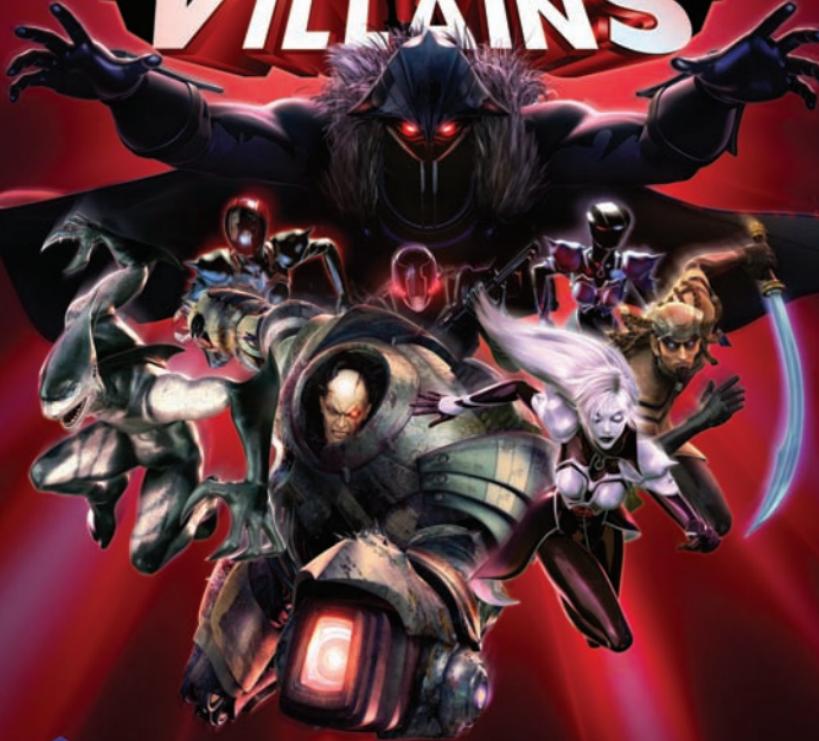


GAME MANUAL

CITY OF VILLAINS



NCSOFT®



CRYPTIC™



INSTALLING THE GAME · PC

MINIMUM SYSTEM REQUIREMENTS

- Microsoft® Windows® 2000/XP
- Intel® Pentium® III 800 MHz or AMD™ Athlon™ 800 MHz
- 512 MB RAM
- DVD-ROM Drive
- 5 GB Available HDD Space
- NVIDIA® GeForce 2 Series, ATI™ Radeon® 8500, or Intel® i865G and above Video Card
- 16-bit Sound Card
- 56k modem
- DirectX® 9.0c
- Keyboard and mouse

RECOMMENDED SYSTEM REQUIREMENTS

- Microsoft® Windows® 2000/XP
- Intel® Pentium® 4 2.0 GHz or AMD™ Athlon™ XP 2000+
- 1 GB RAM
- DVD-ROM Drive
- 4 GB Available HDD Space
- NVIDIA® GeForce™ 6200 or ATI™ Radeon 9500 Series Video Card
- 16-bit Sound Card
- Broadband Internet Connection
- DirectX® 9.0c
- Keyboard and mouse with wheel

Installing the Game

Insert City of Villains® Disc into your DVD-ROM drive. When the installation menu appears, click "Install Game". This will begin the installation of City of Villains® to your computer. The default installation directory is C:\Program Files\City of Heroes.

If the installer does not automatically launch, double-click the My Computer icon on your desktop. Then, double-click the icon representing the location of your City of Villains Disc. This location will be your computer's DVD drive icon. Finally, double-click on Setup.exe to begin the installation.

An Internet connection is required to play. NCsoft® charges a monthly subscription fee for this product, separate from your ISP charges.

INSTALLING THE GAME · MAC

MINIMUM SYSTEM REQUIREMENTS	RECOMMENDED SYSTEM REQUIREMENTS
<ul style="list-style-type: none">• OS: Mac OS X 10.5.5 Leopard• CPU: Intel Core Duo Processor• 5 GB of free hard drive space• RAM: 1024 MB• Video: ATI X1600 or NVidia 7300 GT with 128MB of Video RAM, or X3100 Intel integrated graphics chip• 56K Modem• Keyboard and Mouse	<ul style="list-style-type: none">• OS: Mac OS X 10.5.6 Leopard or higher• CPU: Intel Core 2 Duo Processor• 5 GB of free hard drive space• RAM: 1024 MB or higher• Video: ATI X1600, NVidia 7300 GT or higher video card with 256 MB of Video RAM• Broadband Internet Connection• Keyboard and Mouse

OTHER REQUIREMENT NOTES

- This game will not run on PowerPC (G3/G4/G5) based Mac systems (PowerMac).
- This game will not run systems with the Intel GMA 950 integrated graphics chip.

For computers using built-in graphics chipsets, the game requires at least:

- Intel Integrated Chipset GMA X3100
- Dual 2.0GHz CPUs, or 1.7GHz Core 2 Duo, or equivalent

Supported Video Cards:

- NVIDIA GeForce series 7300, 7600, 8600, 8800, 9400, 9600
- ATI Radeon™ series X1600, X1900, HD 2400, HD 2600
- Intel® Extreme Graphics GMA X3100

System requirements may change over time, and you may need to upgrade your current system (or obtain a new system) in order to play the game.

Installing the Game

Ensure you are logged in using an account which has administrative privileges and insert the DVD into your DVD-ROM drive. Double-click the installer icon and follow the instructions to install the necessary game files to your computer

Using a Single Button Mouse

City of Heroes supports secondary mouse button selection with single button mice. This allows clicking on the left or right side of the mouse button to behave the same as using the left and right mouse buttons with a two button mouse. To set up secondary mouse button support, go to System Preferences, then Keyboard & Mouse, and go to the Mouse Tab.

An Internet connection is required to play. NCsoft® charges a monthly subscription fee for this product, separate from your ISP charges.



TABLE OF CONTENTS

GETTING STARTED 6

<i>City of Heroes®</i> Meets	
<i>City of Villains®</i>	7

CREATING A VILLAIN 8

Step 1: Selecting an Archetype	8
Step 2: Selecting an Origin	12
Step 3: Selecting Power Sets and Starting Powers	14
Step 4: Selecting Gender and Build	15
Step 5: Selecting a Costume	16
Adopting a Moniker	18

MOVEMENT 19

Movement Powers	22
-----------------	----

**INTERACTING WITH
THE ENVIRONMENT 23**

Hands On	23
----------	----

PLAYER INTERACTIONS 24**FIGHTING, POWERS &
OTHER ACTIONS 25**

Brawling, Blasting, and Bludgeoning	25
--	----

Rewards 39

Infamy	39
--------	----

Enhancements	39
--------------	----

Enhancement Strength	42
----------------------	----

Combining Enhancements	43
------------------------	----

Inspirations	43
--------------	----

WINDOWS 46

Window to Adventure	46
Tray	55

THE MAP 57

Cartography	57
-------------	----

MISSIONS 62

Villainous Deeds	62
------------------	----

DAY JOBS 65**TEAM UPS 66**

Strength in Numbers	66
---------------------	----

TOOLS OF THE TRADE 72

Trading	72
---------	----

**SLASH COMMANDS,
MACROS, KEY BINDINGS,
AND EMOTES 74**

Slash Commands	74
----------------	----

Macros	78
--------	----

Key Bindings	80
--------------	----

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Emotes	80	PvP and You	102
OPTIONS	81	PvP Zones	103
ZONES	86	INVENTIONS	110
Staking Territory	86	CONSIGNMENT HOUSE	111
SECRET BASES	90	TUTORIAL WALKTHROUGH	113
Super Groups and Bases	90	Great Expectations	113
Prestige	91	HEROES AND VILLAINS	122
Choosing Your Architects	92	Arachnos™	122
Some Concepts	92	Freedom Corps: Longbow™	122
Recipes and Salvage	93	Circle of Thorns	123
Energy and Control	93	Snakes	123
Using the Base Editor	94	Mooks	124
Placing Rooms	96	Shivans	124
Placing Items	96	MISSION ARCHITECT	125
Decorating	97	CREDITS	147
Building Items	98		
Base Raids	100		
PLAYER VS. PLAYER	102		

PHOTOSENSITIVE SEIZURES

SEIZURE WARNING – Please Read Prior to Playing

A very small percentage of individuals may experience seizures when exposed to certain light patterns, flashing lights, or flashing images. Children and teenagers are more susceptible to seizure than adults, but even those with no history of seizure or epilepsy could experience them while playing or watching video games. Symptoms of seizures include: lightheadedness, altered vision, jerking or shaking of the extremities, loss of awareness, confusion, twitching, or full convulsions. Convulsions can lead to other injuries by causing an individual to fall off of a chair and/or strike objects nearby. If you or anyone in your family has an epileptic condition or history of seizures, consult your physician prior to playing this game – you could have an undiagnosed condition. If you experience any of the aforementioned symptoms of a seizure while playing STOP PLAYING AND CONSULT YOUR DOCTOR IMMEDIATELY. Parents should ensure their children are not experiencing symptoms. In order to reduce the risk of photosensitive epileptic seizures, you should play NCsoft games in a well-lit room while you are alert and awake. Avoid poorly-lit rooms and playing when fatigued.

