tire tracts

DEATHSTROKE

Hatter was driving in that direction

DEADSHOT

I'm not walking

DEATHSTROKE

Don't need to

Deathstroke calls another tank

DEADSHOT

Okay, exactly how many of those do
you have?

DEATHSTROKE

Seventeen

The player enters the tank, and from there cannot exit, and
must battle tanks while going to the location

DEATHSTROKE

We have to follow the tracts

The player follows the tracts and and defeats any Serpiente tanks along the way. The players reach the location, the players arrive at Blackgate prison

DEATHSTROKE

Waller, the trail lead us to Blackgate

AMANDA WALLER

Blackgate? Get in there, and Slade, Ivy is missing

DEATHSTROKE

Your point?

AMANDA WALLER

If Harley has a drive, a purpose, especially an emotional one, she will be a much greater threat

DEADSHOT

Got it, use the plant as bait, get Harley, find Serpiente, LET'S GO!

The player enters a broken down Blackgate through the front door, the interior is a cleared room with Harley in a blue Alice dress, and her hair down. A cutscene begins

DEATHSTROKE

What's your game Hatter?

MAD HATTER

Oh Slade, you pirate, you one eyed man. I never was a fan, but listen here, and take a bow, for dear Alice, she is mine now. Be on your way, and do not follow, or you'll suffer from the Wonderland hollows.

The chair will the unconscious Harley and Mad Hatter now on retracts into the shadows, and disappears. The player is then given the option to leave or save Harley. If the player selects leave

DEATHSTROKE

This isn't worth my time

DEADSHOT

Your just gonna leave her?! But-

Deathstroke shoots Deadshot in the head

DEATHSTROKE

Looks like I'm the better shot.

It rewinds for the player to choose the correct option and save Harley

DEATHSTROKE

Let's see what these hollows have to offer

Deathstroke and Deadshot enter the next room and, again, it is an empty room that lights up in black and purple

MAD HATTER

Oh why, oh why, you stubborn mule,
are you after my Alice? She's mine,
not yours, LEAVE YOU FOOL! Any who,
meet a friend, who comes and goes,
with smiles past, she'll disappear oh
quite fast. She will make you sore,
broken, and retire, oh my dear man,
meet the Cheshire.

Catwoman appears from a cloud of smoke, and a neon grin lights up, she is now wearing a black and purple neon Cheshire cat suit and the player must dual play against a wave of Cheshire's.

DEADSHOT

Catwoman?

DEATHSTROKE

She's being controlled by Hatter.

The player defeats the wave of Cheshire Catwoman

CATWOMAN

Oh you two, if you want to win, follow me

Clouds of smoke appear, the player must jump into one of them. The players arrive in Santa Prisca, but it's much darker, and certain objects have tints of purple and black.

DEATHSTROKE

Follow Lawton, don't fall behind.

DEADSHOT

Shut up, I'm not a child

The player finds a purple and black object, the player hits "inspect"

DEATHSTROKE

Why is the color scheme off?

Deathstroke inspects the object. Catwoman appears out of smoke and attacks the player, the player has to select the proper buttons that appear on the screen. Then at the end, the player has to counter, and perform a beatdown. Catwoman then disappears

DEADSHOT

Where the hell did she go?

DEATHSTROKE

Who knows, we need to look for the objects with their colors somewhat off

DEADSHOT

Welcome to Wonderland

DEATHSTROKE

We aren't in Wonderland, not even close

The player finds another object, but the investigate button doesn't appear, the player has to use a projectile. Catwoman lunges out. The player has to select the proper buttons, but they go away quicker. The player then performs a beatdown

CATWOMAN

Try again

Catwoman disappears into smoke

DEATHSTROKE

So, you're proving yourself useless,
aren't ya

DEADSHOT

Why does Waller see if you?

The player finds the third object, and uses a projectile. Catwoman jumps out of smoke, and attacks Deathstroke, the player has to select the matching buttons that appear even quicker than before, and then must counter Catwoman, and perform a beatdown, Catwoman disappears into the smoke

DEATHSTROKE

Why did Serpiente want Hatter?

DEADSHOT

Maybe they saw the crazy in him, and realized hey, we're psychopaths, why not recruit another psychopath who will be able to accomplish nothing similar to what we asked because, psychopaths tend not to listen or follow any type of orders.

DEATHSTROKE

It was a rhetorical question.

The player finds the final object, and when they use a projectile, Catwoman jumps out of smoke, but a cutscene begins

CATWOMAN

Oh hi, you found me, you followed the trail, and discovered what the eye could not see, but sadly I cannot let you leave, I cannot let you go, I'm sorry, but this is quite unique, not many see their grave before they lie in it

Catwoman attacks Deathstroke and Deadshot, and the player can dual play against her. Catwoman lunges from tree to tree whipping the player and draining their health, the player must counter the whip 5 times, grab it, and then button mash to pull Catwoman down. Then it is a hand to hand battle, where the player must drain all of Catwoman's health. Catwoman's health is all drained. Deathstroke pulls Catwoman in

by her whip, and shoots her in the head. She slowly falls down onto the sand, and lies there

DEADSHOT

You just killed Catwoman

DEATHSTROKE

Relax, probably not even her, but why aren't we out yet

Catwoman then sinks into the sand and reappears in smoke, smiling

CATWOMAN

I am the cheshire fools, I cannot fall, as a cat, I will always land on my feet!

DEADSHOT

Now what?

DEATHSTROKE

Kill her again

Deathstroke and Deadshot both begin to sink in the sand, and the player must button smash *struggle* to get out, the player eventually gets an arm out, and grapples onto a branch, where they grab onto the other character. Catwoman begins to throw her bolas all over the sand, and then attacks the players, the bolas sink into the sand and cannot be seen, the player must use detective vision to see the bolas, avoid them, but also battle Catwoman. If the player steps onto the blows, they falls, and Catwoman beats them for a short while. The player manages to drain Catwoman's health completely, and Deathstroke then jumps off of Deadshot's shoulders to behind Catwoman, and then snaps her neck.

DEATHSTROKE

What's next?

Multiple Catwoman appear and each one the player hits that isn't the real one, two more appear. The player must use detective vision to see which Catwoman has bones, and attack that one. Catwoman's health is drained, and Deathstroke then impales her with his sword.

CATWOMAN

What a pain you are

Catwoman disappears on a cloud of smoke and reappears behind the player, the player must then fight Catwoman. When the player attacks Catwoman, they get three hits in before she attacks and they must switch characters to attack, this happens until her health is drained, where Deathstroke then uses his ignitor to set her on fire, where she burns and the smoke from the fire turns back into her.

DEADSHOT

This is getting redundant

Catwoman then jumps in and out of smoke clouds, where the player must grapple hook her out and beatdown, this happens a few times, before her health is drained, and the grapple hook kills her.

CATWOMAN

I am now realizing, this isn't fun anymore, so, if you would, STOP!

Catwoman disappears into the forrest, the players must run in, and fight waves of shadowy goons, the only thing of Catwoman that can be seen is a smile, that the player must follow, if detective vision is used at anytime, the entire body of Catwoman can be seen. The players end up in a city in ruin, where Catwoman jumps from roof top to roof top, the player must keep up and as Deathstroke place all proximity mines on her, until they are all gone. Once completed, the player must blow them up, killing Catwoman yet again.

DEADSHOT

At least give me one kill!

DEATHSTROKE

Quiet. Where is she?

DEADSHOT

It doesn't matter, I'm finding a way out!

Deadshot jumps down from the ruined city and from the view onto of the ledge, the player sees Deadshot approach the beach, it cuts to his view, and he steps to the water

DEATHSTROKE

He's going to swim? What a moron.

DEADSHOT

The water leads somewhere

Deadshot puts a foot in the water, where it rumbles, he backs out of it, and a monster's back swims out of the water

DEATHSTROKE

What the hell was that?

DEADSHOT

WHAT THE HELL WAS THAT!?

