

# Wayne Manor/Investigation

## 1 Overview



Maxwell arrives into the Library of Wayne Manor via the elevator in the Batcave; the exit of which is behind a sliding bookcase. As he steps out, THREE bats sneak out from behind him and fly away to hide within Wayne Manor. Lily communicates to Maxwell that Alfred seems pretty upset that Maxwell has allowed bats to escape into the mansion and that he will have to collect them. The first bat is located somewhere within the Library but cannot be seen with the naked eye. Lily tells Maxwell to utilize his Starite Vision in order to find the object that the bat is hiding within. Maxwell finds the Vase the bat was hiding in and receives his first clue – “headphones.”

As Maxwell contemplates the meaning of this clue; the doorbell rings. Lily chimes in, Vicki Vale has arrived and is scheduled to speak with Bruce Wayne regarding Wayne Industries. Maxwell must disguise himself as one of the house staff and get her to leave. Dressed for the part, Maxwell answers the door – however Vale won’t take “no” for an answer and walks in. She interacts with the Coat stand and, without noticing, activates a hidden compartment that reveals a clothes line with Batsuits hanging from it. Maxwell quickly places a large piece of furniture in front of it to block it and Vale is none the wiser. The second bat flies out from one of the hanging suits and Maxwell receives his second clue – “star.”

Vale proceeds into the living room where she fiddles with a skull atop a table – again, unaware that she revealed a hidden passage full of confiscated weapons from various villains. As they fall out, Maxwell must modify them so that they are not recognizable. After Maxwell successfully conceals the weapons – Vale has had enough and storms out, demanding that future interviews be kept on schedule and that just because Wayne is a billionaire playboy doesn’t mean he can blow her off. She exits and the final bat flies out from the weapon storage, dropping the final clue – “paper.” Alfred demands that Maxwell get the final bat and return it to the Batcave. The bat is hovering outside above a small stone bump with wood on top. Maxwell runs over and grabs the bat – but the wood breaks and Maxwell falls through into the Batcave<sup>1</sup>.

### 1.1 Cast of Characters

- Maxwell
- Vicki Vale
- Alfred
- Lily

### 1.2 Memorable Moments

- Explore Wayne Manor and the various hidden passages within.
- Search clues hidden within the secrets of Wayne Manor as to Batmans location.
- Prevent Vicki Vale from stumbling upon the secrets of the Batcave.



<sup>1</sup> This will link to Harley Quinn and the Joker goons entering/exiting here during the Batgirl kidnapping.



## 2 Mission Plan

### 2.1 Intro to Starite Vision

Introduction to the use of Starite Vision.