GETTING STARTED



The first steps to world domination

To enter the City of Villains, complete the following steps:

1. Install the game to your hard drive.
2. Double-click the desktop shortcut or use the Windows Start menu to launch the game; then follow the on-screen prompts (you can also read the latest update notes from this screen).
3. From the main log-in screen, enter your account name and account password generated at the PlayNC home page (found at www.plaync.com).
4. Select a previously generated villain from the Character Select screen (then hit "Enter Rogue Isles" to start) or select "Create Character" to generate a new character from scratch.
5. Pick the server that hosts the world in which you want to play—if you're playing with friends, make sure you're all on the same one.



CITY OF HEROES MEETS CITY OF VILLAINS

Good meets evil



LORD RECLUSE™ INTONES...

If new updates for *City of Villains* are available for download, they will be automatically applied when you first start the game.

CHARACTER SLOTS, CHARACTER TRANSFERS & CHARACTER RENAMES

By default, you are given 12 character slots per server with each character name allowed to have up two twenty letters and numbers in it. However, if you want or need additional character slots on a server, you may purchase them through the City of Heroes online store. The store can be accessed in the game by selecting the store icon in the lower right corner of the Character Selection screen. Additionally, on the Character Selection screen, you also have the option to purchase Name Change Tokens and Character Transfer Tokens. Name Change Tokens allow you to change your character's name and Character Transfer Tokens allow you to transfer your character from one server to another (as long as their are open character slots on the server you are transferring to). For more information about Character Rename and Character Transfer, please visit http://www.cityofheroes.com/character_transfer.html

CREATING A VILLAIN

STEP 1: SELECTING AN ARCHETYPE

Archetypes determine the nature of your powers, allowing you to choose your Primary and Secondary Power Sets. It is also the single most important choice you will make in your character creation. Each archetype has its own unique powers, abilities, and pros and cons; choose wisely, as this choice is permanent. Power Pools are powers that are accessible at Security Level 6, and all archetypes have access to them.



The heart of your alter ego

BRUTE

Hit Points: High

Damage: High

Role: Melee

Primary Powers: Melee

Secondary Powers: Protection

Brutes live to fight, and as a Brute, you revel in hand-to-hand combat. With strong offensive Power Sets to inflict pain and impressive defenses to take it, you're the best there is in a straight melee fight. Protracted battles only make you mad, and the madder you get, the more damaging your attacks become. You do lack ranged attacks, which could leave you vulnerable to hit-and-run tactics if you don't have allies to cover you.



LORD RECLUSE INTONES...

Before venturing forth to bring the world to its knees, you must first create a villain worthy of the task. This section shows you how to create a villain that may someday be worthy of serving even me...



STALKER

Hit Points: Low

Damage: High

Role: Melee

Primary Powers: Melee

Secondary Powers: Protection

The Stalker is a well-balanced offensive/defensive combination that serves as an ideal shock trooper that quickly deals massive amounts of damage. They aren't nearly as resilient as Brutes, but they are an excellent complement to them, as Stalkers can shred foes in little time due to their high DPS (damage per second) attacks.

Stalkers are primarily melee-focused and do not deal in ranged attacks.

The Stalker is also fantastic as a solo player, as his balanced nature makes him capable of getting in and out quickly and effectively. The Stalker is also a very good beginner archetype.

This archetype's first Secondary Power is the ability to hide. This allows them to strike from the shadows and greatly increases their ability to get an initial critical hit. It also allows them to sneak around enemies (of similar level range) undetected.



MASTERMIND

Hit Points: Low

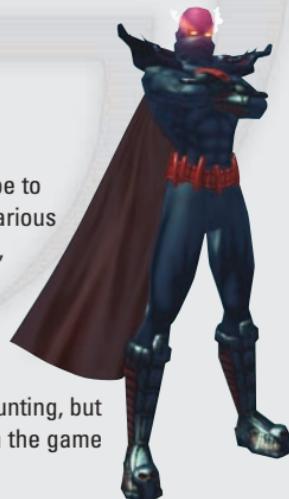
Damage: Medium

Primary Powers: Summon Henchmen

Secondary Powers: Buff

The Mastermind is perhaps the most complex archetype to play, because much of his power originates from the various "pets"—called Henchmen—he can summon to his side, such as the living dead, a band of ninjas, or several mechanized monstrosities.

This adds an extra layer of complexity, since you must simultaneously control your character and the minions he commands. This makes the Mastermind daunting, but it also makes it one of the more powerful archetypes in the game and makes it a one-man group.



The Mastermind archetype is played much differently than the others, which is primarily due to its ability to summon what are commonly known as "henchmen". In *City of Villains*, these henchmen come in five types:



Robotics, Necromancy, Ninjas, Mercenaries, and Thugs

Each type has its own strengths and weaknesses, but what is more important is how these pets are controlled by the player. As you have to control both your character and the henchmen, you need to be aware of your surroundings at all times—a Mastermind without its henchmen is easy prey.

There are three different stances you can put your pet in:

-  **Passive:** Your pet will take no action when you are attacked.
-  **Defensive:** Your pet will attack when you or any of your pets are attacked.
-  **Aggressive:** Your pet will attack nearby enemies.

Each stance is useful depending on the situation.

In addition to each of these stances you can also order your pet to do specific tasks:

-  **Attack My Target:** This will send your pet to attack the enemy you have targeted.
-  **Go To:** Selecting this and clicking on the screen will send the pet to that location.
-  **Follow Me:** Your pet will follow you wherever you go.
-  **Stay:** Your pet will stay in the designated spot.
-  **Dismiss:** Your pet will be removed from play and you'll have to summon another.

Be wary when you combine the various stances with the orders. For example, setting your pet in Aggressive mode and then having it follow can be dangerous since your pet may attack any foe it gets too close to. Setting your pets to Defensive mode and having them follow you will put them into Bodyguard mode, where they will absorb some of the damage meant for you.



Dominator

Hit Points: Low

Damage: Medium

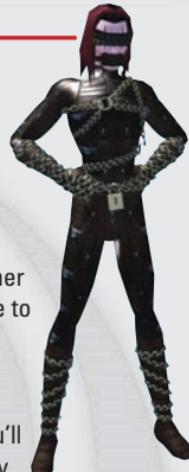
Role: Control

Primary Powers: Control

Secondary Powers: Assault

Wielding a vast array of devastating powers, Dominators are another fairly complex class. Their powers primarily consist of forcing a foe to bend to their will, whether it's forcing them to stay in one spot, rendering them unconscious, or other malicious attacks.

Dominators are an interesting archetype in that they are fairly effective when solo at lower levels. However, as they advance, you'll find that they need to group more and more often due to the slightly more complementary nature of their powers.



Corruptor

Hit Points: Low

Damage: High

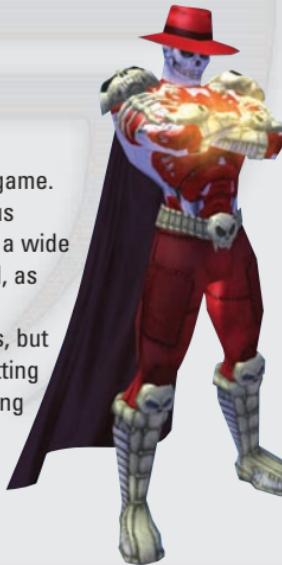
Role: Ranged

Primary Powers: Ranged

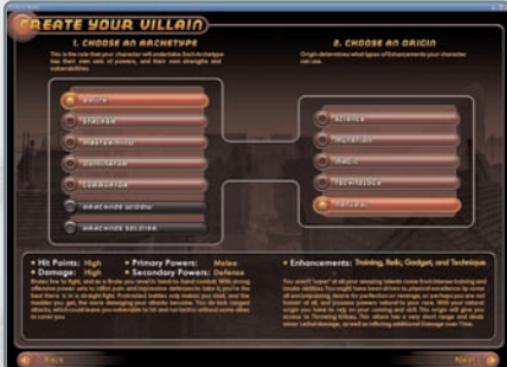
Secondary Powers: Buff

The Corruptor is the primary ranged-attack class in the game. This means they get to stay at a distance and hurl various energy attacks at their unfortunate prey. They also have a wide range of buffs to enhance the abilities of teammates and, as such, are quite valued in groups.