Deathstroke goes to the beach, where Catwoman reappears

CATWOMAN

The waters here are quite unique,
take a dip, you won't regret it

Catwoman disappears into smoke again, then reappears onto Deathstroke, where she disappears, reappears on Deadshot, disappears once more and reappears over the ocean, high up, where she drops them. Deathstroke manages to throw an electro pod on Catwoman, knocking her down as well, the player must fight Catwoman as they fall, and lower her health completely before they reach the water. The player succeeds, and Deathstroke throws Catwoman into the ocean

DEATHSTROKE

If they're so unique, why not try it
yourself?

Deathstroke throws Catwoman into the ocean, where a monster jumps out and eats her, and the player must use the quick-fire grappling hook, where the player grapples onto the other character, launches them with strength, and then uses that force to then grapple again and carry themselves onto the beach.

DEADSHOT

What's happening to the water?

DEATHSTROKE

It's turning Black...oh crap

The ocean then morphs into a giant Catwoman

CATWOMAN

Are you ready for fun?

Catwoman then slams her hand down, and the player must dodge it, uses dual takedowns, the player must slowly escalate up Catwoman's body, where they must battle more shadowy goons as they move up it. Then at the head, the player must attack their grappling hook to her head and select dive like Batman would, bringing Catwoman down

DEATHSTROKE

The bigger they are

Catwoman falls, and the smoke turns her back into normal size. The player, as Deathstroke, must then go over and check her pulse.

DEATHSTROKE CONT.

No pulse

Black smoke slowly surrounds the island, making it disappear, it then reaches Deathstroke and Deadshot. The two are back in the first room with an unconscious Catwoman

DEADSHOT

We're back

Catwoman moves and makes a slight noise

DEATHSTROKE

She's up

DEADSHOT

My turn to kill a cat!

AMANDA WALLER

Do it, and I'll show you what real pain is you ass. Catwoman works for me, which means she is one of my pawns, do you want to kill a pawn of mine, and will I need to show you what the true power of the Queen in chess is, or will you not be an idiot and let HER BE?!

DEADSHOT

Fine.

MAD HATTER

Oh my cheshire, you've fallen I do say. But speaking of chess, are you ready to play? Meet *my* Queen, your heart is red, but be cautious, or off with your head! Heheheh...

A wall falls down, and the player walks into the next room. A cutscene begins

DEATHSTROKE

Queen of Hearts, but who...Waller, I think I know where Ivy is.

Poison Ivy, wearing a long red and black hearted dress walks up a staircase of vines.

POISON IVY

Oh good, new men are here, ripe for the taking. How may I help you?

DEADSHOT

Wow, weird to see Ivy *not* half naked.

POISON IVY

WHAT DID YOU SAY TO YOUR QUEEN. BE GONE, I WANT NOTHING TO DO WITH YOU! GUARDS, OFF WITH HIM, KILL HIM NOW!

Vines grab Deadshot and take him into a wall

POISON IVY CONT.

As for you, because that sack is your ally, you are my enemy. You will fall like the rest of man.

A vine drags Deathstroke down, where the player must hack at it until it breaks, when it does, the player falls onto a large playing card. The cutscene ends. The cards move, and the player must only jump onto the cards which are real, for instance, if they player sees a 12 of diamonds and lands on it, it disappears and they fall to their death and have to restart from the beginning, also if they wait on a card, it will burn up and they will fall to their death, and again restart. After the first five cards, the player must battle card guards made of plants, this repeats ever five cards, until the 20th card when it ends. The player enters a quite large hedge maze

DEATHSTROKE

Great, a maze, just what I needed

The player uses detective vision

DEATHSTROKE CONT.

I'll follow the footsteps as far as I
can

The player follows the footsteps until they stumble upon an area, with armed card guards made of plants. The player plays a predator map and takes out all the men. Once all the guards are taken out, Jack, the member from the royal flush gang, comes out

POISON IVY

Meet Jack, not my favorite of the
deck, but he'll do for now, fail
Jack, and you know what will happen

JACK

Yes my queen.

The player has to agitate some of Ivy's plants, like in Harley's DLC from Arkham Knight, but instead, the plants will hold down Jack, for the player to perform a beatdown.

DEATHSTROKE

I need to keep my distance, but those
plants will be useful.

The player agitates a plant and restrains Jack.

JACK

HEY!

The player performs a beatdown, and then escapes

DEATHSTROKE

Pathetic, not even under Hatter's
control, and you *still* decided to
come after me. I could take you out
within half a second, but I am going
to enjoy watching you squeal. Also, I
get some time without Lawton for a
while.

The player attempts to attack Jack head on. Jack stretches around Deathstroke and constricts him, almost killing him. The player has to button smash. The player gets out, and escapes. The player agitates another plant and performs a beatdown.

JACK
NO!

The player runs out of sight

DEATHSTROKE
So, he can stretch his limbs, okay, I wonder how strong these railings are.

The player has to agitate a plant and it holds Jack down

DEATHSTROKE
I need to test the strength of the railings

The player runs to the railings and selects test. Death stroke then pulls out his sword and hits the railing made of plant, an it withstands the impact

DEATHSTROKE
Good, I can attack from head on now

The player runs towards Jack, who stretches a fist at the player, who then must counter, doing so, Deathstroke, jumps around it and punches the arm, then the player keeps running towards Jack, who then kicks his leg out, where the player has to slide. The player slides, and then must jump over Jack. It then triggers the player to throw a smoke pellet. The player does

DEATHSTROKE
Not much time, I need to highlight the areas Jack will get stuck through if I run by them. There, let's go

The player has to run to the designated locations, while Jack chases them with his elastic limbs, for them to get caught and tangled within the railings. The player successfully runs through all areas.

JACK
WHAT, WHY CAN'T I MOVE!?

DEATHSTROKE

Because you feel for one of the most known tricks for idiots with your abilities. Now, are you ready for this

It triggers the player to place a proximity mine. The player places one on Jack's face

JACK

WAIT, PLEASE DON'T KILL ME!

DEATHSTROKE

One will only stun you, but three will kill you

The player can then decide to either kill or spare Jack, if the select kill, the player places two more proximity mines on Jack, detonates them, and then we hear the explosion and see blood splatter on Deathstroke's face. If the player spares Jack, they detonate the one

DEATHSTROKE

Your Jack is defeated, let me move on.

POISON IVY

That is only fair, continue!

A part of the hedge maze opens, and the player continues, they must now look for red roses. The player follows, and reaches the next room. The room is filled with card guards, the player defeats them all. Then the rest of the royal flush gang enters, except Ace.

POISON IVY

Meet the rest of the Royal Flush gang, don't disappoint your queen now, OR SUFFER!

The player can do a simple fear takedown of all the player, or do a one hit takedown, either way will look similar to the electrocutioner fight in Arkham Origins

DEATHSTROKE

Pathetic.

The player then has the option to either spare or kill each member of the gang, except Queen, who Deathstroke spares due to her being a women. The player kills King

DEATHSTROKE

You lead, this worthless excuse for a gang?

Deathstroke snaps the Kings neck

DEATHSTROKE

Not anymore

The player spares King

DEATHSTROKE

You live another day, your "highness"

The player kills ten

DEATHSTROKE

Impervious to pain right?

Deathstroke sticks his mines inside Ten's mouth

DEATHSTROKE

Lucky.

The player spares Ten

DEATHSTROKE

You will remember this, and you will owe me! I can use your talents

The player goes over to Queen

DEATHSTROKE

I will spare you only because you are a women who did not harm me, but for your sake, we better not meet again

A new side mission for Deathstroke appears, "Missing Deck"

DEATHSTROKE CONT.

Have I accomplished you maze?

POISON IVY

One more stage to go, I have an Ace
up my sleeve

The hedge opens, and the player has to follow and battle
the black colored card guards, not the red ones, otherwise
they will reach a dead end. The player reaches the next
room. A girls in a fully enclosed plant room, except for an
open window. Deathstroke walks over, a cutscene begins

DEATHSTROKE
What is this?

ACE
-

DEATHSTROKE
Am I suppose to fight you?

ACE
-

DEATHSTROKE
Why are you not speaking, how old are
you?

