



The Daily Planet™ Guide To

GOTHAM

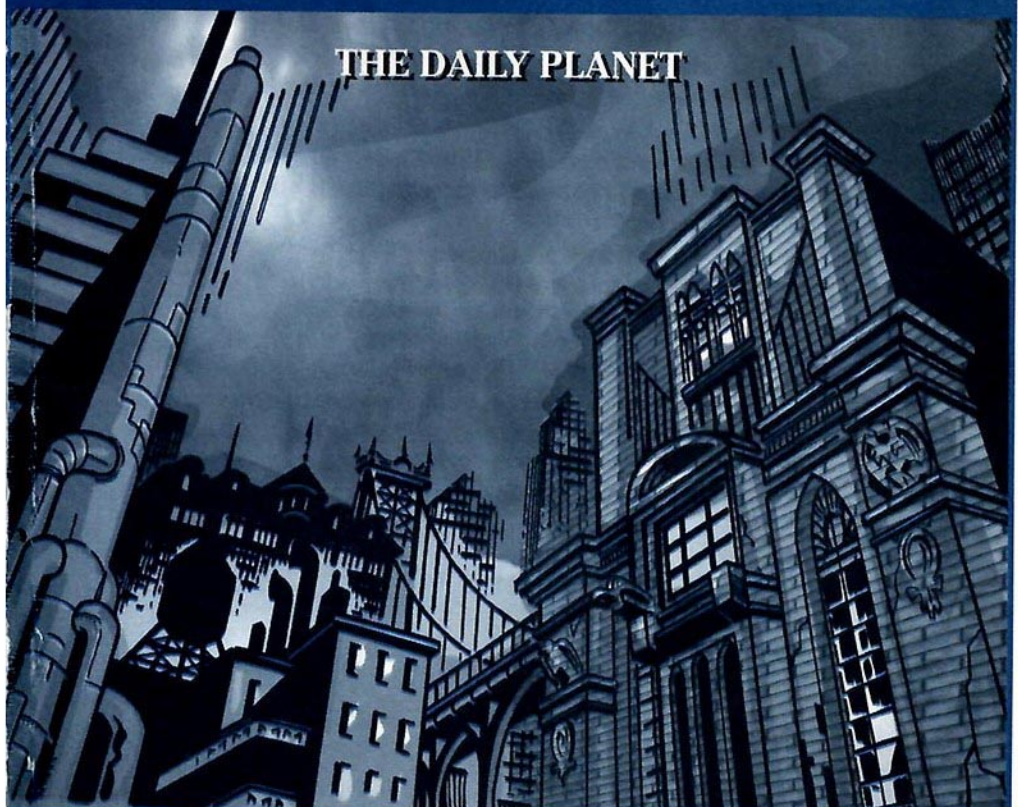


CITY

WEG™



THE DAILY PLANET GUIDE TO **GOTHAM CITY**



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The information in this sourcebook is current through June 2000.

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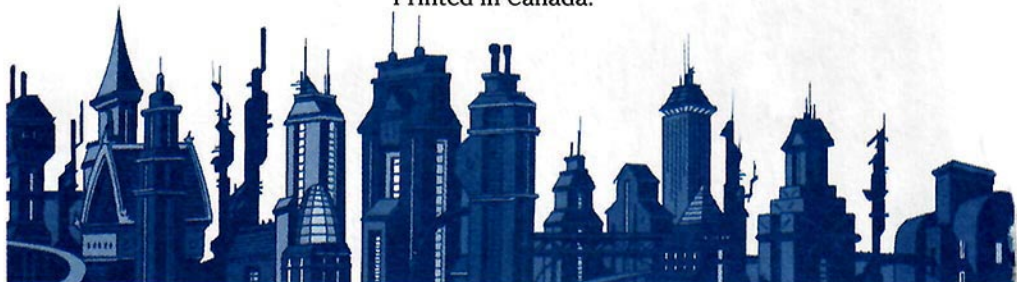
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Printed in Canada.



INTRODUCTION

Welcome to the *Daily Planet Guide* to the true city that never sleeps—Gotham City!

The second in the *Daily Planet Guides* series, the *Daily Planet Guide to Gotham City* focuses on Metropolis's neighbor to the south. To continue our feeling of "hometown flavor," we have gotten some of Gotham's most noteworthy citizens to contribute articles, including its own resident hero, Police Commissioner James Gordon.

Topics include industry, entertainment, travel, emergency services, and other fascinating and useful pieces of information.

The second *Daily Planet Guide* introduces Gotham City after the devastating earthquake and subsequent declaration of it as a "No Man's Land" as it looks forward to the next century—a century better and brighter than the last.

We hope you enjoy the *Daily Planet Guide to Gotham City* as much as the *Daily Planet Guide to Metropolis*.

Perry White

The *Daily Planet Guide to Gotham City* is the next in a series of supplements for the *DC Universe Roleplaying Game* that take a closer look at the cities in which heroes fight the forces of evil to protect truth and justice.

Inside, you will find shaded areas like this one containing material that applies directly to the *DC Universe Roleplaying Game*. You can use the information for your game, or skip these sections and read on about the great city of Gotham City.



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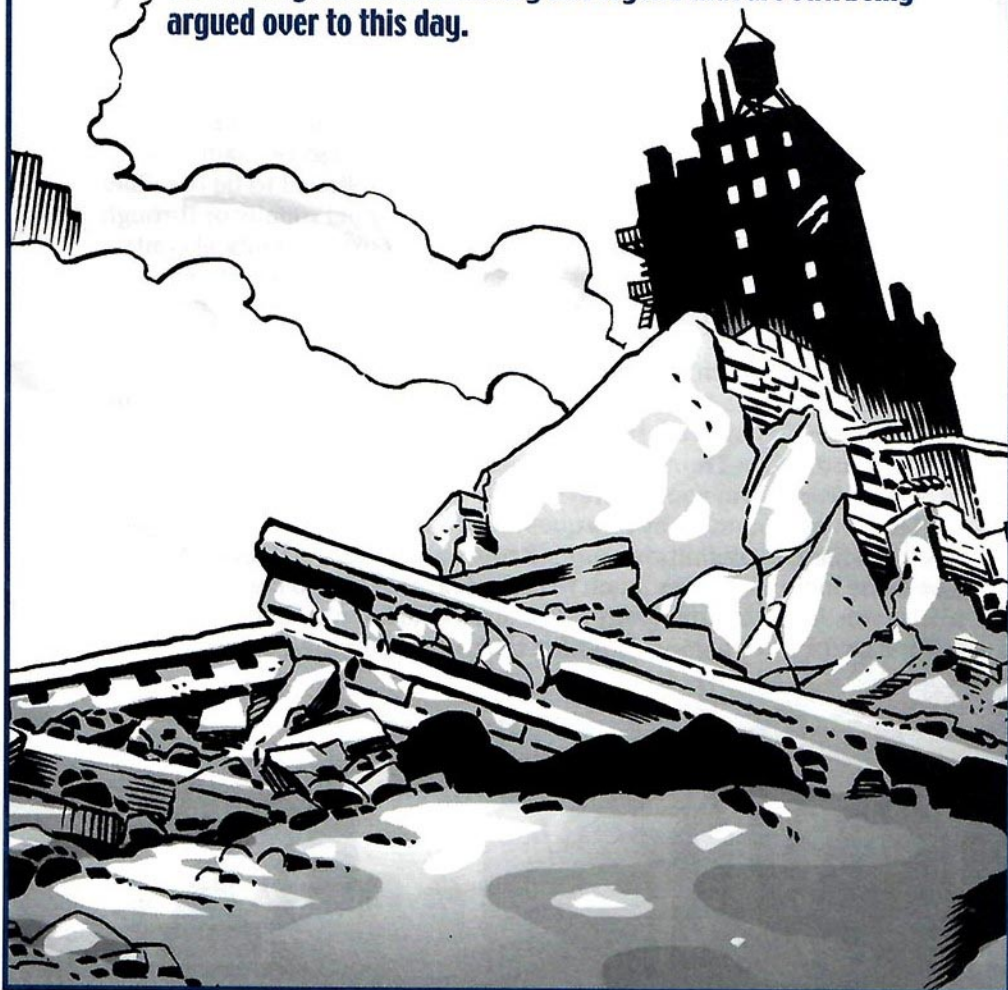
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HISTORY OF THE CITY

INFORMATION COURTESY OF THE WAYNE FOUNDATION

Since its founding four centuries ago on the East Coast, Gotham City has had a reputation the world over for danger and controversy. Gotham's reputation allegedly extends off-planet as well, although this rumor has yet to be confirmed by the *Daily Planet*. Even the city's beginnings are rife with conflicting versions of history and legend that are still being argued over to this day.



The fact of the city's survival over almost 400 years is the only thing that can be agreed upon...and last year, even that was questioned, with the consequences for Gotham proving nearly catastrophic. Thankfully for us all, this did not turn out to be the case.

What follows, then, is our best effort to show the important high and low points, explain the inconsistencies (where there are any), and describe the places of agreement.

Founding Tales: The Miagani, Logerquist's Legends, & the Penitence Tale

We know of the ancient tribe that called itself the Miagani, the inhabitants of the Gotham Islands region in the centuries before first contact between Columbus and the Caribbean tribes. This knowledge comes mainly from archeological digs and the oral accounts of their neighbors to the north and west, primarily the Haudenosonee (or, as we now know them, the Iroquois) Confederacy and the Lenape (or Delaware), respectively. So far as we know, the Miagani themselves are no more as a people.

Where they vanished to, and why, remains a topic of heated debate. One of the most outlandish theories links their disappearance to a man who was known in recent decades as "Deacon" Joseph Blackfire, now dead in one of the many bloodbaths that have plagued Gotham history.

The theory in question alleges that Blackfire, believed to be the chief shaman of the Miagani, slew the entire tribe either personally or through intermediaries among the Miagani's neighbors. Lust for political control of the Miagani nation may have played a role, but again, this remains unclear.

The disappearance of the Miagani opened a fertile area along the north-eastern coast of North America. European settlements sprang up following Henry Hudson's initial scouting in 1609. At that point, opinions on how Gotham City started differ depending on who you talk to.

The words of Dr. Thomas Wayne are as good a summary as any we are likely to have on the controversy:

"I find myself stymied by this question. I like to consider myself a good doctor, which, by definition, implies some ability as a detective as well. The same logic applies as much to historical study as to medicine, or so my friends from the university's History Department tell me. They also tell me that I have a good mind for that work, admitted amateur that I



We would like to take this opportunity to thank the Wayne Foundation's Historical Archives Service for their assistance in compiling this history. Much in particular is owed to the unpublished journals of the late Dr. Thomas Wayne, who, in addition to his industrial and medical work, was an amateur historian of some ability.

—*The Daily Planet Staff*

am. I have no reason to disagree with that assessment, which only bothers me more.

"To sum up my problem: at least two major schools of thought regarding Gotham's founding have survived to the present day to achieve popular status, each with its own camp of supporters and supporting evidence.

"One of them centers around 1635 and a Swedish mercenary-sailor named Jon Logerquist, a survivor of the battle of Nordlingen. One story claims he worked for the Scandinavian kingdom of his birth;

another asserts he worked for Holland. The man certainly existed; according to what remain of the records of that period, he did live in the original settlement, and there are still monuments in Old Gotham Village and elsewhere throughout the Core Islands that bear his name and likeness....

"The Dutch version states that the city's original name was Nieuw Rotterdam. The claim is that this city was named, as the future Metropolis and New York were (then known as Nieuw Meppel and Nieuw Amsterdam, respectively), after an ancient city of their kingdom. The Swedish version conflicts with that. It insists that Gotham's original name was in fact Fort Adolphus, named after that kingdom's great old General Gustavus Adolphus."

A third tale related to Gotham's beginnings is known as the "Penitence Tale of Gotham." This story, which allegedly dates back to the early 1600s (although other versions have put it as late as the early 1700s) focuses on a man with no remembered surname, known only as Hiram.

Dr. Wayne's journal discusses Hiram: "Hiram was what used to be called a 'mulatto'—a person of mixed African and European ancestry, for those who read these words and find themselves unfamiliar with that term in these modern times (and it wasn't often considered a kind word, I'm told). He was a recently freed slave, who had been on his way to the city of Blüdhaven."

By chance discovering the body of a murder victim, the devout Hiram did his best to give the dead man a proper burial. He did so, according to



the stories, in spite of the risks that he might be falsely blamed for the man's death.

"Indeed, Hiram himself was nearly killed upon his arrival in Blüdhaven," the journal continues. "A local merchant and brother to the deceased, Rance Benedict openly accused Hiram of the murder. Being a bigot, Benedict judged Hiram the only suspect deserving of his attentions or the law's...and considering that Benedict was about to be appointed town constable, the two would be one and the same in very short order."

Hiram swiftly retreated north to the woods of what is now Somerset on the mainland shores west of the Core Islands. There he intended to clear a plot of land by his own efforts for the purpose of building a shanty home or a church. (The various versions of the tale conflict on this point.) What Hiram proposed to build on that site might have been intended to be both.

"In any event, en route to the Somerset woods, Hiram crossed paths with a mystery man...a doctor, or so the gentleman claimed. He brought warning of a mad killer known as Epsilpah Clevenger, late of London, England. Clevenger was also known to British authorities by the *nom du crime* of 'the Mimic' for his ability to impersonate the voices of others. Clevenger is suspected by many to have been the true killer of Benedict's brother.

"As Hiram and the doctor traveled to the former's clearing, the doctor apparently tried to persuade Hiram to build neither home nor church but an insane asylum to hold the likes of Clevenger. The debate that followed the doctor's suggestion remained unresolved by the time they arrived at the clearing and bedded down for the night.

"During that night, a storm struck. Hiram awoke in the downpour to catch what he believed was the doctor's murder by Clevenger. Next he thought he heard Rance Benedict's arrival, stating his intention to claim justice, or vengeance, for his brother's death...over Hiram's dead body. Hiram drew his gun and fired in what he believed was self-defense. And Benedict did indeed fall dead by Hiram's gunfire.

"The doctor then revealed himself to be Clevenger, having faked his murder in the rain and impersonated Benedict just as the man actually arrived. Whether or not Benedict would have even tried to act on his grief and racist-motivated revenge will never be known. Clevenger then persuaded Hiram to build the asylum after all, using this latest murder as both moral suasion and criminal blackmail.



"While that first asylum is no more, having burned down some years afterwards, the tone for what Gotham would later become best known for in the eyes of the world had apparently already been set."

Another note regarding the legend as recounted by the late Dr. Wayne: It is suggested by some historians that the site of Hiram's asylum was the same as that of the original location of the Elizabeth Arkham Asylum for the Criminally Insane, now infamous in American criminal history and psychological science alike for its apparent inability to treat, let alone cure, so many of the madmen who have plagued Gotham and Earth as a whole in more recent times. This theory has never been confirmed.

One final mystery surrounds the "Penitence Tale": It has been suggested by some historians and folklorists that one of the three men of the story had ancestral ties to the Wayne family, which, as we will see, has become almost as synonymous with Gotham as the sense of controversy and danger surrounding the city since its founding. It has not yet been determined, by deduction or popular agreement, which of the three had these ties. Nor is it ever likely to be. The records that could verify this part of the tale have apparently fallen prey to distortion, destruction, or disappearance. The parties responsible, and their reasons for doing this, are lost to history.

In the years that followed the events of the tale, what would become known as Gotham Village was founded, apparently oblivious to the asylum just across the Gotham River. The village was supposedly held first by the Swedes as Fort Adolphus, then by the Dutch, who incorporated it into their New Netherlands as Nieuw Rotterdam. (Although, as noted before, the conflicting histories make the order of events unclear.) Finally, the British—thanks to then-governor Joseph Howe (no relation to the nineteenth-century Canadian politician of the same name)—took it over and gave it the name of "Gotham," or so goes the record of Gotham's founding in the eyes of the "Penitence Tale" believers.

The British takeover and the town's subsequent renaming in the 1670s is confirmed fact. And though there would be argument for over a century and a half afterward over whether it deserved to be called a city, town, or village, the newly rechristened Gotham would remain in British hands until the Revolutionary War, quietly growing in size until it occupied the lower half of South Gotham Island.





Judge Solomon Wayne

The Entry of the Waynes

Two branches of the Wayne family have become linked with Gotham's history in the wake of the "Penitence Tale." The first branch came directly from Scotland in the 1600s and is best known for its last apparent scion, Revolutionary War hero Darius Wayne. He was later granted property on the mainland shores north of the Core Islands in what is now Bristol Township's Crest Hill district for his service to the thirteen colonies.

By the time of the Declaration of Independence,

Gotham was paralyzed by political deadlock on the issues surrounding the Revolution. As a result, Gotham was occupied by British and Hessian forces for most of the war. Great Britain hoped to continue holding Gotham in order to keep patriot forces to the north and south of the city from maintaining reliable communications and supply lines. The fighting here ended up as destructive to life and property as anywhere in the colonies, including the battles in New York and New Troy (later known as Metropolis).

In 1779, the deadlock finally broke in favor of the Revolutionary forces. As a result, Wayne and Transbelvian-born General Jarsc Volczek found themselves standing against British and Hessian forces seeking to reclaim control of Gotham and its neighbors along the Central New Jersey coast, from Blüdhaven north to South Darby. (At least one account of Darius Wayne acting as Gotham's version of Paul Revere, involving the use of church bells to warn off a raiding party heading into a British armory detachment's trap, has been dismissed as legend.)



Wayne himself was caught by British troops. He was quickly tried and sentenced to hang for treason but was subsequently rescued by Volczek's forces. However, Darius's branch of the Wayne family did not long survive in the wake of the war. An accident during the course of building a manor home took Darius's life. Having left no heirs, the Wayne lands in Bristol fell fallow and remained unclaimed for nearly a century.

Gotham, however, was certainly not idle during those decades. It was finally incorporated as a city, with much fanfare, after the Revolutionary War. From 1790 to 1800, it also was known as the home of the war hero Tomahawk and several of his Rangers. However, that ended badly (from Gotham's point of view), given Tomahawk's abandonment of his holdings and his job as a state tax collector on New Year's Eve, 1800. With his future bride, Tomahawk decamped for the western Great Lakes. Tomahawk, for his part, considered it no less than the city deserved for what he viewed as its slow destruction of his dignity during those years, so claimed his son Hawk in his own autobiography, published in 1870.

While its growth was not as spectacular as that of New Troy, Boston, or New York, Gotham experienced respectable growth during the first half of the nineteenth century. The city's borders slowly expanded upward to include some three-quarters of South Gotham Island, including the annexation of the village of Neville in 1825, as well as the western third of Center Gotham Island by the mid-1840s—creating its Chelsea and Burnley Harbor districts—which by this point had become the permanent home of Gotham University.

In those years leading up to the American Civil War, the second branch of the Wayne family, the one most historians associate with Gotham, arrived from Boston in the form of financier Charles Arwin Wayne and his two sons, Solomon Zebediah and Joshua Thomas. Charles succumbed to tuberculosis at age 52 shortly after their arrival in Gotham. Nonetheless, his early forays into real estate and local industry, combined with the business sense of his sons, put his descendants in good stead for decades to come.

Joshua Wayne disappeared without a trace in November of 1860, and his fate remained unknown for over a century. Until just before the recent earthquake, it was not known that the brothers had been for at least two years secret partners in the local operations of the "Underground Railroad," an informal network dedicated to engineering the escape of black Americans from the slave states. Indeed, it is suspected by many historians in the wake of the discovery of Joshua's remains in the



cellar of Wayne Manor that he sacrificed his life for that cause, fighting bounty hunters seeking the return of several slaves to their chains.

Joshua's brother, Solomon, went on to gain public fame in Gotham first as a no-nonsense "hanging judge" of the Old Testament school, having obtained his federal judge's posting in Gotham with the help of Senator Nugent Bolle, father to one of Wayne's Harvard classmates. He would later build on the legacy of his father, as well as becoming a patron of the architectural arts as personified by Cyrus Pinkney. Between them, they would set the tone for Gotham architecture for the next half century and more, in spite of critics ranging from the architectural journals of the day to local businesspeople such as banker Cyrus Gold. Wayne's personal fortune bankrolled the translation of the first of Pinkney's blueprints into no less than a dozen works of concrete and steel on the streets of Gotham.

The vision of a new kind of sanctuary of modern Christian righteousness in concrete and steel—"a fortress against Godless Nature" in Solomon Wayne's own words at one Gotham Property Holders Association meeting in the 1860s—was never quite realized as Wayne and Pinkney had envisioned. The buildings, with their rounded edges, gargoyle-festooned cornices, and other neo-medieval trappings, were certainly built to specification. The style of Pinkney's work was oft emulated by many of his competitors throughout Gotham from Battergate and the former Brideshead-turned-Chinatown all the way to Neville and Miller Harbor. There were even imitators and derivations of the Pinkney style in other cities built over the 1870–1890 period, particularly in Opal and Fawcett Cities. Most of these imitations have since been relegated to memory and civic archives.

"For what is a city, gentlemen? A sanctuary! A stronghold! A fortress! A bulwark against the Godlessness of the wilds, wherein we may nurture the gifts of Christian civilisation and be protected from all the savagery which lurks in untamed Nature. But how are we to build such a place? Where are we to find guidance in our efforts? Here, gentlemen, in the visionary architecture of that sublime artist, Cyrus Pinkney!"

—Judge Solomon Wayne, speaking at the Gotham City Property Holders Association meeting, December 12, 1865

However, the tone they set for life in the city was one of near-perpetual gloom, even during daylight. While business certainly increased in the wake of the new construction, taking full advantage of the coal and steel boom as well as the western expansions already underway, the social costs to Gotham's working people



were also enormous. Pollution, slums, and crime levels all skyrocketed.

Indeed, Solomon Wayne himself would remark on his deathbed at age 104 that his work together with Pinkney—who himself died comparatively young at age 40—had apparently backfired on the city: “I wished to lock evil out of men’s neighborhoods and hearts. I fear that instead I have given it the means to be locked in.”

It may well be that with those words, Solomon’s last gift to Gotham would be a prophecy. For the end



Cyrus Pinkney

of the nineteenth century was quietly marked by two events. First, the banker Cyrus Gold disappeared without a trace in 1894. Second, on the Dixon Docks five years later, there occurred a seemingly insignificant event that would shape Gotham history for the next century, perhaps more: the quiet arrival from Cimina, Sicily, of a twelve-year-old boy named Giuseppe Bertinelli—and with him, the beginnings of the Gotham branches of the American Mafia. Giuseppe would be the founder of the Famiglia Bertinelli, the main force in that infamous cartel insofar as Gotham was concerned. But that was for the future.

Transition, Consolidation, Depression

In 1900, the Gotham Expo began the century with an uncharacteristic note of optimism. It certainly was prophetic in its way, particularly in its unveiling of the experimental underground railway tunnel connecting





Gotham City, circa 1890s

South Gotham with the mainland near Blüdhaven. The Gotham-Blüdhaven line was the second modern “subway” of its kind in North America after Chicago first began experimenting with them in 1897.

Like the rest of the Gotham Expo, the subway experiment was decorated in an “Alice in Wonderland” theme and continued to operate until 1920, when its parent company, the Greater Gotham Underground Railroad, collapsed in

a stock bubble scam. But by then other lines had already begun operating throughout the Core Islands, and there was no turning back from that particular avenue of progress.

After the relative quiet of the turn of the century and the events of World War I, the watchword of 1920s Gotham islands was “consolidation.” That word applied to lawful governments and organized crime alike.

The process of Gotham’s annexation of Glendale, Manchester-Lyntown, and Burnley-Bryantown—three sister settlements scattered across the Core Islands that also dated back to the British takeover—actually began in 1918, just after World War I. A lot of shaking out would be dealt



with over the next two decades: the formation of assorted “filler” neighborhoods between the former independent cities, the creation of Robinson Park as a “green lung” for the new Gotham (based loosely on Manhattan’s Central Park model), assorted labor disputes, social unrest, and the imposition of Prohibition.

That last action led to the other great “consolidation” in Gotham during that period: the joining of the ranks of organized crime families, and in particular the Mafia families then coming into prominence in the city’s underworld. Giuseppe Bertinelli’s organization had never been alone in Gotham’s underworld, and the strains of that competition were beginning to show.

Giuseppe Bertinelli allied his family with the Beretti and Galante organizations in 1920 in order to use Prohibition to cement a stranglehold on Gotham’s “underground” economy. In opposition to Bertinelli’s three-family alliance were the Cassamentos and the Inzerillos. This ongoing battle waxed hot and cold over the next decade, and was not to be finally decided until the early 1930s.

There was the introduction of the automobile to deal with as well. Gotham in particular found itself particularly worse off as a result of this development. By 1920, it was no longer considered the equal of New York and Metropolis but a poor third-place town by comparison. The Crash of 1929 only worsened an already unstable situation for Gotham under the administration of Mayor Archibald Brewster, which was already dealing with the continuing fallout of consolidation and the ongoing battles of the various crime factions.

If there was any bright spot in Gotham during those decades, it was with the Wayne family, then headed up by Alan Wayne. He was born to a May-December union of Solomon Wayne, who was 77 at Alan’s birth, and his second wife, Dorothea, nearly four decades his junior. Alan Wayne managed to diversify the family holdings, growing the real estate empire into Wayne Shipping’s rail transport operation. This triggered the creation of the Gotham Railworks and the building of Robinson Central Terminal. By the time of his death at age 63, Alan handed off one of the few rising stars of American commerce to his son, Kenneth, and daughter-in-law, Laura. They, too, would have their own tales to tell.

Meanwhile, other power struggles loomed, for Gotham, America, and Earth as a whole.





**Golden Age
Green Lantern**

The Golden Age: Brief & Bright

The Second World War finally ended the Depression, in Gotham as elsewhere. While the nations of Earth took up arms, Gotham—like the rest of America—was only gearing up...but in spectacular fashion.

In industry, the Waynes, as usual, led the charge of gearing up for the coming war. Led by Patrick Alan Morgan Wayne, son of Kenneth and Laura, who had already remade the family name in their own images in rapid succession during the crusade for Prohibition and the First World War, Wayne Enterprises began championing responsible industrialism as a concept a half century before modern terms such as “green funds” or “ethical funds” would begin to come into vogue. Indeed, his chemical, aviation, and shipbuilding operations were to be among the great bulwarks of American defense.

That wasn't all that Gotham brought to the war effort.

The year 1940 saw the arrival in Gotham of the Golden Age Green Lantern. This Green Lantern was the first publicly recognized of the now-legendary ring slingers to hail from Earth in the twentieth century. He was co-founder of the first two incarnations of the Justice Society of America.

The first Green Lantern was widely considered to be one of the lynchpins of the Justice Society and perceived, rightly so, as one of its great powerhouses. His efforts helped keep Gotham safe from everything from Bundist fifth-columnists and Nazi strike forces to super criminals such as Vandal Savage.

Green Lantern also played a role as one of the senior members of the All-Star Squadron, an organization established in the wake of Pearl Harbor that came to serve as an umbrella group of all the Allied Nations' “mystery men” during the War. At least a half dozen major battles be-



tween the All-Stars and their various adversaries were known to have been fought in the Gotham County area, all of them ending, thankfully, in Squadron victories.

Sadly, this first and truly Golden Age of Gotham couldn't last.

The Road to 1951 & the New Dark Age

With the war's end, it seemed as though there was less work for the average American mystery man. In keeping with its perverse tradition, Gotham had the opposite problem.

It may be that the Pachuco Riots of 1945, triggered by returning American troops resentful of Hispanic Americans who had refused to serve in the military, were something of a harbinger of the dark times ahead. The resentments fostered by the police as a result of, first, looking the other way during the riots and, later, conducting mass arrests of the Hispanic American victims of those attacks should certainly have given fair warning.

The old plague of unemployment was also returning in the wake of the war, thanks to demilitarization. Many businesses that had come back from the brink now found themselves once again in danger of collapse. Some, like Bryant Chemical, were ruined by the end of hostilities.

Also troubling was that the villainies plaguing Gotham once again became subtler in the wake of this latest world war. They gained considerable high-tech expertise because of all the scientific talent from Europe now finding new homes in North America. This was evidenced by the increase of so-called super villains, such as Dr. Joar Makent, the first Icicle.

Not even the 1947 debut of the first Black Canary could reverse the decay settling in. The founding of the Mafia's "Gotham Commission" occurred in 1949. This was designed to mediate disputes between what now numbered six mob families within the greater Gotham area. The "Gotham Commission" would, however, be answerable to "la Commissione" in New York, just as were the other Mafia networks in America.

The year 1951, however, truly marked the end of Gotham's first Golden Age and, with it, prosperity and relative safety. The first Green Lantern and Black Canary, like the rest of the remaining members of the original Justice Society of America, went into retirement as "mystery men" in March of that year.



"I've often wondered if perhaps I could've done something differently in 1951. It's something that's preyed on my mind a lot over the years since that day in Washington. If I'd known for certain...but, no. I did my best for Gotham based on what I knew back then. I've regretted many of the decision's consequences, but I can't say I did any less than my best at the time."

—*Sentinel*, quoted in *Twilight* magazine, March 2000

The mass resignation was in protest against the pressure tactics and innuendo of Joseph McCarthy and the House Un-American Activities Committee. While the Green Lantern and the Black Canary apparently continued their battles for justice in Gotham by quieter means, it nonetheless finished the process of opening the floodgates that the founding of the Mafia's "Gotham Commission" had begun two years earlier.

Corruption prevailed over the rule of law in Gotham for over a quarter century. Indeed, before long, every major figure in civic government, from the mayor to the police commissioner, were dependent for their continued positions

on the whims and desires of some faction or another of organized crime. At least one district attorney died trying to defy that unspoken rule. Although his killers were arrested and convicted, none were willing to test the lesson to the civic government.

Not even a decade-long revival of the "mystery man" in the person of the Acro-Bat seemed to make a real dent in the corruption. Sadly, that revival itself ended in bloody tragedy when the Acro-Bat was killed in his own home in Evanstown by Dr. Lawrence Trapp. This was the first of a series of murders targeting his fellow heroes in the Justice Experience, the team he led, and their sparring partners. Trapp wanted revenge for the accidental death of his girlfriend in the course of one of the Experience's battles with their archenemies, the House of Pain.

Another part of the problem, some historians theorize, was the role of Patrick Wayne's son, Thomas, in the family empire. Despite his abilities, he simply wasn't interested in the business of business as his father had been. He preferred to spend his days in charitable medical relief work in the Caribbean islands, helping wherever he could.

That time was cut short, however, by an attempted overthrow of several Caribbean nations' governments in the name of ideologies never made entirely clear by their supporters. Whether or not they were tied to other Communist activities in the region during those years has never been determined. What is known is that Wayne was apparently the lone



survivor of the mission he had accompanied to the island republic of Santa Prisca.

Upon his return, Thomas threw himself into medical studies with a vengeance, graduating from Gotham University Medical School with honors. He also threw himself into the family business and the social scene with the same dedication. As a result, he not only advanced the family's fortunes and proved a highly competent surgeon...but gained a wife as well in Martha Kane, the daughter of another prominent merchant family, based in Bristol. Their marriage produced a son, Bruce Anthony Wayne, whom everyone expected to continue the family pattern.

It was not to be. One July night shortly after Bruce's eighth birthday, the Waynes went into Park Row to catch a movie, *The Mark of Zorro*, starring Tyrone Power, at the Monarch Theater, then as now devoted to the classics. Upon its conclusion, the Waynes decided to walk to their car rather than calling for their chauffeur. They never made it.

A thief accosted them, demanding their money and jewelry. In the process of taking the jewelry from Martha Wayne, he shot and killed her and Dr. Wayne. Young Bruce, the lone survivor, grew up to become one of the most notorious and eccentric people in Gotham society.

Park Row fell into absolute disrepute after the shooting, earning the nickname of "Crime Alley." The long-standing saying about that neighborhood since the Wayne murders has been that "there is no hope in Crime Alley." Still, there are those who seek to prove the saying wrong—with some success.