Corruptors aren't the most physically imposing class, but they more than make up for it in raw damage output. Getting up close to enemies usually ends with the Corruptor taking a solid beating. Partnering with a good Brute, however, can work wonders for this archetype.



STEP 2: SELECTING AN ORIGIN



Roots

An Origin ultimately determines what types of enhancements your villain has access to. Origins do not impact your character's power levels or abilities. It just adds a bit of flavor to your character, since it determines what grants him the diabolical powers with which to wreak havoc upon an unsuspecting world.



LORD RECLUSE INTONES...

So what are you, stripling? **Science** experience gone horribly awry? A spoiled child born with **Mutant** powers that make you better than the Naturals that march across the world's surface like so many piddling ants? Perhaps you happened upon a **Magic** artifact in the remains of some ancient civilization? Lacking the abilities of your villainous peers, could it be that you turned to the ingenuity of the human mind and cobbled together some destructive **Technology** to further your evil machinations? Or maybe cruel fate robbed you of any special gifts, forcing you to rely on your merely **Natural** abilities to make you seem more than human; but you will soon show this world what you really are...



SCIENCE

The villain received his powers through direct scientific inquiry or was perhaps subjected to a bath in toxic waste, solar radiation, or the sting of a not-quite-normal insect. In any event, the villain only needs to know that the wonders of science had some hand in granting him his greater-than-human abilities. Science characters have access to a Tranq Dart, which deals Lethal and Toxic damage, and can put an opponent to sleep for a short time.



MUTATION

Mutants were born with their powers and manifested them at some point in their early lives (usually at birth or at puberty); however, some do not show signs of their special abilities until later. For many, the awakening of special powers is what drives them to a life of crime. After all, you are special and must therefore take what you wish from those less worthy. Mutant characters have access to Mutagen, which is a ranged attack that deals Energy damage, and lowers the damage the affected enemy does to you for a short time.



MAGIC

Perhaps you once explored the depths of an ancient pyramid and escaped with a magical ankh that granted you abilities beyond the ken of mortal men. Or maybe you spent much of your time poring over the arcane scrawling contained in mystical tomes and consequently gained some modicum of control over supernatural forces. Magic characters have an Apprentice charm, which is a short range attack that does Energy damage to your target, and lowers their resistance to further damage.



TECHNOLOGY

Your abilities derive from all the wondrous toys you've cobbled together or "borrowed" from a benefactor. Thanks to these gadgets, you can manage all sorts of illicit activity while thumbing your nose at those less ingenious or less handy with a lock pick. Technology characters use a Taser dart, which deals Energy damage, and has a chance to hold an opponent for a short period of time.



NATURAL

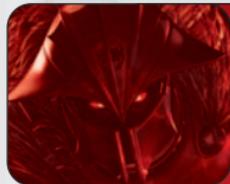
Unlike the other Origins, you do not derive your abilities from any sort of cosmic ray, magical

object, or other esoteric means. No, you came by your powers the good old-fashioned way: through hard work and determination—hard work and determination that you take out of the hides (and wallets) of others. Natural characters can use Throwing Knives, which deal Lethal damage over a short period of time while your opponent bleeds.

STEP 3: SELECTING POWER SETS AND STARTING POWERS



Power up!



LORD RECLUSE INTONES...

Before you trod the road that leads to ultimate power (and money), you must decide what powers to use against those who oppose you.

At this point, the real fun starts as you select a Primary Power Set (the number of sets varies according to archetype) and your first power. After that, you choose a Secondary Power Set and a second power, which complements your first power.

A Power Set is a group of nine related powers. You begin with the powers at the list's top and gain additional powers as you progress through the game. Your level in the game determines which powers you have access to. Therefore, you won't have access to the more complex ones until much later in your adventures. Initially, you get to choose from the top two powers in the primary set and the top power in the secondary set.

The Primary Power Set is the basis for all the powers you wield throughout the course of the game; this is the second most important choice you make when creating an alter ego (you can't access the other Power Sets after you accept one here, so choose wisely).

When selecting your powers, you can make very specific decisions on what powers you choose by selecting the "Show Details" button. This allows you to view the basic data for the power along with every effect the power has. So, not only will you see what the power will do for you now, but you can also see what the power will do for you the higher in level you become and how the power would perform depending on what class you were. You can also see how the power would perform in PvP combat.

One important note: The powers you begin with at earlier levels do not become useless as your character grows. In fact, they grow in power with you, and, with the addition of enhancements, they'll be useful throughout the entire crime spree.

STEP 4: SELECTING GENDER AND BUILD

Larger Than Life.



The next sequence in character creation involves selecting one of three body types: Female, Male, or Huge. These have no bearing on your play style or powers but add another layer of intrigue to your alter ego's personality.



LORD RECLUSE INTONES...

Lord Recluse does not care whether you are male or female, only that you strive to reach the pinnacle of villainy!

After you choose a body type, use the various Build sliders to adjust your character's level of height and musculature (or lack thereof) via the various body styles: Slim, Average, Athletic, or Heavy; these body styles serve as presets that you can work from. Again, this has no impact on how your alter ego plays, so go with what looks best to you.

STEP 5: SELECTING A COSTUME



Fashionably villainous



LORD RECLUSE INTONES...

You must design a costume that will strike terror into the heart of your opponents, not one that would be used to entertain children!

To coordinate your costume easily, use the Copy Current Colors button. This makes your entire costume conform to the two colors currently selected. If you want to color each piece of your outfit differently, make sure this option isn't selected.

Now just work your way down, styling the head (choose from a wide variety of hairstyles, masks, helmets, glasses, and more), the upper body (torso, gloves, and belt), and the lower body (pants and boots). You can also customize certain weapons (such as the type of swords, rifle, or bow) your character carries if you selected a

powerset that allows this (such as Broad Sword, Dual Blades, Archery, Rifle, etc). The Costume Design screen allows you to rotate the figure by clicking on the curved arrows; you can also zoom in on your villain's head and torso for a closer look.

You can further define the head's shape on this screen. After selecting a head type, you can use the Shape selector to adjust head's shape. Fine-tune your chosen shape by selecting the Scales button in the right column. This further defines the features of your character's head. You can modify each component of the head by using the sliders here. The left slider adjusts the component's width, the middle slider adjusts the height, and the right slider adjusts the depth.

You'll gain all new Costume options in the form of Capes at level 20 and Auras at level 30. To secure these new accoutrements, you'll need to re-visit your first contact on Mercy Island, either Kalinda or Burke.

You can fine-tune the following areas:

Head: The head's overall size

Brow: The area above the eyes and below the hairline

Cheek: The area to the left and right of the nose and mouth, to the ears

Chin: The area below the mouth to the neck

Cranium: The area above the brow and ears, to the back of the head

Jaw: The areas to the left and right of the chin, below the cheeks

Nose: The area between the eyes and above the mouth

To randomly generate a costume, click on "Random." This way you can quickly generate an outfit, then color it to your choice (the number of options can be daunting). Also, if you skip past a costume you liked, hit the Last button to return to it.

ADOPTING A MONIKER



Your name in the game



LORD RECLUSE INTONES...

The right name will set you apart from the pack and, perhaps, even help elevate you to a level befitting association with Arachnos. Your name is your most precious possession; once your name is in your possession, no other villain can take it from you.

This is the final step before you enter the City of Villains. Select a suitable moniker and include any additional details you'd like the world to know about you. You can also enter a unique battle cry for those moments when you're feeling especially villainous.



Fleet Feet



LORD RECLUSE INTONES...

While it is unseemly, at first you will have only the power of your own two legs to ferry you about the world. In time, however, you may develop much greater methods of mobility. These powers allow you to quickly journey across the world, striking jealousy in all those who see you rise above the sea of ordinary humanity.

You can remap the movement keys using the Controls screen under the Menu (see the Mapping Controls sidebar). For example, you might map the arrow keys to Forward [W], Backward [Z], Turn Right [S], and Turn Left [A].

In addition to the basic movement controls, you also have access to several other options:

Jumping [Spacebar]: All villains are capable of an exceptionally powerful vertical leap, which is very useful in bypassing obstacles and reaching higher elevations.

Follow [F]: Allows you to click on a fellow villain and pursue him wherever he goes (assuming you can keep up with him, which can become an issue during the game's later levels).

Info: From the right-click menu, you can access the Info function. In many cases, this provides you with specific weaknesses on the mob you are targeting—use it to your advantage!

Falling: All villains can survive jumps from a great height. If you fall from a significant elevation, you may take falling damage, but you won't die (you will always have at least one Hit Point after a fall).

Auto-Run [R]: This toggle allows you to run long distances without having to hold down the Forward key. When Auto-Run is engaged, you begin to run forward in the direction you are facing and continue until you use Auto-Run (again) or until you use Backward (if you reach an obstacle during Auto-Run, you just run in place). During Auto-Run, adjust your direction with the left and right turning keys. You may use Auto-Run in conjunction with Sprint, Fly, or Superspeed. Overall, this makes long-distance travel much easier. Auto-Run also activates Auto-Swim when you are in water.