Ace looks up, Deathstroke looks into her eyes

DEATHSTROKE CONT.
What, he, wait, Ha, no, HAHHAHAHHAA

Deathstroke falls, and we see in a black room

DEATHSTROKE CONT.
Where am I?

Harley walks out

HARLEY QUINN
Hey Slady! I'm a subconscious thought
you created to let ya know you've
gone bonkers!

DEATHSTROKE
What?!

HARLEY QUINN
Oh yeah, you fell into insanity, fell
hard

DEATHSTROKE

I'm going insane?

HARLEY QUINN

Big time, don't know why exactly,
probably the girls eye, but hey, I
know as much as you do. Any who, see
the clock

A giant clock appears

HARLEY QUINN CONT.

You have bout 2 minutes to break her
and get out of here, before you go
critical, and are stuck forever. Find
the window

DEATHSTROKE

If I get stuck, I'll go crazy.

HARLEY QUINN

See, you got it, well, toodahoo, but
hey, being psycho ain't so bad, hehe-
heh

Harley disappears. The clock begins to count down from two
minutes

DEATHSTROKE

Window? What window?

The black room becomes Bleake island, and the clock becomes
the clock tower

DEATHSTROKE CONT.

Now what?

A scribbly figure, similar to Batman, appears, and begins
to dart towards Deathstroke, the player must evade and
then attack. When the player hits the figure, it disap-
pears

DEATHSTROKE

Where'd you go?

The figure attaches to Deathstroke, and the player has to
snuggle and get out, the player gets out, but all their
gadgets are gone

DEATHSTROKE

I only have 1:30 left! I can't let that thing touch me, it's too powerful.

The new objective is too avoid the figure, the player now becomes the target, and cannot attack, the player must run and climb, or do whatever to get away from the figure.

DEATHSTROKE

I should get to higher ground

The figure reappears, and attacks the player, who cannot let it touch them, and must evade it. The player must run

DEATHSTROKE

WHAT ARE YOU?!

At one minute left, the figure returns and grabs the player, who must struggle

FIGURE

JOIN, DON'T FIGHT THE MADNESS

The player breaks free, the figure disappears, and Deathstroke's grappling hook falls

DEATHSTROKE

That thing, it's insanity...I have to find a way out

The player must keep avoiding the figure, but at 15 seconds, the window is revealed

DEATHSTROKE

The clock must be the window, it's the only connection

The player has 15 seconds to get to the actual clock by grappling up the clocktower, either where the clock is and select the button to jump through, or hang from the ledge where the clock is and jump through. Otherwise, the player has to restart with 15 seconds and keep trying until they succeed. The player jumps through the clock and lands back in the room with Ace.

DEATHSTROKE

What the hell was that?

POISON IVY
He's up, SEIZE HIM!

A large swarm of card guards attacks the player, who must defeat all of them. The player defeats all the guards, and the larger other version of Ace, the robot one, falls down.

DEATHSTROKE
Finally, something I can get my anger
out on!

The robot ace attacks Deathstroke, and the player can counter and attack it, but no damage is done.

DEATHSTROKE CONT.
Nothing's working, maybe one of my
proximity mines will help

The player sets and detonates a proximity mine of the robot ace. Who then becomes stunned, the player then attacks. Still nothing happens, and Ace is alert again

DEATHSTROKE CONT.
Maybe I can pull it apart somehow.

The player has to set proximity mines, detonate them, and then use their grappling hook to pull apart Ace. Ace has 5 limbs to be torn apart from, so after the 3 proximity mines are used. The player can use electro pods, or the remote claw. The player rips apart Robot Ace. Then the girls Ace sends psychic blasts at the player, who must dodge them and get close the Ace. The player gets close to Ace, and hits counter. Deathstroke attempts to strike Ace, but she lifts him in the air and holds him still

DEATHSTROKE
Why are you doing this?

Ace turns her head to the side

DEATHSTROKE
Look, I'm trying to save a friend, I
need to continue

Ace perks up

DEATHSTROKE

Yes, a friend, she needs me, the Man here, he has her, and is controlling her friends as well.

Ace drops Deathstroke, and makes the maze disappear as well, she then points in the direction to go

ACE

I don't like being controlled either

Ace disappears. The player continues onto the next room, where Ivy is sitting on a throne, with the heads of card guards surrounding her

POISON IVY

Who dares enter my throne room!

DEATHSTROKE

I am so tired of this!

POISON IVY

OFF. WITH. YOUR. HEAD!

DEATHSTROKE

You first

Deathstroke pulls out his sword. The player has to button mash the attack button, cutting down the plants that Ivy shoots at Deathstroke. The player cuts them all down

POISON IVY

AHHHH. GUARDS ATTACK!

The guard cards attack the player, who must defeat them all, but is still holding the sword. The player defeats them all

DEATHSTROKE

We done yet?

POISON IVY

Not even close

Poison Ivy then throws projectiles at the player, who must counter them. Each successful one cut, the speed increases. The player cuts down all the projectiles thrown

POISON IVY CONT.
 AHHHHHH. YOU'LL PAY FOR WHAT YOU'VE
 DONE!

A very large plant Queen of Hearts, the size of Clayface from Arkham City, and the player has to constantly counter it, and then attack with the sword. The player cuts all of Ivy

DEATHSTROKE
 Now then-

Ivy reforms

POISON IVY
 YOU WILL NOT BEAT THE QUEEN OF
 HEARTS!

It signals the player to use their ignitor gadget on Ivy. They do, and the Queen of Hearts burns up, while Ivy falls out unconscious. The room returns to normal, with Deadshot hanging from a ceiling in vines. The player cuts him down

DEADSHOT
 What the. What'd I miss?

DEATHSTROKE
 Get up Lawton.

MAD HATTER
 Oh dear, oh my, the queen has died.
 Burt to a crisp, my my, how she'll be
 missed. Oh well, let those feelings
 set. Are you ready for Alice? I don't
 think quite yet

DEATHSTROKE
 Where is she Tetch?

MAD HATTER
 I AM THE HATTER!...I'm sorry, that was
 rude. Please continue your way,
 you'll find her soon, but be quick,
 it is almost noon. Just one more door
 to open and you will see. You will
 find you Alice, you may even find me.

The player goes through the door. Inside is Harley is a blue and white dress, with her hair down, sitting asleep on a chair

DEATHSTROKE

Harley-

Deathstroke and Deadshot are then strapped down to chairs themselves and a tea table is placed in front of them

MAD HATTER

You found us! Oh joy, would you like some tea? No, okay, then just sit please. You see, my dear Alice, is quite unique. I have found that her abilities have began to peak. So let's see if she has what it takes, to defeat you two in match of fates, it'll be fun, you'll see. Otherwise I'll kill you all...oh how bloody.

Deathstroke and Deadshot pass out. The player begins to see them wake up with Harley on a bridge

DEADSHOT

Now where the hell are we?

DEATHSTROKE

This, this is Wonderland

DEADSHOT

Harley's waking up, let's go Quinn, no time to lose

HARLEY QUINN

Hi, I'm Alice, and you are the two I must kill, I'm ready.

Harley attacks Deathstroke and Deadshot. The player, as Deathstroke, counters Harley's attack. Harley begins to run off. The player must follow, but the scenery keeps changing.

DEATHSTROKE

We need to follow her

The player follows Harley, as she appears, disappears, and reappears, and again the scenery keeps changing, at some points, the player is moving forward, the area changes, they must move back, or begin to go left or right. After every 2-3 scene changes, rabbit thugs appear and the player can dual play to defeat them. The player defeats 3 waves of thugs. A small cutscene begins

DEADSHOT

THIS IS POINTLESS! Why did I have to work with you? And screw Harley, I'm leaving

DEATHSTROKE

How?

DEADSHOT

I don't know! But what I do know is that you aren't worth my time. You call yourself an expert assassin, when the fact of the matter is your nothing more than an old decrepit man, slowly decomposing before my eyes. You've fought your battle already, now step aside

DEATHSTROKE

You're really going to pull at this thread again? I'm not going to deal with pathetic immaturity, let alone on a mission. You want to leave, GO AHEAD! I'm finding Harley, getting out of here, impaling Hatter, and then we're going to deal with Serpente!