The consequences for Wayne Enterprises remained, nonetheless. Without a



The Acro-Bat



firm hand at the helm, the Wayne corporate empire was more or less adrift for the better part of two decades.

Another decade passed before the next notorious slaying in Gotham: the Bertinelli Massacre (also known as the Palm Sunday Massacre). As with the Waynes, there was but one lone survivor: Helena Rosa Bertinelli. Like Bruce Wayne, she was the heir to her family's fortune. Unlike Wayne, her family fortune was earned from the blood of others. Also unlike Wayne, she disappeared without a trace, not to be seen in Gotham for another decade.

By then, things had begun to change again for Gotham, apparently for the better. As during the Second World War, the reasons for the good tidings would, for the most part, be wearing masks.

New Knights for a New Age— A Silver Age

The tide started turning back in favor of a just society in Gotham around the same time a certain Man of Steel began making a name for himself in Metropolis with the rescue of the spaceplane *Constitution*. Bruce Wayne returned to the city in January, after spending several years globetrotting across six continents. Shortly thereafter, he hired Lucius Fox away from Atwater Air as CEO of Wayne Enterprises. That single act would trigger one of the greatest turnarounds in the history of corporate America.

James Gordon arrived in Gotham that same month with little fanfare, just recently having escaped from the consequences of being a whistleblower in Chicago, to join the Gotham Police as a lieutenant. He came in un-



*Artist conception of
the Batman*



der then-commissioner Gillian Loeb, whose administration was already infamous for its corruption and its apparent untouchability.

Four months after those arrivals, a mysterious vigilante known as the Batman started making his presence felt in Gotham City. That shadow would stretch from the East End to the tenements off the Upper East Side, all the way to the mayor's mansion.

Gordon made great strides against corruption within the city government by way of a rumored partnership with the Batman. Gordon, by the end of his first year in Gotham, had already made captain and even forced Loeb to retire from the commissioner's office. This signaled a change in the power structure of the underworld. A new breed of costumed criminal arose, the obsessed lunatic, called "freaks" by the Gotham newspapers. The trend started with the now-infamous Joker and escalated in numbers from there, although no one has ever quite been able to top the Clown Prince of Crime for sheer atrocity in the name of unreason.

Even so, the progress continued against all odds. Gordon was eventually appointed police commissioner, the fastest rise through the ranks of anyone in the history of the Gotham police department. For several years afterward, it seemed as if the sky were the only limit for Gotham's public improvements, especially after the falls of such political players as City Alderman Rupert "Boss" Thorne and his "pet" mayor, Hamilton Hill.

Controversy over the ethics—and in some quarters, even the very existence—of the Batman's operations have never truly abated, though. Public announcements of official police sanction and support for the Batman's activities invoking the provisions of the Keene Act and Ingersoll Amendment were rumored to have been considered and offered several times in spite of objections from the mayor's office and several members of city council. Regardless, the so-called Dark Knight has never come forward to consider these offers.

Later, he appeared to acquire a junior partner, a young boy going by the name of Robin, christened the "Boy Wonder" by the media. Other costumed adventurers followed on their heels, including a new Black Canary and the Batgirl.

The revival of the JSA, complete with most of their old core membership of the war years—including the original Green Lantern—and subsequent relocation of their headquarters to Gotham City's midtown, certainly added to the optimism of those years.



DAILY PLANET EDITORIAL POLICY AND THE BATMAN

by Perry White

There has been a lot of debate over the past two decades as to whether the Batman of Gotham City is in fact no more than an urban legend fit only for inclusion in scandal tabloids, or if he truly exists as a crime fighter.

Personally, I have no such doubts. The Batman exists. I've seen him myself on several occasions over the years. Whatever else he may be, he is a peer and ally of no less than Superman himself.

The conspiracy theorists who claim that he's no more than a con game being run by the Gotham Police on the criminal population are not only wrong, but their theories are an insult to the integrity of James Gordon and the rest of his fellow police. It would be my personal pleasure to testify to that should Commissioner Gordon or any of his colleagues care to make the theorists answer in court for their charges.

Then the rug came out from under Gotham. Again. And again. It is only in recent months that the chain of constant disaster and political controversy seems to have come to an end.

The Descent into "No Man's Land"

The string of disasters seemingly started, as near as anyone can tell, shortly after the Anti-Monitor Crisis. The Justice Society simply vanished and were presumed dead. That assumption would not be disproved for the better part of a decade, and the shock rocked Gotham to its core. The society's presence in Gotham had been taken by many as a sign of improvement in Gotham's conduct and fortunes, and the disappearance did a great deal to harm morale. The departure of another group of heroes, the Outsiders, for Los Angeles shortly thereafter almost went unnoticed in the wake of the JSA's disappearance.

The next mayoral election brought to power Armand Krol, who had served eight years as Gotham County district attorney. Krol, something of a right-winger, seemed to fit right in with Gordon and his rumored partnership with the Batman for the next few years. Also, a new vigilante calling herself the Huntress began

appearing on police and Justice League reports at irregular intervals.

The next major source of trouble came with the arrival of the masked, grotesquely muscled Bane. He engineered a mass breakout from the old Arkham Asylum complex in Sommerset. He was seen tossing a figure dressed as the Batman to the asphalt of Robinson Square in the height of



evening business. However, the Batman apparently disappeared without a trace from the site of his fall, but soon returned with a new intensity that bordered on viciousness.

This viciousness escalated to the point where one of the more recent Arkham inmates, Arnold "Abattoir" Etkar, allegedly was left to die in a steel mill. Reevaluation of his methods may certainly have been a consequence, since after that battle, the Batman operated with a far less erratic personality—less violence, more soundness of strategy and tactics, more attention to detail work.

Then came the Clench: an outbreak of a particularly vicious and virulent form of the Ebola Gulf "A" virus. The virus somehow entered Gotham by way of a helicopter pilot working for a resident in Babylon Towers, a recently built "city-within-a-city" designed for the upper crust of Gotham society. It spread to the general population from there. Thousands died of the first outbreak before a cure was found and delivered to Gotham. This apparently did nothing to prevent a recurrence among the survivors months later, killing hundreds more, including former mayor Armand Krol (he had recently been voted out of office by Gotham voters in favor of District Attorney Marion Grange).

By that point, the rot of fear had set in. Businesses and families were already beginning to leave Gotham in large numbers for what they believed to be greener pastures elsewhere in America and other nations. Gotham's economic, cultural, and social infrastructure began to show signs of imminent collapse.

The next blow was the catastrophic Gotham earthquake. Measuring 7.6 on the Richter scale and centered in the Spillkin Hill area of Bristol Township about 10 to 20 miles north of the city center, the Gotham earthquake was the worst of its kind in recorded East Coast history.

Worse still, most buildings in Gotham had not been properly prepared for the possibility of such quakes, since nothing similar had ever been experienced on the East Coast. The only ones left standing were those owned by Wayne Enterprises and the Wayne Foundation, thanks apparently to what had seemed like an eccentric decision by Bruce Wayne and CEO Lucius Fox.

By the time the deathtoll of the Gotham earthquake had reached a million, the city had already been written off in the hearts and minds of many U.S. citizens. As roads and rail lines connecting Gotham to the rest of the United States were slowly reopened to traffic, the collapse of Gotham picked up even more steam.



The last straw was, as many now know, Nicholas Scratch.

Scratch was by his own description a former "nobody" of an astronomy student turned Renaissance man whose interests ranged from rock music to genetics, as well as politics. This latter interest proved deadly to Gotham as he began—for reasons that have never been entirely clear—a campaign to turn the "City of Yesterday" into the ultimate political pariah.

By sheer charisma, Scratch succeeded in pressuring the White House and Congress into competing with each other to create the No Man's Land Declaration. The White House narrowly won that race, by citing a loophole pertaining to national security law.

This combination of an executive order and Congressional statute effectively rendered Gotham legally nonexistent. It forced the evacuation of almost all remaining citizens from the Core Islands. It also ordered the permanent confinement of those Gotham residents with criminal records or associations to the Gotham islands, as well as the destruction of all known bridges and tunnels linking Gotham with the mainland.

Anyone who remained—whether by federal order, choice of conscience, or simple lack of the means to leave—was stripped of their United States citizenship. The river was mined; the airspace patrolled by plane and helicopter. Anyone trying to get in or out of the Gotham islands risked a summary death sentence.



Nicholas Scratch in concert

The Supreme Court subsequently aggravated the atrocity by narrowly approving the No Man's Land Declaration as constitutional. The vote was five to four, the majority upholding the Declaration despite the obvious case for nullifying it on the grounds that it violated several Constitutional

SCRATCH'S APPEAL—GOTHAM'S SENTENCE?

The following is excerpted from Nicholas Scratch's nationally broadcast speech in mid-December, just before the signing of the No Man's Land Declaration, known for the case it made for Gotham's destruction:

"I feel compassion for all the good people living in Gotham City—and hear me well—there are a lot of good people there. Matter of fact, I've been feeling for those good people for years now. Any decent man would. Look what they've had to suffer through: plagues, riots, the worst collection of criminally insane monsters in history, gathered there, not *drawn* there. Why? You can answer that one, can't you? Because it is their natural habitat, because it is their home. Because it is *evil*....

"They say to me there are heroes there. I say, no! No in thunder! If these so-called heroes exist, they are cowardly psychotics, hiding behind masks seeking to justify their hunger for violence, clad as bats—*bats*, for ages the symbol of devilry—revealing their true nature even as they try to hide it, afraid to show their true faces, denying any humanity they may possess....

"What is moral about pouring tens of billions of dollars into rehabilitating this sinkhole of corruption when, at this very moment, there are children starving in the streets of our nation? When our environment is disintegrating? When terrible diseases destroy the lives of decent men and women? Problems we might be able to solve with the money we propose to waste on Gotham City.

"You know the answer as well as I, citizens of America. The choice is crucial. Our prosperity depends on it. Our future depends on it. Our very *souls* depend on it.

"Gotham City must die.

"Thank you."

amendments. Reversing that decision would take the better part of a year.

As final punctuation to Gotham's fall from grace, mayor Marion Grange was assassinated while in Washington to plead Gotham's case before Congressional hearings. The sniper has not yet been apprehended. Bruce Wayne, accompanying Grange in order to do his own pleading in Gotham's defense, may have feared that he was the true target of the attack; when the final vote in Congress on their own No Man's Land Declaration came down, Wayne was noted by his absence.



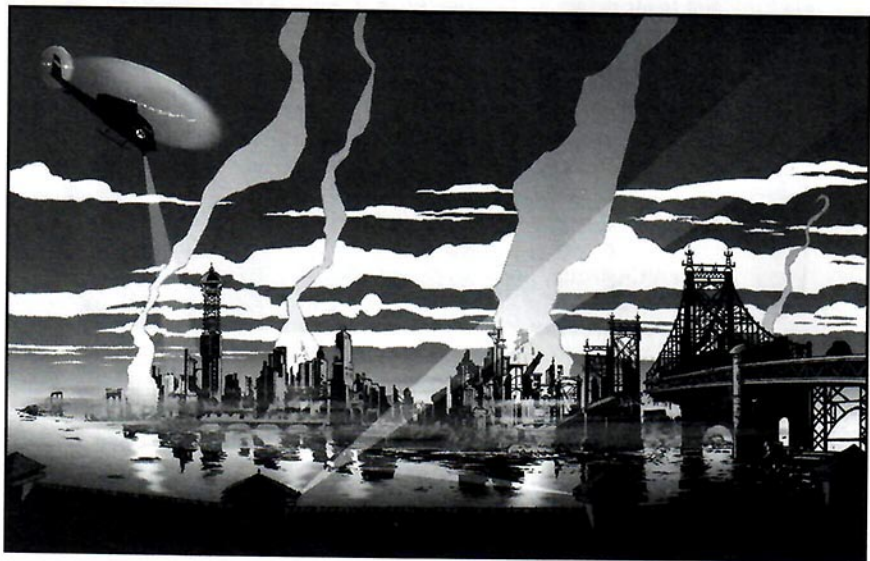
No Man's Land in the Year of Hell

The next year, in Gotham and the rest of the United States, was marked by an intense and terrible struggle with life-or-death consequences for Gotham.

With edicts confining convicts, former convicts, and the inmates of Arkham Asylum—now released by then-administrator Jeremiah Arkham—to the Gotham islands, the rest of the remaining inhabitants were reduced to reinventing feudalism of a sort that echoed the worst days of Beirut and Sarajevo. "Lords of the Sectors"—urban warlords whose sovereign territory was measured in square blocks—would be informally crowned, enthroned, and dethroned with alarming and savage regularity.

Among those warlords was James Gordon. Gordon had chosen to remain behind to make sure that some sort of order, if not law, would return and prevail until the Declaration was rescinded. Many members of the Gotham City Police Department stayed as well.

Meanwhile, in the world outside Gotham, the backlash against the No Man's Land Declaration was already underway. Lobbying by corporate interest groups and human rights organizations, spearheaded by Wayne



Gotham City minutes before "No Man's Land"



Enterprises and the Wayne Foundation, slowly but steadily reached a fever pitch over the next 10 months. The tide finally became irreversible by Day 312 because of two factors.

The first factor was Timothy Drake. The teenage son of local industrialist Jack Drake recently returned to the Gotham Heights area of Bristol; Timothy had taken a dare from classmates and somehow beat all obstacles to break into the Gotham islands with no more than the clothes on his back and a cell phone. When Timothy telephoned home to let his father know what he'd done, it set off political dynamite all the way to Washington. The U.S. Marshals Service rescue mission into Grant Park to retrieve young Timothy was the least of the reaction to the fact that there were still children living inside the "No Man's Land."

The second factor was Lex Luthor's entrance into the anti-No Man's Land camps. He publicly defied the White House and Congress, damning the No Man's Land Declaration as an "immoral law" that he refused to obey. Luthor personally flew into Gotham's Grant Park on Day 312 to set up "Camp Lex" as his headquarters for the restoration efforts. He dared Washington to either arrest him or rescind the No Man's Land Declaration.

On Day 332, the White House finally bowed to the pressure now coming from all sides as a result of the Drake rescue and Luthor's challenge. It conditionally rescinded the No Man's Land Declaration. Gotham City

NO MAN'S LAND & AMERICAN SOCIAL STRAINS

Some social and political commentators have argued that such political decisions as the No Man's Land Declaration were going to happen one day. Such commentators have cited the many stresses facing U.S. society in recent decades.

These stress factors range from multiple extraterrestrial invasions culminating in the destruction of such communities as Coast City and Fairfield and the mass deaths triggered by the Gene Bomb Plague during the Dominator-led alien invasion in particular, to the constant metahuman battles in various cities across the United States ever-increasing in number and intensity. In the end, some sort of irrational backlash had to occur sooner or later in order for U.S. society as a whole to cope with the strain.

According to this logic, Nicholas Scratch merely lit an already primed fuse to finally set off the dynamite. Whether or not the logic is correct, and what its implications are for the future of the United States, remain to be seen.



LUTHOR'S VERBAL GAUNTLET

Lex Luthor's speech to the assembled news media in Grant Park was no less incendiary in its way than Nicholas Scratch's the year before—and no less charismatic and telegenic either. Like Scratch before him, Luthor was well practiced in the art of warfare-by-media. Thankfully for Gotham, the effort paid off.

"The No Man's Land is an embarrassment, a disgrace...a betrayal of the fundamental precepts of this country! To deny citizenship, existence even, to our own people is *criminal*. For the better part of a year, politicians have squabbled and argued, and lawyers have debated. They've squandered time and resources, spending more money to justify doing the wrong thing rather than simply making it *right*! And all the while, leaving the soul of Gotham—its *people*—to suffer!

"Well, LexCorp says enough is enough! We have committed ourselves to rebuilding Gotham City! Starting today...starting now!

"I will not be beholden to an immoral law. Nor should any of us be. This is a government that listens to the people, is it not? The No Man's Land is *wrong*; it is as simple as that! I will not stand idly by while my fellow men and women suffer and die. It's time for all of us to speak out, to stand up, and declare that we want what is right. If that's criminal behavior, then, yes, I've broken the law. If the government wants to press charges, they can talk to my lawyers."

would be restored to the United States of America on New Year's Day, provided basic services could be restored to at least one-quarter of the Gotham islands by that date.

Answering the call were LexCorp, S.T.A.R. Labs, Wayne Enterprises, the Wayne Foundation, and three brigades of the United States Army Corps of Engineers, among many others. The challenge given by the White House was not only met but exceeded. On New Year's Day, Gotham City rejoined the United States of America.

This victory was not without its cost. During the 12 months of "No Man's Land," hundreds died as a result of hunger, exposure, disease, or violence. The last of the No Man's Land fatalities was, to some, the worst in a spiritual sense. G.C.P.D. Lieutenant Sarah Essen-Gordon, wife of Commissioner James Gordon, died at the hands of the Joker to save the lives of some three dozen babies kidnaped the day before as part of a classic Joker plan to "murder hope" in Gotham and in the eyes of the planet as a whole.

Since then, the rebuilding of Gotham has begun in earnest. The biggest Federal Works

Project since before World War II, the "Billion Dollar Buildup" is now under-way. A city that once housed upwards of seven million at its pre-No Man's



Land height must be made truly liveable again. The job is formidable, but so are the tools at hand and the people using them.

Among that reconstruction arsenal are financial weapons proposed by Bruce Wayne at the Congressional hearings before No Man's Land was declared: interest-free loans to any small business people willing to apply on condition of the money being used to restore or start up shop in Gotham.

As far as anyone can tell, the Gotham envisioned by its rebuilders is scarcely recognizable by comparison with the Pinkney-influenced towers of old. The end result hoped for is a Gotham far brighter by night than has ever before envisioned. Solomon Wayne would not know this new city, but some historians suspect, based on the old firebrand's death-bed remarks, that he would much approve of the changes.

Another part of the challenge faced by the rebuilders of Gotham is the divisions already falling into place between "deezees"—deserters, those who left Gotham when the No Man's Land Declaration came down, or earlier for their various reasons—and "OGs," or Original Gothamites, the ones who stayed through No Man's Land.

The tension has at times grown thick, and clashes are steadily growing in number and severity. It is to be hoped that the people of Gotham can rise above this challenge, too, as they have so many others in recent years, often against impossible odds.



"Gotham City 2000"



NATURAL DISASTERS

You can find information about including natural disasters in adventures in Chapter 8 of the *Gotham City Sourcebook*.

ADVENTURE SEEDS

We provide the challenge—you decide how the heroes find out about it, what the obstacles are, and who the ultimate villain is. Check the "Many Faces of Evil" chapter in the Gotham City Sourcebook for some ideas.

- Ships are blowing up in the Gotham River. Weren't all of the mines removed after the No Man's Land Declaration was rescinded? Maybe not. Or is someone using that as an excuse for her own sinister designs?
- Numerous businesses and families fled Gotham when No Man's Land was declared. What they left behind was probably acquired by others or buried under the construction of the new city. There might be secret plans for chemicals or technology, caches of money, hordes of jewels, unique high-tech parts, and more. In the wrong hands, Gotham City might be in for a new nightmare.



THE CITY AT A GLANCE

BY CLARK KENT

DAILY PLANET STAFF

Many of the statistics presented here are estimates received from the city government and various businesses. They offer an excellent look at how Gotham City is faring after No Man's Land.



POPULATION FACTS

Population: Pre-No Man's Land: 8,168,564; Post-No Man's Land: 2,722,851

Population growth: sustained 3% annual growth until Ebola Gulf A virus struck; 8% following No Man's Land. Rate expected to taper to 4% by 2001 as former residents reestablish residences within city limits.

Median income per household (current): \$28,331.20

Unemployment (current): 6.4%

Percentage living in poverty conditions (current): 8.4%

CLIMATE

Temperature (Fahrenheit)

Average yearly temperature: 50.7°

Summer highs: mid 70s to upper 80s

Winter lows: 20s to 0s

Average winter wind chill: -12°

<u>Month</u>	<u>Temp.</u>	<u>Month</u>	<u>Temp.</u>
January	22°– 36°	July	70°– 85°
February	24°– 39°	August	74°– 87°
March	33°– 50°	September	56°– 78°
April	43°– 60°	October	49°– 66°
May	51°– 70°	November	32°– 48°
June	62°– 80°	December	24°– 36°

Precipitation

Average monthly rainfall: 4.13 inches

Average yearly snowfall: 14 inches



GEOGRAPHY

Size: 327 square miles spread over three main islands and six minor islands between the Gotham and Sprang Rivers.

Highest point: R.H. Kane Building antenna (1,414 feet)

Lowest point: Sea level, Atlantic Ocean

Time zone: Eastern. DST

CITY FACILITIES & SERVICES

Electric: Provided by two separate power companies: Gotham Electric, which operates two coal-burning plants (one in South Darby and the other on upper Grand Avenue), and Gotham Light and Power, which maintains one coal- and two oil-burning plants (one each in South Darby, Sommerset, and Mercey Island). Construction was begun on a nuclear power plant near Evanstown, but public pressure halted it.

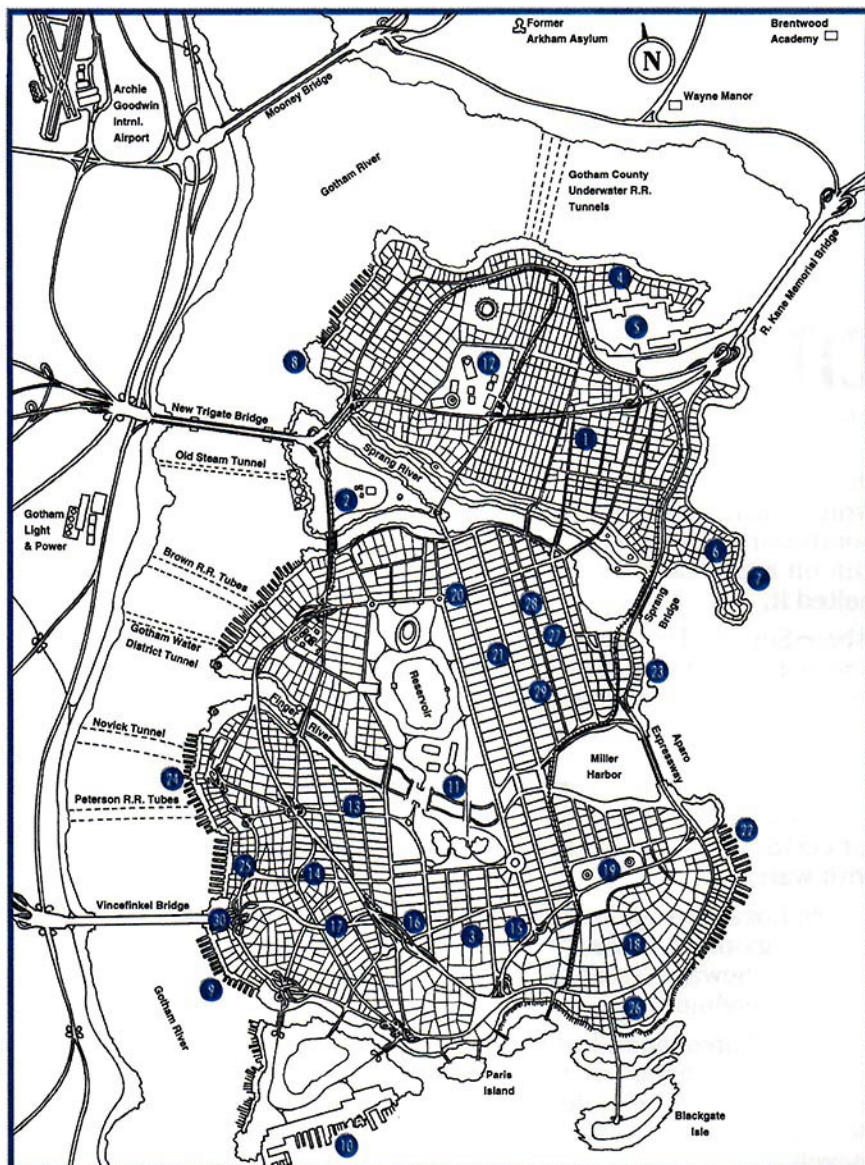
Water: Supplied by two water-processing plants on the Gotham River, one on the northern end of Mercey Island, with a second at the southern end of Tricorner Island. Water is pumped from the plants throughout greater Gotham. Downtown Gotham has historically received water from the Robinson Park Reservoir. However, as with the rest of Robinson Park, the reservoir is inoperable until further notice. The city's second reservoir, on Brain Street, has been utilized to make up for certain shortcomings. All areas of Gotham currently are supplied with water.

Sewer: Local sewage reclamation plants handle waste and reclaimed water regionally, while the bulk of Gotham's sewage is treated at the DiAngelo Sewage Treatment facility on Mercey Island, just west of Arkham Asylum.

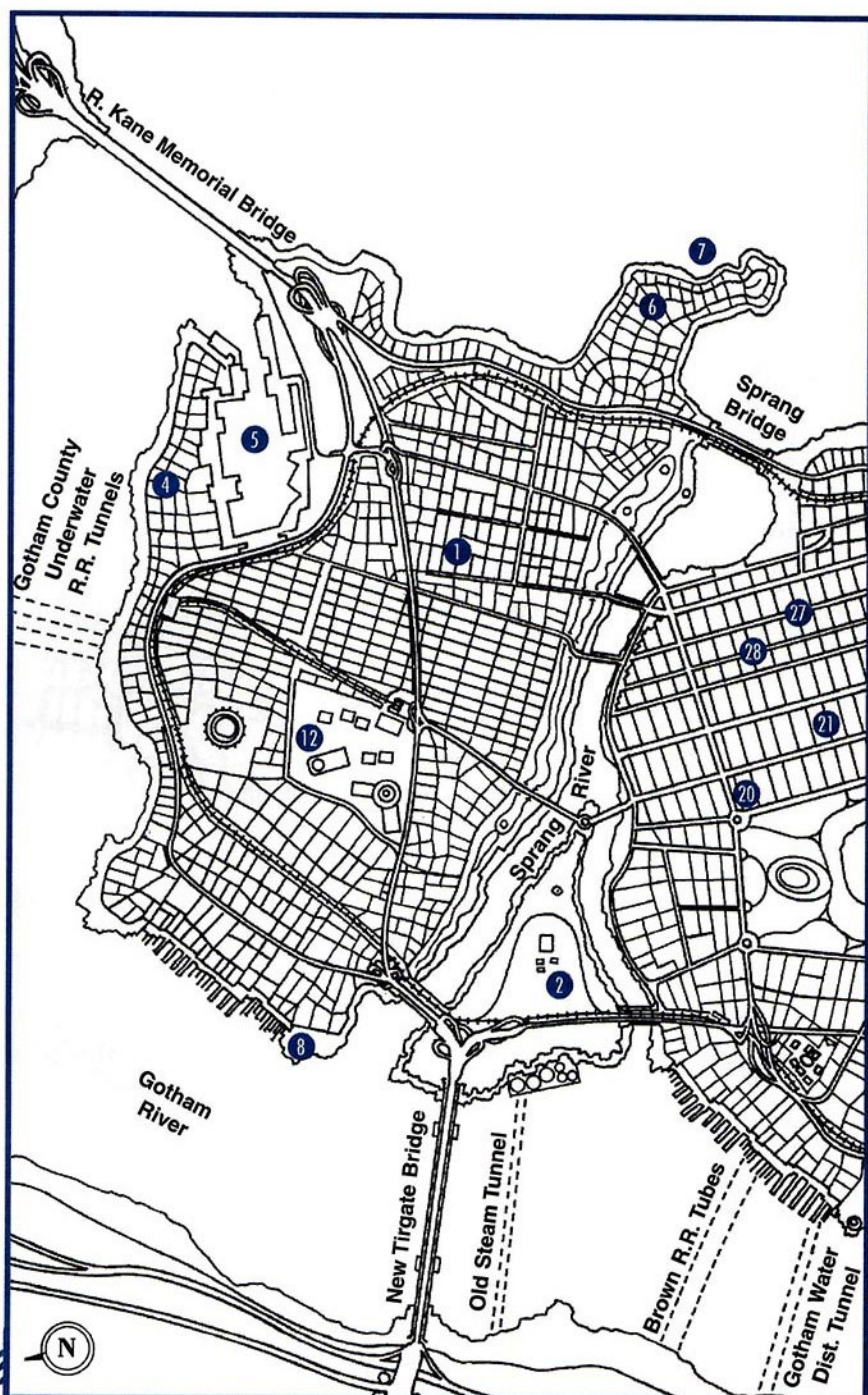
Garbage: Three landfill sites service the city: Freshfields, Hollander's Kill, and the Janson Landfill in Robinson Park; the latter was recently reopened to help handle the massive waste removal resulting from No Man's Land reclamation projects. Gotham plans to implement a recycling program within the coming year.

