

# DEFENDERS of DYNAMO CITY

A Game Concept Document

by  
Gary Winnick

Dynamo City is no Metropolis or Gotham City, its a run down small sized town off the beaten path. But it does have two distinguishing features, first it was the site of the world's first experimental atomic powered sewer treatment plant in the fifties, and of course it now has superheros. "The Defenders of Dynamo City" is the local equivalent of the Justice League of America, with a distinct difference most of its five member team have powers that border on the ridiculous ( altho there are some useful ones) There's Hammerhead, Buzzsaw Girl, and Monkey Boy to mention a few. They've all had it realitvly easy stopping small time gangsters, and averting natural disaisters, in fact they cleaned up most of the crime years ago, and are pretty lazy and out of practice. Enter Doctor Mayhem, the Defenders ( DDC ) are not the only super beings in town, but Mayhem has never revealed himself. He's kept a low profile playing the stock market and running Proto-Cola, Dynamo City's one main factory, but now he's ready to implement his great grand mad insane grandiose plan.

Meanwhile we come to you. You're an average citizen nobody special at the start of the game you're minding your own business, but thru a series of puzzle solving depending what items you have in your possession at the time of an industrial accident that occurs early in the game, you too will become a super hero. Jet Armstrong, Vid Head, Mr. Lighting or Radium Dog ( more on each one's special powers later ). Or course the first thing you'll want to do is join up as a charter member of the DDC, they'd love to have you as a new member right ? Wrong ! As far as you're concerned as the new kid on the block, you've got to prove yourself ( and besides as it turns out they're all a bunch of snobs).

And along comes the perfect test, a series of crimes being comitted around the city by four super powered robots each with a particular power, all striking randomly at the small businesses at Dynamo City's popular Mega Mall. If you can manage by using items found around the city combined with your newfound powers to stop and destroy the marauding cybernauts, you will discover that Dr. Mayhem is behind the robot crimes, and where his secret base is ( in the sewers beneath Proto-Cola, with the entrance in the woman's bathroom ). Sucessfully completing this portion of the game will allow the player to join the DDC, at which point you will have access to the powers and

abilities of the rest of its members. Getting into Mayhem's base will cause him to drink a serum, making him more powerful than any other given hero, he will then do battle with you. This particular section of the game will be shown at a different smaller scale the characters will be very small, and I envision a battle where they can throw buses and cars, fly up into the sky and bash each other over the head with airplanes. Eventually if you get the best of him Mayhem will fly off into space, with you in hot pursuit. Mayhem's last stronghold will be a installation on the moon. He will have set various traps thru its corridors and a gargantuan robot will be guarding his inner sanctum. If you get past it you will find that the serum has worn off, and that Mayhem is a skinny little wimp with a big bulbous head. Anyway you'll return triumphantly to earth with him in tow, and toss him in the slammer. Thus taking your rightful place with "The Defenders of Dynamo City".

The Defenders of Dynamo City is the local equivalent of the Justice League of America, with a distinct difference most of its five member team have powers that border on the ridiculous ( altho there are some useful ones) There's Hammerhead, Buzzsaw Girl, and Monkey Boy to mention a few. They've all had it real easy stopping small time gangsters, and averting natural disasters, in fact they cleaned up most of the crime years ago, and are pretty lazy and out of practice. Enter Doctor Mayhem, the Defenders ( DDC ) are not the only super beings in town, but Mayhem has never revealed himself. He's kept a low profile playing the stock market and running Proto-Cola, Dynamo City's one main factory, but now he's ready to implement his great grand mad insane grandiose plan.

Meanwhile we come to you. You're an average citizen nobody special at the start of the game you're running your own business, but thru a series of puzzle solving depending what items you have in your possession at the time of an industrial accident that occurs early in the game, you too will become a super hero. Jet Armstrong, Vid Head, Mr. Lighting or Radium Dog ( more on each one's special powers later ). Of course the first thing you'll want to do is join up as a charter member of the DDC, they'd love to have you as a new member right? Wrong! As far as you're concerned as the new kid on the block, you've got to prove yourself ( and besides as it turns out they're all a bunch of snobs).

And along comes the perfect test, a series of crimes being committed around the city by four super powered robots each with a particular power, all striking randomly at the small businesses at Dynamo City's popular Mega Mall. If you can manage by using items found around the city combined with your newfound powers to stop and destroy the marauding cyborgs, you will discover that Dr. Mayhem is behind the robot crimes, and where his secret base is ( in the sewers beneath Proto-Cola, with the entrance in the woman's bathroom ). Successfully completing this portion of the game will allow the player to join the DDC, at which point you will have access to the powers and