DEADSHOT

Oh you are? Like how you dealt with your sons kidnappers, or your wife when she shot you? Everything you are, everything you represent is failure. If you were as good as you think you are, maybe your son would still be alive

Deathstroke jumps at Deadshot with his sword and attempts to kill him, but Deadshot blocks with his guns.

The player has control over Deathstroke, and has a boss fight against Deadshot.

DEATHSTROKE

I'm going to kill you with your own gun!

This boss fight is hand to hand. The player goes to attack Deadshot, when the happens, it is a lot like the Batman v Deathstroke fight in Arkham Origins, the player attacks, Deadshot counters a hit and goes to shoot the player, who has to counter. After that, the player can evade, and then can go in to attack again or use their grappling hook to pull Deadshot in and attack more. After half way through Deadshot's health, he pushes the player back, and then shots at the player, who has to counter, and the speed of the counter has to increase faster and faster over time. After that, Deathstroke throws his sword at Deadshot, who dodges it, and when he comes back up, Deathstroke is in the air getting ready to kick him down. The player then has control over Deathstroke again, and begins to attack again. After a while after, Deadshot uses his sonar disruptor that lands on the player, and causes an agonizing sound to drop them to their knees, and grab their ears, Deadshot then attacks the player, who has to button mash to get out of the disruptor and counter Deadshot, so he will no longer attack and drain your health. If the player tries to use any gadgets on Deadshot, he will just shoot them and destroy them. The player fights Deadshot further and eventually drains his health. Another cutscene occurs

DEATHSTROKE

I've wanted to do this for years!

Deathstroke grabs Deadshots gun and aims it at his head

DEATHSTROKE CONT.

See you in hell Lawton

Deathstroke pulls the trigger, a loud gun shot sound is heard, but no bullet comes out

DEATHSTROKE CONT.

What!

DEADSHOT

Ha, I was praying it would be a blank

DEATHSTROKE

That means we are in a dream of sorts, so if we think it, it could happen

DEADSHOT

Hey, I'm sorry about-

Deathstroke punches Headshot and knocks him out

DEATHSTROKE

So this means, I don't need to walk anymore

A tank appears

DEATHSTROKE CONT.

Here we go, wait, I'll never get this chance again

The batmobile appears

DEATHSTROKE CONT.

Now, there we go

The player enters the batmobile

DEATHSTROKE CONT.

He had style, I'll give him that

The player then drives through Wonderland, destroying it, and sees Harley quickly disappearing and reappearing next to the car, edna after a while she appears in front of the Batmobile. It signals the player to enter battle mode

HARLEY QUINN

You found me, oh joy, now we can play. Come out, NOW!

DEATHSTROKE

Didn't think she could get much creepier. Sorry Harley, nothing personal

The player shoots Harley with the 60 MM cannon. Harley flies back, and shatters Wonderland, falling down into a room with Hatter staring down out of a windowed room

DEATHSTROKE

We're out

Harley wakes up

HARLEY QUINN

Anyone else have a bit of a stomach
cramp?

MAD HATTER

WHAT! IMPOSSIBLE NO, NOT MY ALICE

It triggers the player to do a dual takedown, the player does so

HARLEY QUINN

Slade, how far can you throw me

DEATHSTROKE

Get ready

Deathstroke throws Harley up towards the window, where she goes in with her bat and knocks out Hatter. Harley jumps down

HARLEY QUINN

What happen with shooty over there?

DEATHSTROKE

He talked about my son being murdered
and how I failed him and my wife

Harley hits Deadshot in the head with her bat

HARLEY QUINN

Ass.

DEATHSTROKE

I've missed you

HARLEY QUINN

Awe, don't get soft on me. Pick em
up, we have to go

Deathstroke picks up Deadshot

DEATHSTROKE

Contact Waller, find out about Serpente.

HARLEY QUINN

I don't get it, why not just off Waller, you've had so many chances

DEATHSTROKE

I could, easily too, but she did something for me once, when I was recruited, never gonna live it down

HARLEY QUINN

For this mission?

DEATHSTROKE

No my first recruitment, not even for Suicide Squad, completely different

Cuts to 1965, Vietnam War, Deathstroke is wearing an army outfit, with his eyepatch, no helmet, and a cigar in his hand

DEATHSTROKE

When we deploying?

RICK FLAG

Damn Slade, why you so eager to get back out there, you do know it's a war right?

DEATHSTROKE

Look, the sooner we help, the sooner this can all end. All this violence, this murder, it's disgusting

RICK FLAG

Agreed, but what good can we do if we play it stupid and die?

DEATHSTROKE

Guess so Rick

The player has control over Deathstroke

RICK FLAG

Hey Wilson, looks like we're going
out after all

DEATHSTROKE

Told you so, where we going?

RICK FLAG

Harmless little village, being help
captive by men, we've been assigned
to go help

DEATHSTROKE

How many are going?

RICK FLAG

General wants at least 6, you and I
make six right?

DEATHSTROKE

I think so, let's go.

It cuts to Deathstroke and Rick Flag perched on a tree
branch looking down at the village. Deathstroke is looking
through binoculars

DEATHSTROKE

It's hard to tell, but I see at least
two dozen men, six on the outside,
the rest in the buildings

RICK FLAG

I'll scout the area, make sure we
don't have any stragglers, then take
some men out, can you handle this by
yourself for now?

DEATHSTROKE

I think I can manage

The player can only take out the six men outside, and it is a predator mission, one where the player cannot be seen. The player takes out all six men.

DEATHSTROKE

Flag, you almost done?

A dark figure slowly approaches Deathstroke from behind

DEATHSTROKE CONT.

Flag come in, what is your status?

The figure reaches out and grabs Deathstroke

RICK FLAG

whisper Boo!

Death stroke attacks Rick Flag, who dodges it

DEATHSTROKE

You're an ass. Come on, there are at least four guys inside

Deathstroke and Rick Flag burst inside the small hut, where a family is eating at the table jumps back startled

RICK FLAG

They're just straw and cloth?

DEATHSTROKE

What is this? Why would there only be six guards deployed?

RICK FLAG

It's a set up, they're attacking the base!

The player has to enter the car and drive back to the base, but they only have 1:30 to do so. Otherwise, they have to restart the drive. The player successfully gets to the camp, there are guards shooting all over, many bodies are on the ground dead. The player enters the camp and has to defeat a large group of men, the player can dual play with Rick Flag.

Deathstroke to Rick Flag: Here, catch

Rick Flag to Deathstroke: Why do I always clean up your messes?

Deathstroke to Rick Flag: Heads up

Rick Flag to Deathstroke: Got him!

Deathstroke to Rick Flag: Here, maybe you can handle this

Rick Flag to Deathstroke: He too strong for you?

Rick Flag to Deathstroke: Here, I got you something

Deathstroke to Rick Flag: What for me? You shouldn't have

Rick Flag to Deathstroke: Commin at ya

Deathstroke to Rick Flag: On it!

Rick Flag to Deathstroke: Here's the pitch!

Deathstroke to Rick Flag: And he's outta here!

Rick Flag to Deathstroke: Just like old times

Deathstroke to Rick Flag: When have we ever done this?

The player defeats all the guards

DEATHSTROKE
Everyone's dead

RICK FLAG
Come on Slade, keep movin, we have to
help the others

The player moves to the next part of the camp, where it is another predator map, but with more guards, the player can be seen. The player can also call Rick Flag in to do two take downs, and then Deathstroke for two more. The player takes out the entire map. The player moves onto the final stage of the camp

DEATHSTORKE
Let's do this.

The player has to take out three guards without being noticed, and save hostages, then defeat a single wave of guards. Then a cutscene begins

RICK FLAG
We did it Slade

DEATHSTROKE
We weren't able to save them all

RICK FLAG
Hey, sometimes that's just how it
goes. We didn't know, but next time
we'll be prepared, okay so-

A muffled sound comes from one of the buildings in the
base

RICK FLAG
See, another soul we can save

DEATHSTROKE
Do you hear like a ticking sound?

