

JUSTICE LEAGUE OF AMERICA
Story Concept For A Videogame
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JUSTICE LEAGUE OF AMERICA
"Divide and Conquer"

*Mystic energies coruscated against the barrier, flaring with unearthly light, dying, and flaring again. The display was spectacular but futile. An exhausted **Morgaine Le Fey**, the most powerful sorceress the world has ever known, dropped her hands. Speaking words already ancient when human language was new, she ended her spell.*

"I knew it wouldn't work." He spoke to her from within the extradimensional hell that served as his prison.

"I thought I might be strong enough."

"Your strength is not in doubt, Morgaine. It's why I love you so. But there is only one way to free me from the Phantom Zone."

"One way for us to be together," she smiled at the thought.

*He telepathically placed a picture of the device into her mind; a Phantom Zone Projector. While this technology was always rare, now there was only one in all the known universe, the rest were destroyed in the disaster that destroyed his home planet. Ironically, it was now in the hands of Kal El, the son of Jor El, the man who imprisoned him over thirty years ago. Now living on Earth, Kal El had gained unbelievable powers under the planet's yellow sun. Dubbed **Superman** by the weak and backwards inhabitants of Earth, he had grown to be their greatest hero, and vowed to protect his new home. What happened to Krypton would never happen again. Superman would do everything in his not inconsiderable power to prevent anyone from escaping the Phantom Zone. Getting the Phantom Zone Projector wouldn't be easy, even for Le Fey.*

The thought of defying Superman didn't trouble her in the least. "Tell me where it is. I'll get it for you."

*"I trust your abilities but he does not fight alone. Many other heroes stand with Superman, four in particular concern us. **The Flash**, the fastest man alive. **Green Lantern**,*

*a power ring-wielding intergalactic peace officer, **Wonder Woman**, warrior princess of the Amazons. And **Batman**, merely human, but possessing skills and intelligence that makes him perhaps the most dangerous of them all. Together they are the Justice League. And they will stand in our way."*

"I'll kill them all and take what we need."

"We'll kill them together, after I'm free. That is, if any of them survive to see our triumph."

"What are you suggesting?"

"Recruit an army of supervillains, use them to attack and confound this "Justice League." Strip away Superman's allies, one at a time. Keep them busy battling our insignificant underlings. Finally, maneuver the Justice League away from their headquarters—"

Le Fay, interrupts, a step ahead of her lover. "And take the Phantom Zone Projector from its hiding place there, and free you from your prison."

"First, I will avenge myself on the son of Jor El, then together we will rule the world."

In **Justice League: Divide and Conquer**, The powerful sorceress Morgaine Le Fey recruits a group of DC Comics' deadliest supervillains, and threatens, bribes or cajoles them into launching a simultaneous crime spree that stretches the resources of the Justice League to its limits. The hulking **Solomon Grundy**, who is resurrected from each death with a new and deadlier personality. **Mr. Freeze**, who threatens to use nanothermocouples to lower the temperature in Gotham City to forty below zero. **Sinestro**, who wants Earth's Green Lantern to be the latest victim of his intergalactic serial murders. **Eclipso**, who takes control of friend and foe alike to attack the heroes, even using an army of **Amazon Warriors** to attack their sister, Wonder Woman. **Lady Shiva**, whose seemingly inexhaustible **army of ninjas** provide the martial arts muscle for many of the criminal masterminds. **Bane**, the steroid-fueled strongman who has defeated Batman in battle once before and seeks only to finish the job. **Roulette**, who

runs an underground superpowered fight club, that pits hero against hero in battles to the death (including cameos from auxiliary Justice League members like Black Canary and others). **Cyborg Superman**, who has hacked into the **OMAC** protocol, and can infect innocents with a technovirus that turns them into super-powered machines who mindlessly obey his every whim. **Mirror Master**, who can duplicate himself, teleport between mirrored surfaces and create mirror images of any hero whose reflection he captures, opposite and equal to the heroes in every way.

At first believing they are working on separate cases, the Justice League, coordinated telepathically from their satellite headquarters by the **Martian Manhunter**, discover that they are all working on the same case, but will they realize what Morgaine Le Fey is really up to before she steals the Phantom Zone Projector and uses it to free kryptonian super prisoner **General Zod**, only the second man she's loved in her centuries of life?

And what happens when Zod reveals he's only using Le Fey and that his plan is to release an army of Kryptonian prisoners from the Phantom Zone, each loyal to him, and each with the full powers of Superman?

ACT 1 “Title”
Primary Objective: Suppress sudden outburst of numerous, seemingly unrelated, Supervillain schemes.
Capture villains, protect public.

Mission #1.1 “Title”
Objective(s): Prevent attempted theft of dangerous neurotoxin.
Survive OMACs laying in wait for your arrival: It’s a trap.
Environment: Wayne Pharmaceutical.
Heroes: Superman, Batman, Wonder Woman, Flash and Green Lantern.
Boss(s): OMAC Alpha
Minion(s): OMAC Reds, OMAC Blacks

Completing mission #1.1 unlocks the following missions for play. Players can choose to play the missions in any order.

Mission #1.2 “Title”
Objective(s): Defeat Attacking Ninjas. Prevent Sinestro from killing GL (if present), Bane from Killing Batman (if present) or both.
Environment: Coast City “CityWalk Mall”
Heroes: Green Lantern, Batman, Flash
Boss(s): Bane, Sinestro
Minion(s): Elite Ninja

Mission #1.3 “Title”
Objective(s): Stop Solomon Grundy’s Rampage. Prevent Lady Shiva’s escape with high-tech component (Grundy is misdirect).
Environment: Metropolis Centennial Park
Heroes: Wonder Woman, Superman, Flash
Boss(s): Solomon Grundy, Lady Shiva
Minion(s): Shadow Ninja

Completing missions #1.2 and #1.3 unlocks the following Side Mission for play.

Side Mission #1.A “Title”
Objective(s): Win one-on-one practice combat vs. Teammate not chosen in missions 1.2 or 1.3.
Environment: Watchtower
Heroes: Superman Batman, Wonder Woman, Flash and Green Lantern.
Boss(s): Superman, Batman, Wonder Woman, Flash, Green Lantern,

Completing Side Mission #1.A unlocks the following mission for play.

Mission #1.4 “Title”
Objective(s): Prevent Freeze from deploying device that will permanently Freeze all of Gotham City.
Environment: Gotham Power (Mr. Freeze’s Palace)
Heroes: Superman Batman, Wonder Woman, Flash and Green Lantern.
Boss(s): Mr. Freeze.
Minion(s): Ice Ninja