Sprint (toggle from Power bar): Sprint is an inherent power possessed by all. When engaged, it significantly increases running speed, although it does drain Endurance—bear this in mind when in the midst of combat, as it could adversely affect your Endurance pool during a critical battle. Sprint speed is sufficient to outdistance most enemies, although they might get a successful shot off in passing. Make sure you have enough Hit Points left to absorb any parting shots before trying to sprint out of combat.

Click to move: From the Controls menu in Options, you can activate Click-To-Move (see Mapping Controls sidebar). This allows you to maneuver a character using the mouse instead of the keyboard. Just click where you want a character to go, and it automatically runs to that point. The range is about 100 yards. The destination is temporarily marked with a symbol on the ground or on nearby terrain features.

Mouse look: You may use the mouse to change your point of view. Right-click and hold, then move the mouse right, left, up, or down to change the direction the villain is facing. You can also use the mouse wheel to change your character's point of view to a detached third-person view. The default "Mouse Look" function can be inverted via the Options menu.

MAPPING CONTROLS



Though these are only a few of the commands you can map, these focus on movement throughout the game. Remap any of these keys by highlighting the applicable key and then tapping the one you wish to use. The same goes for nonmovement commands such as Attack, Disable UI, and everything in between. You can bind only one key or button to only one command (i.e., you can map a command to "A" but not to "A" and to "C").

MOVEMENT

Forward:	[W]
Backward:	[S]
Strafe Left:	[A]
Strafe Right:	[D]
Turn Left:	[Q]
Turn Right:	[E]
Jump:	[Spacebar]
Down (Flight):	[X]
Follow:	[F]
Auto-Run:	[R]
On-Demand Click-to-Move:	[V]

VIEW

On-Demand Mouse Look:	[U]
Toggle Mouse Look:	Not Set (default)
Toggle Third-Person View:	[B]
Rotate Camera:	[Page Up]
Reset Camera:	[Page Down]

CHAT

Reply:	[Backspace]
Quick Chat:	[Space]
Tell	[,]

MOVEMENT POWERS

There are four powers that significantly increase the rate at which your villain moves around the city. Although it's not mandatory, you should have one selected as the first Pool Power. Otherwise, it'll be virtually impossible to keep up with other players.

The movement-related power groups are:

Flight: This allows you to fly the not-so-friendly skies. For obvious reasons, this is a very popular power, not the least of which is the ability to make a beeline for your destination.

Leaping: This grants you the ability to jump incredibly long distances, covering hundreds of yards in a single, town-crossing, bound. Though it isn't entirely precise, it is a fun travel power.

Superspeed: Sprinting is one thing, but Superspeed is an entirely different animal. Even at low levels, this enables you to cruise across the ground at speeds that would make Formula 1 drivers blush.

Teleportation: When you need to get somewhere now, nothing beats teleporting. This power lets you cover vast distances without actually traversing the area in between.

To quickly obtain these powers, select a movement power group by Level 12 at the latest. After you have a movement power group, you can select an accelerated movement power at Level 14.



HANDS ON

To interact with NPCs, items, and various objects scattered throughout the game world, simply place the mouse cursor over the item in question and double-click. The cursor changes to a blue hand when you encounter an item you can interact with; any NPCs that you can speak to will turn the cursor blue. Enemies will turn the cursor red.



Always pass the cursor over everything in a scene to make sure you're finding everything of value. Sometimes you can interact with objects that have no direct bearing on a job but that grant you an edge of some sort.

To aid in identifying the various types of NPCs you'll happen across during your life of crime, each one will be color-coded by a ring. What each one means:

- Yellow: anything that provides missions—Contacts, Brokers, Event Contacts, Aura and Cape contacts all fall into this category.
- Green: Trainers.
- Blue: anywhere you can spend Infamy outside of Contacts. This includes: Stores, Tailors and Notoriety Contacts.
- Purple: the odd things. Super Group registrar, Delivery targets, etc.



LORD RECLUSE INTONES...

All the power at your fingertips is for naught if you cannot influence the world around you—from the lowliest pedestrian to the mightiest adversary, to even inanimate objects that might grant you an edge in your goal of world conquest.



PLAYER INTERACTIONS

Within City of Villains, there are a number of ways that the players can interact. To interact with another player, simply Right-Click on that player. Doing so will bring up all of the interaction options:

Trade: Will open the trade window that allows you to trade items (Salvage, Enhancements, Inspiration, and Influence) with that person. For more on trading, see the Trading section.

Follow: Will set your character to automatically follow the selected character wherever they go in the game. You can stop following by simply using any of the movement keys.

Chat: This will start a "tell" message to the selected character in the Chat Window. For more information on tells and the Chat Window, see the Chat section.

Info: This will open an Info window displaying all of the selected character's in-game information, such as their Description, Powers, Badges, PvP reputation, and Arena stats.

Add Friend: This will send a request to add the selected character to your Friends List. For more information about the Friends List, please see the Friends section.

Add Global Friend: This will send a request to add the selected character to your Global Friends List. For more information about the Global Friends List, please see the Friends section.

Invite to Team: This will send an invitation to the selected player asking them to join your team. For more about Teams and teaming up with other players, please see the Team Ups section.

Invite to Leveling Pact:

(only available if you and the other character is under level 5)

This will send a Leveling Pact invitation to the selected player. For more information about Leveling Pacts, please see the Leveling Pacts section.

Invite Lackey: This will send a Lackey invitation to the selected player. For about Lackeys, please see the Lackeys and Malefactors section.

Invite Malefactor: This will send an Malefactor invitation to the selected player. For information about Malefactors, please see the Lackeys and Malefactors section.

Add Note: This will open Player Note window and allows you to rate players and write notes about them for yourself.



FIGHTING, POWERS, & OTHER ACTIONS

BRAWLING, BLASTING, AND BLUDGEONING



LORD RECLUSE INTONES...

To crush your foe in combat, you must effectively manage the various elements from which you derive your abilities. Beating your opponent requires that you approach things with a marathon mindset, outlasting and humiliating your foe. Those who attempt to enter combat in a dead sprint will likely find themselves on the receiving end of a beating, making you utterly unworthy of even contempt from Arachnos!

POWER TRAY



Click on this arrow to expand and collapse additional trays. Customize your Power Tray by dragging the buttons to different slots. Using the buttons on the Power Tray controls your actions in combat. These buttons reflect the various abilities that you've acquired thus far; arrange them to your liking.

The Power Tray appears as 10 numbered circles in a line. Access the Power Window by clicking on "Powers" located on the Power Tray. From the Power Window, drag additional icons to empty slots on the Power Tray. To clear a slot on the Power Tray, right-click the button and select "delete power."

There are a total of nine separate Power Trays; toggle them by pressing the left or right arrows located on the left-hand side of the line of circles. Clicking the arrow key located on top of the Power Tray reveals up to two additional Power Trays. Click the arrow key again to collapse the Power Tray back to one line.

Pressing a button on the Power Tray activates that power (if possible) and initiates a recharge timer. This recharge period is designated by a shrunken and grayed icon that scales back to full size as the recharge is complete. You can also use the number keys 1 through 0 on your keyboard to activate the power in the corresponding slot.

If a second tray is visible on-screen, the corresponding slots on the upper tray are mapped to Alt 1 through Alt 0. If there is a third Power Tray, the top slots are mapped to Control 1 through Control 0. You can remap all of these keys in your Options/Controls menu.

In addition to having the three power trays visible in the Power Tray window, you can also have up to eight additional "loose" power trays viewable on screen at any time. These trays will not be locked to the Power Tray window and can be positioned anywhere on the screen. To open these power trays, simply use the "/show tray X" where X is any number 1 - 8.

Your tray contains two types of powers—those that you must execute individually for each attack or effect (known as "Click Powers") and those known as "Toggle Powers." This simply means that you turn those powers on and off by clicking on them or striking the respective key that the power is assigned. Toggle Powers can drain Endurance in large amounts, depending on the power in question, so carefully watch those that are sapping you at inopportune times.

There is a third type of power, known as "Auto Power." These are always on and do not drain any Endurance (they also do not appear in your Power Tray).

Aside from your powers, the Power Tray also holds special key bindings (macros) that perform a combination of actions created by the player.

STAT BAR



Monitoring your status in combat is crucial to your survival when battling pesky heroes and other irritating interlopers. In your screen's top right corner are three colored horizontal bars (green, blue, and purple) followed by an equally partitioned circle. Green designates Hit Points, blue your Endurance, and purple is the amount of Experience you've accrued toward the next partition in the circle—when all partitions in the circle are full, you gain a level. When the entire length of

each bar is filled with its corresponding color, you are at maximum capacity (i.e., fully healed, etc.) for those stats. If you're not at maximum, your current status is represented by the amount of colored area in proportion to the entire length of the bar. To see an exact numerical representation of a stat, simply hover your mouse cursor over one of these bars. In addition, Brutes have a bar that measures their Fury level.