Rick Flag runs towards the building

RICK FLAG
Probably nothing

Rick Flag approaches the building

DEATHSTROKE
Is that a wire, Rick, don't!

Deathstroke runs toward Rick Flag who enters the building,
and then it explodes, Deathstroke flies back and the screen
goes black. The player sees Deathstroke wake up and look at
the building, now on fire

DEATHSTROKE CONT.
RICK!

The player has to enter the building, lift wood off of Rick
Flag, carry him to the car, and then drive to a near US loca-
tion. The player is again timed, and must get there before
Rick Flag dies, he is missing a leg. The player arrives at
the building. A small cutscene begins

DEATHSTROKE CONT.
Don't worry, I'll get you help.

Deathstroke picks up Rick Flag, and then runs toward the door, tries to open it, it is lock, and he then bangs on it

DEATHSTROKE CONT.

HELP! WHOEVER IS IN THERE, IF YOU CAN
HEAR ME, PLEASE, OPEN UP.

The door opens and a women exits

ELIZABETH WALLER
What happened?!

DEATHSTROKE
A bomb went off, look can you help
him?

ELIZABETH WALLER
He's losing too much blood for any-
thing standard to save him

DEATHSTROKE
Please, you have to help

ELIZABETH WALLER
Fine, follow me, but be quiet, under-
stood.

DEATHSTROKE
Yes, thank you. I'm Wade, Wade Wil-
son.

ELIZABETH WALLER
I'm Elizabeth, Elizabeth Waller

It cuts to Elizabeth Waller working on Rick Flag in a room, with only her, him, and Deathstroke, she prepares a syringe

ELIZABETH WALLER
Okay, here we go

She injects Rick Flag with the syringe

DEATHSTROKE
What is it?

AMANDA WALLER
I've isolated a compound used in a
Super Soldier Serum we've developed,
it should heal him

Rick Flag's wounds heal, and his leg regenerates

DEATHSTROKE

What the-

ELIZABETH WALLER

He'll wake up shortly

The player hears a small shuffling sound

ELIZABETH WALLER

That's the directory, you need to
hide you and your friend right now!

The player has to pick up Rick Flag, and walk to an area
where they are out of sight, The Director walks in, a
cutscene begins

DIRECTOR

Waller, what are you doing in here?!

ELIZABETH WALLER

Nothing sir, I am sorry

DIRECTOR

You need to lea-

Rick Flag's unconscious body falls out of the hiding spot.
Elizabeth Waller signals Deathstroke to continue hiding

DIRECTOR CONT.

What the- oh, I see. You've been do-
ing experiments behind my back.

ELIZABETH WALLER

No sir, I haven't, it's just that-

DIRECTOR

No no, it's fine, I appreciate it.
Guards! Bring this man to my work-
shop, I'd like to run some more test.
Well done Waller.

The cutscene ends, the player has control over Deathstroke

DEATHSTROKE

Where's his workshop?

ELIZABETH WALLER

I don't know, he only allows the guards and himself to know the location, if you want to find it, follow him. But keep out of sight. I'll work on a way for you two to get out of here, okay.

DEATHSTROKE
Thank You.

The player must follow The Director to his office, without being seen. There are gaps and miscellaneous items located throughout the mission for the player to hide in or hide behind. The player successfully follows The Director to his office, he enters a code and walks in with Rick Flag. Two men guard the door

DIRECTOR
Excellent, watch the door

DEATHSTROKE
Damn it, I need to be quick, they turn their head every few seconds, if I time it right I can take them both out without creating attention.

The player has to watch carefully for when the guards both look in opposite directions, then evade in and do a double takedown. The player tries to open the door

DEATHSTROKE
Damn, what's his code?

Deathstroke notices the security cameras

DEATHSTROKE CONT.
It's my only way in, I'll be back Rick.

The player has to follow the wires for the security camera, while not getting seen or caught. The player ends up in a computer room, where they need to fight multiple guards in a combat room.

GUARD
INTRUDER, ATTACK!

The player takes all the guards out, and goes to the computer.

DEATHSTROKE

Now I just need to rewind the tape,
and zoom in where The Director enters
the code

The player discovers the code

DEATHSTROKE CONT.

1-1-5-6

The player goes back to the director's office, again not being seen, if they are caught at anytime, they return to the last checkpoint. The player gets to the office, enters the code, and goes inside the office. They then must crouch down, and walk around the office, where the Director has Rick Flag strapped to a table. A cutscene begins

DIRECTOR

I can't wait to see what this does to
you!

RICK FLAG

So tell me, how hard to you want your
ass kicked? I have different levels
of pain.

DIRECTOR

Your too funny, all I need to do is
test this super soldier serum I've
developed to see if it works

RICK FLAG

Serum?

DIRECTOR

Yes, now quiet, I need to focus

The cutscene ends, and the player is signaled to do an environmental takedown on the director. The player performs an environmental takedown, and Deathstroke slams The Director down onto the floor

DEATHSTROKE

That was easy, let's go Flag

A small cutscene begins, Slade helps Flag up, where the Director gets up as well

DIRECTOR

Naive boy, always make sure your target is down! Now, I'd like you to meet some of my successes

The Director presses a button and three containers open, with three different people exiting, Deadborn, Attila, and Marksman

DEATHSTROKE

What!

Deathstroke backs up

DIRECTOR

Meet Marksman, Attila, and Deadborn, enjoy the names? I created them. Anyway, kill em!

The cutscene ends. These three guys are fought as normal thugs, simply beatdown to knock them out. The player defeats them all. Another cutscene begins

DEATHSTROKE

Good job, real success

All three of them get back up, their muscles grow, and they look much more threatening. Then Elizabeth Waller crashes into the wall and takes all three of them out with her car.

ELIZABETH WALLER

Let's go, come on!

Deathstroke and Rick Flag run to the car and Rick Flag gets in

DEATHSTROKE

Thank you, for all of this

ELIZABETH WALLER

You can just owe me one, don't worry

DIRECTOR

No, NO, NOO!

The director pulls out a gun, and in slow motion, Elizabeth Waller sees Deathstroke is about to get shot, and she takes the bullet for him. She gets hit, and the slow motion ends, she flies forward into his arms, where he then picks up scrap metal and throws it into his head

ELIZABETH WALLER

I-

Elizabeth Waller dies

RICK FLAG

We have to go, come on Slade

It cuts back to Deathstroke with Harley, another cutscene begins

DEATHSTROKE

Found out three days later she had a daughter, she was seven. Not to long after that Rick left the army, last I heard was he settled down, started a family, had some kids. I stayed though, believe it or not, signed up for the another serum, hoping it would be beneficial like the one given to Flag, it wasn't

HARLEY QUINN

Still, why do you help Waller?

DEATHSTROKE

She gave Rick a life, and it costed her her own. I'm not going to deal with all the crap Waller throws at me, but I will always owe that family some part of me

HARLEY QUINN

Okay, whatever, hey Wally, I'm back, any leads on Serpiente?

AMANDA WALLER

No, all we know is they're somewhere is Gotham

Harley and Deathstroke walk outside, Deathstroke carrying Deadshot goes ahead of Harley. The player can now either continue with side missions or the main story as any character except Deathstroke. The player continues the main story. Harley still walks ahead of Deathstroke

HARLEY QUINN

What the crap, does Copperhead know anything?

AMANDA WALLER

No, keep looking, call if you find anything!

HARLEY QUINN

No need to yell, jeez, any who, now that-

A large clear box begins to fall on Deathstroke and Deadshot

HARLEY QUINN CONT.

WATCH OUT!

Harley pushes Deathstroke out of the way, and the box lands on her, and locks itself into the ground. A screen inside the box turns on

NATHAN PRINCE

Hi, I don't believe we have met, I'm Nathaniel Prince, but you can call me Nathan. It's a shame Mr. Tetch couldn't provide what we needed him to, so we designed this. We were hoping to catch more than just one of you, but we'll take what we get.

