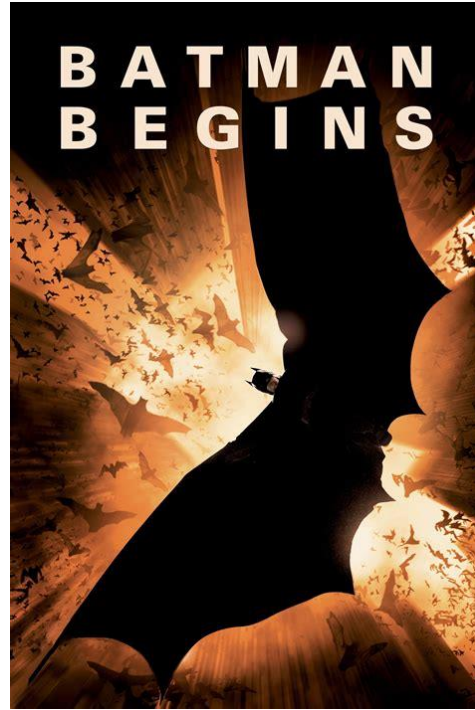Film Series: Batman Trilogy
Director: Christopher Nolan

Released: 2005

Released: 2008

Released: 2012

The Fight For Gotham

JOSEPH MACKLE

1904017

Inspiration

- Fight For Gotham is based off of Christopher Nolan's Batman Trilogy (2005-2012)
  - The three films included are: Batman Begins, The Dark Knight and The Dark Knight Rises.
  - The Board Game is played through the Antagonists of the trilogy.
- The Playable Characters include:
  - Ra's al Ghul – *Batman Begins*
  - Scarecrow - *Batman Begins*
  - Joker – *The Dark Knight*
  - Two Face - *The Dark Knight*
  - Bane - *The Dark Knight Rises*
  - Talia al Ghul - *The Dark Knight Rises*
- The Board Games is inspired by Pandemic and Plague Inc.

Mechanics

Mechanics

- Turn based strategy game
  - 2-4 Players
  - 24 sectors to claim
  - All Players start in Shael
  - Make their way around Gotham cities 24 sectors, removing police pawns as quickly as they can while trying to avoid any police raids.
  - If a police raid happens previous cleared sectors may once again become reclaimed by the police

- Actions Per Turn
  - Each player gets 3 actions per turn, this includes;
  - moving to a sector
  - removing 1 pawn
  - using a base is 1 action
  - Trading is 1 action

- Card Draw
  - After a all players have taken their turn they each pick 1 card from the sector pile, this allows them to then fast travel to that location.
  - If 1 or more player picks up an event card all sector cards drawn that turn are void and are placed in the discard pile.
  - If an event card is picked up, the player who picked it up draws 1 card from the police card pile, and place 3 new police pawns on the sector listed.
  - If the location now has 4 or more pawns a raid begins
  - A raid effects all surrounding sectors by placing 1 new pawn on each surrounding sector.

Mechanics

- Cards
  - There are 3 of each sector card (72 sector cards total), allowing 3 chances to travel, once a person has travelled to a location using a sector card, it is then discarded.
  - There are 6 event cards these are placed inside of the sector card deck, the players can chose to have a minimum of 4 in the deck.
  - Players can trade cards for other sector as long as they are in the same sector at the time of trading

- Each Player can have 6 cards in their hand at 1 time, allowing them to store sector cards, if they have 7 cards they must either discord the new card or remove one of their previous cards.

- Bases
  - There are 3 bases available, these can be placed only once and cannot be moved once placed. These allow the players to travel between each base for 1 action

Dynamics

Dynamics

- Up to 6 players (recommended 2-4)

- A "Work together" board game

- Losing Conditions
  - Once 6 raids have taken place the game ends.
  - When all sector cards have been used
  - When there is no more placeable police pawns

- Win Conditions
  - When the players control all 24 sectors.

Aesthetics

Aesthetics

▪ The game takes place in Gotham, the board itself will be a map of Gotham designated into different sectors for clarity. The overall theme of the board would be matching, with dark colours being used on the surrounding area.

▪ The Player will feel many emotions while playing, for example the game might be going well then someone picks up an event card that ruins all there plans, this would result in a stressful reaction as they would now have to develop a new plan.

GOTHAM CITY MAP

Uptown
17. The Meadows
18. Jerold
19. Lemmars
20. Granton
21. Farrow
22. Pettsburg
23. Industrial
24. Yeavley

Midtown
9. S. City Park
10. Reatton
11. Endsbury
12. Gainsly
13. Grace
14. Silling
15. Merchants Sq.
16. Sheal

Downtown
1. Haysville
2. Rootsville
3. Gantry
4. S. Hinkley
5. Stevensburgh
6. W. Harlow
7. The Narrows
8. Fleeting