STAT BAR ELEMENTS

Hit Point Bar: Your current Hit Points are displayed by the green status bar—this is your health and signifies how much damage you can take before being defeated in battle. Although the bar's length never increases in size, the numerical number of your total Hit Points increases with every new level you reach.

Endurance Bar: The blue bar in the middle signifies the current amount of Endurance (100 total) that you have available for the use of your powers.

Experience Bar: The purple bar indicates your Experience gain toward your next tenth of a level. The partitioned circle to the right of the status bars indicates total experience required for the next level. There are 10 partitions (often called "bubbles" or "bubs"); each fills one at a time as the purple status bar reaches maximum. When the circle is completely filled with purple, you gain a level.

XP Debt: Beginning at Level 10, you start accruing Experience (XP) Debt when you are defeated in battle. A dark purple shaded area leading the lighter purple portion of your Experience Bar designates this debt. In cases of extreme debt, this dark shaded area spreads to the bubbles in the circle as well. Hover your cursor over the Experience bar to reveal the exact amount of debt you have acquired. While in debt, the amount of Experience you earn is divided—approximately half goes toward your next level, and the other half goes toward paying off your debt. Your leveling speed is halved while you are in debt. The amount of debt you acquire varies with your level at the time you are defeated. Malefactoring another villain that has a lower level than you accelerates your debt repayment. (*Note: See Page 60 for more information about Malefactoring.*)



LORD RECLUSE INTONES...

Brutes and Dominators each have an inherent ability: the Brute gets Fury and the Dominator gets Domination. Each time a Dominator attacks, his sadistic nature grows. When the Domination bar is full, his powers to control and damage foes are increased greatly. The Brute also becomes more powerful the more engaged in combat he is—naturally, when not in battle, his bar wanes.

USING YOUR POWERS

As you begin to plot your dastardly deeds against all who oppose you, familiarize yourself with your supreme powers. Total conquest can only be achieved by complete mastery of your unique talents.

When in battle, you can use the powers slotted in your Power Tray (as previously described). There's a wide array of effects that these powers will have on an enemy. The following list contains some of the general characteristics that powers can have. Note that there are unique powers that do not fall into these categories, and there are some that may combine effects from multiple categories (for example, a vampiric attack that damages your foes while healing you in return).

Attack Powers: Deal damage to an enemy—this can be damage to a single target or area of effect (damaging all targets within a given area). Total damage of some powers can be dealt up front in a single shot or in damage over time (dealing a set amount of damage to an enemy for a specific or random duration of time).

Protective Powers: Improve your survivability in battle by making it harder for enemies to land an attack on you or by reducing the damage done when an attack hits you. Powers that boost Defense make you that much more difficult to hit; powers that increase your Resistance will make you take less damage than normal.

Mezzes & Taunts: Mezzes (short for Mesmerize) restrict your enemy's actions, whether it be preventing them from moving or by stopping all action with some form of stun effect. Some powers turn a foe against his comrades for a time. Taunts attempt to compel the enemy into attacking you, causing them to abandon their current targets. On the other hand, Stalkers receive an ability known as "Placate." This is a "reverse taunt," which makes enemies *stop* attacking you.

Buffs & Heals: Buffs improve the effectiveness of you or your allies in combat by raising certain traits, such as accuracy. Heals replenish Hit Points lost in battle.

Debuffs: Debuffs make enemies less effective in combat; for example, reducing their damage resistance or the rate of their attacks or reducing the accuracy of their attacks and how much damage they can do.

TAKING DAMAGE & RESTORING HIT POINTS

DOWN AND OUT

Hospitals: When you fall in battle, you automatically see an option to be teleported to the nearest hospital in your current zone. If the zone does not have a hospital, you go to the hospital in the last zone you were in that had one. Remember, after Threat Level 9, you incur Experience Debt for being defeated in combat.

Your lost Hit Points replenish at a slow, steady rate. There are powers that improve this natural healing rate, and there are healing powers and healing Inspirations to rapidly recover Hit Points. When you have no Hit Points left, you are considered defeated and are unable to continue fighting or take many other actions (you can still converse and trade with other players, which is useful for trading Restoration Inspirations with an ally). When defeated, you are unable to

restore Hit Points with heals or healing Inspirations; you must either be revived by an ally, use a Restoration Inspiration yourself, or be transferred to the nearest hospital for recovery.

DAMAGE DISPLAYS IN COMBAT

When you are in combat, the game shows you how much damage you are dealing to the enemy, how much damage you are taking, and how much damage you are recovering from. These numbers appear over the head of each affected character; damage is indicated by a color-coded negative number (see following list) and healing by a positive number in green.

Orange: Damage inflicted by you on an enemy

Red: Damage inflicted upon you

Green: Healing applied to your villain, or healing bestowed by your villain on an ally

Gray: Damage or healing inflicted by another character on another character

There are different types of damage that are dealt in the game, and each can be resisted by you or your enemies, depending on damage resistant attributes that will count toward diminishing the total damage taken

When an attack deals more than one type of damage, multiple numbers appear over a target's head as the attack hits them; this shows that the types of damage are being tracked separately. By observing these numbers, you know precisely what kind of abuse you're taking and what you must potentially do to counter it.

POWERS, ENDURANCE, & RECHARGE

To activate a power, you must have the necessary Endurance in reserve as shown on your Endurance bar. Your Endurance constantly replenishes at a steady rate, but if you are aggressively using your powers, you may drain your Endurance bar faster than it can replenish, eventually depleting the entire bar. When this happens, you can't perform actions and will receive a "Too Tired" alert above your head. At this point, all of your active Toggle Powers may deactivate, so be careful!

Most powers, including most attack powers, buffs, and debuffs, have a specific Endurance "cost" each time you use them. Some powers are toggles that have an "on" and "off" state and constantly deplete your Endurance until you are out. Toggles will automatically shut off if your current Endurance amount can no longer support the cost of the power. Most toggles, however, drain Endurance slower than the natural replenishment rate. However, if multiple toggles are on at the same time, and you're using other powers as well, your Endurance bar quickly depletes.

There are some powers that you can gain that enhance your character's natural attributes. These powers are always "on" and have no endurance cost. These include powers that enhance the rates of your Hit Point regeneration and Endurance recovery; they are well worth getting because they can significantly boost your effectiveness in combat.

Any Power that doesn't fall into the Toggle or Always On category has a set "recharge time." The amount of recharge time is dependent on the power and its enhancements. Once a power is used, it cannot be reactivated until it has completely recharged. When a power is being recharged, its icon becomes small and dim in the Power Tray. When the icon returns to full size and brightens, you can use the power again (a message in the chat window will alert you when a power has been recharged). Some toggles also have a recharge time after they have been turned off.

TARGETING



You must select a target before making any offensive action. Even most area-effect powers that damage groups of targets usually require a central target selection. To acquire a target, simply left-click on an enemy you want to attack or press the Tab button to cycle through targets, beginning with the one closest to you. Selected targets have orange brackets surrounding them, accompanied by the name and status bars over their heads. You can also open a Target Window from the Menu tab to view the same information just described; a target's level, group affiliation, and rank also appear in a separate window.

If an ally is targeted, the Target Window shows his or her Super Group affiliation (if any), Origin, and Archetype. Targeting allies allows you to buff or heal; targeting contacts initiates dialogue options if you are close enough; and targeting NPCs allows you to buy or sell items from them and train up after leveling if you are close enough.



COLOR CODING

When you target an enemy, his name will display over his head in specific colors that tell you his power level in comparison to yours (see the following color list). Learn to distinguish what these colors mean—it helps you determine if this is a battle you can win should you choose to attack.

Gray: Significantly less powerful than you. No contest. You will hit these easily and receive no XP for defeating.

Green: Substantially less powerful than you. Should be easy. You will hit these easily and receive far less XP than normal for defeating.

Blue: Less powerful than you. Can be dangerous in groups or to non-combat-oriented characters. You hit these easily and receive less XP than normal.

White: Equal power level to your own. Depending on your Archetype and powers, you may be able to handle several of these at once, or you may find a single enemy a challenge. You will hit these normally and receive normal XP for this.

Yellow: A bit higher level than you. Combat-oriented characters should take care when engaging alone, and avoid them when they're in large groups. You will hit these less often and receive more XP than normal for defeating.

Orange: Substantially higher in power than you. Only villains skilled in combat should attempt to engage solo, and then only with extreme caution. You will hit these even less often and receive yet more XP than normal for defeating.

Red: Significantly higher than your power level. Should not be engaged one-on-one. You will hit these even less often and receive yet more XP than normal for defeating.