DEATHSTROKE

What the hell is it?

NATHAN PRINCE

Paciencia, it's a Cámara de gas

DEATHSTROKE

A gas chamber.

NATHAN PRINCE

Sí, it will fill with the most deadly toxin, it will slowly fill her lungs, and eat away at the flesh, and it was designed by the rata callejera. Enjoy

The screen turns off

DEATHSTROKE

Harley-

HARLEY QUINN

Ya know, for an expert such as yourself, I save your ass a lot. You're welcome

DEATHSTROKE

I would have dodge it

HARLEY QUINN

Now ya tell me

The chamber begins to fill with gas

HARLEY QUINN CONT.

Look, we don't have much time. Our suits have trackers yeah?

DEATHSTROKE

They do.

HARLEY QUINN

Good, don't let Waller blow me up, bye Slade

DEATHSTROKE

You did well, I'd serve with you any-time

HARLEY QUINN

Question *cough* *gasp* Does everyone close to you die? *gasp* But hey *gasp*, at least I'll be with Mistah J again

Harley falls down and dies. Deathstroke leaves his sword, and then goes off. It cuts to him getting with the rest of the squad on a roof top, Deadshot wakes up

DEATHSTROKE

We're getting close to the fight, are we all ready?

COPPERHEAD

Where's Harley?

DEATHSTROKE

Nathan Prince got her, poisonous gas

COPPERHEAD

But-

AMANDA WALLER

Deathstroke! Why is Harley not with the rest of you! She isn't responding!

DEATHSTROKE

Nathan Prince gassed her, we had to leave her there

COPPERHEAD

He'll take her as a trophy

DEATHSTROKE

Exactly

AMANDA WALLER

Perfect, she gave her life to take his

DEATHSTROKE

Don't detonate her bombs, we have a plan

COPPERHEAD

I understand now, when do we move in

DEATHSTROKE

When I give the signal

CAPTAIN COLD

Am I the only one completely confused?

AMANDA WALLER

We have a location, go to it!

The player goes to the location with the rest of the Squad following. It is an opened area underground, with Nathan Prince onto of a tall structure. Another cutscene begins

NATHAN PRINCE

This was their guerrero!

Nathan Prince holds up Harley and dangles her body over the building

NATHAN PRINCE CONT.

What a poor excuse for a soldier! She has fallen, and soon, the rest of you will too.

Nathan Prince takes Deathstroke's sword and holds is up

DEATHSTROKE

NOW HARLEY!

HARLEY QUINN

The only poor excuse is you assmunch

Harley twists around his arm, grabs the sword, cuts him, and flips down into the crowd of followers. The rest of the Squad jumps down into the crowd as well

NATHAN PRINCE

You're alive, clever. Kill them Serpiente, make them suffer. ATAQUE!

The player can now dual play with all the characters, to attack and defeat all the followers.

Captain Cold to Copperhead: He's ready for you

Copperhead to Captain Cold: Ecelente!

Captain Cold to Copperhead: Break him!

Copperhead to Captain Cold: With Pleasure

Captain Cold to Copperhead: Copperhead, all you!

Copperhead to Captain Cold: Meet your fate pendejo

Captain Cold to Deadshot: Aim Straight

Deadshot to Captain Cold: Always do

Captain Cold to Deadshot: Lock On!

Deadshot to Captain Cold: Already am

Captain Cold to Deadshot: Flying target coming at you

Deadshot to Captain Cold: Give me a real challenge Snart

Captain Cold to Harley Quinn: Ready to shatter?

Harley Quinn to Captain Cold: HELL YEAH

Captain Cold to Harley Quinn: All you Quinn

Harley Quinn to Captain Cold: DIE DIE DIE!

Captain Cold to Harley Quinn: Harley, you're up

Harley Quinn to Captain Cold: Imma make a snow cone outta you!

Captain Cold to Deathstroke: Bring him down

Deathstroke to Captain Cold: Already done

Captain Cold to Deathstroke: Deathstroke!

Deathstroke to Captain Cold: On it.

Captain Cold to Deathstroke: Take him out!

Deathstroke to Captain Cold: And the ice crumbles

Harley Quinn to Captain Cold: BURN

Captain Cold to Harley Quinn: Not what I do

Harley Quinn to Captain Cold: Here Frosty

Captain Cold to Harley Quinn: Got him

Harley Quinn to Captain Cold: It's gunna be a white Christmas

Captain Cold to Harley Quinn: Always and forever.

Harley Quinn to Deadshot: Hit me with your best-

Deadshot to Harley Quinn: Shut up.

Harley Quinn to Deadshot: Batter Up Lawton
Deadshot to Harley Quinn: Home Run.
Harley Quinn to Deadshot: Here Pig
Deadshot to Harley Quinn: That was unnecessary
Harley Quinn to Copperhead: Here ya go Coppy
Copperhead to Harley Quinn: Appreciated Quinn
Harley Quinn to Copperhead: Poison HIM!
Copperhead to Harley Quinn: Of course!
Harley Quinn to Copperhead: You have a boyfriend?
Copperhead to Harley Quinn: Focus!
Harley Quinn to Deathstroke: Slade, settin you up
Deathstroke to Harley Quinn: I'll knock him down!
Harley Quinn to Deathstroke: What's it like with one eye
Deathstroke to Harley Quinn: It's great!
Harley Quinn to Deathstroke: KILL HIM! KIL HIM NOW!
Deathstroke to Harley Quinn: Calm down Quinn
Deadshot to Deathstroke: Strike him down
Deathstroke to Deadshot: Don't tell me what to do!
Deadshot to Deathstroke: Cut him to size
Deathstroke to Deadshot: Be glad I don't cut you!
Deadshot to Deathstroke: Slade, here!
Deathstroke to Deadshot: I will kill you one day
Deadshot to Copperhead: Copperhead, here
Copperhead to Deadshot: I will break him
Deadshot to Copperhead: Just like on Christmas

Copperhead to Deadshot: Hopefully not

Deadshot to Copperhead: Break his neck

Copperhead to Deadshot: Much worse will be done

Deadshot to Harley Quinn: Harley, rev em up

Harley Quinn to Deadshot: Hey, that's my line!

Deadshot to Harley Quinn: Crack their skulls

Harley Quinn to Deadshot: Ooo, YES

Deadshot to Harley Quinn: Quinn, make them pay

Harley Quinn to Deadshot: With wha-Ohhh

Deadshot to Captain Cold: Freeze them over!

Captain Cold to Deadshot: It's what I do best

Deadshot to Captain Cold: Bring the ice

Captain Cold to Deadshot: ON IT!

Deadshot to Captain Cold: ALL YOU SNART, GO!

Captain Cold to Deadshot: FREEZE!

Deathstroke to Harley Quinn: Like I taught you

Harley Quinn to Deathstroke: Cause I didn't forget or anythin

Deathstroke to Harley Quinn: Show me the warrior

Harley Quinn to Deathstroke: AHAHAHHAHAHAHH

Deathstroke to Harley Quinn: Go crazy Quinn

Harley Quinn to Deathstroke: Did cha not get the memo?

Deathstoke to Deadshot: Here Lawton

Deadshot to Deathstroke: He's down!

Deathstroke to Deadshot: You'll miss

Deadshot to Deathstroke: Thanks.

Deathstroke to Deadshot: Between the eyes
Deadshot to Deathstroke: I like your style
Deathstroke to Captain Cold: Smart, go for it
Captain Cold to Deathstroke: Freeze in hell!
Deathstroke to Captain Cold: Make them suffer!
Captain Cold to Deathstroke: Why not.
Deathstroke to Captain Cold: Make some ice!
Captain Cold to Deathstroke: Always.
Deathstroke to Copperhead: Make it personal
Copperhead to Deathstroke: Already is
Deathstroke to Copperhead: Copperhead!
Copperhead to Deathstroke: He is down
Deathstroke to Copperhead: Take your man!
Copperhead to Deathstroke: He is already muerto!
Copperhead to Harley Quinn: Rápido Quinn!
Harley Quinn to Copperhead: I don't understand, but mkay
Copperhead to Harley Quinn: Make them feel the pain
Harley Quinn to Copperhead: YES!
Copperhead to Harley Quinn: Harley, acabar con él
Harley Quinn to Copperhead: I understood Harley!
Copperhead to Deathstroke: All yours assassin
Deathstroke to Copperhead: Appreciated
Copperhead to Deathstroke: Yours!
Deathstroke to Copperhead: Taken care of.
Copperhead to Deathstroke: Rip their spine!