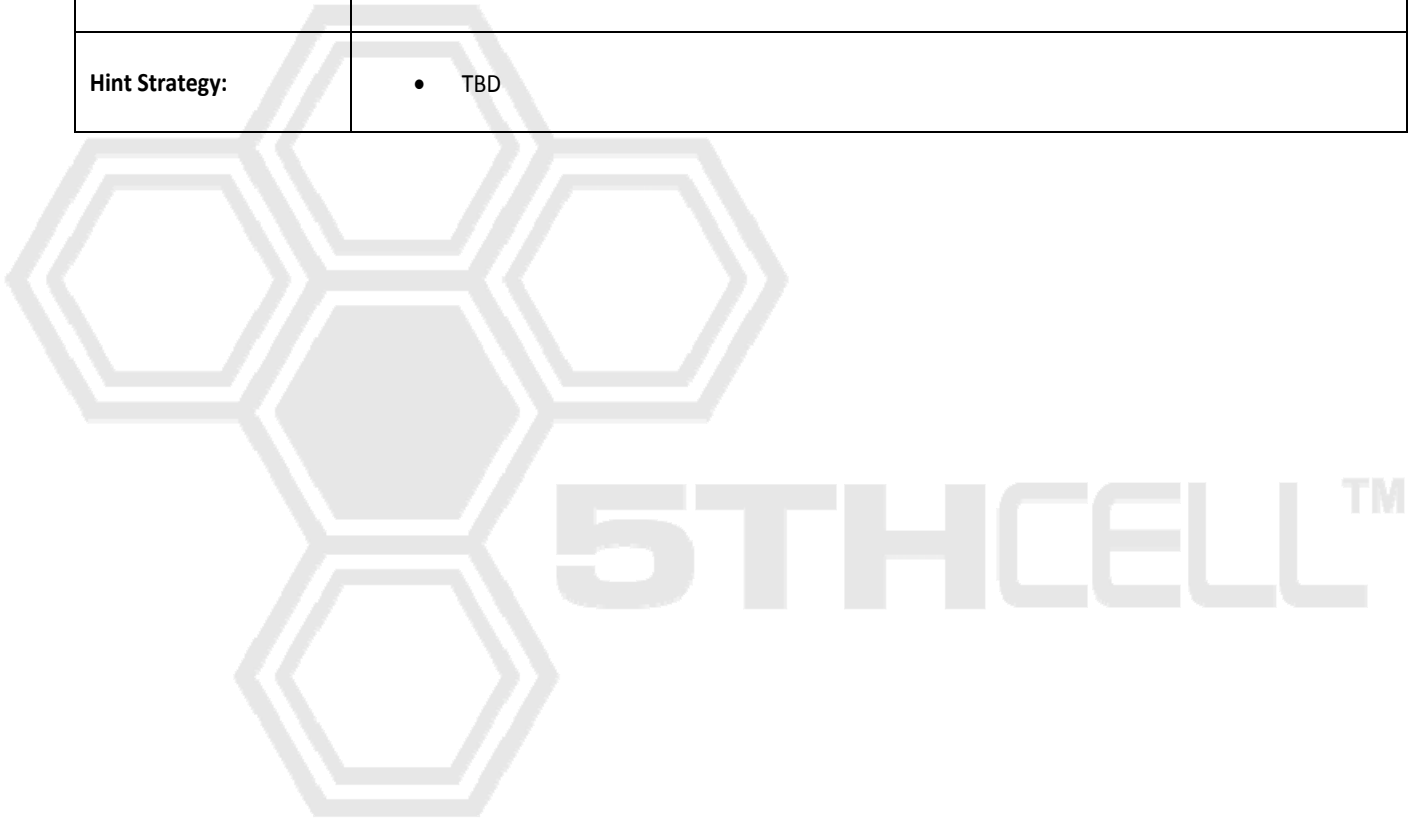
<b>Challenge:</b>	<ul style="list-style-type: none"> <li>• Use Starite Vision to find the escaped bat (LIBRARY).</li> </ul>
<b>Characters:</b>	<ul style="list-style-type: none"> <li>• Maxwell</li> <li>• Lily</li> </ul>
<b>Solution Overview:</b>	<ul style="list-style-type: none"> <li>• Use Starite vision.             <ul style="list-style-type: none"> <li>○ Maxwell will notice a vase on a table highlighted.</li> </ul> </li> <li>• Get the Bat out without breaking the 2000 year old vase.             <ul style="list-style-type: none"> <li>○ Object In Ares                 <ul style="list-style-type: none"> <li>▪ Insects</li> <li>▪ Fruit</li> <li>▪ Sonar Equipment</li> <li>▪ Rain</li> <li>▪ Lights</li> <li>▪ Animal Control</li> </ul> </li> <li>○ Fill Object With:                 <ul style="list-style-type: none"> <li>▪ Mothballs</li> <li>▪ Water</li> <li>▪ Lights</li> <li>▪ Repellent</li> </ul> </li> </ul> </li> <li>• Bat Escapes and Maxwell grabs it. It POOFS and a clue drops.</li> </ul>
<b>Hint Strategy:</b>	<ul style="list-style-type: none"> <li>• TBD</li> </ul>



## 2.2 Noooo... Mr. Batman, no here.

Dress Maxwell as a servant of Wayne Manor.

<b>Challenge:</b>	<ul style="list-style-type: none"> <li>• Make Maxwell look as though he works for Wayne Manor (STAIRS).</li> </ul>
<b>Characters:</b>	<ul style="list-style-type: none"> <li>• Maxwell</li> <li>• Lily</li> </ul>
<b>Solution Overview:</b>	<ul style="list-style-type: none"> <li>• Dress Maxwell to look the part of a servant.             <ul style="list-style-type: none"> <li>○ Provide him with attire fitting a butler or maid.</li> </ul> </li> </ul>
<b>Hint Strategy:</b>	<ul style="list-style-type: none"> <li>• TBD</li> </ul>



## 2.3 Inquiring Minds Want To Know

Prevent Vicki Vale from stumbling upon the secrets of Wayne Manor and retrieve the second Bat.