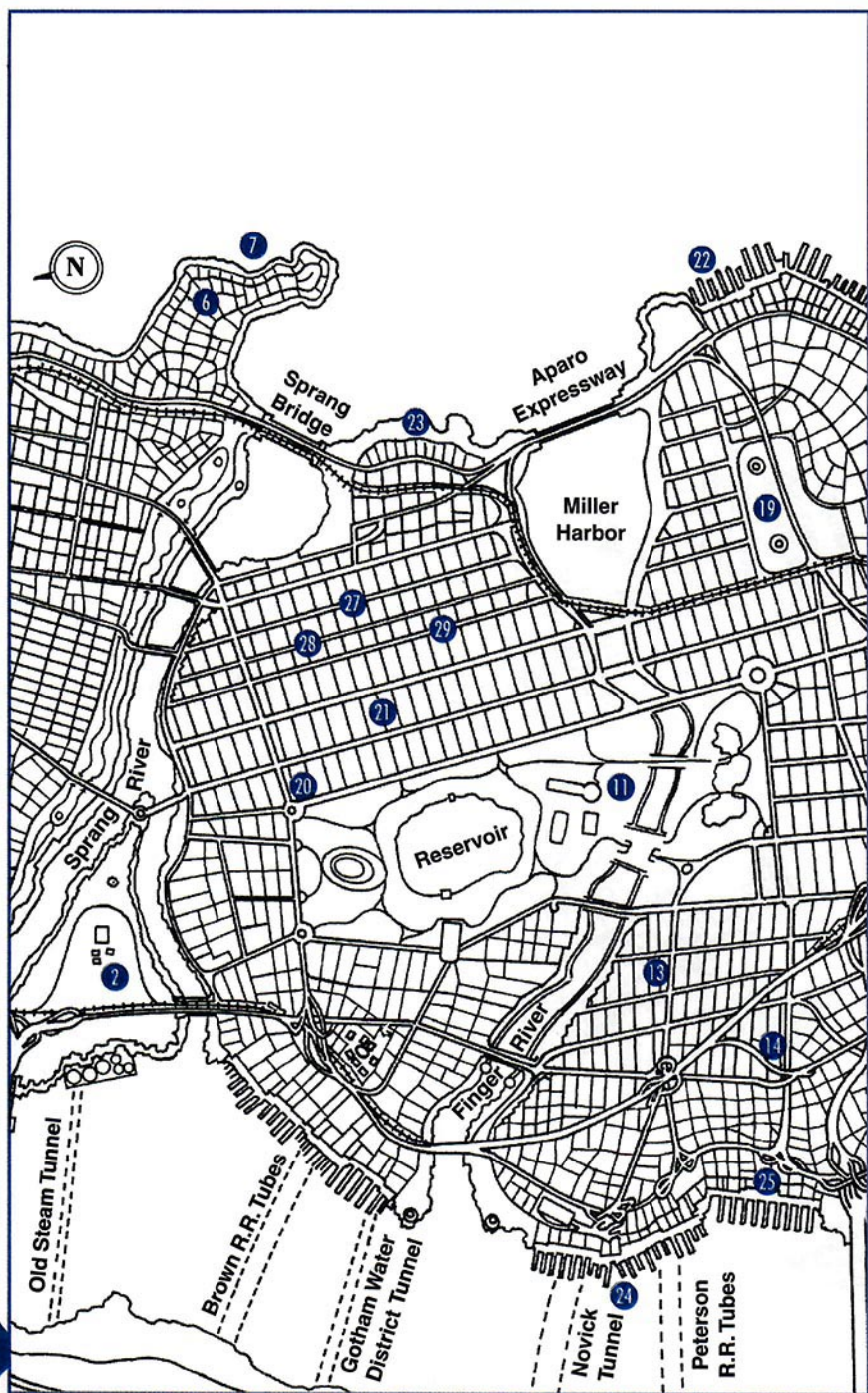


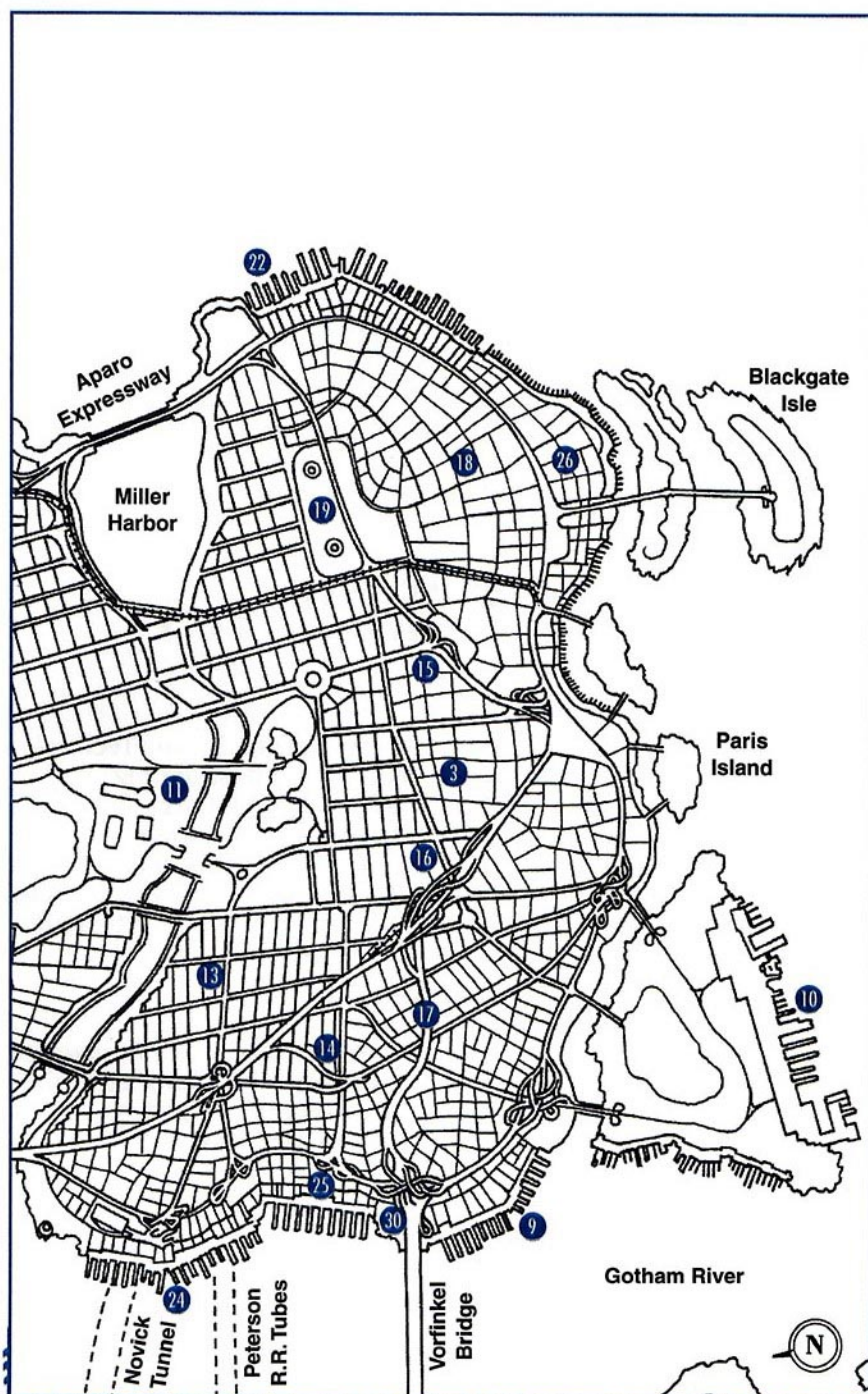
Daily Planet Guide to Gotham City



- | | | |
|-----------------------|--------------------------------|----------------------------|
| 1. Crime Alley | 11. Robinson Park | 21. The "C" Building |
| 2. Arkham Asylum | 12. Wayne Botanical Gardens | 22. Port Adams |
| 3. Old Gotham | 13. City Hall | 23. Knights Dome |
| 4. Amusement Mile | 14. Gotham Superior Courthouse | 24. Ranelagh Ferry |
| 5. Rogers Yacht Basin | 15. G.C.P.D. Headquarters | 25. One Port Trinity Plaza |
| 6. Robbinsville | 16. Wayne Tower | 26. Von Gruenwald Tower |
| 7. Cape Carmine | 17. One Gotham Center | 27. R.H. Kane Building |
| 8. Aparo Park | 18. Cathedral Square | 28. Suhr Complex |
| 9. Dixon Docks | 19. Grant Park | 29. Kubrick District |
| 10. Tricorner Yards | 20. Monolith Square | 30. Vauxhall Center |







EDUCATION

Public and private schools: 715 (including elementary, middle, and high schools throughout the city)

School year begins roughly at the beginning of September and lasts until the beginning of June.

Colleges and universities: Of the over 70 institutes of higher learning in Gotham City, nine have reopened their doors: Gotham State University, Abel Art Extension University, University of Gotham, Glendale Institute of Technology, Sherwood College, and four campuses of the Gotham City Community College system located in each region of the city (north, south, east, and west).

- GSU, UG, and the GIT offer bachelor and graduate degrees in various disciplines, while the Gotham City Community College system offers associate's degrees in a wide range of subjects as well as certification for teachers, nurses, mechanics, and electricians.

COMMERCE & INDUSTRY

Industry

Technology: Given the presence of Wayne Industries, Wayne Technologies, S.T.A.R. Labs, and LexCorp research facilities, among others, technology and the sciences contribute significantly to Gotham's economy. Little Stockton on the mainland north of Gotham City has also seen the positive financial impact of the recent construction of Wayne and Ferris Aerospace and LexAir research and development facilities—all three are actively recruiting the best and brightest from the various engineering and design programs in Gotham.

Heavy industry: Several key heavy-scale companies were headquartered in the city before No Man's Land. Many stayed nearby in Drescher during the year-long episode. Nearly all major manufacturing industries have reestablished themselves with factories within the city, including ABCO Reclamations, General Robotics, Wayne Chemical Refinery, Wayne Shipbuilding, and LexCorp.



Shipping: A port city from its early days, Gotham is still a major shipping location in the global scene, as evidenced by the rapid reconstruction of the Port Adams yards, the Dixon Docks, and the Tricorner Yards, all of which are major international shipping hubs. Also, the Archie Goodwin International Airport is a major air shipping hub serviced by TransCon Airlines and Atwater Air, as well as other national carriers.

Oil refining: While many other cities have given up this politically incorrect industry, Gotham still has the Luxor Oil refinery in South Darby, a major employer of residents in the area and the entity responsible for that region's continued fiscal stability.

Service: Many residents find employment in the service sector, including wait staff, cooks, teachers, janitors, construction workers, and civil servants. Given the economic upswing much of Gotham is finding itself in due to the Billion Dollar Buildup, service and retail jobs are easily found in Gotham, especially in the construction industry.

Major Employers of Gotham City

Wayne Industries (all holdings): 341,100 employees

Gotham Naval Shipyard: 2,500 employees

Luxor Oil: 1,234 employees

Gotham State University: 956 employees

Mercy Hospital: 900 employees

LexCorp (all holdings in Gotham): 54,350

CRIME

Roughly 1 in 50,000 people will encounter a person-on-person criminal act in Gotham City. The statistics change to 1 in 20,000 when counting citizens who witness a "super-villain crime," based on the larger nature of metahuman crime.

For the year before No Man's Land went into effect, Gotham's crime rate roughly remained steady, a tribute to the efforts of the Gotham City police department.



1998 Crime Statistics for Gotham

<u>CRIME</u>	<u>NATIONWIDE</u>	<u>GOTHAM</u>
Murder and Non-negligent manslaughter	-8%	-6.8%
Robbery	-11%	-1.0%
Aggravated assault	-5%	-3.0%
Violent crime against persons	-7%	+1.5%
Burglary	-7%	-0.6%
Larceny theft	-6%	-0.4%
Motor vehicle theft	-10%	+1.1%
Crimes against property	-7%	-0.8%
TOTAL CRIME INDEX	-7%	-0.2%

NOTABLE BUILDINGS

Crystal Palace/America's Mall: 54 stories, 750 feet tall; built in 2000

Gotham Cathedral: 150 feet tall; built in 1810, remodelled in 1989, rebuilt in 2000

Gotham Stock Exchange/Bruford Tower Complex: 58 stories, 785 feet tall (combined); Exchange built in 1919, Bruford Tower addition built in 1970

Kronos Building: 24 stories, 350 feet tall; completion expected 2001

Kyoto Tower: 70 stories, 927 feet; completion expected in 2001

One Gotham Center: 110 stories, 1,368 feet, completion expected 2001

One Port Trinity Place: 29 stories, 426 feet; built in 2000

Novick Building: 27 stories, 392 feet; built in 1940

R.H. Kane Building: 102 stories, 1,250 feet (1,414 feet with antenna); foundation laid on October 24, 1916

Robbins Tower: 60 stories, 757 feet; foundation laid on September 9, 1917

Tenkenas Towers: 41 stories, 533 feet; built in 2000

Von Gruenwald Tower: 60 stories, 813 feet; construction began in 1996, but was halted due to No Man's Land; completion expected 2000

Wayne Tower: 78 stories, 1,061 feet (1,207 feet with antenna); built in 1939

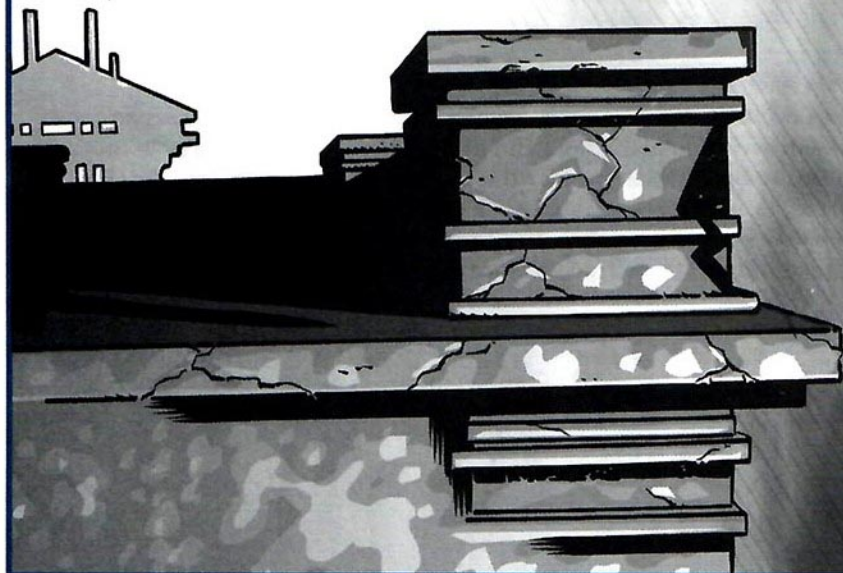


CITY LAYOUT

BY VICKI VALE

I've lived in Gotham most of my life, save for summer vacations as a child and business trips as an adult. Some of them were shorter, some longer. And there was one year...one very horrible year...when I would have given almost anything to have been able to come back to the Gotham City of my memories. Thankfully, that year is now over. With any luck, nothing like it will ever be revisited upon Americans anywhere in the nation. Nor, for that matter, anywhere else on this planet.

I've been asked by the *Daily Planet* to give you my best effort at a guided tour to Gotham City. Reacquainting myself with Gotham since finally returning home this year was as much a learning experience as anything I've had in my travels elsewhere, sometimes pleasant and others shocking. After all, Metropolis's New Year's Eve misadventure with Brainiac 13 aside, it isn't every day that you find yourself living in a city that is literally reinventing itself from the ground up!



THE CORE ISLANDS OF GOTHAM

Over the past four centuries since Gotham's founding, regardless of which version of that founding you choose to believe, this city has grown. A lot.

Such is the nature of cities. Sometimes the growth was by inches over decades, sometimes by leaps and bounds over days—the latter mainly through incorporations with neighboring towns to the north scattered across the Core Islands at the beginning of the last century. As a result, Gotham City is something of a patchwork of communities. In fact the phrase “a community of communities” comes to mind from my travels abroad. Not even the reconstruction and new-build projects of the so-called Billion Dollar Buildup—more accurately, the figures quoted are in the low 300 billion range—triggered by the end of the No Man's Land Declaration have been able to change that.

The layout of the streets keeps on changing, as do the landmarks of the skyline, but not the people. Not by much, at least until recently.

As a convenient organization, I've broken down this chapter island by island, moving northward across the chain.

SOUTH GOTHAM ISLAND

The first settlements of what has become modern Gotham were established on South Gotham Island, so here we start. It's also here where the most dramatic of the recent changes to my home city have begun in earnest.

Old Gotham

This is the *original* “Old Gotham,” where the city was born as an actual settlement, so far as historians and archeologists have been able to piece together. Known nowadays as “the Hub,” this is the district where the original Gotham Village—as well as the Old Dutch district—is found. Indeed, from its clouded origins in the 1630s up until the 1850s, it often seems to those unfamiliar with Gotham that its borders changed little.



GRAND AVENUE

Grand Avenue is Gotham's "main street." When you think of New York, you think of Broadway. In Metropolis, it's Bessolo Boulevard. Here, it's Grand Avenue, which runs through every neighborhood, from the richest to the poorest.

Grand starts on the north side of Sullivan Island just off the South Island shoreline. From there, it becomes the borderline between original Old Gotham and the Financial and Cathedral Square districts. It then runs right up through Midtown's Fashion District and the Upper East Side's Manchester and Lyntown. It bends along the Schwartz Bypass on Mercey Island's eastern tip and moves on to divide Burnley into Bryanttown and Spanish Burnley.

Passing Kane Avenue, it then acts as the border between the Scituate—or the Old Sports Quarter—and Newtown, finally ending at the north shore of North Gotham, marking the line between East River's projects and the Amusement Mile.

Best known for its narrow and winding streets, original Old Gotham was long regarded as not only the historical heart of the city but as its first and most dangerous home for immigrant newcomers as well.

Nonetheless, much of the district's surviving pre-No Man's Land construction has been designated as heritage property, which makes it a higher priority for restoration and upgrading to modern building codes than others. I suspect that architectural historians will find Old Gotham irresistible in the years ahead.

There are some portions of the original Old Gotham that are being literally buried to allow for some of the new construction. In a manner that reminds me more of the underground sections of downtown Seattle than anything else, some of the newer buildings and the streets they stand on have been constructed right on top of the rubble of the pre-Cataclysm roads and buildings. This decision was undertaken by the new city council and various landowners and developers in defiance of advice to the contrary from engineering firms, social policy advisors, and law enforcement. This impatience may have a price tag of its own in the years to come.

Cathedral Square/Old City Hall District

One of the first expansions along the coast of South Gotham Island, this district was established in the wake of the British takeover of the former





Gotham Cathedral

Nieuw Rotterdam from the Dutch. In the years prior to the Cataclysm and the No Man's Land, it was home to city hall, the Hall of Records, the municipal courthouse, and the Central Precinct Building of the Gotham police department. It was also once known simply as "the East End," and was considered one of the city's more infamous neighborhoods until James Gordon and the Batman came to town.

The Central Precinct building has stood for over a century since its construction, built as one of the first of the Pinkney or Gotham school of architecture, which has become famous—or infamous according to many—across the country since the mid-nineteenth century. As such, it is one of a minority of structures not owned or maintained by some branch or other of Wayne Enterprises or the Wayne Foundation that managed to survive the earthquake. Thus it has earned itself historical landmark status. Since it resembles nothing so much as a fortress, you'd expect there to be proper battlements or a moat. Instead, there's a parking lot usually half full of police cruisers on either side of the building. Cavalry of a modern sort—and useful in re-establishing law and order in Gotham.

At the north end of the Old City Hall District lies Cathedral Square and the most visible sign of the religious revival in post-No Man's Land Gotham: the soon-to-be-completed



Gotham Cathedral, intended as the future seat of the Catholic Church's Archdiocese of Gotham. Cathedral Square's reconstruction by the Church has triggered a major real estate boom in the surrounding blocks. Commercial and residential construction in the surrounding streets has skyrocketed. The first of the new tenants are expected to move into the new buildings within the year.

As for the religious significance of Cathedral Square, it is merely the most visible sign. Many Gothamites, regardless of which faith they belong to, consider the rebirth of Gotham to be nothing less than a full-fledged miracle. As a result, attendance of worship ceremonies has increased. Many of the smaller churches, mosques, synagogues, temples, and so forth scattered throughout the Gotham islands are undergoing either renovations or rebuilding. After the commercial and residential construction, and in some cases before it, the religious building boom is the largest in town.

Old City Hall District's northeasternmost quarter was once known as the Neville section and is where the former city hall and Diamond Districts meet. Named for its main east-west road, Neville Street, it is a wild mix of residences and businesses ranging from the smallest to the largest. Wayne Tower (once known briefly as the Corolla Building during a temporary sell-off of this centerpiece of Midtown Gotham) can be found here, where Grand Avenue passes through the district on its way northward through the Core Islands.

Financial District

Alternatively called the Central Business District, the Financial District is located south of the Cathedral Square/Old City Hall District. Some of my media colleagues have taken to treating it as part of its northern neighbor for reasons of personal geographic convenience. Being a traditionalist, I disagree, but you should be made aware of the possibility for confusion here.

The Financial District is home of the Gotham Stock Exchange—Bruford Tower complex at the intersection of Industrial Boulevard and Wall Street. Since the No Man's Land Declaration was rescinded on New Year's Day, trading has resumed on the floor of the Gotham Exchange with a renewed sense of vigor.

Here, as much as anywhere else, is the heart of the reconstruction efforts, especially with the influx of LexCorp money in the months fol-



lowing the repeal of No Man's Land. Several dozen key construction and historical preservation projects have naturally taken root here, including the Crystal Palace/America's Mall complex, the Von Gruenwald Tower, and the Port Adams Plaza.

Chinatown

Chinatown was originally christened as Brideshead in one of the earliest expansions of Gotham Village after its takeover by the British. However, that changed forever in the wake of the forced exodus of Chinese Americans eastward from San Francisco and Gateway City in the 1870s. While some residents still refer to the neighborhood by its old name, that habit is slowly fading from the traditions of Gotham.

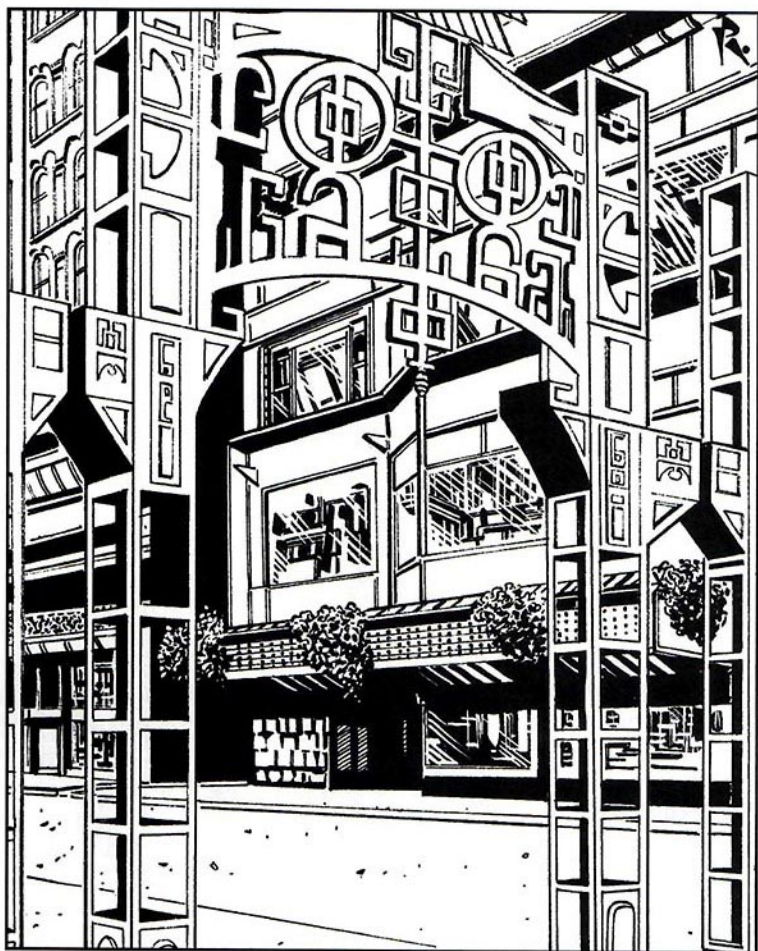
In recent years, some people—mainly nonresidents at this point, although that's quickly changing—have taken to calling this district Pan-Asia Town. The neighborhood is becoming known as a haven for immigrants—legal and otherwise—and refugees alike from all across the southeastern quarter of Asia. If you want proof of that in concrete and steel, then take a look at the new Kyoto Tower going up over on Moench and Croydon. Every corporate *zaibatsu* that's ever taken any interest in Gotham's got a piece of that building.

Gotham Chinatown's best-known face in the eyes of the rest of the world is Gate Street, with an entrance to match its name and an ancient Chinese architecture. To get to the Westward Bridge and Tricorner, you have to go either through or around Chinatown. Of particular interest to tourists in the Chinatown district are Storrow and Mott Streets and Englehart Boulevard, each as renowned as Gate Street for its ethnic restaurants and boutique shops. Englehart in particular is known as "Chinatown's Boardwalk" in some Gotham circles, and is starting to beat out San Francisco's Embarcadero and Atlantic City's Boardwalk by comparison.

Another of the newer landmarks under construction in Chinatown as part of the consequences of the Billion Dollar Buildup—as some are calling it—is going to be One Port Trinity Plaza. Resembling nothing so much as a notched arrowhead or a temple of some ancient religion, Port Trinity will be the new headquarters of the Gotham Port Authority, governing all civilian and commercial port facilities in Gotham.

Want more? Check the Vauxhall Opera Shell and Indoor Concert Center, being constructed right under the new Vincefinkel Bridge, marking





Gate Street

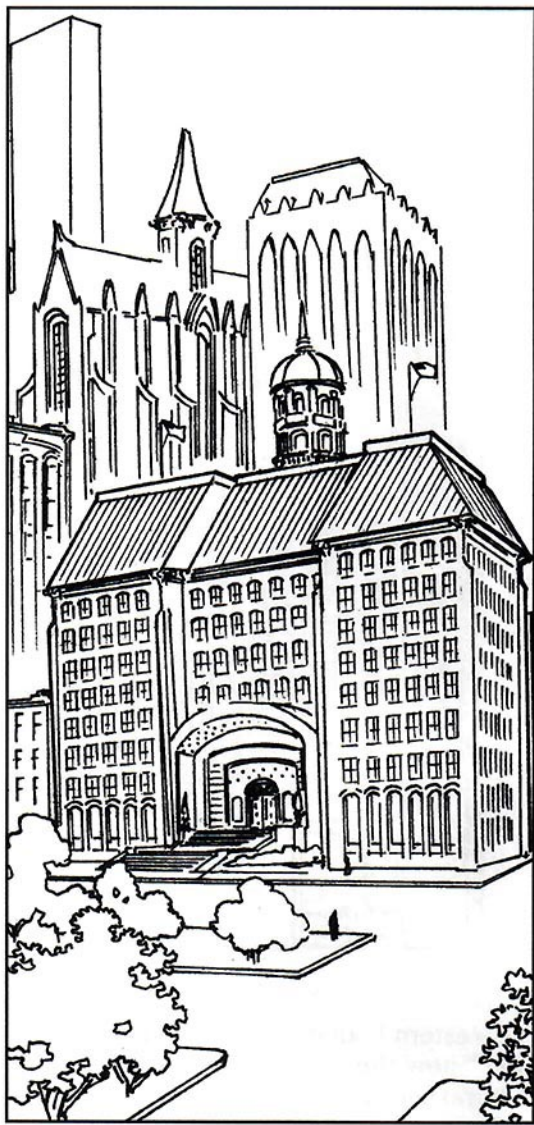
the western boundary between Chinatown and the “former Upper West Side,” now the new center of Gotham’s civic government. Meant as a cultural showpiece, it is as much a temple in its way as One Port Trinity or Cathedral Square and it will host everything from traditional opera to rock concerts to live theater in the years ahead.



Tricorner Island

An island community separate from Gotham until the annexations of the first quarter of the twentieth century, Tricorner is known for a number of things: the old Naval shipyards (predating even the Wayne Shipbuilding yards on South Gotham Island); the reservoir at Tricorner's geographic center, around which the numbered streets of the island community are arranged like spokes on a wheel serving the entire southern half of the Core Islands; and the old Coast Guard Base. The Navy Yards and Coast Guard base with their security measures provided the earliest haven for the Gotham Police in their early efforts to reclaim Gotham from lawlessness in the first three months of the No Man's Land Declaration.

This last was especially ironic, given its long-standing pre-No Man's Land status as a haven for organized crime, a situation that was considered so bad in the years before



Gotham City Hall

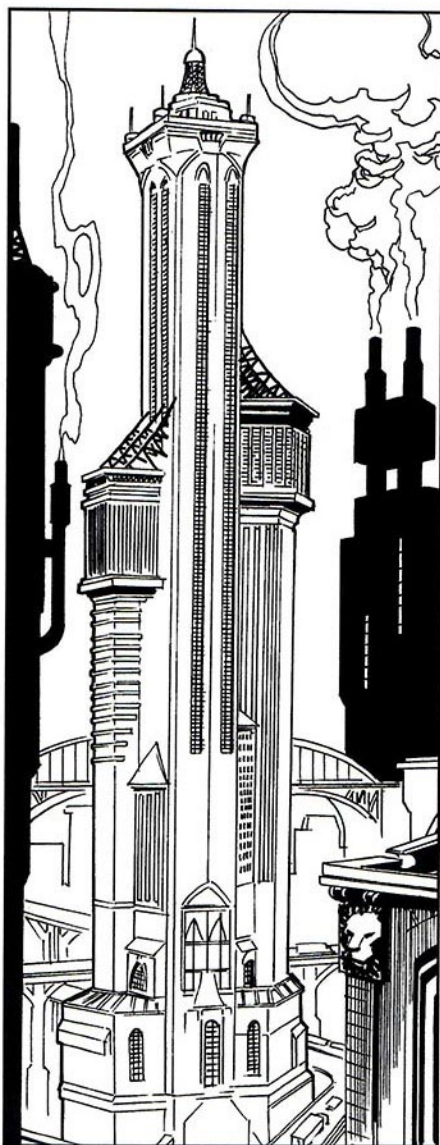


Gordon's first being appointed to the Commissioner's office that several special investigative commissions looking into police corruption made regular reference to it, and scores of officers who were stationed there lost their badges, sometimes regardless of their actual guilt or innocence of any crimes.

Whether the relationship built between Tricorner and the "Blue Boys" during the No Man's Land Year will last in the wake of Gotham's reunion with the rest of America remains to be seen, although newly reappointed Police Commissioner James Gordon has settled into one of the district's residential sections on a permanent basis, in an apartment block that he and his late wife, Capt. Sarah Essen-Gordon, moved into upon the "Blue Boys" retreat from South Gotham Island.

New City Hall District

This is also known as the Upper West Side. The subdistricts making up this section of Gotham include Renfield Heights, once a tenement-ridden neighborhood, many of whose children attended school across the river in Evanstown and Roxbury in Sommerset.



Robinson Central Terminal



However, it is this part of South Gotham Island that has been chosen as the home of Gotham's new civic headquarters, sandwiched between other past landmarks, such as the Robinson Central Terminal on Schnapp Avenue. New landmarks-in-the-making include the new city hall complex and Gotham Superior Courthouse.

Another part of the New City Hall District that has also made strides in recent months toward improvement is Battergate, the old "War Zone." Before No Man's Land, Battergate had a reputation as bad as Park Row or the Hill for violent crime and broken families. In the past few months alone since Gotham reopened, the Battergate section has seen drastic improvements in every social and economic indicator.

That this exists as a miracle or suggests something more sinister has yet to be decided. Many investors with social improvement agendas in mind are using the success of Battergate to justify their own ambitious designs on neighborhoods such as Park Row, East River, and the Hill for the future.

Midtown

An urban patchwork in its own right, Midtown includes, among other attractions, Theatre Row, which has long rivaled New York's Broadway and Metropolis's Bessolo Boulevard for its live theater performances; the Diamond and Fashion Districts, both of which had self-evident reasons for their names; Stroll Lane, a single-block parkland section; and Little Odessa.

The Fashion District is marked on the north end by the southern dockyards of Miller Harbor (formerly Rock Harbor). On its southern boundary stands Grant Park, now famous worldwide as the site of "Camp Lex." Grant Park itself is being restored by the Parks Department, but they're in a fight with federal authorities, who are hoping to have it declared a federal historic site. Who's going to win? I have no idea, but in the meantime Gothamites are certainly entertained by the battle between city hall and Washington.

The Diamond District lies in the center of Midtown, directly between old Old Gotham and Robinson Park. It derives its name from the preponderance of jewelers and precious gemstone dealerships and brokerages that were prevalent as far back as the early 1800s. Nowadays, it's as much home to skyscraper apartment complexes as gem brokers. It's no surprise to find that some gem dealers make their homes in those apart-



ments to save time commuting to work.

Little Odessa has been home to Gotham's Eastern European immigrants for over a century. It's located on the southwestern fringes of Midtown, along its "border" with Chinatown. Russian, Vlatavan, Ukrainian, or Transbelvian—if it's Eastern European, it all blends together here. The Little Odessa section also includes Volczek Square, named for the Transbelvian-born Revolutionary War hero General Jarsc Volczek. Every November 20, St. Vanya's Day celebrations honoring the general in particular have been widely enjoyed in years past. The end of No Man's Land promises a return to such celebrations.

CENTER GOTHAM ISLAND

The middle of the civic sandwich, Center Gotham Island is where all of Gotham's arts and sciences come together in something of a mish-mash. While not as subject to the rebuilding sprees as South Gotham, Center Gotham is no less a beneficiary of the revitalization process.

Chelsea/University Town

This district is located to the west of Robinson Park on Center Gotham Island. Renowned for its celebrity alumni in recent decades, Gotham City University—known to many older graduates as "Gotham State"—is the centerpiece of this community, having survived in its present location for over a century. The Kane Planetarium complex is home to the space sciences programs, which have seen rapid expansion in Gotham in recent years. The Furst Memorial College of Architecture is equally renowned for its program of historical study of that field.

Many Gotham U students find their social lives centering primarily around Kingston Square, with its coffee shops, nightclubs, and bookstores. All the major coffee house and bookstore chains have branches in the square. They are all usually jam packed during regular business hours, which in the square tends to mean 7:00 A.M. to midnight.

Those who don't end up in Kingston Square, though, might well gravitate to Burnley Harbor. Once known popularly as Gotham's "Little Bohemia," Burnley Harbor lies along the western shore of Center Island. It has its own ancient mix of boating facilities for everything from private motorboats to commercial shipping (although even the shipping ports





Burnley Harbor

force. Admittedly, the tenor of the works coming out of Burnley Harbor have changed in the wake of the reconstruction, tending more toward a fierce and defiant optimism.