Purple: Far ahead of your power level. Do not engage one-on-one. Purples near your level may be successfully engaged in groups. You will hit these very infrequently but will receive far more XP than normal for defeating.

COMBAT OPTIONS

Assist: When in a group, it is important to coordinate attacks to quickly take down your enemies. Assist allows you and your teammate to concentrate your attacks on the same target. To Assist a teammate, simply target your ally instead of an enemy target; when you launch an attack, you automatically attack the same target that your assisted ally is fighting. Assist does not work when attacking other players. It only works when attacking non players in either PvE or PvP zones.

Auto-Attack: If there is a power that you want to repeatedly use as soon as it is recharged, set it to Auto-Attack. Hold down Control while left-clicking that power in the Power Tray; it should now be indicated with a green circle around the slot. You can have only one power set to Auto-Attack at a time.

Queued Powers: While you are executing one power, you can queue another to fire off next. This is usually done automatically when you rapidly fire off a sequence of attacks using different powers. The first attack activates, and a red circle indicates the second attack, meaning it will be activated next. You can also queue a power while it is still recharging; for example, if you want to use the same attack twice, you can first activate the attack after it is executed and in recharge, then press the button again to queue it so that when it is recharged, it will immediately activate again. Note that you can only queue one power at a time—clicking a different power will queue that power.

Knockdown & Knockback: Some attack powers have additional effects other than damage when they hit, such as Knockdown and Knockback. Knockdown/Knockup causes an enemy to fly off his feet and fall flat to the ground where he was standing. Knockback is similar, but it launches a foe backward from his current position. These effects have a specific chance of occurring, which the game calculates each time the attack hits. These effects will not do additional damage (unless, say, they take a long fall), but they are beneficial because they disrupt your enemies' attacks on you.

Click, Toggle, and Auto: Each power is categorized as either "Click" (click once to activate), "Toggle" (click once to turn it on, then again to turn it off), or "Auto" (always on and does not require any Endurance). Remember that toggles continuously deplete your Endurance, so have them on only when you need them.

BRIEF LIST OF POWERS TERMINOLOGY

Ally: Another player-controlled villain

Confuse: A Confused NPC target attacks his own allies and ignores the player. However, the player can still attack this target. If a player becomes Confused, he can affect allies and enemies equally. Buffs, debuffs, damage, and heals (including AoE [area of effect] powers) will affect all. The target reticle colors will be randomized, and for the duration of the Confuse effect, you will randomly select new targets whether they be friend or foe. Confuse will not disable your toggle powers.

Disorient: Target is unable to act for the duration of the attack. Disoriented targets can move very slowly, and all toggle powers will be disabled.

Fear: Target is unable to move or attack. If target takes damage or is healed, target can move for 10 seconds or execute one power before becoming Feared again. Fear does not disable your toggle powers.

Hold: Held Target cannot move or attack for the duration of the effect. Hold disables your Toggle powers.

Immobilize: Target is unable to move for the duration of the effect but can still attack. Immobilize does not disable toggle powers.

Sleep: Target is unable to move or attack. If damage or healing is received, target can move and attack as usual. Sleep disables toggle powers.

Slow: Target's movement speed and attack rate are reduced.

Snare: Target's movement speed is reduced.

Taunt: Taunts force affected enemies to target and attack you, regardless of their prior actions. Some taunts are area effect and will cause multiple targets to attack you. All taunts are limited in duration.

Teammate: Another villain that is in a group with you (some powers can only affect teammates and not allies).

POWER OUTER-RING KEY

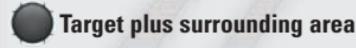
To help show you what type of effect it has, every power icon has one of the following outer rings:



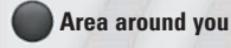
Player only (no ring)



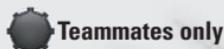
Single target



Target plus surrounding area



Area around you



Teammates only



Conical attack



Summon or drop



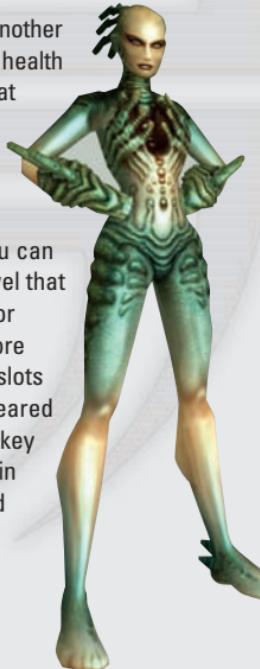
Summon or drop that affects an area

LEVELING TABLE

To gain powers and levels in the game, you must acquire Experience Points by defeating enemies and completing missions.

When you have gained enough experience to reach another level, your Combat Level automatically increases and your health and endurance bars will be completely refilled. Your Combat Level is the increase in your powers' efficacy relative to your enemies' levels. However, in order to gain new powers and other perks of the higher levels, you must first visit an NPC character trainer named an Arbiter.

At every even-numbered level (through Level 32), you can select a new power to add to your arsenal. Every odd level that does not give you a new power allows you to add slots for enhancements on your existing powers to make them more effective. As you advance, you receive more Inspiration slots and the ability to add a title to your name, and you get cleared to enter new zones. You will also be able to take on a lackey (starting at Level 10) in addition to starting your own villain Super Group. The following table lists the benefits gained when you train for each successive level.



LEVEL	NEW POWER SLOTS	PRIMARY POWER AVAILABLE	SECONDARY POWER AVAILABLE	POOL POWER AVAILABLE	NEW ENHANCEMENT SLOTS	NEW INSPIRATION SLOTS	NEW TITLE
1	1st & 2nd	1st & 2nd	1st	—	—	3	—
2	3rd	3rd	2nd	—	—	1	—
3	—	—	—	—	2	4	—
4	4th	—	3rd	—	—	—	—
5	—	—	—	—	2	—	—
6	5th	4th	—	1st, 2nd (1st pool)	—	—	—
7	—	—	—	—	2	—	—
8	6th	5th	—	1st, 2nd (2nd pool)	—	—	—
9	—	—	—	—	2	—	—
10	7th	—	4th	1st, 2nd (3rd pool)	—	2	—
11	—	—	—	—	2	—	—
12	8th	6th	—	1st, 2nd (4th pool)	—	—	—
13	—	—	—	—	2	—	—
14	9th	—	—	3rd (all pools)	—	—	—
15	—	—	—	—	2	—	Yes
16	10th	—	5th	—	—	—	—
17	—	—	—	—	2	—	—
18	11th	7th	—	—	—	—	—
19	—	—	—	—	2	—	—
20	12th	—	6th	4th (all pools)	—	—	—
21	—	—	—	—	2	—	—
22	13th	—	—	—	—	—	—
23	—	—	—	—	2	—	—
24	14th	—	—	—	—	—	—
25	—	—	—	—	2	—	Yes

LEVEL	NEW POWER SLOTS	PRIMARY POWER AVAILABLE	SECONDARY POWER AVAILABLE	POOL POWER AVAILABLE	NEW ENHANCEMENT SLOTS	NEW INSPIRATION SLOTS	NEW TITLE
26	15th	8th	—	—	—	—	—
27	—	—	—	—	2	—	—
28	16th	—	7th	—	—	—	—
29	—	—	—	—	2	—	—
30	17th	—	—	—	—	—	—
31	—	—	—	—	3	—	—
32	18th	9th	—	—	—	—	—
33	—	—	—	—	3	—	—
34	—	—	—	—	3	—	—
35	19th	—	8th	—	—	—	—
36	—	—	—	—	3	—	—
37	—	—	—	—	3	—	—
38	20th	—	9th	—	—	—	—
39	—	—	—	—	3	—	—
40	—	—	—	—	3	5	—
41	21st	—	—	1st, 2nd Ancillary	—	—	—
42	—	—	—	—	3	—	—
43	—	—	—	—	3	—	—
44	22nd	—	—	—	—	—	—
45	—	—	—	—	3	—	—
46	—	—	—	1st, 2nd (1st pool)	—	—	—
47	23rd	—	—	—	—	—	—
48	—	—	—	1st, 2nd (2nd pool)	3	—	—
49	24th	—	—	—	—	—	—
50	—	—	—	1st, 2nd (3rd pool)	3	—	—
TOTAL AT LEVEL 50	24 TOTAL POWERS	9 PRIMARY POWERS AVAILABLE	9 SECONDARY POWERS AVAILABLE	4 POOLS AVAILABLE (4 EACH)	64 ENHANCEMENTS	20 INSPIRATION SLOTS	2 TITLES

Other rewards that are unlocked as you advance are capes at level 20, auras at level 30, and additional costume slots at levels 20, 30, and 40.

MULTIPLE BUILDS

Multiple Builds allows you to set 2 different builds of your character for gameplay. This lets you customize each build for different play styles, such as a build setup for soloing and a build setup for group or role-playing. When you set your different builds, you are allowed to change your power selections and your enhancement slotting of those powers.

