

# Evil Genius – Evil Co. Overhaul Mod

## Description

The overhaul is a compilation of files and tweaks that was created over time as I implemented more and more mods into evil genius to fit my needs and imagination. The final iteration of all my mods were gathered into one, balanced for gameplay, and readied for download. Below is a detailed version notes on what exactly this mod does.

## Version Notes

- All Henchmen and Minions given two outfits; outfits changed when moving to new island

## Balancing Spreadsheets

- *Maximilian Avatar Boost*: Increase the area of influence around Maximilian and doubles stat boosts to nearby minions and henchmen
- *Dangerous Henchmen Boost*: Henchmen are now a force to be reckoned with. Boosts health and vitality stats for henchmen; spreadsheet adjusted for henchmen add-ons and replacements
- *Competent Minions Boost*: Vitality stats adjusted for all minions based on classification; guards get more health and stamina, biochemist more smarts and so on
- *Truly Super Super Agents Patch*: As a counterbalance to the *Dangerous Henchmen Boost*, super agents' vitality stats are adjusted to make them remain a threat
- *Weapon Rebalance*: weapon types adjusted to allow longer gun fights and better hand to hand exchanges; spreadsheet adjusted for weapon add-ons

## Config

- *Default.ksb*: changed to allow debug and console commands
- *Population.ini*: edited to allow up to 650 minions instead of 100; do not use if using older pc
- *Glossary*: new xml files for all new henchmen replacements
- *Animation*: new animation files to allow all minions, henchmen, and forces of justice to use new weapons and abilities
- *Names and Descriptions*: Reflects changes of names from all character overhaul mods

## Add-ons

- Domination Pack resources
- Latest Evil Genius US patch

## Henchman Overhaul

### Agent 52

- Overrides Henchmen Moko
- New animation set scripted to M\_M\_A skeleton
- New abilities: Teleportation and Super Headshot
- New skin, voice, and Act of Infamy
- New weapons: Sniper Rifle, Throwing Stars, Pistol, and Martials Arts

### Jubei

- New outfits

### Eli Barracuda

- New outfit
- New abilities: Shockwave and Ghetto Posse
- Addition weapons: Tommy Gun

### Red Ivan

- New outfit
- Replaced Bazooka with Dual Heavy Machineguns
- Replaced Hand grenades with Concussion Grenades

### Crossbones

- Overrides Henchman The Great Mesmero
- New skin, voice, and Act of Infamy
- New weapons: Battle Rifle and Boxing

### White Dragon

- Overrides Henchman The Butcher
- New skin, voice, and Act of Infamy
- New weapons: Dual Katanas and Concussion Grenades
- New abilities: Terror Tactics and Wind Walk

### Adam Steele

- Overrides Henchman Lord Kane
- New weapons: Martial Arts and High Caliber Marksman Pistol
- New skin and Act of Infamy
- New abilities: Super headshot and Psychic Terror

### Firefly

- Overrides Henchman the Matron
- Addition weapons: Flamethrower and Hand grenades
- New abilities: Grenade Jig and Mine Field
- New skin, voice, and Act of Infamy

### David "Dead-Eye" Blanc

- Overrides Henchman Montezuma
- New abilities: Voodoo Puppetry and Smooth Operator
- New weapons: Anti-material Rifle and Dagger
- New skin, voice, and Act of Infamy

### The Widow

- Overrides Henchman Dr. Neurocide
- New skin, voice, and Act of Infamy
- New weapons: Pistol and Dagger

### Minions

- Social minions and high ranking science minions carry pistols at all times
- New outfit textures for minions to show unity
- Alternate 2<sup>nd</sup> island camos for military minions
- High stats depending minion classification
- Lower rates of minion desertion
- Higher minion population
- New skins for social minions beyond valet
- New skins for military minions beyond guard

### Objects

- School desks trains all tier-1 minions
- Nuclear PowerStation generates 250 energy
- Reclining chair add-on
- Stat replenish items are noticeably more effective
- Sentry guns can be place in most rooms
- Casino rooms available to build inside the lair
- Armory and Barracks available to build in hotel structures
- Training objects can be built in logical rooms (Ex: chalkboard in science lab, dojo mat in armory)

### Textures

- Retextured GUI and interfaces to reflect henchmen overrides
- 20+ Henchmen, Minions, and Agents retextures
- Additional .COLs files to texture swap instead of texture replacement; preserves originals

### Agents & Super Agents

- Rebalanced agents to maintain fairness against new henchmen and armed minions
- Super Agents pack a punch
- Redesigned invading Crime lord invasion forces to resembled mafia members, armed with high damage rifles
- Jet Chan does less slow motion kicks and deals damage faster

## Weapons

- Weapon add-ons complete with animations and some with new textures
  - o Anti-Material Sniper Rifle (high damage, long range, single shot rifle)
  - o Tommy Gun (concealable, high rate-of-fire, automatic rifle)
  - o Agent 52 CQB (unique set of hand to hand kicks and punches)
  - o Russian Heavy MGs (high damage, high rate-of-fire, dual MGs)
  - o Marksman Pistol (high damage, long range pistol)
  - o Steele Twin CQB (unique set of hand to hand kicks and punches)
  - o Concussion Grenade (grenade that damages smarts and attention)
  - o Dragon Katanas (fast striking, high damage, dual Katanas)
  - o Battle Rifle (medium damage, high rate-of-fire, semi-automatic rifle)
  - o Crossbones Fists (unique set of punches)
  - o Hunting Revolvers (high damage, long range revolver)
- Male skeletons can use the mace & electro-shock therapy
- Medium skeletons can use grenades

## Credits

- 94% of the compilation is my own work
- The other 6% is work done by a few other authors who are no longer active
  - o Social minion textures
  - o Armory .pat file adjustment
  - o School desk training multiple minion types

## Disclaimer

This mod compilation was put together from mods created over a span of 3-5 years. This document is brief overview and some changes may have been missed. A new game is required to play new content without errors and bugs. Enjoy!