Robinson Park

While the park's southern boundaries exist in South Gotham, the bulk of the park lies in Central Gotham, so I'll cover it here.

No discussion of Gotham would be complete without including this largest and greatest of its parklands. During No Man's Land, the park was considered the home and sovereign territory of longtime criminal and eco-fanatic Poison Ivy. To cross that informal border marked by the park's walls meant a summary death sentence executed by Ivy or her minions.

tend to get used by luxury yachts and cruise line vessels).

The most eccentric, inventive, and just plain over-the-top of Gotham's arts community could usually be found there round the clock. It never mattered what medium the artists worked in: film, clay, paint and canvas, art board, or marble. If it was "Art"—or at least trying to be "Art"—its practitioners were in Little Bohemia. What's more, it seems that the old habits—on this front, at least—are reasserting themselves full



Although No Man's Land has now fallen, Robinson Park is still completely inaccessible to the public.

Among the landmarks in the park are the Forum of the Twelve Caesars at the north end; the Robinson Park Reservoir, the second of the city's backup water storage facilities and in winter the city's largest public skating arena; the old Janson Landfill site, long since landscaped over and replaced by the Freshfields site in Bristol; and the Giella Gardens, a special botanical research facility previously run jointly by WayneTech, S.T.A.R. Labs, and Gotham University. The involved companies and Gotham University are currently in negotiation over whether and to what degree to reactivate and restructure the botany labs should Poison Ivy ever remove herself or be removed.

If public access to the park is ever fully restored, I expect that efforts to rebuild the old attractions such as Finger Castle, the Forum, and the reservoir will be pushed ahead quickly. Funds for that work has already been set aside by the Dickerson administration.

Coventry

Coventry is bounded to the north by the Sprang River, to the west by Mortimer Avenue, the south by Dillon Avenue and the north edge of Robinson Park, and to the east (more or less) by Tenth Avenue and its intersection with Dillon at Monolith Square. Largely residential in nature before No Man's Land, the building boom has to some extent reached Coventry as well. In the wake of No Man's Land, the ethnic makeup of the residents has been increasingly South American in origin, with an even split between newly arrived immigrants and those whose families have called Gotham home for at least two or three generations.

The Gotham Zoo still has its northern annex here. The animals that live there survived No Man's Land for the most part, with much help from volunteers who chose to stay behind to protect them. The zoo is being targeted for priority funding to help speed up restoration work by City Hall, especially in the wake of the loss of its Robinson Park facilities to Poison Ivy during No Man's Land.

Upper East Side

Once known as the independent cities of Manchester and Lyntown on the eastern shores of Center Gotham Island before the consolidation, the Upper East Side has developed a reputation over the past century as



Gotham's unofficial "Little Italy." It was the last real stronghold of the Mafia families that arrived at the beginning of the 1900s. Eventually, they came to hold the Gotham region's organized crime in an iron grip after the retirement of the Justice Society in 1951 until the simultaneous arrivals in Gotham of then-lieutenant James Gordon and the mysterious Batman.

The Mafia families of Gotham have been legendary in stature. Their falls have been equally dramatic. Gangs such as the Roman and his family, the Maronis, the Zuccos, the Bressis, the Cassamentos, the Inzerillos, the Berettis, the Galantes, and a handful of other players have held sway over Gotham for two generations or more. Above them all were the Bertinellis, who were at their height under Don Franco Bertinelli until his death in the legendary Palm Sunday Massacre. They once held an empire stretching from Blüdhaven all the way to New York City.

The Upper East Side holds still another legacy: the industrial legacy left by the former Manchester and Lyntown upon their incorporation into Gotham City at the end of the 1920s. The old chemical plants belonging to Wayne Chemical and Chem-Max Compounds, the railyards in East Lyntown, the old docks and warehouses in Miller Harbor at the eastern mouth of the Finger River all are still there. Many of them continue to thrive to this day, although in the wake of No Man's Land, serious demolition work, upgrade, and refurbishing is very much the order of the day.

One of the other oddities of the Upper East Side, particularly the Manchester section, before No Man's Land was that it was one of the few places in the Gotham islands where one could still find two things: open fields and viable, affordable, single-family housing. Though to be fair, the latter was also present in pre-No Man's Land Coventry to some extent. Whether either condition will still hold true in these post-No Man's Land times remains to be seen. Personally, I'd consider it a shame to lose either one.

You could take the construction of buildings such as the new R. H. Kane Building (successor to the old Midtown-located Kane Center), the Suhr Complex, and so-called Kubrick District as a threat to that family/residential feel. The jury remains out for the moment, though.

One additional note: The New York/Metropolis-style grid layout of the streets between First and Tenth Avenues, starting in the Fashion District but absolutely dominant on the Upper East Side, stands out as an oddity given the rest of Gotham's admittedly more eccentric street patterns (or the utter lack of same to be honest). It was an experiment in



urban planning during the first postconsolidation decades by the then newly expanded city government. It seems to have fared as well as anything else in Gotham.

Mercey Island

Named for its original owner, Steven Mercey, Mercey Island is on the verge of being renamed “Arkham Island” by the forces of public opinion. For it is here that Dr. Jeremiah Arkham moved the Arkham Asylum staff and patients in recent years following Bane’s demolition of the original facility in Sommerset, upon discovering the existence of Mercey Mansion. The mansion was designed in a very eccentric manner, with hallways that apparently led to dead ends with no explanation, hidden rooms, and a private theater for live or film performances to displayed at the late millionaire’s whim.

Mercey Island is also home to the Gotham islands’ end of the Trigate Bridge, a three-way span connecting Gotham with the mainland in Sommerset.

As well, the DiAngelo Sewage Treatment Plant sits on the western side of Mercey Island. Some might consider this a more appropriate sort of neighbor to Arkham Asylum than any other.

NORTH GOTHAM ISLAND

North Gotham Island is what my fellow media colleagues are now calling “Old Gotham.” From what I’ve been able to understand, it seems to stem from the fact that most of the buildings here are still of the pre-No Man’s Land vintage. Why is this so? Not much of the Billion Dollar Buildup money has found its way up here yet. There are a lot of the old relics, ranging from Pinkney era architecture to semimodern, that have yet to be restored or demolished.

Park Row

Once the most desirable address in Gotham, Park Row has been for some three decades now the most infamous of Gotham’s neighborhoods. Permanently scarred in the wake of the Wayne murders, the Park Row district has never recovered from that terrible night. It now bears the



label of "Crime Alley" in the minds of most of Gotham's citizens. Shops and other attractions that catered to Gothamites of all social classes prior to the Wayne murders might as well have had the gun aimed and fired at them as well, for it affected them the same way, albeit via a more tortured road to bankruptcy.

However, it is also here where social workers, police, and investors have been as determinedly active as the criminal element. Led by Dr. Leslie Thompkins and funded chiefly by the Wayne Foundation, among others, these efforts have been infused with renewed vigor in the wake of No Man's Land. Perhaps, with the fall of No Man's Land, these efforts can finally stand a chance of success. Certainly, the Hill (covered later in the tour) is now fast rivaling Park Row in terms of unsavory reputation, especially after No Man's Land.

The Bowery

Together with Park Row, the Bowery forms what used to be known as "Logerquist's Acres," where it is said that Jon Logerquist maintained farmland on North Gotham Island in the years before his death. Some stories say that his ghost still lingers here and in Park Row, even after debunkings by everyone from Dr. Terrence Thirteen to the Challengers of the Unknown over the past two decades. Despite the skeptics, the believers persist.

Newtown & Otisburg

Along with the Scituate (dealt with later in this chapter), these two neighborhoods constituted the core of the former town of Glendale. Primarily residential in makeup, although it has some of the smaller office complexes in town and the Glendale Institute of Technology. Otisburg in particular is better known as someplace people pass through in order to get to or away from other parts of the North Island.

The Scituate

Sandwiched between Newtown and Otisburg to the east and west, respectively, and the Wayne Botanical Gardens to the south, the Scituate lies on the northern edge of North Gotham Island, and is best known as the former "Sports Quarter," the onetime home of nearly all of Gotham's professional sports franchises. Many recall the epic struggles of baseball's



Knights and Giants, hockey's Blades, football's former Wildcats (no relation to the JSA member of that name, though not for lack of effort on the football team's part) turned Goliaths, and basketball's Guardsmen.

Whether the days of professional sports glory will ever return to Gotham here or elsewhere in or around the Core Islands in the wake of the Cataclysm and the No Man's Land Declaration has yet to be decided by the various leagues' boards. However, the ground has already been broken on a new Knights Dome complex on the shores of South Gotham Island in anticipation of what the Knights' ownership already believes inevitable.

Burnley

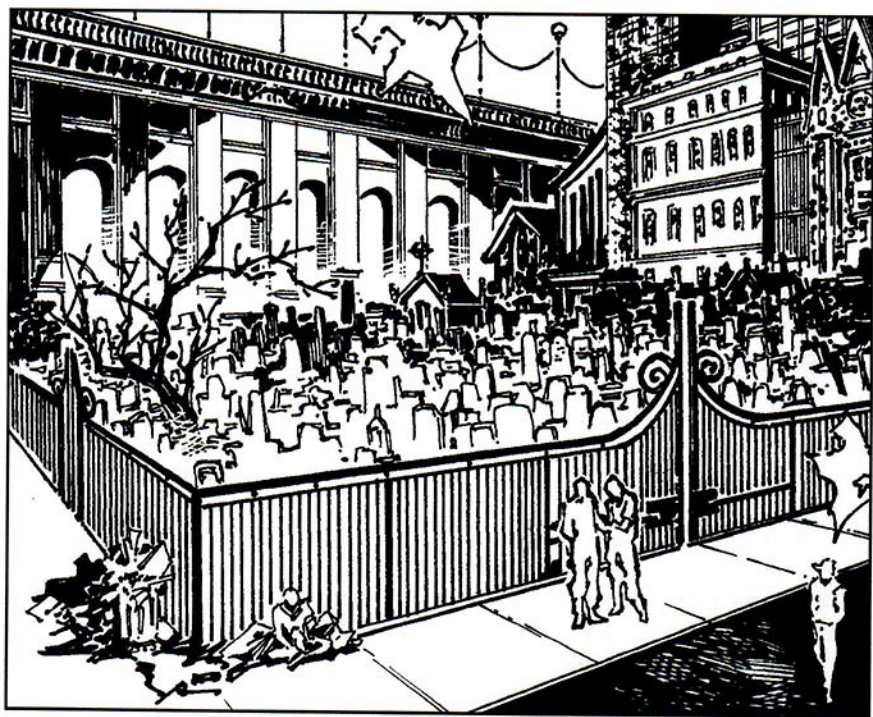
Burnley is most popularly known as Gotham's answer to Harlem. It is here that Uptown Gotham jazz flourished in the 1920s and 1930s. Here is where the civil rights activists of the 1960s began their local efforts. Gothamites of Hispanic and African ancestry have made their homes and businesses here for generations, with the apparent dividing line between the two ethnic enclaves being Grand Avenue.

Then there is East Burnley—more popularly called “Bryanttown” since it was once an independent community until the mergers of the 1920s. The name came from the now-defunct Bryant Chemical Works, which employed many of the local residents until the end of the Second World War. After that, it went into a depression and stayed there for decades.

Its main claim to fame since the fall of Bryant Chemical was as the onetime home of the late jazz musician Blue Byrd. For the better part of 20 years up until his death by drug overdose in 1955, the Kansas City-born Byrd performed in East Burnley. It is he who is credited with defining what some call “Uptown Gotham Jazz.” There's talk of setting up a memorial festival for up-and-coming jazz musicians to start making their mark in.

Then there's West, or “Spanish,” Burnley. This part is home to Spanish-speaking immigrants from around the planet, be it Europe, the Caribbean, or Central and South America. Whether it's Hasaragua or Argentina, Bogatago or El Salvador you're from, you could find a home away from home in West Burnley, and it would usually be a comfortable one.





The Hill Cemetery

The Hill

There seems to be no other name known for this district. The north end and the border with East River are marked by the ruins of Hawk Bridge, which once served to link Gotham directly with both Somerset and Bristol until the No Man's Land Declaration required its demolition. The south end is marked by Aparo Park, overlooking the west end of the Sprang River. At its heart is a cemetery.

Created in the wake of the amalgamations of the 1920s, the Hill was once an enclave of great wealth in pre-Depression Gotham and most famous as the home of financier J. Talmadge Kiley. However, the rich quietly moved away to places such as Robbinsville and Bristol and stayed there—and without the incentive of anything like the Wayne murders to trigger the change. It simply happened, and that's all there was to the story.



Nowadays, the Hill is now known as one of the more entrenched positions of poverty and crime even in post-No Man's Land Gotham City. The best known of the Hill's current landmarks is the Leslie N. Hill Projects, founded at the same time as the Oxylus Projects. Most visitors currently prefer to give the Hill a wide berth, although efforts by developers, social workers, and others are in the works for the near future. Those residents who manage to move up and out seem to gravitate to Coventry, Burnley, or the Upper East Side.

East River

While not officially on the maps, East River is the northernmost part of North Gotham. Located on the shores of the East Gotham River (sometimes also called the North River), it is sandwiched between the Hill, the Scituate, and the Amusement Mile.

Like the Hill and Park Row, it was home to some of the city's wealthiest and most notorious in the 1920s and 1930s. Also like those other neighborhoods, it suffered its own decline over the past century. Now, it is home to its fair share of Gotham's older housing projects. Plans exist for rapid rebuilding here, centering on St. Swithin's Trauma Center, the oldest surviving medical facility in North Gotham Island. Some economic spillover effect from the reconstruction efforts in progress in the Amusement Mile is already taking hold, for which thanks are offered by many East River residents.

Amusement Mile

Chances are that you've visited the Newton Fairgrounds at least once if you've lived in Gotham more than a year of your life, regardless of your income level. Every year, the place comes alive again with stunt shows and circus troupes ranging from Canada's Cirque des Planets and Europe's Cirque Sensationnel to the more homegrown Haly Brothers Circus.

For the wealthier Gothamites, there's the Rogers Yacht Basin, home to the Gotham City Yacht Club. Back in their old digs once more after No Man's Land, the yacht club has been busy being refurbished to within an inch of its new life. Whichever you can afford to choose to enjoy, the hotels and motels also undergoing reconstruction will serve visitors' needs once again.



Sheldon Park

Sheldon Park is known primarily for its nightspots (both trendy and otherwise), and its proximity to Park Row and the old trolley car yards left abandoned for decades prior to No Man's Land. Its most foreboding feature was the old barge docks housing boats that helped large vessels into port. The barge facilities are no more, wrecked by the Cataclysm. Shattered buildings on the waterfront are all that remain of this part of Gotham's seaport history.

Robbinsville

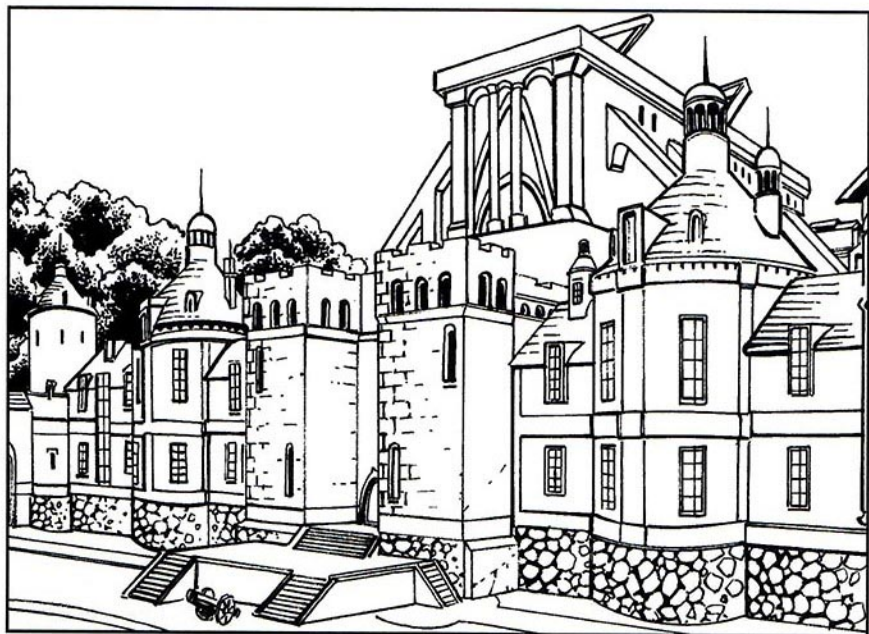
Built upon Cape Carmine in the early 1800s, and like its northern neighbor Sheldon Park, Robbinsville was made infamous during the Prohibition-era gang wars. This district eventually became one of the more wealth-concentrated enclaves of post-consolidation Gotham, even though the nightclubs founded during those days still survived. So it was before No Man's Land, anyway.

Now, the old clubs and mansions on the water are barely structurally sound and filled with squatters who haven't yet relocated to the newer public housing going up elsewhere in the North and Center Islands. If anything, there's a sense of everyone pulling together here without public intervention, oddly enough. Right-wing conservatives point to this as something of a "do it yourself" success story in progress, although debate continues.

THE SHORELINES OF GOTHAM COUNTY

The communities of the mainland shores of Gotham County are a diverse and interesting lot themselves. Broken down by township, they include—but are not limited to—the following.





Wayne Manor, Crest Hill

BRISTOL TOWNSHIP

Bristol Township lies on the eastern shore of the Gotham River, up to the river's mouth.

This section of Gotham County covers such notable communities as South Darby, Crest Hill, Gotham Heights, and Brentwood. The rest of Bristol is rather unremarkable, composed of residential suburbs such as East Norwood, Danning Hills (a terminus for the Gotham subway/el-train system), Raiford (onetime home of Police Commissioner James Gordon and his family), and Charon (largely known for its cemeteries founded in the wake of the Gotham amalgamation of the 1920s). The even less notable Teagarten and Mount Drexel round out the list.



South Darby

Located in the northeastern reaches of Bristol Township, South Darby is home of some of the old heavy industries of the city and county. It also includes among other landmarks of commerce, the Gotham and North Eastern auxiliary rail yards and the old Luxor Oil refinery complex, now in Wayne Chemicals' hands. What WayneChem plans to do with the facility remains unknown.

Before leaving the realm of heavy industry for that of the great and wealthy, you might cross into the Gotham islands via the Robert Kane Memorial Bridge, formerly the Gotham Bay Bridge.

Crest Hill

One of the most exclusive sections of metropolitan Gotham County, this village counts the Wayne family's ancestral estate. The association between this area and the Wayne family dates back over two centuries, to the American Revolutionary War, when it was awarded to war hero Darius Wayne. Sadly, Darius left no heirs. Thus, the lands lay fallow for the better part of a century, until Charles Arvin Wayne and his sons, Solomon and Joshua, arrived from Boston to reclaim their indirect ancestor's heritage. The Wayne estate has remained in the family ever since.

Other notable residents include Jack Drake and his son, Timothy. Drake's companies, while also longtime Gotham corporate citizens, pulled out in the wake of the No Man's Land Declaration and are now in the process of reorganizing their return.

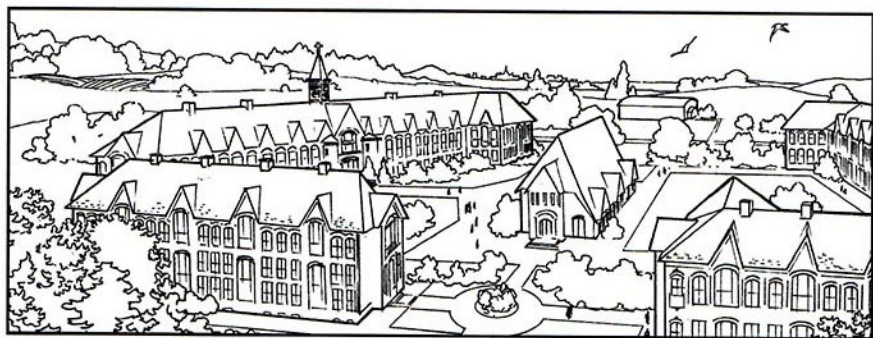
Gotham Heights

Some call this part of Gotham County more of an administrative district for the county school system than an actual community. While there's some merit to the argument, given that Gotham Heights High draws its student body from everywhere from Bristol Common to Crest Hill to South Gotham Island, the fact is that Gotham Heights is a thriving suburban community in its own right.

Brentwood

Like Crest Hill (although founded some 50 years afterward), Brentwood is a haven for the wealthier of the Gothamites of years past. It continues





Brentwood Academy

to be home to the upper crust of the Gotham area. It even has its own prep school, named for its host community.

SOMMERSET TOWNSHIP

Going north to south now along the Somerset shore, there are several communities of note here.

Little Stockton

This area is the site of Gotham's main air transport center, the Archie Goodwin International Airport (previously known simply as Gotham International). Nearly all major North American-based passenger and cargo airlines serve Gotham via this airport, with thousands passing through its gates daily. Little Stockton itself is mostly given over to the warehousing of goods and to hotels for passengers staying in the county overnight, with some attention paid to the various convention circuits as well.

Victoria Place

This is one of the mainland research centers of Gotham County, rivaling University Town on the islands and Drescher to the south for its concentration of high-tech talent from over a dozen disciplines.



Sommerset

The center of the Sommerset region, it's best known as the original site of the Elizabeth Arkham Asylum for the Criminally Insane. That old house stood for over three-quarters of a century, serving first as the Arkham family residence and later as the asylum of modern infamy, before its illegal demolition by Bane and the mass escape of its inmates. The old site of the asylum lies in abandoned semi-ruins now. Its final disposition still has yet to be determined by Gotham County.

Irving Grove

A residential suburban town, Irving Grove is best known for its proximity to Dayton National Forest and the more infamous Slaughter Swamp State Park.

Dayton Forest was originally established by Nathaniel Dayton. Head of one of the city's largest manufacturers, like his contemporaries, Patrick and Laura Wayne, he had caught the environmentalism bug decades before it became fashionable and wanted a way to contribute to the cause. He found his way of doing so by establishing a private forest reserve, which he later turned over to the federal government in 1948 to administer as a national forest, which it remains to this day.

As for Slaughter Swamp, that area got its current name over a century and a half ago, thanks to a reputation for being where the results of murder—be it out of passion or for “business” purposes—could be quickly “disappeared” out of the sight of the authorities or anyone else. The original name is apparently lost to history. In 1935, the state government acquired the Slaughter Swamp region and put it under the control of the parks department, where it has remained ever since. The swamp has retained its sinister reputation, however, thanks to irregular visits from the renegade “plant-man” Solomon Grundy since his first appearance in 1944.

West Gotham City

Another of the suburban satellites, West Gotham is not known for much of anything yet, save as the hometown of several professional athletes.



Evanstown

On the Somerset side of mainland Gotham County, Evanstown is known mainly as a middle-class suburban community. Like many such communities in the county, it was overwhelmed by the influx of both No Man's Land refugees and capital investment. Many of the neighborhood names here might be considered somewhat generic: Westvale, Roxbury, Bradford Heights, and so on.

A couple of facts make the neighborhoods interesting to hero watchers: First, the Bradford Heights section is known as the onetime home of the young costumed anarchist and fugitive Lonnie "Anarky" Machin. That neighborhood has since become a gathering place for people sharing his politics. If you're interested in debating the writings of Klyce and Bakunin, mark Evanstown on your itinerary.

Second and tragically more important to far too many people is the fact that Evanstown is where Edgar Chase, who as the Acro-Bat was co-founder and leader of the Justice Experience team of some 30 years ago, was killed by Dr. Lawrence Trapp. While the old two-story house on McMillan Drive was long ago demolished, a memorial to the Acro-Bat remains on the site, erected and maintained at county expense.

South Gotham City

South of Evanstown on the roads to Blüdhaven, this community is mainly residential in character with some light-to-medium industry.

Chalfont

This small beachfront town is known for its summer cottages and resort hotels—and for its more infamous reputation as the site of several escapes from Blackgate Island Prison, including Bane's first escape.

Brigstone Beach

Another resort community, Brigstone Beach is sadly best known as the place where "the Beast came ashore" for the first time to begin his mission of death against the Strategic Defense Initiative's research and development projects in the Gotham County area.



Drescher

Situated on the Gotham–Haven County border, halfway between Gotham City and Blüdhaven, Drescher is noted mainly for its historical status during No Man's Land as a holding area for firms that wanted to remain “in position” in the event that the No Man's Land Declaration was rescinded. Now that those companies' bets have apparently paid off, many are attempting to reorganize in their once and hopefully future hometown, leaving Drescher high and dry. Others, having found their new location to their liking for various reasons, are digging in for longer hauls.

THE POLITICS OF GOTHAM

I don't have any scientific surveys or census data to offer you on this point. But if the evidence you're looking for is the kind that comes from interviews on the streets of Gotham, then my working theory on Gotham politics is this: The old ways, the old habits are as dead as anything you'll find in a Gotham cemetery.

Whether you're “deezee” or “OG,” liberal or conservative, rich, poor, anywhere in between, or outside of it altogether—nobody who lives in Gotham entirely trusts the old ways, the old parties anymore. As far as most people I've talked with are concerned, the Big Two are both part of the problems that led to the post-1951 corruption scandals, the mass deaths, the No Man's Land Declaration—you name it.

It is my strong suspicion that from now on, Daniel Dickerson's victory in the recent emergency elections notwithstanding, the so-called third parties will be the beneficiaries of voters in Gotham. If the Republicans and Democrats want to turn Gotham away from that kind of thinking, then it's going to take them at least 20 years, maybe as much as 50, because the memories of the pain of the past half century are going to take a lot of work to heal.

Even if they're lucky enough to shorten that time, they will never take Gotham votes for granted ever again. That is a dead certainty. The people of this city will be watching, and they will be doing so with a careful eye.

As for the structure of the city government itself, there are a few notes visitors and new residents alike might want to pay attention to.

First, there's an old saying: “If you don't like the mayor or the city councillor representing your part of Gotham, wait 10 minutes.” In Gotham



over the last couple of decades, that was once nearly literal truth. Gotham had more mayors in the ten years leading up to the No Man's Land Declaration than most cities go through in a century. When they weren't assassinated, they were toppled by corruption scandals. The last mayor in office before No Man's Land, and probably the best we had in five decades since Archie Brewster, Marion Grange, went out with a bullet that may have been meant for billionaire Bruce Wayne.

Due to those corruption scandals mentioned earlier, the city government is now organized around lines similar to Metropolis in some respects. No borough system strictly speaking, as there are no boroughs organized here, but there is a definite tendency toward a "strong mayor" setup. The city councillors can counter that if all 10 of them are unanimous on a given issue, but that isn't likely.

As for why the setup is as it is now, people remember too well the days of Boss Rupert Thorne and his pet mayor Hamilton Hill. There is no desire to return to those days. There are also plans to restructure the mayor's powers along the lines of Metropolis as a hedge against future No Man's Land Declaration attempts.

One last bit of advice: If you want to see who the next mayor of Gotham is likely to be, watch the Gotham County District Attorney's office. Armand Krol and Marion Grange were both graduates of that office before being elected mayor. I therefore suspect Karen Willis, our current district attorney, is set to move on to bigger arenas in future civic elections.

THE FEDERAL PRESENCE

In the years after 1951, Washington tended to take a hands-off position toward Gotham, letting the local, county, and state governments sweat the details and the economic issues that keep the city ticking—at least until the Clench incident. Then, they started sweating buckets. After two plague outbreaks and an earthquake, not to mention the near-perpetual mob wars and super-villain assaults of the previous decade alone, the federal government pulled out completely.

Now, it seems as though Washington is determined to make amends in an equally dramatic fashion. The old Navy Yards on Tricorner Island are being refurbished, with new urgency in the wake of the so-called Y2K Makeover that Metropolis underwent this past New Year's Eve. The Hob's

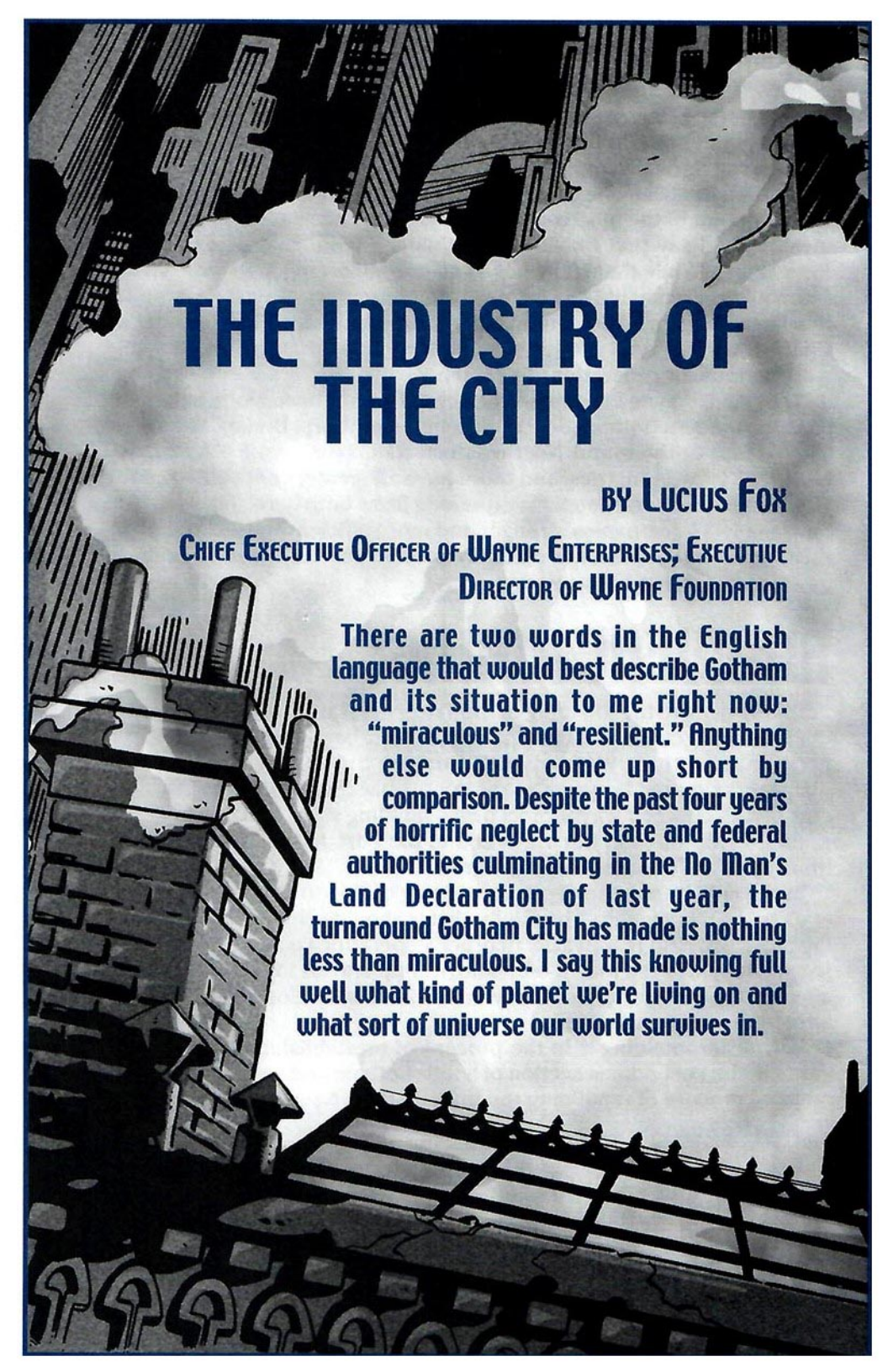


Bay Naval Base and Yards was subjected to the same changes as the rest of Metropolis, thanks to Brainiac 13. Ships that once homeported at Hob's Bay—and happened to be on deployment to the Mediterranean at the time—need a new home in a hurry while the brass checks out the reliability of the new facilities forced upon them. So, in a change of pace, Tricorner ends up benefitting from Metropolis's apparent misfortune, to the tune of the *U.S.S. Weisinger* Carrier Battle Group's reflagging their home port southwards.