Deathstroke to Copperhead: In two or three?

Copperhead to Deadshot: DISPARAR!

Deadshot to Copperhead: I'll kill him.

Copperhead to Deadshot: Go Lawton

Deadshot to Copperhead: He's mine!

Copperhead to Deadshot: Show your talent

Deadshot to Copperhead: Anytime!

Copperhead to Captain Cold: He is yours captain

Captain Cold to Copperhead: Freeze over in hell!

Copperhead to Captain Cold: How cold can you go

Captain Cold to Copperhead: Let's see

Copperhead to Captain Cold: Go for it Snart!

Captain Cold to Copperhead: If you insist

After most of the regular thugs are defeated, armored skin titan thugs are released into the fight. The player has to beat them until the skin cracks, then they must administer the antidote. Then after that, the fight against them is like a regular titan thug. The player defeats all the thugs, a small cutscene commences

NATHAN PRINCE

MIERDA! Impressive, but not unexpected

Each member of the squad falls through the ground even further, into individual rooms, each with a different task, but each rooms has something the other room needs. The tops close

DEATHSTROKE

What the? Squad come in

DEADSHOT

Are we all in a room?

CAPTAIN COLD

Yeah, I have a screen in my room

COPPERHEAD

What? I have a stuffed animals?

DEATHSTROKE

I have 8 different colored wires

DEADSHOT

I have a coin, and a slot for it

HARLEY QUINN

I have a fricken bomb, what the hell!

The player now has control over Deathstroke, and can use the side mission wheel to switch easily between characters. The player has to solve each puzzle based off what one character is given. The player chooses Copperhead, and uses detective mode

COPPERHEAD

I have four animals, all attached to a pressure plate, I have to select one, but which?

The player chooses Deathstroke

DEATHSTROKE

Do I cut a wire, maybe all of them, or none?

The player chooses Deadshot

DEADSHOT

This slot will hold the coin, but it looks like I have to choose either heads or tails up. This seems like it's for Dent

The player chooses Captain Cold

CAPTAIN COLD

Looks like the screen will display questions of some sort, I can only get two wrong.

For Harley Quinn, the player must carefully open the bomb, without it exploding, and there it counts down from 3 minutes. The player has to carefully screw off 4 screws without going too fast. The player gets the screws off, and the countdown stops.

HARLEY QUINN

The bomb stopped, but I have 4 slots,
and numbers, looks like a code

For Captain Cold, the player will be asked riddlers, for them to then select the correct answers. The player can only get two wrong, or they must restart. For Captain Cold, the 6 questions are:

"What can only live when the sun is out, but if hit by the sun begins to disappear?" A shadow

"What gets wetter as it dries?" A towel

"What can you catch but not throw?" A cold

"What can you never eat for breakfast?" Dinner

"What kind of tree is carried in your hand?" A palm

"What fastens two people, yet only touches one?" A wedding ring

CAPTAIN COLD

I got 4 numbers, 6-2-9-7

The player enters the numbers into the panel for Harley

HARLEY QUINN

It says cut the green wire, I don't
have a green wire though

The player cuts the green wire in Deathstroke's room

DEATHSTROKE

Seeds are falling out

CAPTAIN COLD

Does something eat seeds or use them?

The player has to choose the bird in Copperhead's room

COPPERHEAD
Now what?

The ceilings begin to close in and the head of the bird falls off

DEADSHOT
What happened?!

COPPERHEAD
I chose the bird, it's head fell down

The player chooses head down for the coin slot, the ceilings stop closing down, and open, the walls separating the players all come down too. It then switches the Deathstroke, it signals to grapple up to Nathan Prince, the player does, a small cutscene begins.

DEATHSTROKE
Let's go Prince!

Deathstroke throws Nathan Prince down onto the floor below

NATHAN PRINCE
You weren't suppose to make it this far, and you! How did you survive?!

HARLEY QUINN
Immune to all toxins and poisons,
even the one Copsy over there fixed up

NATHAN PRINCE
So what, you're gonna kill me now?
Pobre tontos.

HARLEY QUINN
Did he just call us tacos?

DEATHSTROKE
No, we're not, it isn't our fight.
But Copperhead, that's a different story. All yours

Deathstroke, Deadshot, Harley, and Captain Cold all grapple up to the higher location and watch the boss battle

HARLEY QUINN
Lucky Copsy, TEAR HIS SPINE OUT!

NATHAN PRINCE

My little rata callejera, what a
waste, you had much potential

COPPERHEAD

You made me into a machine, killed my
family in front of me, I'm your undo-
ing

NATHAN PRINCE

Your mother's screams, so inocente,
she wallowed, what a idiotic-

Copperhead scratches Nathan Prince's face, the fight scene
begins

NATHAN PRINCE CONT.

Soon, I'll hear your screams

The player starts the fight by a hand to hand fight, with countering, and button mashing. Then after a short while, Nathan Prince backs up, and throws projectiles that the player has to dodge, and then has to counter them, to throw them back at Nathan Prince. Smoke is thrown, where Nathan jumps out and begins to attack the player rapidly, and the player has to counter every attack, then turn that into a beatdown, where after, Nathan Prince goes under the ground and moves around. He will jump up and attack the player, who has to avoid these attacks, and deceive vision will not work to detect him. Then, he will jump up and grab onto the player, attack them, while also dragging them underground, suffocating them. The player has to snuggle by button mashing to get out of it. Nathan Prince continues to go underground and jump up and attack. The player has to counter at least 6 attacks to move onto the next part of the fight. Nathan Prince comes out and runs all over dropping mines that will explode if the player steps on them. He then throws more projectiles, that the player has to evade, and still not hit the bombs. He runs forward, and the player has to counter, attack, and then throw into a mine to decrease his health even more. After that, Nathan Prince begins attack again, where the player has to counter his moves, and then turn it into a beatdown. After that, he stuns the player, and then becomes invisible, and keeps attacking the player, it signals the player to drop fang droplets, and once Nathan Prince steps on them, his invisibility begins to flicker and

the player can attack him. Their detective vision will not work to detect when Nathan Prince is invisible either. After that, Nathan Prince begins to attack more and more, and Copperhead comes to a realization.

COPPERHEAD

I need to break him!

The player then needs to break all of Nathan Prince's limbs, and once one is broken, they only have 45 seconds before he heals it, so they have to break all the limbs quickly. To break the limbs, the player has to super stun Nathan Prince, get behind him, and use their copper crank to pull it out of its socket, and then hit it to break it. The player successfully breaks all legs and arms. A small cutscene begins

NATHAN PRINCE

Well done rata-

Copperhead kicks Nathan Prince

COPPERHEAD

Shut it, time to end this!

Copperhead goes to kill Nathan Prince

NATHAN PRINCE

Not quite!

Nathan Prince bites down on something, and begins to mutate

COPPERHEAD

WHAT!?

DEATHSTROKE

He took titan, end him now, before
it's too late!

HARLEY QUINN

Hey, he copied Mistah J, mph, puddin
did it better.

Copperhead attempts to slash Nathan Princes throat. But the skin tears, and armor plating is revealed underneath

COPPERHEAD

MALDICIÓN!

Nathan Prince becomes a large mutated titan being, grabs Copperhead, and climbs outside onto a roof of a building in Gotham

NATHAN PRINCE

Time to join your mother, rata calle-
jer

Nathan Prince throws Copperhead onto a nearby roof

COPPERHEAD

This formula is new, the antidote
won't work

Nathan Prince makes his way to Copperhead, the rest of the fight will happen on this roof top

DEATHSTROKE

We'll help if you need

COPPERHEAD

Gracias, but he's mine!