To set up multiple builds and change between builds, go to any trainer and click "Select Your Active Build". You will need to "level up" your new build to your character's current Experience Level by training at the trainer. Any Enhancement Slots on the alternate build will be empty and new Enhancements must be slotted in. Enhancements used in another build can not be "copied" into the new build.

INFAMY

By defeating enemies and completing missions, you will gain Experience Points and Infamy Points. The greater the task, the greater the Infamy you gain. Infamy is the level of notoriety that you've earned by your actions and can be used to acquire Enhancements and Inspirations, among other perks. You can also trade Infamy to other villains. After you spend Infamy Points, they are gone for good; you must perform more villainous actions to raise more.

Enhancements and Inspirations are available from Quartermasters (look for costumed NPCs near a trainer or Signature Villain), from your contacts, or from stores located in various zones through out The Rogue Isles™.



LORD RECLUSE INTONES...

Rewards are what all of us are after, no? It seems to me that the level of those rewards earned would coincide with one's stature in the hierarchy, with yours being so very low while mine is so...unfathomable to the likes of you.

ENHANCEMENTS

There are different ways to acquire Enhancements to boost your effectiveness in combat—they can be given as a reward for completing a mission or as a reward for winning a battle. Enhancements can also be acquired with Infamy from certain NPCs and stores, or they can be traded with other villains.

When you use Enhancements in your power slots, you increase their effectiveness. Enhancements are not permanent and will degrade as you gain levels, but they will last for several levels before needing replacement with ones of higher level.

You are given additional Enhancement slots when you gain an extra level and Train up at an Arbiter and are not given an opportunity to obtain a new Power. Please refer to the Leveling Table on pages 32 and 33 to see when additional slots will be awarded to you. Assign these new slots carefully as to best improve your overall effectiveness. The more slots a power has, the more aspects of that power can be

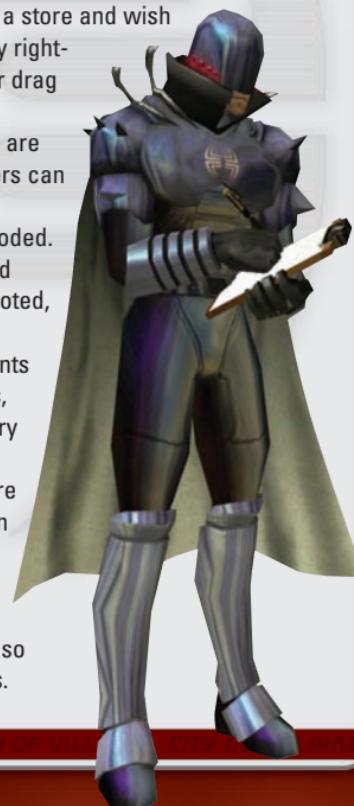
improved. Once you've assigned slots, you must do a special mission before you can redistribute them. To manage your Enhancements, first open the Enhancements Tray by clicking the option found on your Powers Tray. When this tray is displayed, click "Manage" to equip Enhancements onto your powers. Simply drag an Enhancement into a permitted slot on a power to equip it. Permitted slots are highlighted green. Plan carefully because once you place an Enhancement in a slot, it's locked and cannot be removed without destroying it. (To destroy an unwanted Enhancement, click and drag it to the trashcan at the lower-left corner of the Enhancement screen.)

In addition, be aware that as you progress in your career, you'll be adding additional Enhancement slots to powers you select. This allows you to have multiple Damage, Range, Accuracy, etc., Enhancements for each power. These abilities will stack to a degree, granting you greater power than simply having one of each type in a slot.

You are given 10 inventory slots in the Enhancement Tray to hold unassigned Enhancements. If you do not want to use these Enhancements, exchange them at a store for Infamy. The word "Enhancement" on the tray turns red when all slots in your inventory are filled. If you are not near a store and wish to discard an Enhancement in your inventory, simply right-click it and select "destroy"; confirm the selection or drag it to the trashcan.

Twenty-seven different types of Enhancements are available, depending on what aspects of your powers can be improved. Enhancements have specific names, depending on their Origins, but each type is color coded. Following is a list of the different types available and their corresponding color code. Unless otherwise noted, the name of the Enhancement indicates the kind of power that it improves. Note that some Enhancements can be used with a broad range of different powers, while others are highly specific, applying only to very few powers.

Villains can only equip enhancements that share their specific Origin type. Each Enhancement has an outer ring that indicates its origin—generic (useable by any Origin type), dual-Origin, and single-Origin. The following list of the 27 Enhancement types all have the generic ring. We also provide all the different rings and ring combinations.



TYPES OF ENHANCEMENTS

-  **Accuracy** increases the chance of an attack power to hit
-  **Confuse** increases the duration of a power's Confuse effect
-  **Damage** increases the damage dealt by an attack power
-  **Damage Resist** increases the Damage Resistance of a power
-  **Defense Buff** increases the effectiveness of a Defense buff
-  **Defense Debuff** increases the effectiveness of a Defense Debuff
-  **Drain Endurance** increases the effectiveness of an Endurance-draining power
-  **Fear** increases the duration of a Fear power
-  **Fly** increases the speed of a Flight power
-  **Heal** increases the effectiveness of a Healing power
-  **Hold** increases the duration of a Hold power
-  **Immobilize** increases the duration of an Immobilize power
-  **Intangible** increases the duration of an Intangible power
-  **Interrupt** decreases the activation time of a power

-  **Jump** increases the height and distance of jumps with a Jumping power
-  **Knockback** increases the Knockback distance for a power
-  **Range** increases the distance at which a Ranged power can be used
-  **Recharge** decreases a power's recharge time
-  **Recovery** increases the rate of Endurance Recovery
-  **Reduce Endurance Cost** decreases the Endurance cost of a power
-  **Run** increases the speed of a Running power
-  **Sleep** increases the duration of a Sleep power
-  **Snare** increases the effectiveness of a Slow power
-  **Stun** increases the duration of a Disorient power
-  **Taunt** increases the time a Taunted foe stays concentrated on you
-  **To Hit Buff** increases the effectiveness of an Accuracy buff
-  **To Hit Debuff** increases the effectiveness of an Accuracy debuff

ENHANCEMENT ORIGINS

-  **Generic Training**
-  **Magic Dimensional Entity**
-  **Mutation Secondary Mutation**
-  **Science Experiment**
-  **Technology Cybernetics**
-  **Natural Technique**
-  **Natural/Magic Relic**
-  **Mutation/Magic Focusing Device**
-  **Mutation/Science Genetic Alteration**
-  **Science/Technology Invention**
-  **Technology/Natural Gadget**
-  **Invention**

Origin can use them. If you are purchasing Enhancements, these are cheapest.

The dual-Origin Enhancements are more powerful. Enhancements of this type can be used by characters of two specific Origins. There are five dual-Origin pairings: Mutation-Magic, Mutation-Science, Science-Technology, Technology-Natural and Natural-Magic.

Single-Origin Enhancements are even more powerful than the dual-Origin Enhancements. There are single-Origin Enhancements for each of the five Origins. If you are purchasing Enhancements, these are, of course, the most expensive.

The most powerful are the Invention-Origin Enhancements. These are created by combining salvage found or acquired throughout the game and crafting them at a University or Base crafting station. You can also acquire these through Wentworth's Consignment Houses located in various zones.

ENHANCEMENT STRENGTH

Enhancements have levels and will determine their effectiveness in augmenting your powers. You can only use Enhancements that are relatively close to your own level. Enhancements that are significantly higher level than you have their own level number highlighted in red, indicating that you cannot use it yet. Likewise, Enhancements that are three or fewer levels lower than you are color-coded yellow, signifying decreasing effectiveness. Enhancements that are more than three levels under your Combat Level are in red. This essentially means the Enhancement is useless and should be replaced.

The overall strength of an Enhancement is determined by its Origin type and its level. The least powerful Enhancements are training, or generic. Villains of any

Enhancements that are higher than your own level have a greater effect on your powers than Enhancements that are at your own level or lower. However, any usable dual-Origin Enhancement is better than any usable generic Enhancement, regardless of level. Similarly, any usable single-Origin Enhancement is better than any usable dual-Origin Enhancement. The exception is with Invention Origin Enhancements, which have a static bonus that remains constant no matter what level you are. This may or may not be better than a Generic, Dual, or Single Origin Enhancement of the same level, but Invention Enhancements never expire.

COMBINING ENHANCEMENTS

As you gain levels, your equipped Enhancements degrade in effectiveness. To improve them, you can combine two Enhancements of the same type into one, thereby increasing its current level. To combine Enhancements, they must be identical in effect and in Origin type. They do not have to be identical in level, but the closer in level they are, the more likely the combination will be successful.