The Coast Guard base next door is also getting back into shape, with a full force of patrol cutters. A change for the better from mined rivers and harbor, to be sure.

Civilian federal outfits, including the Federal Treasury, DEO, FBI, DEA, EPA, and more are moving into the new Truman Building on the Old Gotham–City Hall District border streets in record time. That building went up in three months, in part due to the new construction technologies spinning out of the extraterrestrial invasions Earth has endured with alarming regularity over the past decade. As if to underscore the renewed determination to stick it out in post–No Man's Land Gotham, the place is armed to the teeth, or at least to the roof, with surface-to-air missile batteries, no less.





THE INDUSTRY OF THE CITY

BY LUCIUS FOX

CHIEF EXECUTIVE OFFICER OF WAYNE ENTERPRISES; EXECUTIVE
DIRECTOR OF WAYNE FOUNDATION

There are two words in the English language that would best describe Gotham and its situation to me right now: "miraculous" and "resilient." Anything else would come up short by comparison. Despite the past four years of horrific neglect by state and federal authorities culminating in the No Man's Land Declaration of last year, the turnaround Gotham City has made is nothing less than miraculous. I say this knowing full well what kind of planet we're living on and what sort of universe our world survives in.

That miracle fully extends to the Gotham business community as much as to anything else in this city, and I should know about Gotham business from personal experience, if nothing else.

Gotham has been one of America's main economic bulwarks since the midway point of the nineteenth century. I hope my bias here can be forgiven when I say that I believe that this is due in large part to Wayne Enterprises. While thankfully not as all-encompassing in its presence in Gotham's everyday life as LexCorp is in Metropolis, Wayne Enterprises has been Gotham's best and most faithful friend since its founding by Charles Arwin Wayne and his sons. It is my hope that that relationship will continue for generations to come.

That said, Wayne Enterprises has certainly not been alone in helping to shape modern Gotham. Scott Telecomm, GothCorp, Drake Enterprises, Chem-Max, Gotham and Northeastern Rail, LexCorp, S.T.A.R. Labs, Marifran-Holby Industries, and more have all greatly contributed to the city. Competition and cooperation among firms both here and elsewhere have made all companies stronger and more efficient throughout all industry sectors. Gotham has certainly tried its best to be a good home to us all, and it shows in many ways.

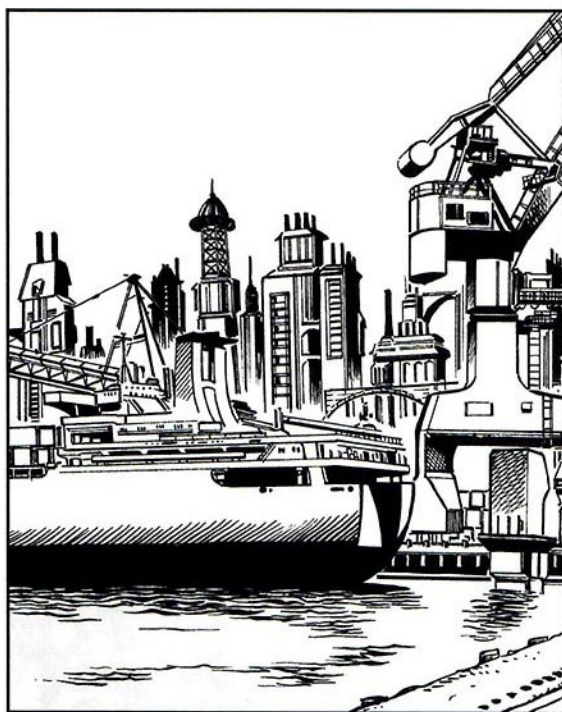
MANUFACTURING

Dating back to the founding of the Tricorner Naval Yards at the end of the nineteenth century, manufacturing has long been a part of the Gotham economic picture. Wayne Steel, Gotham Steel, and the Stockton Metalworks served for years as the supply backbone for Tricorner's operations. Even when Wayne Steel began building ships for the Navy itself at the Neville Yards in the north end of the Port Adams docks, its relationship with Tricorner never wavered.

In the end, it took the decommissioning of Tricorner Yards in 1975 to weaken the relationship. Thankfully, that is about to change. Federal funding plans will help reactivate Tricorner's operations next fiscal year as a naval base since the recent technological upheavals in Metropolis have affected the facilities at Hob's Bay, which have been closed until the Y2K alterations can be assessed.

Wayne Shipbuilding is in the process of reestablishing its own shipyards in the Port Adams section of South Gotham and gearing up for the ongoing process of rebuilding the United States Navy in the wake of re-





Tricorner Naval Yards

cent losses in conflicts with a number of interstellar empires, including the Dominator-led invasion and the aforementioned remaking of Metropolis's Hob's Bay.

AERO-SPACE

Gotham has a healthy competition continuing among LexCorp Aviation, Ferris, and Wayne Aerospace in South Darby and Little Stockton. If anything, it's become fiercer in recent years—especially after the Dominator-led alien invasion. Any company involved in

aerospace these days has a stake in building the most economical single-stage-to-orbit (SSTO) spacecraft possible, the better to safeguard not only America's shores but the entire world as well from future interstellar assaults of that magnitude.

Hopefully, technologies and vehicles developed for the competition will one day be used for interstellar trade relations with many distant worlds such as Thanagar and Daxam. Until reliable contact can be restored and maintained over prolonged periods between worlds, however, we must continue alone in our endeavors toward interstellar communication and trade relations. I firmly believe our patience will bring its own dividends, just as the lessons we have finally learned from Gotham's tragedies and triumphs have done.



Plans are in the works for the air force and NASA to reactivate and share the previously decommissioned Eagle Air Force Base in Nolan Township northwest of the city as part of the development and testing of future generations of SSTO spacecraft.

SHIPPING

Sadly, Gotham's commercial potential as a seaport and rail hub languished until the 1850s, as was the case with most industries. Once the opening of the west of the United States began in earnest, that was thankfully rectified. Wayne Shipping provided the sea links equally necessary to the city's economic health.

While Wayne Shipping remains the leading player in oceanic transport, it has never been alone. Still, the company feels quite secure in its place and welcomes any and all willing to take the gamble on Gotham's future with it.

Our city's land transport and air and sea port facilities are scattered throughout the Gotham islands, as well as select facilities on the mainland, most notably in South Darby, Little Stockton, South Gotham City, and Drescher. This is a legacy of Gotham's former neighbors' own efforts to compete with it in shipping commerce. The unified city has certainly reaped the benefits in years past.



Miller Harbor Docks



Oceanic Shipping

The Gotham islands are home to Port Adams and the Dixon Docks on South Gotham, Miller Harbor Docks on the southern East Side of Center Gotham Island next to Old Manchester, the smaller Burnley Harbor facility on West Central Gotham, and the soon-to-be-renovated Hill Docks on North Gotham. All of these facilities are administered by the Gotham Port Authority and it is expected that all will soon return to full activity as our recovery efforts continue to pick up steam. As a benchmark for future comparison, the previous record for combined shipping totals for all the Gotham dock facilities was over 3.5 billion tons per month some five years ago.

Land Transport

The old Gotham Railworks, the Gotham and Central Line, and the Gotham and Northeastern Line have contributed immensely on the land side over the decades. While the Gotham and Central Line collapsed in the wake of the Cataclysm, the Gotham and Northeastern continues to compete alongside Wayne Shipping's rail division.

As for highway shipping, Friendly Movers and Grand Transport continue to be the main Gotham-based national players. Most returning families, those new to the city, and small and large businesses can claim happy service delivered by one or the other of these firms.

Air Transport

TransCon Airlines and Atwater Air, both air services with roots in Gotham dating back some 80 years, are moving their corporate offices back into Cathedral Square. The old corporate headquarters of TransCon at One Industrial Boulevard was leveled in the wake of the Cataclysm for safety reasons, but the airlines managed to set up temporary headquarters in Little Stockton near Goodwin International Airport. I understand that some of the people at both companies—from the janitors to the board members—actually found the change somewhat refreshing, as it put them in more direct contact with the work that keeps those firms profitable. Plans are now in the works for TransCon to rebuild on their old site as soon as possible.



TransCon remains one of the primary air carriers in North America with routes to destinations in North and South America, Europe, Africa, and Asia. Atwater is primarily an East Coast operation, running a regular route schedule and charter flights.

MEDICAL & HEALTH CARE

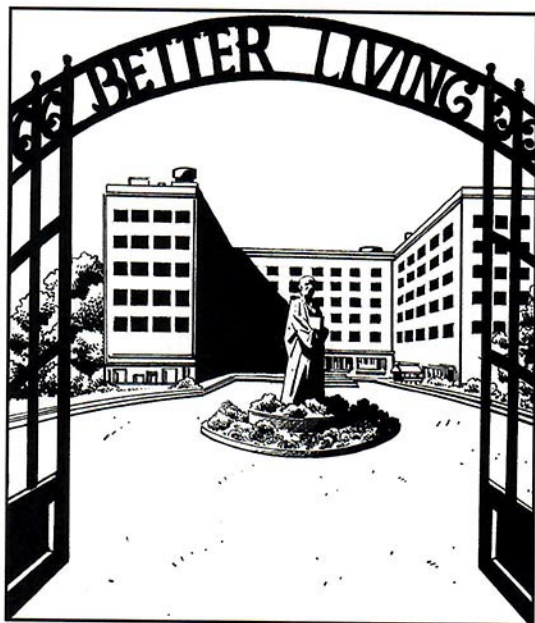
The local leader in the medical and health care fields is Wayne Enterprises' WayneTech. WayneTech's medical division, S.T.A.R. Labs—Gotham, Drake Medical, Cornelius-Krieg, Better Living Industries, Bates Chemical, Chem-Max Medical, and others all maintain healthy research and development programs scattered through the Gotham County area.

WayneTech is especially proud of its joint research programs with Gotham University and the Glendale Institute of Technology in genetic medicine, biochemistry, and cybernetics. The cybernetics programs in

particular have shown great promise, despite the setbacks suffered as a result of the Harbinger Scandal of recent years. Drake Medical's own joint programs in biotech with Glendale Institute of Technology are equally promising.

Better Living Industries, based out of South Gotham City, is notable for its work with the U.S. Defense and Extranormal Operations departments on countermeasures research into bioweaponry technologies.

Many of WayneTech's genetics projects had to



Better Living Industries



be moved to Drescher and Victoria Place on the Sommerset side of the mainland at first for safety reasons in the wake of the Cataclysm. They remained on the mainland as a result of the No Man's Land Declaration. While the Drescher operations will continue at that location, the Victoria Place operations are scheduled for restoration to their old labs across from Wayne Memorial Hospital later this year.

TECHNOLOGY

LexCorp, WayneTech, GothCorp, and many others are all well represented on the technology front, with a healthy competition continuing in personal computer sales. Of particular note among the young and hungry firms are Tower MicroSystems (still run by its no longer quite so eccentric founder Scotty Kuykendall) and Felker Computers (makers of the ELF PC).

LCR Limited, unfortunately, crashed after the earthquake hit. The loss of its primary Gotham County plant in Victoria Place, as well as much of its workforce, was simply too much for its bottom line to take after years of falling behind other players.

On the software side, one minor surprise amid all the reversals of earlier relocations and fresh startups: Blue and Gold Enterprises' software arm (Lightspeed Entertainment) is setting up a second East Coast shop in Gotham.

Oddly enough, despite the lack of any ordinances in the city or surrounding county suburbs barring artificial intelligence research, development, and manufacture, no such efforts have been undertaken in Gotham as yet. Perhaps the robotics researchers of Gotham simply prefer to not press their luck in this area.

"My reasons for this [decision] are personal...sentimental, I guess the polite word is. I don't think I'll ever be able to explain my attachment to Gotham even to myself, but what I *can* explain is this: I wish that I'd acted sooner. Before the quake. But since I didn't, I *have* to do what I can for Gotham *now*. Planet Krypton Gotham City's part of it; [Lightspeed Entertainment's new East Coast offices] is another."

—Booster Gold on the decision to expand Blue and Gold Enterprises into Gotham City, as quoted in Daily Planet Business.



Many research and development companies, returnee and start-up alike, are establishing branch shops in University Town and Newtown to better take advantage of the stream of graduates soon to be starting up again from both Gotham University and Glendale Tech.

COMMUNICATIONS

As shown by the on the Gotham City media community, Gotham is fast returning to its old status as a leader in print, video, radio, and Internet media on the East Coast, and a player to be reckoned with on the global stage as well. At least two radio and television networks—Scott Telecommunications (parent firm of the Gotham Broadcasting Corporation) and the Gotham Media Corporation—were founded here. Both are returning home to stay in varying capacities. Much of this activity is scattered throughout South and Center Islands, as well as Bristol and Sommerset on the mainland.

Much development work in various aspects of telecommunications in Gotham is being conducted in such centers as the Prinz Hesse and Victoria Place Commercial Parks in Sommerset and in University Town's "Technology Row," sandwiched between the university campus and Robinson Park. WayneTech, S.T.A.R. Labs, LexComm, Dayton Telecomm, and many others are all represented in the race.

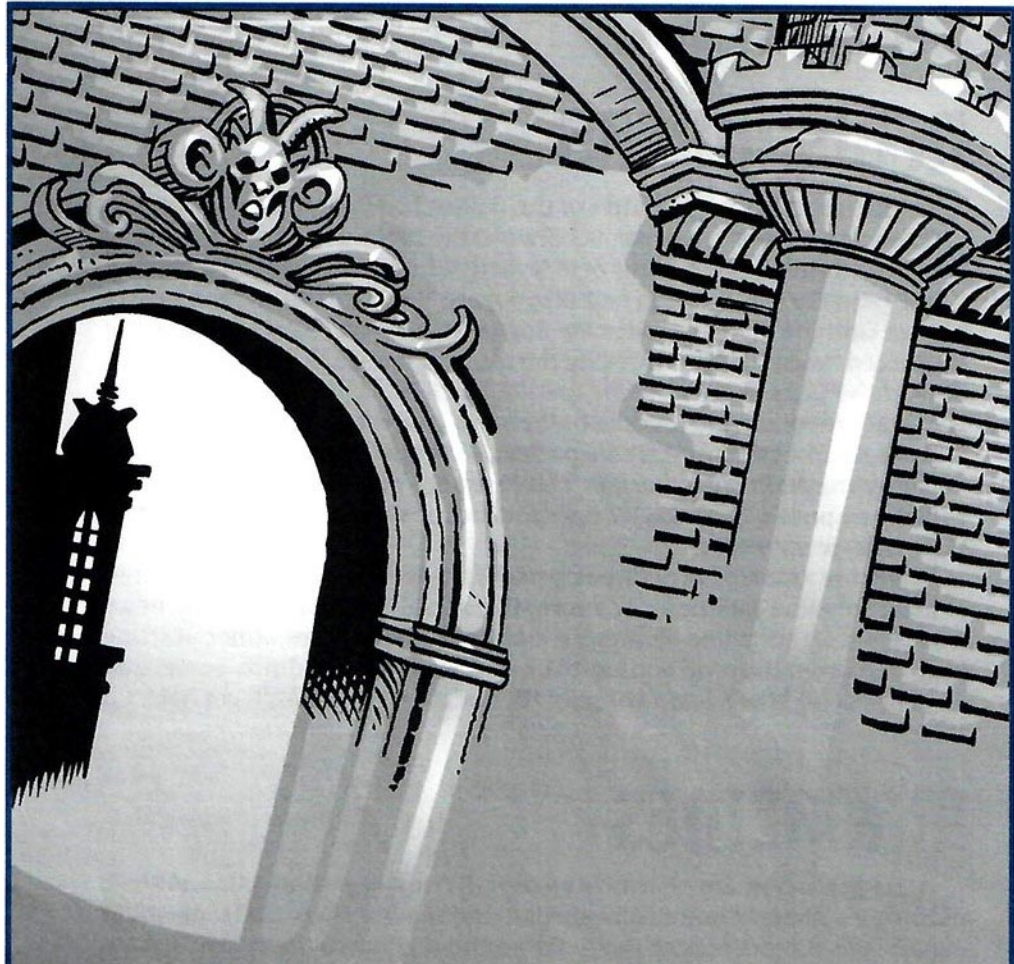
BANKING

Gotham has also resumed housing its share of the U.S. commercial banking community. At least a half dozen of the major banks in the United States have roots in Gotham dating as far back as pre-Revolutionary times.

The list of active Gotham-based banks is a long one. First New Bank, Atlantic Trust, Harvester's Bank and Trust, Gotham Euro-U.S. Bank, and others are resettling in Midtown, Neville, and Cathedral Square districts. All offer the full selection of services to a customer base that ranges from small families to the biggest of the multinational corporations.

Of course, the old Bruford Tower complex at the corner of Industrial Avenue and Wall Street still stands. It continues to house the Gotham Stock Exchange, which has resumed trading and is once again home to many Fortune 500 firms' local offices.





THE MEDIA

BY **VESPER FAIRCHILD**

This chapter provides a primer of the state of the media in post-No Man's Land Gotham. As with everything else in town, the Gotham media community—from television to printed media, from radio to the Internet—is in a state of reconstruction in progress. As a result, some of this may read a little disjointedly in places.

NEWSPAPERS

On the print front, the battle of the dailies has resumed in earnest.

The main contest, as usual, is between the tabloid-format *Tribune* and the broadsheet-style Pulitzer Award winners at Gotham Media Corporation's *Gazette*. Both had very loyal followings throughout metropolitan Gotham in the decades leading up to No Man's Land. It looks like the forced "vacation" provided by the disaster has done little to end that. Behind the *Gazette* and *Tribune* are the *Globe* and the *Knight-Star*, which is quickly rebuilding its middle-of-the-road following.

At the back of the print media pack is, of course, the *Gotham Inquisitor*, formerly the *Midnight Inquisitor*. The *Inquisitor* continues to battle it out with Metropolis's *National Whisper* for the most bizarre alleged truth of the week, every week.

There are assorted other weekly papers as well, most of them devoted to local communities' news or alternative social, political, or ethnic news and views. In all, some 55 papers, daily and weekly, are either starting from the ground up or getting back in shape. That's down somewhat from a pre-No Man's Land count of 88, but give it time. We'll get back up there.

MAGAZINES

At its peak, Gotham once hosted over 100 major periodicals and their publishers, some of whom also dealt in the regular book trade. As you'd expect, the subject matter ranged from the serious to the downright salacious.

While the current number of Gotham-based publications is only half of what it was before the plagues, earthquake, and No Man's Land, the recovery of this sector continues to gain momentum. The current rate of new start-ups in this field, according to recent Gotham Board of Trade statistics, is approximately five per month. In addition, other publishers attracted by the new, inexpensive real estate in the Gotham islands are moving in at a pace of four per month on average.

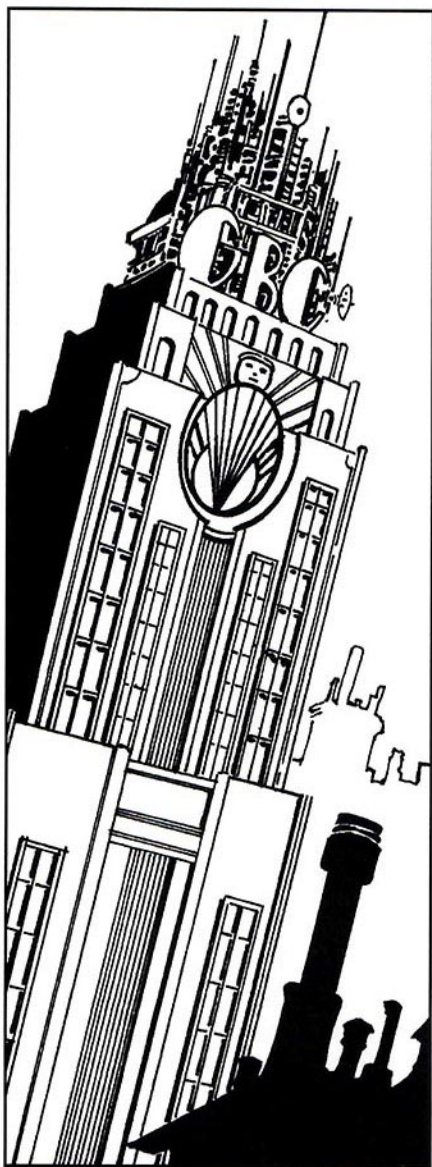


THE BOOK TRADE

Gotham's book publishing trade was as lively as any large city's, and it's quickly resuming the old pace. The material coming out of the presses in such places as Cathedral Square, the old Renfield Heights and Battergate (new City Hall) districts, Victoria Place, Evanstown, Little Stockton, and South Darby covers every genre and field of interest you'd care to name in both fiction and nonfiction.

BROADCAST MEDIA

One of the peculiarities of post-No Man's Land Gotham is that television and radio stations wanting to make a beginning or restart here are getting accelerated license-approval processing from the FCC. Considering the current situation, the FCC has been ordered by Congress to speed up the restoration of full service to Gotham as fast as humanly possible. As a result, in television and



GBC Building



radio alike, Scott Telecommunications is resuming its longtime role as a bulwark of the city. It began as Apex Broadcasting in the 1920s and persisted through its transformation into Gotham Broadcasting in the late 1940s. It carried on under that name until last year, when it assumed the new Scott Telecommunications name. Scott continues to operate the GBC and its Gotham radio and television affiliates under the old WGBC call letters. That operation faces renewed competition on both fronts.

Television

On the television side, the competition is particularly fierce, with all the major networks represented on the dial. WGCA, WUGC, WGGC, WGOT, WGTM, and WHAM are among the stations either starting or resuming competition with WGBC for Gotham ratings share. Some of these stations never stopped operations, having seen the writing on the wall back around the time of the earthquake and relocated for whatever the duration of the reconstruction would turn out to be.

WGOT was honored recently for its coverage of the Blackfire Insurrection and Riots of several years ago, at the cost of the lives of several of its reporters and its main news anchor. Despite the upheavals of the last five years, WGOT continues its tradition from mainland facilities and fully expect to return home within the next year.

WGGC is the local Galaxy Broadcasting affiliate. WUGC maintains its ties with its own parent company, the United Broadcasting System. WHAM is one of the few independent stations in the greater Gotham area.

For those viewers of a multilingual bent—whether you're Gotham natives or from out of town—there are at last count (as of May of this year) two stations broadcasting to audiences speaking other languages: WHES for Spanish-language audiences and WZHG for the various Chinese dialects.

Three cable stations are based out of Gotham as well. The best known of the trio is Rtelevision, a music-only operation headed by former VJ-turned-corporate-executive Mona Nockwood. Despite moving to South Darby for the duration of No Man's Land, Rtelevision has managed to keep its act together as a quality music operation against all comers.

For the most complete information available on stations in the Gotham area, consult either your current GothamTel telephone directory commercial listings or your cable or satellite provider.



Television Revival Productions

One of the more notable elements of the return of video media production to Gotham has been the revival of location shooting. Location shooting is proving to be a major boon to the city in terms of rebuilding its reputation after No Man's Land.

The biggest rumor in local show biz has it that negotiations have begun in earnest for a proposed spin-off of *Truth and Justice*. The long-running, award-winning crime drama was filmed and set in Metropolis and centered on the friendly investigative rivalry between reporters and police detectives. This spin-off, if the negotiations work out as hoped, will be set in Gotham and based on our city's Major Crimes Unit's investigations and operations. Rumor also has it that the Gotham City police department brass is salivating over the possibility, as it would bring an additional cachet to their force's long-suffering reputation.



Vesper Fairchild,
host of "Siren of the Night"

Radio

The competition among radio stations includes a wide range of companies, numbering well over 50 so far and climbing fast. Their expanding ranks include, among others: the WGBC Radio One and Radio Two on AM and FM; the all-news WGNS on AM; and the pop-rock WBAH-FM.

WKGC Talk Radio, is also back in business, with "Siren of the Night" once again going strong. Hopefully, the next time they have to relocate



for any reason, it will simply be to another of the newer office towers going up all over the South Island rather than across the river to Prinz Hesse Park.

The competition at WGTH, Jack Hemp, is also hard at work getting "Dead of Night" back into shape in South Gotham after having had to retreat to that station's Raiford transmitter site.

As with the television station situation above, if you want the most complete information available on stations in the Gotham area, check with either your current GothamTel telephone directory commercial listings or your cable or satellite provider.

"Glad to be back home again myself, Vesper. Believe it or not, I've missed the [expletive deleted] so bad it isn't funny. Running a talk show from *Raiford*, of all places! Whose bright idea was that, anyway? We were *miles* away from anything that mattered for nearly a year!"

—WGTH "Dead of Night" host Jack Hemp, upon being asked for comments on a special joint edition of Kemp's and Fairchild's programs celebrating the repeal of the No Man's Land Declaration.

INTERNET

The various Internet providers—Gotham based or not—seem to be threatening to spoil the party for all concerned. If you believe the traditional media's doomsayers, that is. To be fair however, that argument seems far from over.

Scott Telecommunications' ScottNet.com had the jump on most of the other players, at least partly due to its CEO's foresight in not moving too far from home. WayneTelNet is lagging behind somewhat in gathering together a paying subscriber base, but not due to lack of effort.

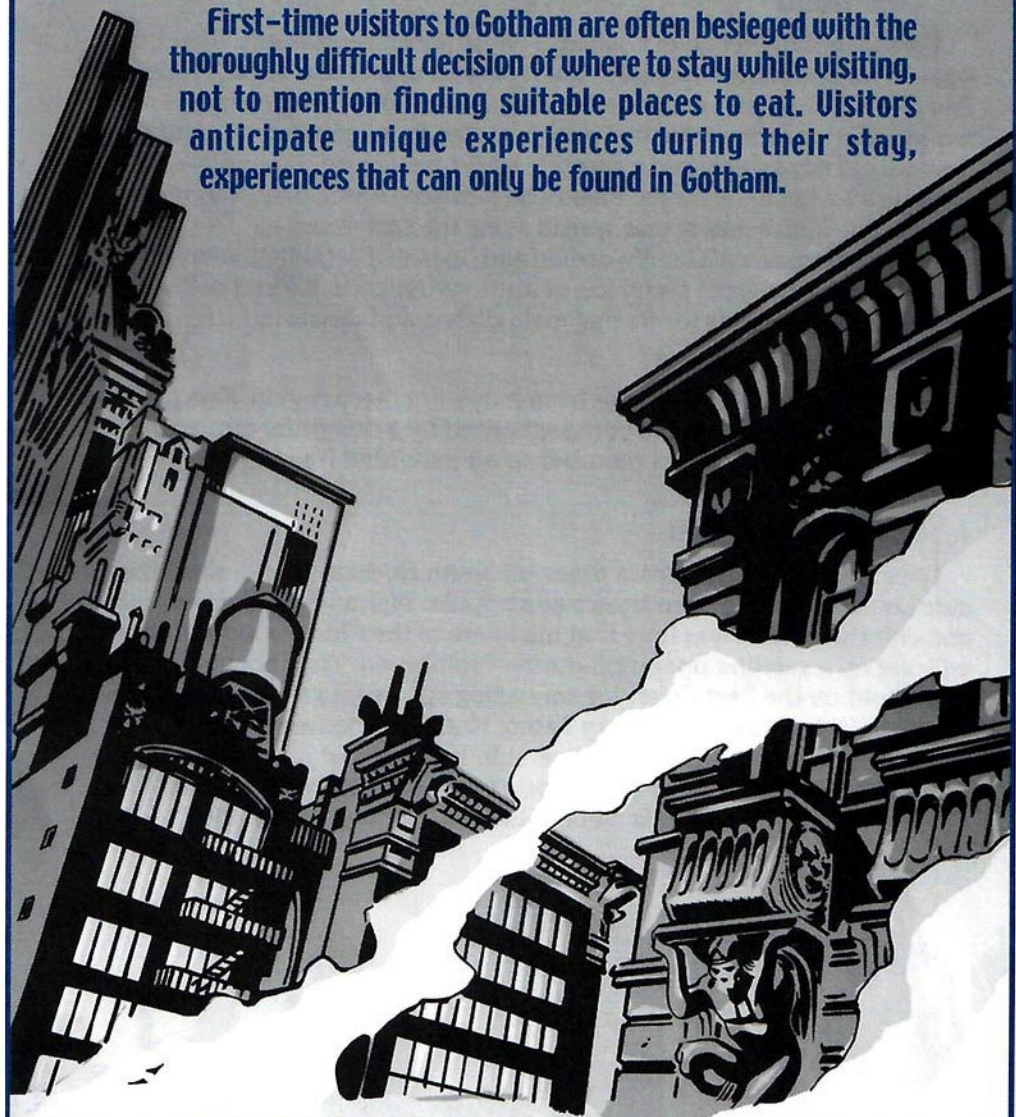
In addition to the homegrown and out-of-town commercial providers, there are three community freenets (nonprofit, community-oriented Internet access providers) in the mix. One covers the city, and one each take care of Somerset and Bristol. All three are modeled after more successful operations in places such as Cleveland, Ohio, and Ottawa, Canada. All three freenets are heavily supported financially by grants from the Wayne Foundation and other firms, in addition to member contributions and public and private sector equipment donations. An increasingly large number of Gothamites are crediting these freenets with having helped them get their first leg up out of the poverty trap.



RESTAURANTS & LODGING

BY SILVER ST. CLOUD

First-time visitors to Gotham are often besieged with the thoroughly difficult decision of where to stay while visiting, not to mention finding suitable places to eat. Visitors anticipate unique experiences during their stay, experiences that can only be found in Gotham.



RESTAURANTS

Gotham City offers many fine eating establishments, and a number enjoy acclaim from international food and entertainment critics. Several have earned five stars, placing them among some of the best in their class. If you find yourself more in the mood for a quick bite or a slice of pizza, you'll want to stop by one of Gotham's bistros, diners, or pizza parlors. The city offers foods that will tempt and delight even the most discriminating palate.

Ciao Bella

Considered to be one of Gotham's finest Italian restaurants, Ciao Bella opened its doors over 90 years ago. It served as a means for the Anicetti family—who had just emigrated from Italy—to make a living in the new world. Utilizing recipes that had been in his family for generations, Anthony Anicetti quickly established a clientele for his restaurant, especially among Gotham's Italian immigrants. Ciao Bella garnered a well-deserved reputation for fine Italian dining that spread along the East Coast.

Ciao Bella remains a family-owned and operated establishment run by Joseph Ricci, the great grandson of Anthony Anicetti. It's still collecting accolades and awards for its fine main dishes and desserts.

Cost: \$\$\$ **Rating:** ***

Food: Traditional Italian dishes from Italy's northern region. Fine pasta, poultry, and fish dishes are complemented by a delightful atmosphere that makes you feel like a member of an extended Italian family.

Riverside Lounge

Located along the Gotham River on South Gotham Island, the Riverside Lounge has long been known as a popular nightclub with a romantic and colorful past. It was here that members of the Chicago mob supposedly set up a satellite operation during Prohibition. They sought to gain a foothold on the East Coast for smuggling spirits into the country with reputed Gotham mobster, Nicky Fabio. Numerous federal reports have debunked the rumors, but the Riverside has enjoyed a certain level of popularity thanks to its quasi-notoriety, especially given that the Riverside's current owner is named Rudolph Capone (no relation).





Riverside Lounge

Well known within the region for its fine seafood, steaks, desserts, and wines, the Riverside offers a dinner menu only, beginning at 5:30 P.M. sharp. Private rooms are available for both small and large parties.

Cost: \$\$\$\$ **Rating:** ****

Food: Local seafood and fresh West Coast seafood (flown in daily) make for a fine dining experience. Even after a full meal, few can resist the Riverside's superb assortment of cheesecakes and tortes for dessert.



