

The story for Arkham City takes place about eighteen months after the events of Arkham Asylum. Quincy Sharp, former warden of Arkham Asylum, has taken credit for stopping the Joker, and used that notoriety to become mayor of Gotham City. As neither Arkham nor Blackgate Prison are in any condition to hold inmates, Sharp buys out a large section of Gotham's slums and arms the perimeter with private military contractors from a group called Tyger in order to create "Arkham City". To oversee the city, Sharp hires psychiatrist Hugo Strange who appears to have his own secret agenda for the city. Batman maintains a vigil over the city, worried that the situation may get out of hand. The events of the game are set in motion when Two-Face, seeking to gain status among the inmates and other villains outside the city, devises a plan to publicly execute Catwoman. Batman decides for

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