Nathan Prince punches the floor, and sends sock waves that will knock the player down, for Nathan Prince to then punch the player and drain more health. The player can only get hit 3 times before they die. Nathan Prince will fight like a normal titan thug at times, where the player should respond at one would normally, which is only to evade the titan. After a short while of attacking the titan, but no health is draining, Copperhead asks what to do, the player has to keep dodging.

COPPERHEAD

This isn't working, he's impenetrable

The player can see if the background, the rest of the squad on another roof

DEADSHOT

Didn't you electrocute Bane, try that

HARLEY QUINN

Or get on his level

The player gets shot by Harley in the back with the titan formula they found the antidote for

COPPERHEAD

AGH

The player, now in titan form, fights Nathan Prince, it's a hand to hand fight, where it is pure strength, no counter-ing, stunning, or gadgets, Copperhead's armor breaks, and the bombs go off, by no one dies. The player knocks Nathan Prince down, and the player punches him while he is on the floor. He gets up, and grabs the player and throws them, the player crash lands onto the street, Nathan Prince, runs across building and tries to jump down on top of the player, but the player should evade. On the street, the player can pick up piece of concrete and throw them. Then, Nathan Prince grabs the player and punches them, the player has to button mash to get out of it. After that the player keeps going on a hand to hand fight. After a while, the player gets Nathan Prince's health low, and gets him at the edge of the bay, and pushes him in.

DEADSHOT

ELECTROCUTE HIM!

The player has to find a wire box and select electrocute before Nathan Prince gets out of the bay, once selected, Copperhead punches into the box, and gets electrocuted, then the player has to walk over to the bay, but if they move to fast the electricity effects them more, and drains their health quicker. But they also have to get to the bay before Nathan Prince gets out. The player reaches the bay, and selects electrocute. Another cutscene begins. Copperhead is about to throw the wires into the water, but Nathan Prince grabs her by the throat, the wires are dropped

NATHAN PRINCE

Go. To. Hell

COPPERHEAD

You first.

Copperhead reaches and grabs the wires, electrocuting them both, and knocking them unconscious. The screen begins to go to black, as Copperhead's eyes close, and the player sees the rest of the squad over Copperhead, with Harley administering the antidote. After about 10-15 seconds the player sees Copperhead wake up. She is back to normal, in her ar-

mor, and Amanda Waller is airlifting Nathan Prince out of the bay, with her airship

COPPERHEAD

What...NO, BRING HIM BACK!

AMANDA WALLER

Calm Down! He contains valuable information, we need him alive, you did well!

COPPERHEAD

I need to kill him! He took my brothers from me, my baby sister!

AMANDA WALLER

Look-

A loud buzzing sound approaches, A giant mutated Killer Moth, now an actual giant moth, flies above Waller and the rest of the Squad

KILLER MOTH

You're all going to suffer!

A ladder drops, Waller gets on, and is pulled up.

AMANDA WALLER

Handle this! We'll talk after

The airship flies off, but Killer Moth shoots it with Acid, it crashes on a roof top

DEATHSTROKE

Let's end all of this, right now

The player has control over Captain Cold

DEATHSTROKE CONT.

Snart, we need to contain it, we need borders, tall borders.

The player has to build ice walls all around that area. There are designated locations, where the player has to shoot their freeze gun, while avoiding acid being shot at them. After that, the player has control over Deadshot.

CAPTAIN COLD

They're finished

DEATHSTROKE

I see, Lawton, we need this thing
tied down, shoot cables to restrain
it

DEADSHOT

On it!

The player has to aim and shoot for locations, that will
strap it down for the time being. Killer moth drops some
eggs that become flyable minions

DEATHSTROKE

Okay, this is working, Copperhead,
can you handle those bugs

COPPERHEAD

Easy.

The player kills all the minions

DEATHSTROKE

My turn, I'm going to cut it's head
off!

The player runs grapples up a building, and runs toward
Killer Moth, they then select, end, where Deathstroke
launches forward and attempts to cut its' head off, but
when he goes to stab his sword it, it breaks, and he falls,
he grapples onto a building, and lands on the street, then
Killer Moth breaks out of the restraints, and burns through
the ice wall with his acid.

AMANDA WALLER

Harley, get over to me, NOW!

The player has Harley goes to Amanda Waller to help her. The
player goes to Waller, and helps her out from under the
crashed airship, with Nathan Prince still unconscious behind
it. The player button mashes to get her out. The player gets
Amanda Waller out, a cutscene begins

AMANDA WALLER

Good, now, YOU'RE FAILING AT THIS
TASK!

HARLEY QUINN
A thank you would do.

AMANDA WALLER
We need a plan!

HARLEY QUINN
Well, we did- wait, what is that?
Ooooh, I've got a plan

DEATHSTROKE
Dodge the acid!

HARLEY QUINN
I've got a plan Slade, but I need
everyone to distract Moth, and keep
him still

DEATHSTROKE
Got it, YOU HEARD QUINN, GO!

The cutscene ends. The player now has to dual play with every character in a very quick, one hit move, to the next player. The player has control over Captain Cold, and must shoot Killer Moth with their freeze ray, then it switches automatically to Copperhead, who is on a roof top and jumps next to Killer Moth, where it instructs the player to select attack, and Copperhead, gradually goes down Killer Moth's side, scratching him all along the way. Then it switches the player to Deadshot, who has to shoot multiple bullets at Killer Moth, it then switches to Deathstroke, who is on top of Killer Moth, and the player has to place all three proximity mines, jump off, and then detonate them. Finally it goes to Harley Quinn, who has a bazooka, and is aiming at Killer Moth. The player shoots the missile

HARLEY QUINN
I hope you explode, you ass!

A small slow motion cinematic scene occurs, where it panels to each character. Captain Cold is shooting his freeze gun, Copperhead is killing three of the moth minions at once, Deadshot is shooting both his wrist guns, with bullets dropping out, Deathstroke is fighting with his broken sword, and Harley is flying back in the air laughing, with a missile leaving the bazooka. The missile hits Killer Moth, he explodes, and green guts falls over Gotham and

everyone. It cuts to Amanda Waller walking up to the squad with Harley holding a bazooka, and a crew cleaning up dead Killer Moth.

AMANDA WALLER

Well done, Moth was defeated

HARLEY QUINN

Obviously

AMANDA WALLER

Anyway, with Prince captive and being returned to normal, your main mission has been completed. However there are other tasks at hand you need to complete around Gotham and other locations

COPPERHEAD

What about Prince, he needs to pay!

Amanda Waller hands Copperhead some pictures

AMANDA WALLER

My men stumbled upon a very elite, highly trained group of individuals, a sample of blood was collected from a scene, the DNA indicated relations to you.

COPPERHEAD

What

AMANDA WALLER

There is three of them, all males

COPPERHEAD

My brothers!

AMANDA WALLER

Their current whereabouts are unknown, but they are alive, and if they are, your sister is most likely as well. They are your priority, Prince is ours

CAPTAIN COLD

What about all the villains coming
back to life

AMANDA WALLER

We are looking into that as well, the
only thing we know is it had nothing
to do with the lazarus pits

DEATHSTROKE

I've heard of a court, they were at-
tempting to reanimate certain indi-
viduals.

AMANDA WALLER

We will look into it, meanwhile fin-
ish your tasks, report to me when
they are completed, and remember, I
can still detonate them at any time.

Harley places the bazooka behind her back and whistles

HARLEY QUINN

Whistling

AMANDA WALLER

Quinn, you can keep the bazooka

HARLEY QUINN

REALLY!

AMANDA WALLER

No. See, I can tell jokes too

Amanda Waller takes the bazooka, and boards the airship. It flies off, and the player has control over Deathstroke. The current objective is to now finish all side missions each player has. In order to change characters, the player has to go to one of the character switches point around each location on the map, there are 3 for every character in Gotham, and two for every character in Santa Prisca. The characters can now fully free roam in Gotham as well.