Blue Heron

Another of Gotham's fine dining experiences that has reestablished itself in the city following No Man's Land, the Blue Heron has been a Gotham City landmark since 1922, famous for both its menu and clientele. Photos in the lobby still highlight the luminaries who've graced the restaurant over the years, including presidents, foreign dignitaries, heroes and even a notorious villain or two. Those interested should be sure to get a good look at the pictures displayed around the restaurant—several feature members of the Justice Society, who frequented the Blue Heron following their meetings.

The Blue Heron is known throughout the city as one of the most romantic spots for dinner or a late-night dessert after a movie or show. At last count (and the Heron does keep track), the restaurant has been the site of over 350 marriage proposals.

The restaurant features fine steaks, chops, and poultry dishes. All are served with classic 1920s flair and panache. As such the wait staff's uniforms have not changed style once during the lifetime of the restaurant.

Cost: \$\$\$ **Rating:** ****

Food: Certified Angus beef specially cut and selected for the Blue Heron, 16-ounce filet mignon served on a 500-degree plate—a delight! Also, be sure to peruse the Heron's excellent wine list and dessert menu.

Iceberg Lounge

Owned and operated by Oswald Cobblepot—the individual who had formerly gone by the moniker of “The Penguin”—the Iceberg has become one of the hottest nightspots in the city and on the entire East Coast, perhaps due to the notoriety of the owner. Constantly the site of movie premiere parties and political \$1,000-a-plate fund-raisers, the Iceberg's namesake is a large, central, chilled, lagoon filled with miniature icebergs and featuring live penguins. Have no fear though; the lagoon is cordoned off with the latest technology that keeps the penguins, their aroma, and the cold air inside well enclosed, while a comfortable temperature is maintained within the rest of the restaurant.

Naturally known for its seafood, the Iceberg has earned a four-star rating on numerous critics' lists. It is also praised for its nightly entertainment, featuring jazz and world-famous vocalists. Many an unknown





Iceberg Lounge

has stood in front of the Iceberg backdrop one night and signed a multi-record deal the next.

Not a family-style restaurant per se, the Iceberg is open for dinner and late night. Private dining rooms are made available at the discretion of the management.

Cost: \$\$\$\$ **Rating:** ****

Food: Seafood mostly, with very little emphasis on poultry. A fine selection of steaks, chops, wines, and cigars. The bar features over 150 brands of beer and 100 different fine liquors.



Cameron's by the Park

Located just west of the north entrance to Robinson Park, Cameron's is a new addition since No Man's Land, and a welcome one at that (judging from the lines out the front door on any given weekend night). Quickly becoming known for its delectable classics and experimental originals, Cameron's has been featured on WGBS's *Adventures in Dining* television series twice in the months since it has opened. Inside word has it that hundreds of would-be great chefs have applied at the restaurant only to be turned down by management, who is looking to fill ranks with chefs from the great schools of Europe.

The large second-story windows that offer an uninterrupted view of Robinson Park accentuate Cameron's elegant dining experience.

Cost: \$\$\$\$ **Rating:** ****

Food: Classics with new twists and daring ingredients. With a menu that changes each week, eating at Cameron's twice in one month is like eating at two distinct and exquisite restaurants.

Red Lotus Restaurant

Opened 20 years ago, the Red Lotus is Gotham's answer to Metropolis's Dynasty restaurant, which features four floors, each with a different Asian theme. Since rebuilding after No Man's Land, the Red Lotus now features five floors (two are underground), each with its own Asian dining theme. Those looking for magnificent dining of any Asian school need look no farther, as the Lotus features Thai, Vietnamese, Japanese, Chinese, and Korean fare, all prepared in separate kitchens.

While the form of the restaurant may sound gimmicky, one visit to the Lotus is all it takes to make a believer out of a skeptic. Each floor has won numerous awards for culinary excellence and originality, while all five head chefs have defeated the famed "Steel Cooks" of the popular Japanese television series.

Cost: \$\$\$ **Rating:** ****

Food: The finest dishes from each culinary region are offered, from traditional to esoteric. Be adventurous, and you won't be disappointed.





Planet Krypton

Planet Krypton-Gotham

The latest entry of the growing chain of hero-themed restaurants, Planet Krypton-Gotham made its debut within the Crystal Palace/America's Mall complex shortly after it opened. Its gala opening was attended by the likes of Booster Gold, Blue Beetle, and Firehawk, as seen on the WGBS's coverage of the event.

Similar to the other Planet Kryptons, the Gotham City version features themed decorations that celebrate the presence of super heroes in our world, such as replicas of Hawkman's helmet and a copy of the original charter of the Justice Society of America, signed by FDR. In keeping with the tradition of styling the restaurant to its location, Planet Krypton has a substantial Justice Society dining area and several darker areas with artistic interpretations of the Batman and other super heroes rumored to operate within the confines of Gotham City.



As with the rest of the chain, servers are dressed as members of the Justice League. They serve topical meals, such as the Aquamanwich (a large fish sandwich with a harpoon holding it together), the Man of Beef and Supershake combo meal, and the Greens Lantern (a salad that comes with Planet Krypton's signature avocado dressing).

Like its sister restaurants, Planet Krypton has dozens of video monitors that display coverage of super-hero events around the globe, as well as Planet Krypton's exclusive JLA Mooncam—a camera directed at the JLA Watchtower on the moon when it is in phase.

Cost: \$\$ **Rating:** ***

Food: Wide menu of savory appetizers, salads, sandwiches, and entrees from seafood to steak.

Pamela's Café

Located downtown, Pamela's Café is another of Gotham's success stories, surviving in the same location for over 15 years. A favorite among the city's early morning crowd, Pamela's location suits both those coming into the downtown area for the morning shift and those calling it a day after working the third shift. Visitors to the city are advised to arrive at Pamela's after 9:00 A.M.; otherwise, you can expect a wait for one of the 65 tables or 43 counter stools.

Pamela's has become sought out by Gothamites for its fine, stout coffee and affordable breakfasts and lunches, favorites among the working class.

Cost: \$ **Rating:** ***

Food: Pancakes to burgers and everything in between. A cup of Pamela's own Wideawake brew will reportedly keep you going until lunch.

Paradise Club

Perhaps best known as Gotham's premiere jazz club, the Paradise features a full and award-winning menu that emphasizes many signature Cajun dishes and other classic American entrées. They are all prepared in the club's show kitchen, which is in the center of the main dining room.

The dishes are served with spices and condiments named after jazz styles and songs. All excellent complements to the main entrée. Several



dishes from Club Paradise have been copied by other restaurants throughout the world—something that prompted the restaurant to publish its own cookbook two years ago to show the world which recipes were its own. While the cookbook is one of the best sellers in any bookstore's culinary section—not to mention a resident of the *Daily Planet's* Top 10 for six months—traffic at Club Paradise has not slowed since the recipes were made public.

Many patrons make early dinner reservations and then move over to the lounge for the rest of the evening to enjoy some of the country's finest jazz artists performing live.

Cost: \$\$\$ **Rating:** ***

Food: The best Cajun dishes this side of New Orleans can be found here, including several seafood dishes, steaks, and chops. The club also features many vegetarian entrées.

LOCAL COLOR

Gotham rivals cities such as Dublin and London for its number of bars and pubs. The majority of its drinking establishments are old English in their tradition, open to all and friendly as well. Many serve fine food and several welcome families with children in the more casual dining area.

If you're looking for local flavor, try Sam's Place (an all-American bar and grill in Midtown), Anna's (a Russian-American bar in Little Odessa), and Mick's (a chain of bars located throughout the greater Gotham area). All are populated night and day with Gotham's friendly and colorful locals.

Luigi's Pizza

Another Gotham entrepreneurial success story, the first Luigi's was opened almost 20 years ago near what is now called Little Odessa. Fighting off nationally known competitors, Luigi's has expanded and now has over 80 delivery stations and 14 family-style sit-down pizzerias located throughout the city and surrounding areas. There's rarely a weekend night in the city where a Luigi's delivery station isn't apologizing because of the 45-minute delivery time due to their fully packed delivery schedule. But as Luigi himself says on the commercial, "It'sa worth the wait!"

Cost: \$\$ **Rating:** **

Food: Finish Luigi's Mama Mia pizza, which weighs in at four pounds, by yourself in one sitting, and you'll win a certificate for free pizza for





Luigi's Pizza

a year. For the less adventurous, Luigi's Pepperoni Supreme mixes three kinds of pepperoni for a true taste treat.

Bhagwansingh's

One of Gotham's small Indian restaurants, Bhagwansingh's is rapidly becoming popular thanks to its location on 6th Avenue as more and more young professionals move into the neighborhood. Formerly a quiet establishment where a couple could expect excellent food and a romantic atmosphere, Bhagwansingh's is now slightly busier. Nonetheless, its quality hasn't suffered in the least (of special note are the curried goat dishes as well as the occasional West Indian dish that makes it onto the menu).

Cost: \$\$ **Rating:** ***

Food: The best Indian cuisine in Gotham, period.



The Tap Room

A demonstration of what can be accomplished with vision and hard work, the Tap Room was a down-on-its-luck bar of ill repute prior to No Man's Land. It was known to the populace mostly through the 11:00 P.M. news reports following that week's crime. Now, it's been reborn as a brewery/restaurant, catering to the family and young professional crowd of the Upper West Side.

Featuring a two-story-tall steel vat used in the brewing of its own microbrews, the Tap Room has also earned a reputation for fine barbeque and several classic vegetarian dishes.

Given its early success, the Tap Room is looking to open a second brewery/restaurant in the city within the next year.

Cost: \$\$\$

Rating: ***

Food: Emphasizing some of the best barbeque city visitors may find north of the Mason-Dixon line, the Tap Room's baby back ribs are the favorite of nearly all who visit, along with a glass of Gotham Stout.

"Sure, I left the city with a lotta others when the government told us to get out. I took the settlement, set my family up, and frankly, I was lost. I wandered the country for a little while and figured out that the old place just wasn't the type of place I should've been running. My family and I lived in Metropolis for a little while, and I took some courses on business at the community college. When the feds reopened the town, I was one of the first in line, ready to rebuild and make something new. Something I could be proud of, and something my kids could point at and say, 'My old man runs that place,' you know?"

—Nick Varucci, owner,
The Tap Room.

MM Good Donuts

Gotham's pride and joy of the world of the traditional American breakfast pastry, the first MM was opened in Gotham during the Great Depression. It has since grown to the nation's second largest chain of donut shops. Known for their visible kitchens where customers can see the donuts being prepared and the red siren light that turns on when donuts are finished frying, MM is an institution in Gotham. Twenty-seven MM shops are located throughout the city's neighborhoods and islands.



LODGING

Whether you're an overnight guest in Gotham or plan to be here for several days, you'll find a hotel to suit your tastes and needs. The city is home to a wide variety of lodging opportunities for visitors, ranging from the elegant Ritz-Marlton downtown to the charming bed and breakfasts run in Gotham's more ethnic neighborhoods.

As with any city, the most expensive hotels and lodging establishments will be found downtown near local tourist attractions and the financial district. More affordable hotels can be found near the edges of the city and in the surrounding regions, which, thanks to Gotham's new efficient mass-transit system, are never more than 20 minutes away from downtown.

Some of the better-known hotels in Gotham City include the following.



Gotham Arms Hotel



Aventine

This casino/hotel, which was barely damaged in the recent earthquake, remains as one of Gotham (and the East Coast's) premier nightspots. While the world-class casino is located on the first floor of the Aventine, the second floor plays host to a legendary indoor, kid-friendly amusement park, with rides and side attractions to rival the world's best-known carnivals. There are 350 rooms, including 14 executive suites at this complex on Grand Avenue, near Amusement Mile.

Excelsior Motel

One of Gotham's favorite places to stay, the Excelsior has two main locations, which boast everything a visitor to the city could need in a motel, including courtesy transportation, complimentary breakfast, and a complimentary minibar. On average, a stay at an Excelsior will cost a little bit more than another national motel chain; however, given its all-inclusive nature, thousands of repeat visitors report that it's worth the cost. Located in Tricorner and Burnley, as well as 13 other locations throughout the city, the motels average 210 rooms apiece.

Gotham Arms Hotel

Once an affordable business traveler's hotel located in the heart of Gotham's business district, the Gotham Arms was the first to offer a wide range of amenities designed with the modern business traveler in mind. Since No Man's Land, the hotel has gone into disrepair. If the last time you visited Gotham was a few years ago, you will be in for a shock at the state of this establishment. Reservations at another hotel are strongly recommended.

Harbor Light Motor Lodge

Gotham's other local chain of hotels, the Harbor Lights are built around the city and on the waterfront in such a manner that you can see the next motel in the chain from the one you're visiting. Reportedly, the Harbor Lights were originally a series of roadhouses that date back to pre-Colonial times. The locations allowed for rapid communication if a pirate ship, or later a British vessel, entered the harbor.



Harbortate Towers

Overlooking the historic and bustling Miller Harbor, the Harbortate offers residence apartment living for visitors requiring a location to call home in Gotham City for anywhere from a week to a year. Numerous floor plans are available, from a simple and efficient one-bedroom plan to an elegant four-bedroom model with cathedral ceilings, a spiral staircase, and spectacular views of the harbor from three private balconies. The four-bedroom models are favorites for foreign dignitaries. It has 350 rooms and one penthouse with private gardens and heliport.

Hotel Philippe

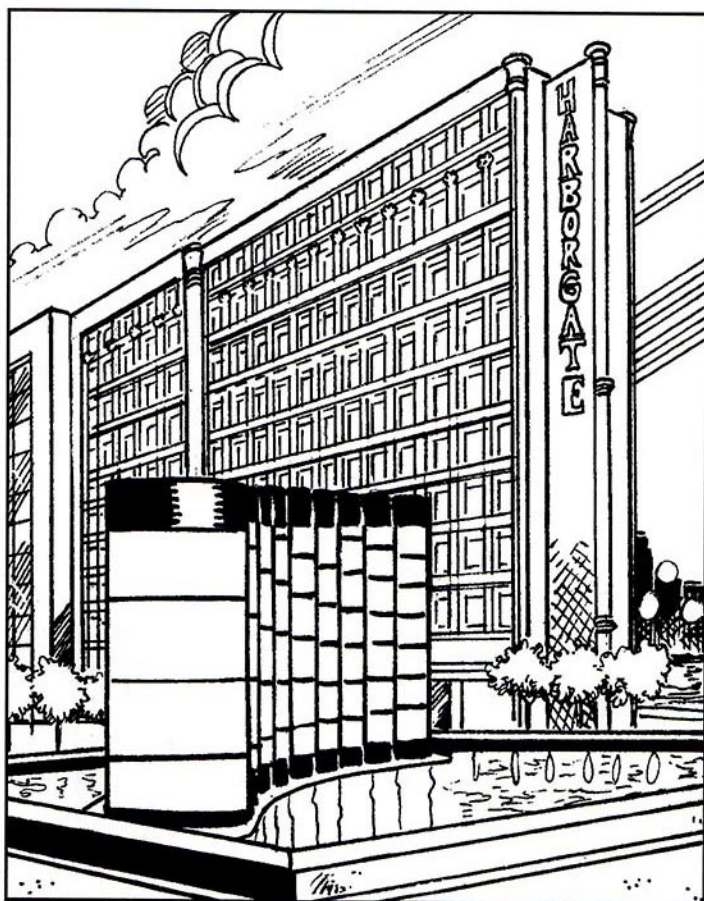
Opened by French immigrants in 1935 on South Gotham Island, the Hotel Philippe offers guests a touch of France in Gotham, complete with authentic French pastries for breakfast and satellite television broadcasts from France in every room. The hotel's staff is bilingual, adding to the experience of getting away from it all while at the hotel. Also of note is the Philippe's world-class spa, which features several all-day packages for relaxation and refreshment. The hotel, on Rosserie Street, has 150 rooms.

Hyde Towers

Another collection of resident apartments, the twin Hyde Towers in Chelsea are Gotham's leading neighborhood for the rich and famous since the destruction of Babylon Towers. The management at the two towers guarantees absolute privacy for its residents—a promise it takes seriously. As a result, no one but residents know exactly where the entrance to the Towers' underground parking lot is located, be it one or four blocks away. Therefore, no reported residents have ever been seen coming or going from the Towers' main entrance.

Additionally, using ages-old legal statutes, Hyde management has refused to release the names of its tenants and the number of apartments in the two towers. Of course, rumors abound as to just who lives in the two peaks.





Harbortate Towers

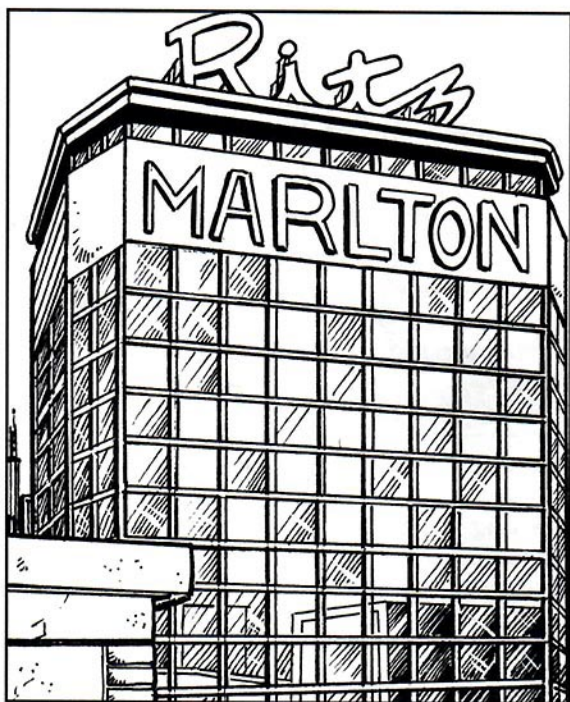
If you are seeking to become a resident in Gotham's most exclusive neighborhood, don't go into one of the towers looking for information—that's the first criteria for rejection. Rumor has it that if you're Hyde Tower material, they will come looking for you.



Ritz-Marlton

The crown jewel of Gotham's hotels, the Ritz-Marlton is the city's premier four-star lodging establishment, on a par with Metropolis's Hotel Metropolitan and other world-class hotels. Built in 1895 and recently remodeled to its Gilded Age opulence after the earthquake, the Ritz has again come to life as the place to be seen in the city, playing host to Hollywood and business luminaries.

The Hotel Metropolitan and the Ritz-Marlton have enjoyed a rivalry for decades, the most famous result of which was the 1949 film *Gotham, USA*, starring Nancy Nolan and Robert Cain. The owner of the Ritz, Jack Marlton, paid Nolan and Cain to appear in the film after the famous screen duo appeared in 1947's *Star Hotel*, which was set in the Hotel Metropolitan. Located in Midtown, the Ritz has 202 rooms and four luxury penthouses with private gardens and spas.



Ritz-Marlton





GOTHAM PASTIMES

BY RON TROUPE
DAILY PLANET STAFF

Despite what you may think, Gotham City is rebuilding its leisure infrastructure, along with everything else, as much for its own peace of mind as for those of Gotham's now-resumed flow of business travelers and tourists. There is an ever-widening array of things to see and do here. Some of these you may already know of, while others will be a surprise to you.

PROFESSIONAL SPORTS

Professional sports in Gotham City, much to my surprise as anyone else's, is not the oxymoron one might still expect so soon after No Man's Land. Although, given that the sports leagues were as much a part of the push to repeal No Man's Land as anyone else, maybe that shouldn't be a surprise after all.

Hockey

The Gotham Blades, having moved there from St. Louis in 1935, were part of the "Surviving Eight" franchises. (These included Montreal, Toronto, Metropolis, New York, Boston, Chicago, and Detroit, which held the league together for over 30 years, until the first wave of modern expansions of the late 1960s began.) Gothamites thrilled to their rivalries with New York and Metropolis, even though the Blades continually suffered from "Perpetual Bridesmaid Syndrome" when it came to the play-off crunch. The rebuilding of New Gotham Square Gardens has been put on the fast track and is expected to be complete in time for the 2000/2001 season.

Gotham's current farm team is the New Carthage Warriors of the AHL. New Carthage's presence in that league has been steady for over 50 years, as has its ties to Gotham.

Football

In Gotham, the standard has been upheld since the founding of the league by the Wildcats, known as the Goliaths until 1990. While they've never truly been championship material, the Wildcats have long been known for their "never say die" attitude, much in the same spirit as their JSA namesake.

It's expected that the Goliaths will be ready for action this fall, sharing the Sommerset Stadium with the baseball Monarchs until better quarters can be either found or built.

Basketball

On the men's side of the sport, the Gotham Guardsmen are expected to resume being co-tenants with the Blades for the same season. For the



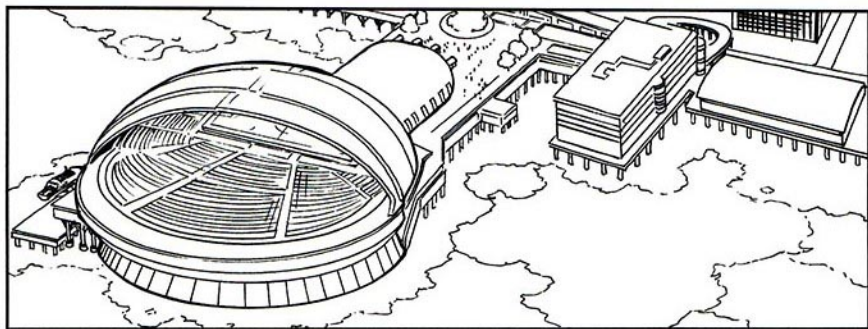
women's league, the Gotham franchise used to belong to the Valkyries, which was one of the league's cofounders. Gotham Sports and Entertainment, the Valkyries' parent company, is currently considering plans to apply for reactivation of the franchise.

Baseball

The Knights (AL) and Monarchs (NL) are expected to resume the old interleague rivalry for the hearts of local baseball fans in short order, with the Monarchs moving down from Metropolis to fill the gap left by the collapse of the Giants in the wake of the Cataclysm.

The Knights in particular have benefited handsomely from the reconstruction largesse in the form of the new Knights Dome Sporting Complex, constructed on the shores of the East Side's Manchester district. The Knights Dome was, to say the least, an ambitious project in terms of shoreline construction engineering and in sports arena design. Gotham's hopes are that they'll be prepared for another shot at the World Series next year, and that they'll do as well as they did four years ago against the Metropolis Meteors, beating them in the full seven games.

The Giants, predecessors to the Monarchs, had their own history in Gotham and baseball, with three World Championships and a number of NL and divisional pennants under their collective belts. The last of their pre-No Man's Land World titles came during the Dominator-led alien invasion, the result of a series that went the full seven games. The last game was delayed for over a week due to the fighting during the



Knights Dome



invasion. When it was finally played, the Giants surprised Oakland completely, led by manager Woody Burnett and first baseman Ray Hudson.

It all ended for the Giants with the first of the Clench outbreaks, however, given that the owner of the team, Michael MacKinnon, and half the roster had taken up residence in Babylon Towers at the time.

While MacKinnon's surviving heirs were trying to sort out the legal tangles of his will and the surviving players were working on their recovery process as a team with the help of players recruited through an emergency draft, the Gotham earthquake struck. The Gothamdome collapsed, with the result of killing nearly the entire roster while they were holding an informal practice. The leagues' commissioner was still trying to figure out what to do about the Giants situation when the No Man's Land Declaration was handed down.

After the No Man's Land Declaration was finally repealed, the question remained: how to reintroduce Gotham and professional baseball to each other. The Knights were still in the process of finding out whether their Knightsdome proposal would be approved by the Gotham City Council.

Unwilling to see any small-market city sacrifice their team to the revival efforts in Gotham, Metropolis Monarchs owner Henry King offered to pack up his team and relocate, paying all necessary expenses out of his own pocket. Wayne Entertainment offered King the use of the old Somerset Stadium, fully refurbished and certified as safe for occupancy by federal and state authorities until better facilities could be arranged by the Monarchs. The leagues' commissioner expedited the process of approving the merger. The Monarchs were in place at the start of the 2000 season with little problem.

As to where the Monarchs will call home after 2001, currently rumored plans call for a new stadium facility in Little Stockton, Somerset Township. Zoning changes have been asked for by King, but no word is yet available on whether that application will be approved.

PARKS

Gotham has long been a city in love with nature, and as such is home to many well-known public parks and recreation areas. Gotham's parks offer visitors a variety of activities. The actual selection varies based on



the park's size, but amenities may include boating, horseback, riding, bicycle trails, hiking, picnicking, and more. As a reminder—stay safe and remain in groups if visiting one of Gotham City's parks at night.

Parks not to be missed by any visitor to Gotham include Gotham Square, Aparo Park, the Wayne Botanical Garden, Cape Carmine Public Gardens, Tircorner Park, and Grant Park.

Of note to visitors, Gotham's central Robinson Park is still closed until further notice.

ARTS & ENTERTAINMENT

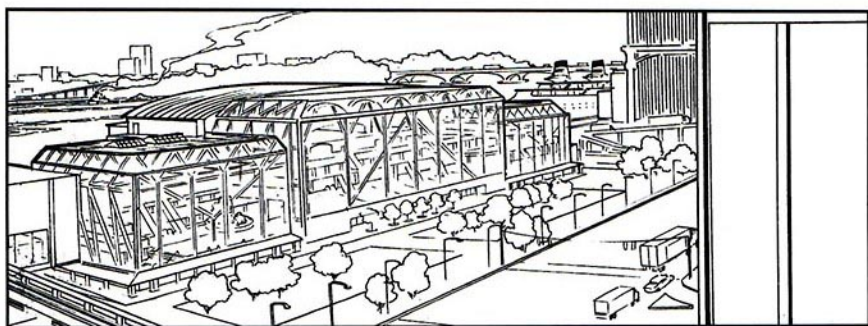
Gotham Civic Center

The Gotham Civic Center is one of the many reconstructed sights completed this year and includes a newly remodeled exterior.

The center has facilities for semi-pro basketball, arena football, sports entertainment programming, and conventions, such as the annual Gotham Flower Show.

Gotham Museum of Antiquities

Located in the Old Dutch district of Old Gotham, the building itself certainly looks like it could date back to Gotham's founding. The near-medieval stone walls and ancient wooden roof tiling look so out of place in a twenty-first-century city and yet so much at home with the exhibits



Gotham Civic Center



that it has resumed holding. In fact, this is indeed one of the few buildings still standing that predate even the Pinkney era construction that so many associate with what has been until now “modern” Gotham. Funding for a new headquarters for the Museum of Antiquities is still being debated by city and state legislatures.

Hours: M–S 10:00 A.M. until 7:30 P.M. Closed Sunday.

Gotham Museum of Art

Some of the finest collections of Monet, Rembrandt, and Picasso’s works are housed here, with wings dedicated to each major artistic movement of the last 200 years. The Impressionist Gallery is known throughout the world for its superb collection.

Supported by a grant from LexCorp.

Hours: M–S 10:00 A.M. until 7:30 P.M. Closed Sunday.

Gotham Museum of Natural History

Home to the world’s finest Cretaceous and Ice Age exhibits, the natural history museum also features hundreds of displays showing off some of the rarest artifacts of the worlds’ civilizations. Equally notable is the Queen Gem exhibit, a permanent exhibit of precious gemstones collected from the world over. The museum also hosts several seasonal and traveling exhibits, including the year-long “Gotham: Then and Now” exhibit that features views and artifacts that cover Gotham’s timeline, from settlement to No Man’s Land.

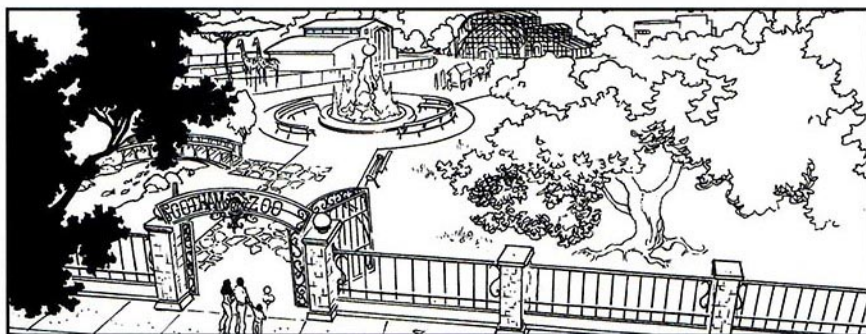
Supported by a grant from the Wayne Foundation.

Hours: M–S 10:00 A.M. until 7:30 P.M. Sunday, 11:00 A.M. until 6:00 P.M.

Gotham Zoo

Once again a going concern following No Man’s Land, the Gotham Zoo has consolidated its exhibits in its northern Coventry location due to the closure of its Robinson Park facility. Since the completion of the move, the zoo seeks to regain its reputation among the best zoos for cities the size of Gotham. Well known for its penguin habitat, as well as the African savanna environment that recaptures the beauty and majesty of the African veld, the Gotham Zoo is a favorite destination for springtime field trips and summertime day trips for many residents of the city and surrounding area.





Gotham Zoo

Hours: M–S 8:30 A.M. until 6:30 P.M. Sunday, 11:00 A.M. until 4:30 P.M. Sections of the zoo are sometimes closed to the public for private functions.

Kane Art Museum

Collecting the finest contemporary art, the Kane Museum features few permanent exhibits, choosing instead to showcase current trends in advertising, conceptual, commercial, and performance art. Visitors can wander from room to room in the Kane viewing, for example, barbarians painted on oil by a fantasist, then computer-generated billboard copy, followed by a collection of political cartoons. This museum is a required experience for those wanting to remain current in the world of art.

Supported by a grant from Alan Scott.

Hours: M–S 9:30 A.M. until 6:00 P.M. Closed Sunday.

Little Bohemia

Better known on maps as Burnley Harbor, Little Bohemia is named for the large number of artists who have made the area their home. With painters, sculptors, street performers, and more, the narrow streets and alleys of Little Bohemia are home to Gotham's dynamic art scene. Over 30 galleries, holding anywhere from one to 100 works, are peppered throughout the neighborhood. Virtually all artistic schools are represented within the galleries, including impressionist, classic, and even the avant garde and neo-modern.



Nearly all of the galleries offer works for sale, but buyer beware—many counterfeits and forgeries can be traced back to Little Bohemia. Before spending a large amount of money on a piece, it's best to have it appraised by an independent art dealer.

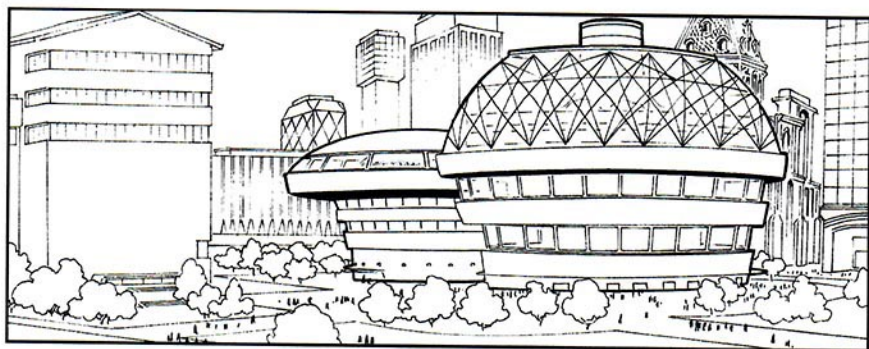
Vauxhall Opera Shell & Indoor Concert Center

With construction planned to see completion by the fall of this year, the Vauxhall is poised to take its place among the world's best-known opera shells and indoor concert venues, rivaling those of Europe and Sydney. Featuring a state-of-the-art digital sound system, the Vauxhall will be able to accommodate large-scale operas, as well as concerts, symphonies, and even smaller, acoustic concerts. Its innovative seating system allows sections of the hall to be closed off, creating smaller venues within the larger.