<b>Challenge:</b>	<ul style="list-style-type: none"> <li>Distract Vicki and acquire the second clue (FOYER).</li> </ul>
<b>Characters:</b>	<ul style="list-style-type: none"> <li>Maxwell</li> <li>Vicki Vale</li> </ul>
<b>Solution Overview:</b>	<ul style="list-style-type: none"> <li>Place something large in front of the hidden opening.             <ul style="list-style-type: none"> <li>Object in Area                 <ul style="list-style-type: none"> <li>Large furniture</li> <li>Large Objects</li> </ul> </li> </ul> </li> <li>The bat flies out from behind the object.             <ul style="list-style-type: none"> <li>Grab the bat and get a clue.</li> </ul> </li> <li>Vicki proceeds into the Living Room.</li> </ul>
<b>Hint Strategy:</b>	<ul style="list-style-type: none"> <li>"Vicki Vale, Gotham Gazette – I'm here for my scheduled interview with Bruce Wayne." -Vicki</li> </ul>

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## 2.4 Inquiring Minds STILL Want To Know

Prevent Vicki Vale from stumbling upon the secrets of Wayne Manor and retrieve the final Bat.

<p><b>Challenge:</b></p>	<ul style="list-style-type: none"> <li>• Distract Vicki and acquire the third clue (LIVING ROOM).</li> </ul>
<p><b>Characters:</b></p>	<ul style="list-style-type: none"> <li>• Maxwell</li> <li>• Vicki Vale</li> </ul>
<p><b>Solution Overview:</b></p>	<ul style="list-style-type: none"> <li>• Modify the revealed villain trophies to make them unrecognizable (randomized three)             <ul style="list-style-type: none"> <li>○ Joker Objects                 <ul style="list-style-type: none"> <li>▪ Buzzer</li> </ul> </li> <li>○ Two-Face                 <ul style="list-style-type: none"> <li>▪ Dual Pistols</li> </ul> </li> <li>○ Penguin                 <ul style="list-style-type: none"> <li>▪ Weaponized Umbrella</li> </ul> </li> <li>○ Catwoman                 <ul style="list-style-type: none"> <li>▪ Whip</li> </ul> </li> <li>○ Bane                 <ul style="list-style-type: none"> <li>▪ Venom</li> </ul> </li> <li>○ Riddler                 <ul style="list-style-type: none"> <li>▪ Staff</li> </ul> </li> <li>○ Killer Croc                 <ul style="list-style-type: none"> <li>▪ Fangs</li> </ul> </li> <li>○ Poison Ivy                 <ul style="list-style-type: none"> <li>▪ Venus Fly Trap</li> </ul> </li> <li>○ Scarecrow                 <ul style="list-style-type: none"> <li>▪ Fear Toxin</li> </ul> </li> <li>○ Mad Hatter                 <ul style="list-style-type: none"> <li>▪ Mind Control 10 gallon Hat</li> </ul> </li> <li>○ Mister Freeze                 <ul style="list-style-type: none"> <li>▪ Cold Gun</li> </ul> </li> <li>○ Ventriloquist                 <ul style="list-style-type: none"> <li>▪ Scarface w/ Tommy Gun</li> </ul> </li> </ul> </li> <li>• Vicki, upset by Bruce Wayne not turning up – storms off. After, the Bat flies out, dropping the clue behind it before heading out to the well.             <ul style="list-style-type: none"> <li>○ Grab the bat and get a clue.</li> </ul> </li> <li>• Go out to the well and get the bat – fall through back into the Batcave.</li> </ul>
<p><b>Hint Strategy:</b></p>	<ul style="list-style-type: none"> <li>• “Vicki Vale, Gotham Gazette – I’m here for my scheduled interview with Bruce Wayne.” -Vicki</li> </ul>