Gotham opera fans will have a full menu to select from once the Vauxhall is opened; the performance center is booked solid through 2002.

Theater Row—Midtown

Nearly all of Gotham's well-known playhouses are located on Theater Row in Midtown, an area that is rapidly becoming a cultural hotspot for the city and the theater industry, hosting many off-Broadway touring companies as well as numerous original plays and shows. Given their size and structure, many grand theaters along the Row were damaged in



Vauxhall Opera Shell & Indoor Concert Center



the recent earthquake and during the No Man's Land Declaration. Nearly all are being completely restored to their former glory, thanks to grants from individuals and foundations.

Theaters of note along Theater Row include:

Orpheum Theater

The home to Gotham's art-elite, the Orpheum is best known to Gothamites as the place where they can hear modern theater performances or one-man shows that push the boundaries and definitions of how its audience currently envisions theater. Sometimes used as a forum for airing particular issues and other times to screen experimental film works, the Orpheum has best been described as a theatrical laboratory, a place where the components of the experiment are often as interesting as results.

Well-known performances at the Orpheum include Rogers Elliott's one-man, *One Show Only*, a marathon 36-hour performance that earned him a special award from the Gotham Theater Guild, as well as Kurnak McCoy's *Séance*, wherein McCoy would summon spirits to the stage night after night and invited skeptics and scientists to expose him as a hoax, which they were never able to accomplish.

"I saw Kurnak six times, and each time he amazed me. I don't know how he did it—if there were strings or wires or something—but it was creepy as all get out."

—Marcia Capson, Bristol

Rosemont Theater

Gotham's premier venue for large, lavish productions, the Rosemont is normally the second stop for touring companies after Metropolis's Shuster Hall. Virtually any star of the stage in the past 60 years has a story about performing at the Rosemont. The theater has seen the likes of Palatzzo, Langusto, Cain, and Edwards grace its stage.

Majestic Theater

The grand old movie house of the city, the Majestic was recently rebuilt to its original 1920s glory thanks to a generous grant from the Wayne Foundation. At the same time the theater restored its fixtures and appearance and updated its technology for showing films. It can now show



regular as well as digital films. The theater's facade and lobby will be of interest to history buffs, as they incorporate three different types of marble quarried from three regions of Italy, a practice common in the Gilded Age and lovingly reproduced as part of the theater's recent overhaul.

"Movies at the Majestic are one thing, but for a real experience, I like to catch all the shows at the Regency. Heck, most of those shows are like watching a movie live in front of you, complete with special effects and huge casts. It's something that no one should miss."

—Gothamite *Martha DeBry* on her favorite theater in the city

Regency Theater

A modern addition to Theater Row, the Regency most often plays home to technologically demanding shows and performances. It boasts a full spectrum of special effects possibilities that can be produced onstage, utilizing the latest technology. Shows featured at the Regency have included the drama *Atlantis Awakes*, which featured a dolphin as a cast member; the science fiction drama *Night 368*, and the Greek tragedy *Helen*, complete with a full-scale Trojan Horse.

Globe Theater

True to its namesake, Gotham's Globe Theater is based on Shakespeare's Globe in London. Outfitted with comfortable seating on all floors, the Globe, on Rosserie Street, is the home to Gotham's annual Shakespeare Festival. The event runs from July through October. It is also home to more experimental conceptual theater best experienced in the round.

Built by wealthy Shakespeare enthusiasts in the late 1930s, the Globe has seen its share of hard times. It is currently undergoing a complete overhaul for this year's festival.

The Egyptian

Celebrating the movies with Egyptian-themed architecture and fixtures, the Egyptian plays host to blockbusters on its 17 screens—one of which is always dedicated to an epic film of the 1940s, 1950s, or 1960s. Many visitors will spend their entire Saturday at the Egyptian, first catching



the latest \$200 million movie, and then viewing a screening of a Biblical or romance epic. The Egyptian's snack bar is known throughout the city for its fine treats. It has thus recently implemented a carryout menu.

Sheldon Park

Sheldon Park is the place to go for many of Gotham's trendier nightspots. Keep an eye out for the following: Club Mondo (featuring authentic African music and refreshments), Rebels Nite Spot (catering to the "Goth" crowd), 58 (an industrial-rock nightclub), and several other trendy clubs. The G.C.P.D. urges caution when in the Sheldon Park area late at night or in small groups.

"Before that No Man's Land, you wouldn't have caught me dead going to Amusement Mile. But with the free nights for neighborhoods and the increased security by the cops, I found out it's not such a bad place after all. Kinda kitschy and homey, and still fun."

—Morrie Adams, Chelsea

Amusement Mile

Gotham's permanent amusement park was first built in the 1930s as a Depression Era project. While the Mile saw ups and down in popularity, it's currently experiencing a resurgence in interest and funding following No Man's Land. By opening its gates free to different Gotham neighborhoods on weekday evenings as part of the celebration following Gotham City's re-opening, the Mile has greatly helped its image.



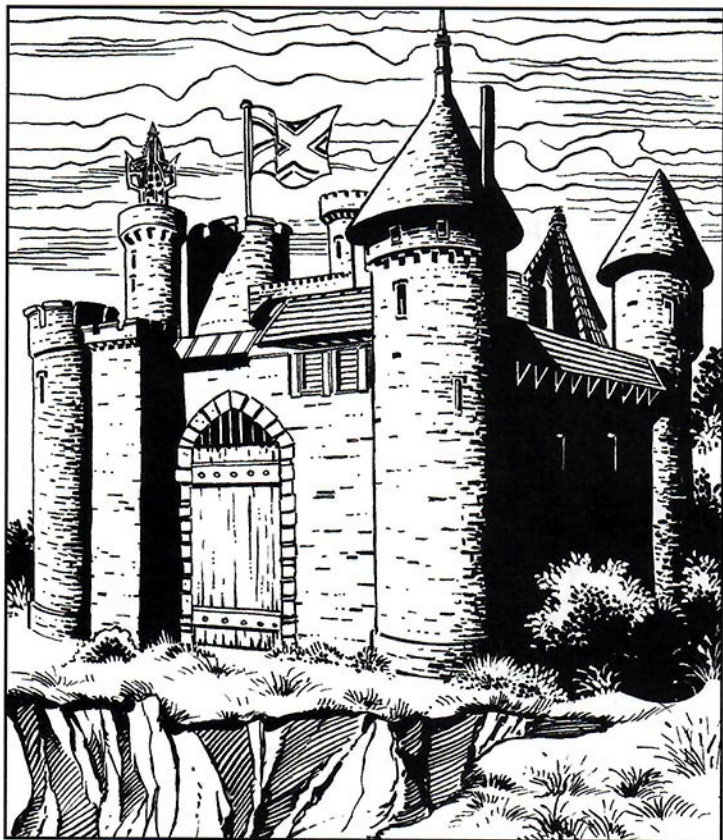
Amusement Mile



The amusement park features Ferris wheels, miniature roller coasters, and other thrill rides, as well as games of chance and shows. Its eastern end is where many circuses set up during their stay in Gotham.

Macabre Mansion

For an experience that's truly unique to Gotham, a visit to the Macabre Mansion on the outskirts of town, near Bristol, is a must. Bought by a private trust two years before the earthquake, the mansion was re-



Macabre Mansion



paired and opened to the public following No Man's Land. Visitors can now see the unbelievable architecture of the mansion that was originally constructed and owned by Mr. Angus MacAbre, who some claim was more than a little mad. Designed to resemble a medieval castle, the interior of the mansion is a collection of blind corridors, staircases that ascend to the ceiling, balconies that overlook rooms with no doors or windows, hidden passages, and the mansion's pride, an 1836 pipe organ whose notes can be heard clearly no matter where you stand in this 350-room mansion. Be prepared to spend at least three hours inside the mansion, getting lost, almost finding your way out, then getting lost again.

"I heard that Batman himself once came to the mansion to stop some people from getting killed back before it was open to the public. I don't know if he got them all, because every now and then after I shut the mansion down for the night, I swear I still hear voices and people back in the rooms. I've checked 10 times or more, but I never find anything. What I'm saying is what if Batman didn't stop the murders, and the ghosts are still around here? We always have guests that swear they hear the ghosts."

—Kathy McKee, *Macabre Mansion* supervisor

BOATING

Given the island nature of Gotham City, it's no surprise that the city is home to eight separate yacht clubs and six companies offering harbor and island tours of the local waterways. Water tours of Gotham range from three hours to all-day affairs. They can be scheduled through virtually any Gotham Port Authority Office.

CIRCUSES

Perhaps Gotham's periodic rough times result in the city needing more amusements than others, but whatever the reason, Gotham City plays host to more circuses and traveling shows than many other cities of its size, roughly 20 per year. Most often set up on the eastern end of Amusement Mile (but sometimes located in the suburbs), circuses have be-



come a staple of life for Gothamites. Many citizens are able to recount specific performances from various traveling shows over the years.

Circuses that frequent Gotham include the Canadian Cirque des Planets, the Haly Brothers Circus, the Lockhart Circus, Dark's Pandemonium Carnival (an autumn favorite), and the annual Gotham Funfair, a benefit for local charities. So responsive are the Gotham crowds to circuses that Gotham has become the first stop in the United States for many international traveling shows.

SHOPPING

Offering visitors and residents a shopping experience like no other, Gotham City is home to thousands

of unique shops and stores and numerous outlets and branches of some of the world's most exclusive retail outlets. In some ways rivaling Metropolis and Paris with its growing reputation as a retail mecca, a little bit of everything can be found in Gotham if you're willing to invest the energy and time to look.

While Gotham has seen its share of malls spring up, traditional shopping districts still exist. Each features a historic, anchor store, a number of which date back to Gotham's earliest days. Many of the districts, such as the fashion and diamond districts, open at 4:00 A.M. for wholesale business, and open for retail to the general public at 8:30 A.M. Guests looking for a uniquely Gotham experience shouldn't let that be a deterrent though—it's quite fascinating to see the districts buzzing with activity in the predawn hours.

Fashion District

Located in Midtown, Gotham's fashion district is known worldwide for its bargain prices on designer labels and fashions. While it has yet to

"Des Planets, Lockhart, or whatever, they couldn't hold a candle to the Haly Brothers when that show was in its heyday a few years back. They had the Flying Graysons, the funniest clowns, a motorcycle stunt team, and the best wild animal show I've ever seen. I'd heard they had some hard times for a while, but they came back recently, and they're as good as they ever were—maybe better."

—Josh Martin, *Tricorner resident*



reach the appeal and acclaim of Metropolis's similarly named district, Gotham's fashion district is gaining its own reputation following No Man's Land as a location for fine fabrics and designs.

Shops to visit in the Fashion District include the Haberdasheria (featuring the latest in hat designs), Juli's Boutique, DKMS Clothes (urban and hip-hop wear by the country's top designers), Mr. Mike's Gentleman's Clothier, and Vivienne's. All are world famous for their selection and service.

Diamond District

Centered in Midtown on the historic McKane's Gold & Silver and McKie's Gems, Gotham's diamond district has become known for its fine selection of precious metals and gems. It is also the location of several exclusive apartment communities of the city's rich and famous.

Bargains abound in the 18 different jewelry stores in the two-block area. Of special note for visitors in a commitment state of mind is the Gotham Ring Store, which specializes in wedding and engagement rings.

Books

Over 20 bookshops and dealers are located near Kingston Square and Gotham University. Here a visitor to the city can find any reading material he or she wishes, from the latest bestseller to esoteric, out-of-print and even occult texts that have been banned in their native country.

Electronics

Although not yet meeting the renown of Metropolis's "Tech Street," Gotham's electronics section is growing, anchored by Gem Electronics and Krusty M's DVD Emporium—two of the first companies to relocate and reopen following No Man's Land. Sites have already been selected nearby to house retail outlets for WayneTech, LexCom, and Kord Consumer Electronics.

Department Stores

Gotham features an excellent selection of the world's best-known department store chains in its malls, as well as two natives, Dolman's and Killingers. Both are located in Midtown and offer a shopping experi-



ence like none other. As a result of their proximity to one another, Dolman's and Killingers are constantly in a heated competition for customers. Over the years, they have upped their customer services to attract the competition's shoppers. As a result, such perks as five-minute shopper massages and complimentary lunch with a \$200 purchase are common in the two stores.

Malls

Gotham is well represented when it comes to those "collections of stores under one roof." The newly rebuilt Davenport Center now features over 95 exclusive shops on six floors, while the Midtown Mall offers shoppers 120 stores on three levels. The Gotham suburbs are also home to several malls, including the opulent Castleland Mall and the Richland Mall. Eight other major malls surround the Gotham metro area, making a mall tour of Gotham a three-day event for visitors.

Newest and brightest on Gotham's mall scene is the Crystal Palace/America's Mall complex. This luxury mall is filled to the brim with exclusive shops and boutiques, top-of-the-line department stores, and famous restaurants—like Gotham's first Planet Krypton.

Arts

A visitor to Gotham who comes away from the city without an appreciation for the arts obviously didn't visit Burnley Harbor, affectionately known as Little Bohemia. Home for much of Gotham's eclectic artists population, the area is well-known for its galleries (some of which have yet to repair their interiors following No Man's Land, saying it adds to the style of the gallery). They display painting, sculpture, and other, more conceptual art. The narrow streets of Little Bohemia are also home to several fine art galleries featuring the works of many contemporary and grand masters.



RELIGION

As a result of Gotham's difficult times, religion plays a large part in the lives of most city residents, and its religious life is represented by numerous denominations and beliefs spread throughout the city's districts.

Thanks to the abundance of immigrants that have kept Gotham thriving over the years, all Christian, Islamic, Hindi, and Jewish visitors to the city will find a church or other place of worship that will suit them. Chief among the religious sites in the city is Gotham Cathedral, which welcomes all denominations for visiting and meditation. Newcomers should make a point to visit the No Man's Land Memorial in the garden behind the Cathedral. The memorial honors all those who died in the earthquake, as well as those who gave their lives to keep Gotham City alive during its darkest days.

HERO WATCHING

After the first appearance of the Green Lantern in Gotham in 1940, the hobby of hero watching had a home in this city. Given these modern times, however, one should expect to have a learning experience in frustration where Gotham's modern crop of super heroes are concerned.

If the legends are to be believed, most of Gotham's current adventurers are a combination of detectives and street fighters by nature and nocturnal by preference, making their presence known only in circumstances of dire peril to civilians and then only until the danger is past. There are few exceptions to this unwritten rule, numbering among them the female vigilante known as the Huntress.

For those interested in heroic legacies, the new Museum of Masked Justice is under construction in Midtown, on the site of the Justice Society's old brownstone complex on Fifth Avenue. Cosponsored by Scott Telecommunications and Blue and Gold Enterprises along with a Wayne Foundation grant, the new museum is expected to showcase super heroes' history in Gotham during the past century.

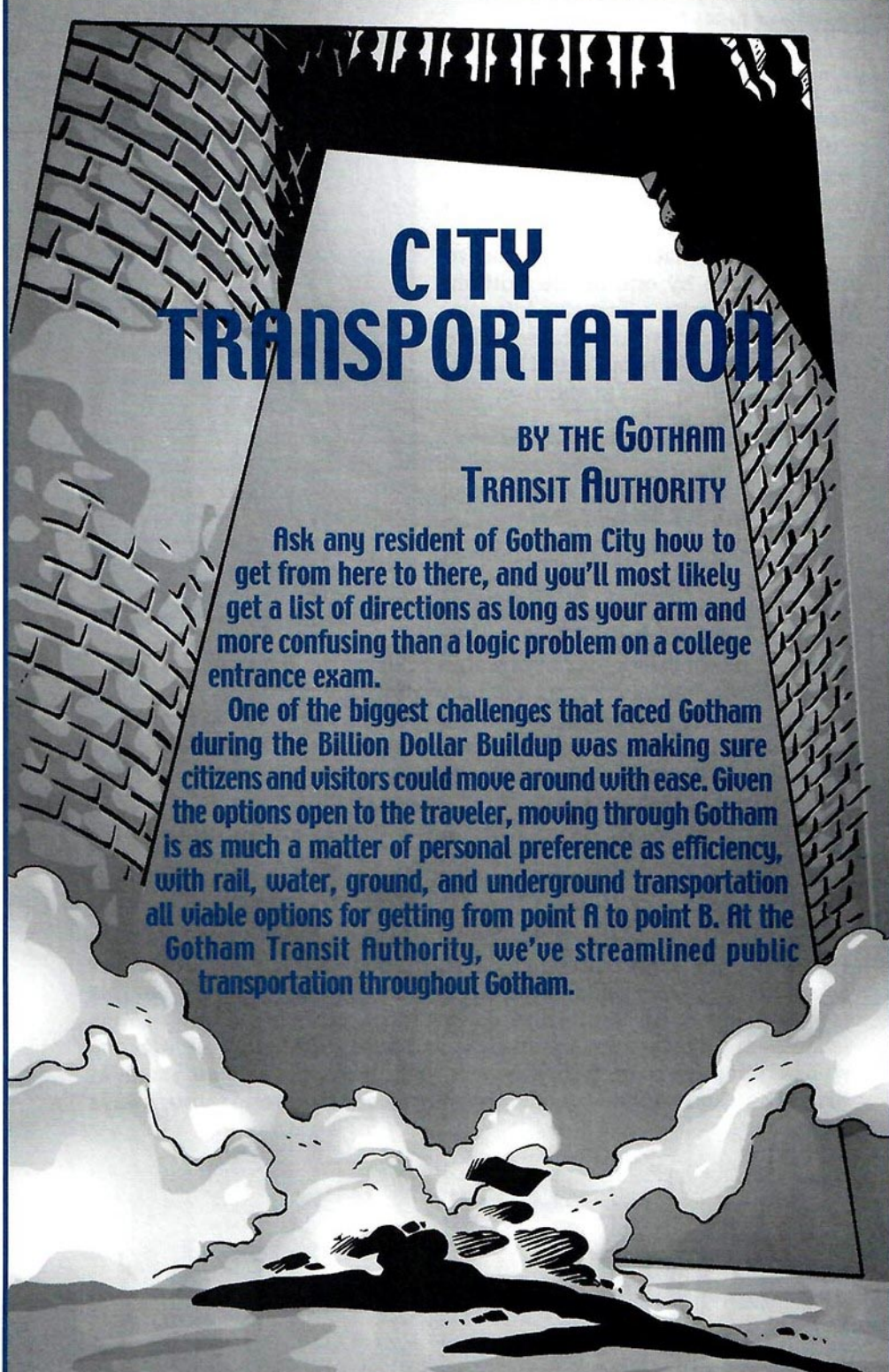


ADVENTURE SEEDS

These are just a few challenges that might occur in Gotham. Use the chapters in this book to make up more. You decide how the heroes find out about it, what the obstacles are, and who the ultimate villain is. Check the "Many Faces of Evil" chapter in the Gotham City Sourcebook for some ideas.

- Antique and pawn shops are perfect places for an innocent—or not-so-innocent—citizen to pick a seemingly harmless, but instead dangerous, item. They are also good places to hide expensive goods (disguised as junk)—as long as no one buys them.
- A dangerous new drug has shown up in the trendier nightclubs. Has Mr. Cobblepot really changed his feathers—or maybe he has nothing to do with this!





CITY TRANSPORTATION

BY THE GOTHAM
TRANSIT AUTHORITY

Ask any resident of Gotham City how to get from here to there, and you'll most likely get a list of directions as long as your arm and more confusing than a logic problem on a college entrance exam.

One of the biggest challenges that faced Gotham during the Billion Dollar Buildup was making sure citizens and visitors could move around with ease. Given the options open to the traveler, moving through Gotham is as much a matter of personal preference as efficiency, with rail, water, ground, and underground transportation all viable options for getting from point A to point B. At the Gotham Transit Authority, we've streamlined public transportation throughout Gotham.

A general reminder: Gotham is a bustling urban area with the traffic to match. Just like other large cities, congestion for daily business commuters is at its height between 8:00 and 9:30 A.M. and again from 4:00 until 6:30 P.M.

We suggest that first-time visitors to the city stop by one of the Gotham Transit Authority's Traveler Information Centers. These are located at the city's airports, Gotham Central Bus Station on Grand Avenue in Midtown, and Robinson Terminal.

WALKING

For tens of thousands of Gotham residents, walking is still the easiest way to get from one place to another within the city during the day. Nearly every Midtown district is full of walkers during the business day. Tourists and city visitors make up a good portion of the crowds.

When walking around downtown, it may be surprising to some that no destination within a single district is more than a 10-minute hike away. Cabs, buses, the monorail, and the subway are helpful means of travel from district to district and to other regions of the city.

CAR

Most first-time visitors to Gotham are better off not driving through the downtown portion of the city, an attitude that many repeat visitors adopt for their later visits to the city as well. The reasoning behind this is simple: before No Man's Land, driving through the downtown regions of Gotham City was best left to cabs and buses, with only a few brave souls attempting to go it their own in their personal vehicles. Since No Man's Land and the subsequent rebuilding, many roads and throughways

FOR SAFETY'S SAKE!

While crime in Gotham isn't as bad as it was before No Man's Land, this is still a major metropolitan city. As such, precautions should be taken when walking alone. The Gotham Transit Authority and Gotham City Police Department recommend visitors and commuters walk in groups of at least five persons after dark in all areas of the city. Walking trips after dark should be kept to a minimum, with a definite destination in mind.

A little caution and planning, and we'll all have a safer city.



have changed or simply do not exist any longer given the new city design. Even cab drivers can sometimes have a difficult time of it.

If you're going to drive in the city anyway, be advised that the posted traffic limit is 35 miles per hour. The actual average speed during rush hour in Gotham's downtown is 12 miles per hour at most. Residents of Gotham use their cars only to get out of the city, not to get around inside it.

Outside of the downtown area, most cars move with ease along the Aparo Expressway on the western side of the city and the Sarah Essen-Gordon Memorial Expressway on the east, connecting the New Trigate Bridge to the "Knot" (Gotham's daunting collection of bypasses, onramps, and overways between Wayne Tower and One Gotham Center).

Remember, buckling your seatbelt in a moving car is the law.

TAXI

The best way to travel in the downtown areas of the city, Gotham's taxis are all centrally dispatched and monitored through one of four different lines licensed to operate in the city limits.



*One Gotham Center,
near the "Knot"*





Gotham Transit Authority Taxi

Travelers beware, always ride in a taxi with a Gotham Transit Authority number clearly displayed. By regulation, these have to be posted on the right-hand backseat window with the main number of the GTA and the taxi dispatcher office below. Be sure to check before getting into the cab completely. On occasion, "renegade" taxis will travel the city, overcharging travelers or worse. Thanks to recent G.C.P.D. crackdowns on these false taxis, reports of travelers being victimized in them has been dramatically reduced.

Taxis are available near all major downtown sites. They can also be requested by phone.

RAIL

With the city's major rail hub located at the Robinson Terminal, the GTARail (part of the city's Rapid Transit System) is still one of the best and most efficient means of getting around Gotham, through its series of elevated trains, ground level tracks, and tunnels. According to recent surveys of Gotham commuters who come into the city from the surrounding areas, GTARail is the most popular choice, given that the three bridges into the city can quickly become gridlocked, thanks to the smallest of fender benders.

GTARail serves the city with 24-hour service to Tricorner and the other islands accessible from Robinson Terminal or one of 14 other GTARail hubs throughout the city.



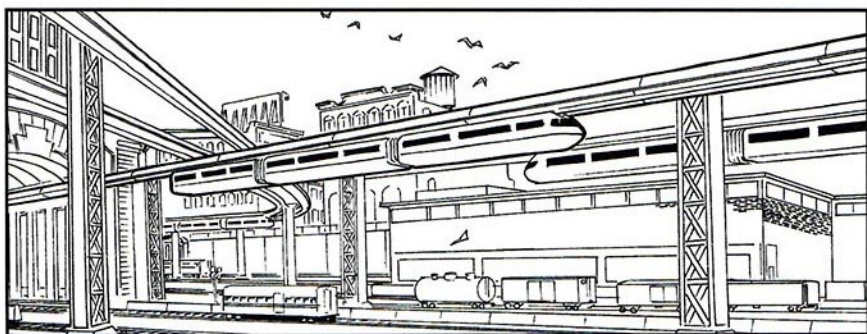
GTARail is connected to the subway system via several transfer stations. At the outskirts of Gotham, GTARail has junctions to major national carriers. Express lines to the airports are available at specific stations.

MONORAIL

Because of the Billion Dollar Buildup, Gotham is now the proud home to the nation's longest independently operated monorail system. Electrically powered, running for 134 miles, and circling the city, the monorail is a quick and efficient means of getting around Gotham that residents are just beginning to use en masse.

The monorail's efficiency was popularized most recently when Gotham's mayor held a televised "race" against a challenger to his office (and original opponent of the OneRail). Using the monorail, the mayor made the trip from city hall to Amusement Mile in 25 minutes. After traveling on buses and subways for nearly an hour, his challenger forfeited and declined to make an appearance at Amusement Mile for the cameras that were waiting.

Given the 12 monorail trains that constantly run on the monorail track, wait time at any of the 30 stations is never longer than 10 minutes.



Gotham Monorail



SUBWAY

Still the most popular way of traveling throughout the city, the Gotham Transit Authority Subway was originally completed in 1930. Given the subsequent construction and reconstruction, it honeycombs the areas under the city with current, abandoned, and never-used tunnels and stations. Some of these can be seen on the Gotham Transit Authority Subway History Tour that starts at Robinson Terminal.

The GTA Subway currently runs 243 trains every day of the week, from 4:00 A.M. until 1:00 A.M. on the daily schedule with an abbreviated "Ghost Train" schedule running between 1:00 and 4:00 A.M. Special operating hours are observed on major holidays, and only 160 trains run on Sundays.

Seven north-south subway lines serve Gotham, marked A through G on subway maps, while trains #1 through #8 run east to west under the city. Given this system, virtually any location in the city can be found on a map by two train names and a subway station.

The A and D trains are the only Gotham Transit Authority Subway lines that leave the city proper and travel into Bristol. This is understandable given the small working-class population that lives in Bristol. However, trains 2, 4, 6, 7, and 8 run all the way from the islands of Gotham to neighborhoods to the west of the city, reflecting the large population of working-class Gothamites who reside there.

The T train is a special citywide train that serves Archie Goodwin International Airport and is a hybrid line combining subway and rail tracks. The T line is easily accessible from any station within the city.

First-time visitors to the Gotham Transit Authority Subway should plan to arrive a little earlier than their train's departure time to familiarize themselves with the GTA Subway ticketing system.

BUS

Best reserved for longer journeys that are not time-sensitive, Gotham's buses can quickly become snarled in rush-hour traffic congestion in the early morning and late afternoon.



All Gotham bus stops have a complete listing of the city's major bus routes. There is also a local street plan next to the listing with each nearby bus stop letter coded. If you have any doubts, ask the bus driver to find out if you're traveling on the right bus.

For extended stays or when taking a self-guided tour, be sure to inquire about the Gotham Transit Authority TravelCard, which is available at any GTA terminal or station. The TravelCard allows visitors to get on and off Gotham's buses as many times as needed during the one-day time period in which the cards are active.

Night buses run on the major routes from 11:00 P.M. until 6:00 A.M. Night bus service is reduced during the week and increases on the weekends.

GOTHAM PORT AUTHORITY

As a coastal city, Gotham depends on its harbors and ferry system as an integral part of its mass transportation system. The bulk of Gotham's ferry traffic runs between Central Gotham Island and Somerset, Little Stockton, Irving Grove, and Evanstown. Tricorner is also served by the ferry system. Many residents of the island's southern regions find it quicker and cheaper to take a ferry to Port Trinity than to catch a bus or drive themselves into Midtown.

Gotham's ferry fleet is made up of propeller-driven ships that can carry a combined total of 550 travelers and 150 cars. A full schedule of the GPA ferry service is available at most subway and bus stations, because both services connect with the ferry system at waterfront stations.

AIRPORTS

Archie Goodwin International Airport is the main air hub for Gotham City and the surrounding region. Well connected to train, subway, and bus routes, Goodwin Airport is the northeast hub for three major carriers with LexAir showing the largest presence at the gates.

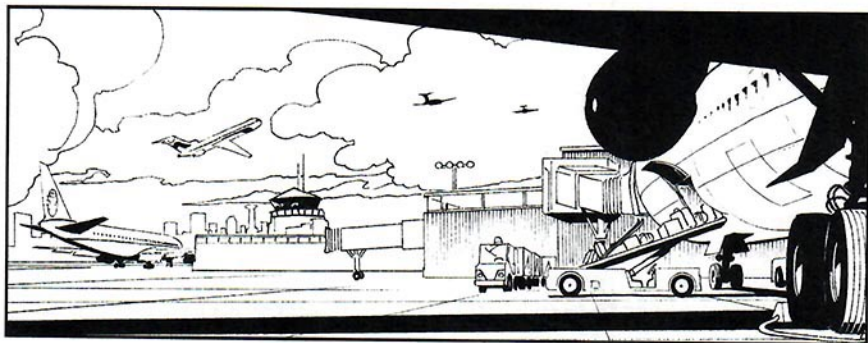
Goodwin offers many amenities in its one-million-square-foot complex, including banks, restaurants, shopping—even clubs and nightlife as the airport never closes.



Daily Planet Guide to Gotham City

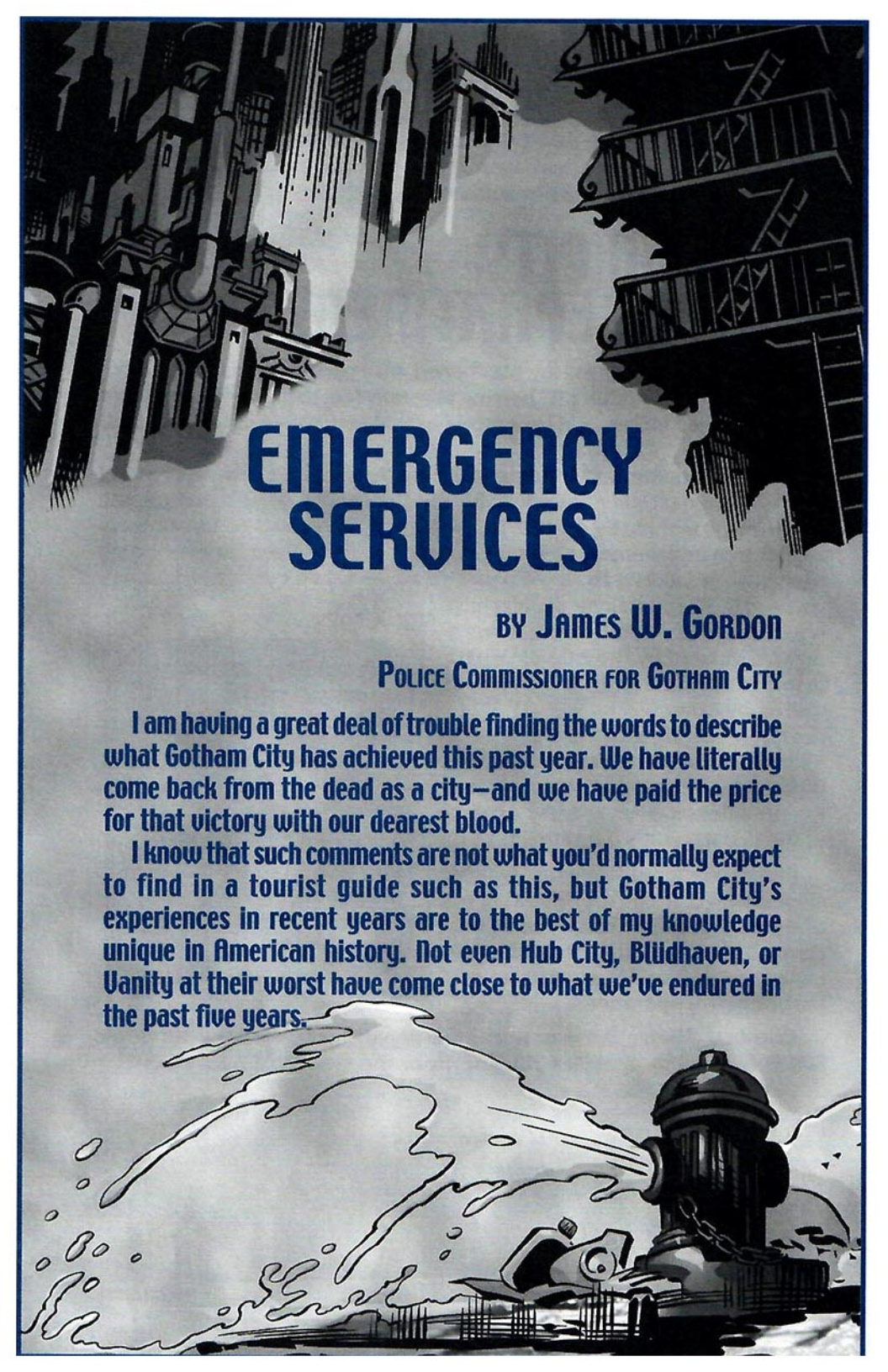
Used extensively by business and pleasure travelers, hourly flights depart from Goodwin to New York, Metropolis, Atlanta, and Los Angeles from 4:00 A.M. until 5:00 P.M. Flights to London and Paris depart and arrive three times daily from the major carriers, while flights to Gateway City, Seattle, Opal, and Midway arrive and depart from several carriers twice daily. Flights to São Paulo, Santa Prisca, and Mexico City arrive and depart once per day.

Gotham also has three private airfields that are strictly limited to chartered jets.



Archie Goodwin International Airport





EMERGENCY SERVICES

BY JAMES W. GORDON

POLICE COMMISSIONER FOR GOTHAM CITY

I am having a great deal of trouble finding the words to describe what Gotham City has achieved this past year. We have literally come back from the dead as a city—and we have paid the price for that victory with our dearest blood.

I know that such comments are not what you'd normally expect to find in a tourist guide such as this, but Gotham City's experiences in recent years are to the best of my knowledge unique in American history. Not even Hub City, Blüdhaven, or Vanity at their worst have come close to what we've endured in the past five years.

But we are finally back in business as a city, and as part of America once again. And in case worst ever comes to you during your stay here as a visitor or a new resident, here's what you can expect to have ready for you in terms of emergency services.

GOTHAM CITY POLICE DEPARTMENT

I make no apologies for my bias here. I am a police officer. I have been one for most of my adult life, barring several years as a young man in our nation's armed forces, and I am proud of that fact and of my department as a whole.

We are planning and training to be ready for just about everything short of the next alien invasion. By the time we're done restaffing the department within the next 12 to 18 months, we expect to have nearly 25,000 men and women, including support staff, in place for everything from school security to street patrol to super-villain containment when we need it. The containment units have been repeatedly tested through procedures regulated by the federal Department of Extranormal Operations as well as by other means.

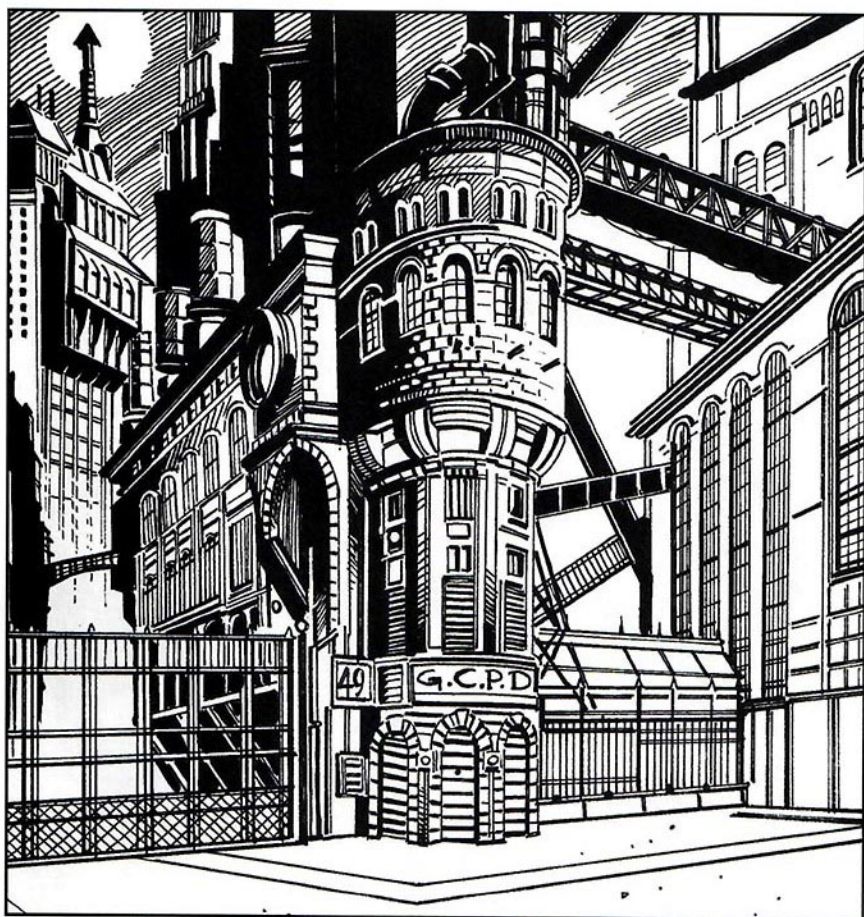
Our operating structure is a modified version of the current New York City model, with 10 bureaus maintaining jurisdiction over specific aspects of the department's operations.

Patrol Services Bureau: Responsible for regular patrols operating out of over 50 precinct houses scattered throughout the Gotham Islands. Also supervises K-9, aerial, equestrian, and harbor patrol operations.

Criminal Justice Bureau: Keeps the department in touch with other law enforcement agencies ranging from the Gotham County District

For the emergency services chapter, the *Daily Planet* interviewed Police Commissioner James Gordon. Initially reluctant, he then agreed that this would be an excellent venue to discuss his views of Gotham's public safety resources. The *Daily Planet* staff brings you this chapter in his own words and thanks the commissioner for his assistance.





Gotham City Police Department Headquarters

Attorney's Office and Sheriff's Department to the federal counterparts in agencies such as the FBI, BATF, DEA, and DEO.

Detective Bureau: Responsible for providing investigative services to all G.C.P.D. precincts.

Organized Crime Control Bureau: Deals with vice enforcement, auto thefts, narcotics, and street-gang-related crimes.



THE BEST JOB IN THE BEST CITY

IMPROVE THE QUALITY OF LIFE

A GREAT PLACE TO SERVE

COMMITMENT TO SAFETY

A JOB WITH A FUTURE

A CHANCE TO ADVANCE

GCPD

Ready for an exciting career with a future?
Join the GCPD!
To apply, you must...

Be a United States Citizen • Be at least 22 years old
Have a valid driver's license • Not have been convicted of a felony
Be a resident of Gotham City

UNIQUE REWARDS AND BENEFITS,
VARIED WORK ASSIGNMENTS, AND
UNLIMITED OPPORTUNITY

MEET PEOPLE IN YOUR COMMUNITY
AND RESOLVE REAL-WORLD PROBLEMS

FOR FURTHER INFORMATION CALL R-E-C-R-U-I-T
THE GCPD IS AN EQUAL OPPORTUNITY EMPLOYER



Major Crimes Bureau: Responsible for solving crimes of a highly violent, exotic, or politically sensitive nature, including metahuman incidents.

Personnel Bureau: Handles recruitment for the department, including the running of our Police Academy. They are also charged with the maintenance of all records on the officers once they join.

Internal Affairs Bureau: Answers the long-standing question of who polices the police. Internal Affairs' charter is to investigate all matters where G.C.P.D. officers are themselves the accused.

Operational Support Services Bureau: In charge of the property rooms, vehicle fleet maintenance, records, and internal printing needs of the department.

Transit Bureau: Provides security for Gotham City's rapid transit systems, including both the street buses and our new subway/elevated monorail services.

Housing Bureau: Accommodates safety needs of the residents of Gotham City Housing Authority facilities, most of which are also being upgraded to current HUD standards in the wake of No Man's Land.

In the years ahead, we hope to meet or exceed the same levels of case solution efficiency and personnel retention as other cities such as New York, Metropolis, and Chicago. For obvious reasons, I can't yet cite statistics to justify our reputation, but I believe that ours will prove to be the cleanest force in Gotham history, given the unique opportunity we now have to rebuild the G.C.P.D. from the ground up.

We *will*, at long last, truly have a police service worthy of respect.

MAJOR CRIMES BUREAU

Many other American cities have modeled their response to the super-villain problems of violent crime on that of Metropolis by designing a special branch of their police force to deal with such threats to public safety. The branches are commonly known as Special Crimes Units, or S.C.U.s.



In Gotham, the department was finally authorized five years ago to incorporate the functions of the S.C.U. into our Major Crimes Bureau. Given that most of our local metahuman and costumed threats to date have tended to be low-tech and highly personalized in nature, it seemed unnecessary to go to the lengths that Metropolis, Washington, and other centers have. Nevertheless, the M.C.B. is fully certified to handle the major-league threats that regularly target many American cities today, thanks in large part to regular DEO testing of our equipment, procedures, and personnel.

In addition to those responsibilities, M.C.B. is also tasked with the responsibility for investigations considered politically sensitive—ones involving public officials at city, state, federal, and international levels. All of these case types can and often do bring M.C.B. into joint task force operations with our Organized Crime Control Bureau.

The selection of officers for M.C.B. detail is as stringent as any S.C.U. selection process anywhere else in the United States, and I am personally responsible for the final decision on each candidate for the bureau. Psychological, physical, and mental aptitude are all carefully screened for, as well as the most stringent background checks in the country to date. If the officers of our M.C.B. aren't the spiritual heirs of Eliot Ness's legendary "untouchable" style investigation teams first proven in Chicago during his federal treasury days and again later in Cleveland

SELF-PROTECTION ADVISORY TO VISITORS & NEW RESIDENTS

I'd like to remind visitors and residents new and returning alike that given Gotham's restoration to its former status as a cosmopolitan center on par with New York, Metropolis, and Los Angeles and the attendant increase in traffic here, there is always a chance that you could become a victim of crime or violence. Based on the statistics we've gathered to date, we expect that chance to be far smaller than was once the case before No Man's Land.

Nonetheless, various commonsense measures can be taken to further put the odds in your favor. Traveling in groups wherever possible is good. Avoiding the poorly lit and isolated areas of town is also advisable. To be fair, we expect the lighting in Gotham to be far better in future, thanks in large part to much of the new buildings going up all over the city incorporating safety support lighting measures as a matter of course.



during his tenure as that city's public safety director, then they are the closest match you will find anywhere on this planet.

Once accepted into M.C.B., special attention is paid to psychological training, given that many of Gotham's regular metahuman and other costumed perpetrators tend to have mental health issues of an extreme nature. Also given equally high attention during the training phase for M.C.B. are legal/ethical issues (including ethnic sensitivity training), special weapons and tactics, and paranormal response scenarios, just as you'd expect with Special Crimes Unit training elsewhere.

M.C.B. Command

Currently heading the Major Crimes Bureau is Lieutenant Harvey Bullock, a 25-year veteran of the G.C.P.D. who has seen just about everything this city has had thrown at it up to and including the No Man's Land. He has also spent over a year on sabbatical with the DEO's predecessor agencies, giving him additional expertise in matters of metahuman crime and safety.

Harvey has been appointed to his current posting as successor to the late Lieutenant Sarah Essen-Gordon. I firmly believe that M.C.B. could be no better hands than Harvey's. His second-in-command of the bureau is Detective Second Grade Renee Montoya, another Gotham native, a very fast learner as a police, and like Harvey, a survivor of the No Man's Land.

ORGANIZED CRIME CONTROL BUREAU

As with other cities, the Organized Crime Control Bureau is specially detailed to handle vice enforcement, auto theft, narcotics, and street gang investigations and arrests. As is well known, Gotham has a history of having to deal with these kinds of threat to public commerce and safety.

For the past five years until this spring, it has been almost considered traditional to treat OCCB and M.C.B. as a single bureau for operational convenience purposes due to how frequently the two offices' respective caseloads tended to overlap—not to mention personnel. That no longer seems to be necessary.



It is my personal pleasure to announce that under its new chief, Captain Mackenzie Bock, the G.C.P.D. is once again ready for anything organized crime is ready to throw at us.

Captain Bock, known informally within the department as "Hardback" because of reading habits as voracious as they are encyclopedic, has been in the Gotham police department for over 10 years now. Like Lieutenant Bullock in Major Crimes, Hardback stuck it out through No Man's Land with the "Blue Boys," so anyone wishing to accuse him of lacking in either physical or moral courage is not going to have a lot of evidence to back them up.

GOTHAM COUNTY SHERIFF'S DEPARTMENT

Our counterpart in the surrounding Gotham County area, the Gotham Sheriff's Department serves all shoreline communities from East Norwood and South Darby in Bristol, west into Nolan Township straddling the Gotham River's entrance into the county, and southward to Chalfont and Drescher down in Somerset's Southern Edge.

With day-to-day field operations headed by Deputy Sheriff Steven "Shotgun" Smith, the Gotham County Sheriff's Department provides all the same law enforcement services as the G.C.P.D. for their jurisdiction. They are as dedicated to police work as anyone you'll find in uniforms.

SECURE FACILITIES

As might be expected, a number of changes are being made in the way we handle incarceration of convicted offenders in Gotham City and County, now that No Man's Land is over.

Blackgate Prison

We have phased out Blackgate Prison as our main jail facility as of spring of this year. Given the Cataclysm's effects on Blackgate's physical



structure—along with its previous record for holding its charges—it is no longer considered feasible to either maintain Blackgate as is or rebuild it. All inmates who were held there prior to the earthquake and No Man's Land have by now been transferred to other facilities, such as Slabside Island Federal Penitentiary, located farther south.

Blackgate Island itself has been sold off and is in the process of being converted into use as one of our city's newest steel mills.

Gotham State Penitentiary

Until Blackgate's reactivation in recent years, Gotham State Penitentiary (GSP) was our primary prison facility in the county. Built as a replacement for Blackgate in the wake of its earlier shutdown due to the human rights scandals of the early 1970s, GSP saw a reduction in its inmate population when Blackgate returned, as well as with the construction of metahuman-specific facilities such as Slabside Island and Belle Reve Federal Penitentiaries.

When the federal government first began its Modern Metahuman Criminal Containment Initiative (MMCCI) with the reactivation and upgrading of Belle Reve, the construction of Slabside Island, and provisions for technical support for Arkham Asylum, GSP began phasing out its old metahuman wing, which numbered 50 cells at its height.

Located in Nolan Township, GSP has been earmarked by the state legislature for immediate upgrade funding in order to properly house many of the inmates formerly held at Blackgate. GSP is currently designed for a maximum inmate population of approximately 2,000 at two inmates per cell. The expansion plans approved for construction beginning in August this year will double that figure.

Slabside Island

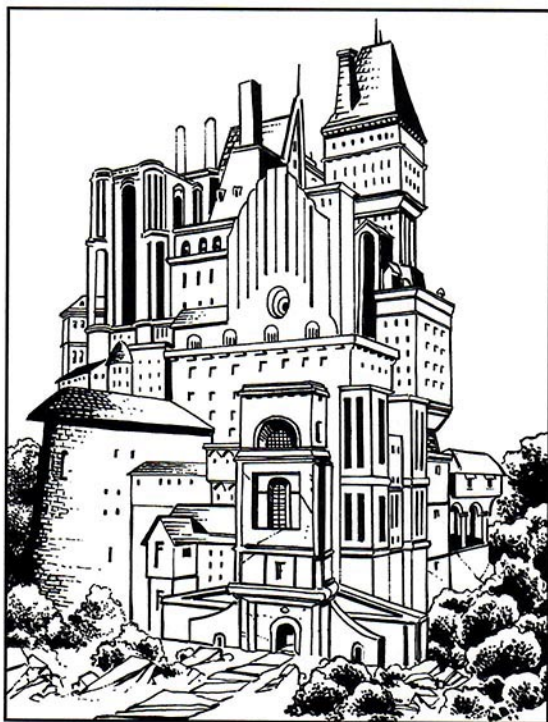
Established just after the so-called Zero Hour Crisis as part of the national MMCCI program, the "Slab" is now the main holding facility for those convicted metahuman offenders captured within Gotham City and County not found criminally insane. It operates under the joint jurisdiction of the U.S. Departments of Justice and Extranormal Operations.



Arkham Asylum

Arkham Asylum on Mercey Island, administered by Dr. Jeremiah Arkham, remains our primary holding center for those felons considered both highly dangerous to the public and too mentally ill for the regular prison system.

Founded in 1921 as the Elizabeth Arkham Asylum for the Criminally Insane by Dr. Amadeus Arkham and originally based in Sommerset, this legendary facility has undergone several renovations and one physical change of address in the last 80 years.



Arkham Asylum



Security measures are being considerably updated at the joint expense of the city, state, and federal governments. The new systems are expected to be fully operational by September of this year.

One major change is in effect, however: the Joker is no longer being held at Arkham. Following his recent rampage as Quraci ambassador to the United Nations, he has been remanded to the indefinite custody of Slabside Island on grounds of federal jurisdiction over his latest offences.

GOTHAM CITY FIRE DEPARTMENT

The fire department is fully equipped for everything from saving pets to four-alarm fires, with special teams capable of handling most paranormal rescue, disaster control, and hazardous materials scenarios if needed. The paranormal operations teams are specially trained with help from the Department of Extranormal Operations as part of the federal assistance and reconstruction package.

Considering how many such disasters tend to gravitate to Metropolis to the north of us, we expect that we won't have much need for the higher-end capabilities of the G.C.F.D. Statutes are in place strictly forbidding such exotic materials as plutonium and anti-matter within the city limits, but the contingency plans and resources are firmly in place should we need them.

For the medical side of emergency services, the *Daily Planet* turned to Leslie Thompkins, at the recommendation of Commissioner Gordon. He considered her a person who's far more an expert on EMS operations than he is.

"A lot of people might think that Gotham deserves to continue being a NML [No Man's Land] zone. Not me. I've seen everything from those cats in trees to the likes of Joker and Firefly Lynns trying to turn us into Swiss steak for not letting the buildings they've torched burn. I couldn't turn away then, and I won't now."

—Firefighter Jenette Finkleman, interviewed for GCTV Nightly News.



EMERGENCY MEDICAL SERVICES

BY LESLIE THOMPkins, MD.

I've been recommended to the *Daily Planet* editorial staff and personally asked by my good friend Bruce Wayne and Police Commissioner James Gordon to give you a rundown on the state of emergency medical services in Gotham City and County for those of you reading this guide and planning to either visit or move here. I'd like to offer my thanks to both Bruce Wayne and Commissioner Gordon for the honor they've done me here as well as my fervent hope that you won't ever need this information.

Emergency medical services include the EMTs and paramedic services affiliated with the Gotham City fire department, in addition to a dozen or so Level I trauma center facilities located throughout the Gotham Islands and shoreline communities. These facilities include:

- Tricorner General Hospital, 355 Kelso Avenue, Tricorner Island
- Gotham General Hospital, 1150 Twelfth Avenue, Midtown East, South Gotham
- Gotham Central Hospital, 425 Finger Street, Cathedral Square District, South Gotham
- Mercy General Hospital, 925 Eighth Avenue, Midtown, South Gotham
- Wayne Memorial Hospital, 375 Third Avenue, Midtown, South Gotham
- Emmanuel Medical Center, 1250 Renfield Avenue, Upper West Side, South Gotham
- Gotham University Medical Center, 50 Pasteur Way, Chelsea, Central Gotham
- Ben Gurion Memorial Hospital, 2525 Sixth Avenue, Upper East Side, Central Gotham
- St. Swithin's Trauma Center, 1625 East River Avenue, East River District, North Gotham
- Drescher General Hospital, 257 Dixon Avenue, Drescher
- Evanstown General Hospital, 100 Evans Avenue, Evanstown
- Sommerset General Hospital, 1350 Logerquist Street, Sommerset
- Bristol Hospital, 2250 Washington Avenue, Bristol Common



All of these facilities are being rushed back into service as fast as physical plant structures can be built, rebuilt, and safety-certified for use.

Two facilities are currently classified as Level II trauma centers for the Gotham City and County area.

Arkham Asylum, Mercey Island: Commissioner Gordon has already written at length regarding the Asylum's primary chartered purpose. As you might expect, Arkham must also minister to the physical as well as the mental wounds of its patients, and it is well equipped for that task.

Thomas Wayne Memorial Clinic, 22 Park Row, Park Row, North Gotham: As many may be aware, I personally operate this facility as a longtime personal project with a great deal of financial, logistical, and personnel recruitment help from the Wayne Foundation. Bruce Wayne is certainly better known for his other eccentricities, but in the case of our clinic—like many other medical institutions in Gotham—he has been nothing less than an absolute godsend.

In addition to the trauma services that have earned these hospitals their current ratings from state health regulators, all are fully equipped for the entire range of less-than-traumatic problems that places of healing must inevitably deal with.



Gotham Central Hospital



ADVENTURE SEEDS

These are just a few challenges that might occur in Gotham. Use the chapters in this book to make up more. You decide how the heroes find out about it, what the obstacles are, and who the ultimate villain is. Check the "Many Faces of Evil" chapter in the Gotham City Sourcebook for some ideas.

- You can find information about typical crimes that occur in Gotham City in the "Stock Encounters" chapter of the *Narrator's Screen's* book.
- Even with industry booming, there are still those who don't think there's enough to go around. The industrial crimes of kidnapping top scientists and engineers, stealing data and components, embezzlement, and extortion have crept back on the scene. Some the G.C.P.D. handle; they never learn about others.
- In addition to asking at the police station, heroes can find information through other government agencies—and often with few questions. They keep records on everything. Marriage licenses, business licenses, land assessments, proper ownership records, birth certificates, death certificates, and more are available for examination by the public.



APPENDIX

This chapter provides further information on select characters and other items relevant for visiting or living in Gotham City.

HISTORY OF THE CITY

Batman. See *Gotham City Sourcebook*, pages 12–13.

Robin. See Nightwing, *Gotham City Sourcebook*, pages 14–15; Robin 2, *Gotham City Sourcebook*, page 17; and Robin 3, *Gotham City Sourcebook*, page 18.

Bane. See *Gotham City Sourcebook*, page 49.

Black Canary. See *Gotham City Sourcebook*, page 25.

Jack Drake. See *Gotham City Sourcebook*, page 27.

The Huntress. See *Gotham City Sourcebook*, page 19.

The Joker. See *Gotham City Sourcebook*, pages 71–72.

Lex Luthor. See *Metropolis Sourcebook*, pages 50–52.

Nicholas Scratch. See *Gotham City Sourcebook*, page 93.

For a map of the Arkham Asylum in Sommerset, see *Gotham City Sourcebook*, page 155.

CITY LAYOUT

Black Mask. See *Gotham City Sourcebook*, page 51.

Government official. All stats 2D except: *driving* 3D, *computer ops* 3D, *scholar* 3D (*bureaucracy* +2D), *Presence* 3D, *bluff* 4D, *charm* 4D, *command* 4D, *persuasion* 4D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 14. Equipment: cell phone, briefcase, laptop computer.

Organized crime descriptions. See *Gotham City Sourcebook*, pages 8–9.



Poison Ivy. See *Gotham City Sourcebook*, page 84.

U.S. Navy sailor. All stats 2D except: *boating* 4D, *brawling* 3D, *climbing* 3D, *dodge* 4D, *marksmanship* 4D, *lifting* 3D, *running* 3D, *medicine* 3D, *scholar* 3D, *willpower* 3D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 19. Equipment: identification, pocketknife.

Vicki Vale. All stats 2D except: *dodge* 4D, *driving* 3D, *martial arts* 4D, *computer ops* 3D, *research* 4D, *scholar* 4D, *artist (modeling)* 4D, *artist (photography)* 7D, *search* 4D, *streetwise* 3D (*Gotham City* +1D), *surveillance* 4D, *Presence* 3D, *charm* 6D, *persuasion* 4D, *willpower* 6D. Advantages/Disadvantages: *Attractive Appearance* -2D, *Charismatic* -2D, *Contact (Bruce Wayne)* -4D, *Observant* -2D; *Impulsiveness* +2D, *Obsessive Tendencies*. Speed: 30. PDV: 2. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 21. Equipment: high-speed camera, camera accessories, film.

Wayne Manor. See *Gotham City Sourcebook*, page 10, and the Batcave, *Gotham City Sourcebook*, pages 119-124.

INDUSTRY OF GOTHAM

Construction worker. All stats 2D except: *brawling* 4D, *climbing* 3D, *Physique* 3D, *lifting* 4D, *running* 4D, *know-how (construction)* 4D, *repair* 3D, *willpower* 3D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 21. Equipment: hard hat, safety goggles.

Lucius Fox. See *Gotham City Sourcebook*, pages 29-30.

Bruce Wayne. See *Batman*, *Gotham City Sourcebook*, pages 12-13.

Scientist. See *Narrator's Screen's* book, page 39.

Security guard. See *Narrator's Screen's* book, page 39.

S.T.A.R. Labs scientist. See *Metropolis Sourcebook*, page 28.

S.T.A.R. Labs security officer. See *Metropolis Sourcebook*, page 28.



LexCorp. See *Gotham City Sourcebook*, page 6, and *Metropolis Sourcebook*, pages 8–9.

Wayne Enterprises. See *Gotham City Sourcebook*, page 9.

Delivery truck. See *DC Universe Roleplaying Game* rulebook, page 100.

THE MEDIA

Vesper Fairchild. All stats 2D except: *driving* 3D, *computer ops* 5D, *research* 4D, *scholar* 6D, *artist (radio broadcasting)* 6D, *Presence* 3D, *charm* 5D, *persuasion* 4D (*public speaking* +2D), *willpower* 6D. Advantages/Disadvantages: Acting Ability –3D, Attractive Appearance –2D, Charismatic –2D, Contact (Bruce Wayne) –4D, Courage –2D, Observant –2D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 23. Equipment: access to WKGC radio station.

Reporter. See *Narrator's Screen's* book, page 39.

RESTAURANTS & LODGING

Oswald Cobblepot. See Penguin, *Gotham City Sourcebook*, page 83.

Alfred Pennyworth. See *Gotham City Sourcebook*, page 36.

Desk clerk. See *Daily Planet Guide to Metropolis*, page 93.

Housekeeper. See *Daily Planet Guide to Metropolis*, page 93.

Server. See *Daily Planet Guide to Metropolis*, page 93.

GOTHAM PASTIMES

Minister. See *Daily Planet Guide to Metropolis*, page 109.

Zookeeper. All stats 2D except: *brawling* 3D, *lifting* 3D, *computer ops* 3D, *medicine (animals)* 3D, *scholar* 3D (*animals* +1D), *scholar* 3D (*animals* +2D), *animal handling* 4D, *willpower* 3D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 16. Equipment: flashlight, keys.



Various animals. See *Narrator's Screen's* book, pages 39–40.

Alligator, crocodile. All stats 1D except: *Reflexes* 1D (3D in water), *brawling* 5D, *Physique* 4D, *leap* 5D, *running* 5D, *swimming* 7D, *intimidation* 4D, *willpower* 6D. Speed: 15 (22 in water). PDV: 1. *Physique* bonus: +2. Body Points: 21. Natural tools: claws (BDV 1D), teeth (BDV 4Dx2), tough hide (AV 6).

Boa constrictor. All stats 1D except: *brawling* 5D, *Physique* 4D, *running* 4D, *swimming* 5D, *intimidation* 4D, *willpower* 6D. Speed: 15. PDV: 1. *Physique* bonus: +2. Body Points: 12. Natural abilities/tools: constricting body around victim does 3D per round, fast reaction (+4 to initiative for first attack only), can open its jaws and swallow prey of up to twice the size of its head.

Penguin. All stats 1D except: *brawling* 3D, *running* 2D, *swimming* 6D, Speed: 1. PDV: 1. *Physique* bonus: +1. Body Points: 12 (20 in water). Natural abilities/tools: beak (BDV 2D), can survive in subzero temperature.

Wolf. All stats 3D except: *brawling* 5D, *dodge* 6D, *Physique* 4D, *running* 6D, *Knowledge* 1D, *search* 4D, *surveillance* 4D, *tracking* 10D, *intimidation* 5D, *willpower* 6D. Speed: 55. PDV: 3. *Physique* bonus: +2. Body Points: 18. Natural tools: teeth (BDV 4D), claws (BDV 3D), thick fur (protects against extreme cold; AV 2).

CITY TRANSPORTATION

Bus. See *DC Universe Roleplaying Game* rulebook, page 98.

Helicopter. See *DC Universe Roleplaying Game* rulebook, page 99.

Small plane. See *DC Universe Roleplaying Game* rulebook, page 100.

Subway Train. See *Daily Planet Guide to Metropolis*, page 118.

Taxi. See full-size car, *DC Universe Roleplaying Game* rulebook, pages 98–99.

Van. See *DC Universe Roleplaying Game* rulebook, page 100.



Jumbo Jet

Size: 211-foot wingspan; 232 feet long

Crew: 2 cabin crew, plus 4 stewards

Passengers: 524

Cargo Capacity: 27,467 cubic feet

Maneuverability: 0

Speed: 565 mph (cruising)

Passive Defense Value: 15

Base Damage Value: 10Dx10

Body Points: 150

EMERGENCY SERVICES

Commissioner James W. Gordon. See *Gotham City Sourcebook*, pages 30–31.

Lieutenant Sarah Essen-Gordon. See *Gotham City Sourcebook*, page 32.

Lieutenant Harvey Bullock. See *Gotham City Sourcebook*, page 32.

Captain Mackenzie Back. See *Gotham City Sourcebook*, page 32.

Detective Renee Montoya. See *Gotham City Sourcebook*, page 33.

Doctor Leslie Thompkins. See *Gotham City Sourcebook*, page 39.

Emergency medical technician. See *Daily Planet Guide to Metropolis*, page 131.

Firefighter. See *Daily Planet Guide to Metropolis*, page 131.

Police officer. See *Narrator's Screen's* book, pages 38–39.

Criminal. See *Narrator's Screen's* book, pages 38–39 and 55–56, and “The Many Faces of Evil” chapter, *Gotham City Sourcebook*, pages 48–106.

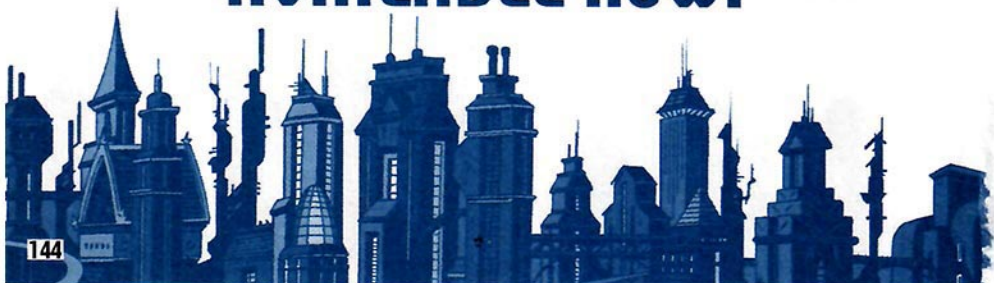
Gotham City Police Department. See *Gotham City Sourcebook*, pages 6 and 31–33.



SOURCEBOOK GOTHAM CITY



AVAILABLE NOW!





The Daily Planet Guide to Gotham City is the second book in the travel guide series produced by the Daily Planet staff. This volume contains everything visitors need to get around (and survive) in Gotham City.

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This travel guide examines Gotham City after the repeal of the No Man's Land Declaration and during the rebuilding of this great urban mecca of trade and commerce.

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