Just click on an Enhancement that's already been assigned to a Power to open the Combination Mode screen. You may attempt to combine an Enhancement with one from your inventory or with one that has been assigned to the same power. When two compatible Enhancements are slotted to be combined, the game figures the odds of a successful combination based on the difference in level between them (the closer the better).

When a combination is successful, the improved level of the new Enhancement is that of the higher level used in the combination and is followed by a plus sign. This plus sign indicates that the Enhancement is one level higher than the number preceding it. Regardless of a successful or failed combination attempt, the lower-level Enhancement is lost for good.

If an Enhancement has been improved twice—that is, it is operating two levels above its original level—it cannot be improved further. However, it can be used to improve a still-higher Enhancement.

INSPIRATIONS

Inspirations are also possible rewards for victory in battle and can be traded among allies or acquired with Infamy from a contact's store.

These are one-time-use power-ups to help you in battle. They have different beneficial effects depending on their type. Your available Inspirations are displayed in an Inventory Tray located above the Power Tray. After you use an Inspiration, it is gone forever and disappears from your Inventory Window.

Use an Inspiration by clicking its icon in the Inspirations Window. You can also use the bottom row of Inspirations by hitting the corresponding function key, starting with **F1**. To keep your Inspirations organized, you can click-and-drag them to different slots in your Inventory Window. Click the arrow icon on the Inspirations Window to display additional rows of slots, or click it again to collapse the window to show only the bottom (hot-keyed) row. There are eight different types of Inspirations, each of which comes in three power levels. The higher the level of the opponent from whom you won the Inspiration, the more powerful it is likely to be.

If you have 3 or more of the same Inspiration, you can combine 3 of them to form a different Inspiration of the same strength. To do this, simply right-click on one of the Inspirations you want to combine, scroll down and mouse over the "Combine 3 into..." option, and select the new Inspiration you would like.





Respite: Recovers 1/4 of your Hit Points.



Dramatic Improvement: Recovers 1/3 of your Hit Points.



Resurgence: Recovers 1/2 of your Hit Points.



Luck: Boosts your Defense to all attacks by 25% for 60 seconds.



Good Luck: Boosts your Defense to all attacks by 33% for 60 seconds.



Phenomenal Luck: Boosts your Defense to all attacks by 50% for 60 seconds.



Sturdy: Increases all your Damage Resistance by 5% for 60 seconds.



Rugged: Increases all your Damage Resistance by 10% for 60 seconds.



Robust: Increases all your Damage Resistance by 20% for 60 seconds.



Insight: Makes your attacks 25% more accurate and increases your Perception by 25% for 60 seconds.



Keen Insight: Makes your attacks 33% more accurate and increases your Perception by 33% for 60 seconds.



Uncanny Insight: Makes your attacks 50% more accurate and increases your Perception by 250% for 60 seconds.



Enrage: Increases all your damage by 25% for 60 seconds.



Focused Rage: Increases all your damage by 33% for 60 seconds.



Righteous Rage: Increases all your damage by 50% for 60 seconds.



Break Free: Frees you from some Sleep, Hold, Immobilization, Disorient, Fear and Confuse effects and slightly boosts your resistance to such effects for 30 seconds. This Inspiration can be used even while under such effects.



Emerge: Frees you from some Sleep, Hold, Immobilization, Disorient, Fear and Confuse effects and slightly boosts your resistance to such effects for 60 seconds. This Inspiration can be used even while under such effects.



Escape: Frees you from some Sleep, Hold, Immobilization, Disorient, Fear and Confuse effects and slightly boosts your resistance to such effects for 90 seconds. This Inspiration can be used even while under such effects.



Catch a Breath: Recovers 1/4 of your Endurance.



Take a Breather: Recovers 1/3 of your Endurance.



Second Wind: Recovers 1/2 of your Endurance.



Awaken: If you are defeated, you can wake up with 1/4 of your hit points. You will, however, be Disoriented, have no Endurance, and be unable to Recover Endurance for 20 seconds, but you will be protected from XP Debt for 10 seconds.



Bounce Back: If you are defeated, you can wake up with 1/2 of your hit points. You will, however, be Disoriented, have no Endurance, and be unable to Recover Endurance for 10 seconds, but you will be protected from XP Debt for 15 seconds.



Restoration: If you are defeated, you can wake up with 3/4 of your hit points. You will, however, have no Endurance, and be unable to Recover Endurance for 10 seconds, but will not be Disoriented, but you will be protected from XP Debt for 20 seconds.

WINDOW TO ADVENTURE

The game has numerous informational windows that can be opened or closed at will, and their size is often fully adjustable.

Clicking on the desired name above the Stat Bars grants access to the five "top-level" windows: Chat, Tray, Target, Nav, and Menu. Many submenus can be opened from these main windows.

CHAT



Open the Chat Window by clicking on "Chat" located above the status bars, or open it from the Menu Window.

The Chat Window is the most important window in the game. All communication between players throughout the game is displayed here, and it's your means to send messages back to other players. This window also displays automated game messages such as power recharge and important server messages. The Chat line in this window is also your means to create key bindings and launch slash commands.

Color-coded messages are displayed in a split-pane window when they are sent. After selecting an appropriate Chat channel, enter your message by clicking the empty Chat line at the bottom of the Chat Window, then type your message. When you are done typing your message, simply press Enter to send.

Within the chat window, Player, Power, Enhancement, Recipe, Inspiration, and Salvage names are clickable.

Clicking on a Player Name will open a menu that will allow you to use the following commands:

- Chat
- Invite to Team
- Add Friend

- Ignore
- Ignore Spammer

Clicking on a Power, Enhancement, Recipe, Inspiration, or Salvage name will open the info window for those items. In addition to this, you can drag and drop any of these items into the chat window to create a clickabled link.

Tells: To send a private message to one specific player on your server, you can send a "Tell." To send a Tell, type:

/tell <villain's name>, <your message>

Be sure to include the comma between the villain's name and the message. The Tell will not work without it. The recipient must also be online at the time for the Tell to be successfully sent. A Tell is the most common of the slash commands.

Ignore: If you wish to stop receiving messages from a specific player for any reason, you can Ignore him. This slash command allows you to block all further incoming messages from this player. To Ignore someone, type in the Chat line:

/ignore <character's name>

Doing this also adds that player's name to your Ignore list, and will ignore them on all global channels, as well as ignore all local characters and any new characters they create. To remove a player from your Ignore list, type the following in your Chat line:

/unignore <character's name>

You can ignore up to 200 characters.

GLOBAL CHAT

Global Chat is a method for you to communicate with your friends in *City of Villains* no matter what character they are playing or even what server they are playing on. You only need to know their "Global Chat Handle." This Global Chat Handle is an all-encompassing name used to locate you for Chat and is specific to your account, regardless of what character you are playing. Global Chat Handles are designated by an @ symbol at the beginning of the name, distinguishing them from ordinary character names. When you log on, your Global Chat Handle is assigned to you and displayed in a message in your Chat Window. If you want a different handle (one-time only

change), use the following command:

/change_handle <global name> Enter

"/change_handle where <global name>" is the new handle that you wish to have.

Again, you can only use this command only once to change your handle.

To send messages to someone's Global Chat Handle, simply use the Tell command, using an @ before the player's Global Chat Handle, such as:

/tell @<global name>, <your message> Enter

TABS

Tabs allow you to filter out Chat dialogue into separate windows if you are getting too much information at once in the default windows. Right-click the tab on which you wish to change filters and select Edit Tab from the list. You can now assign which channels will be sent to this tab (shown in the left column) out of all available channels (shown in the right column). Simply highlight the desired channel and select "Add" or "Remove."



GLOBAL CHANNELS

Create your own global channel and invite your friends to use it with the Tab interface. You can either edit a tab or click the Tab button in the Chat Window and select "Create Channel." You will be asked to name your channel, then you will automatically join this newly created channel in the current tab. Clicking the channel name of a global chat channel will give these options:

- Send Message
- List Members
- Set MotD
- Set Description
- Leave Channel
- Set Color - allows you to set your global channel display colors.

Your friends can join this same channel by selecting "Join Channel" and entering the exact name of your created channel. You may also invite players to your Global Chat

channels and set it to a Private Channel to keep the chat limited to those you wish.

As the moderator of the channel, right-clicking on a players name will give additional options:

- Silence/Unsilence
- Kick

TEAM

Open the Team Window from the Chat Window or the Menu Window.

Some information about players you are currently grouped with can be found in this Team Window. Your teammates' names and Archetype icon, as well as Hit Points and Endurance bars can be easily viewed here, helping you keep track of their condition. Right-click on a teammate's name in the Team Window to display more information about him. You can also target a certain teammate to assist or to heal by clicking on his name in the window. This window should be open whenever you are in a group.



LOOKING FOR GROUP



You can easily broadcast your desire to join a team of players battling together by using the "Looking for Group" function. On your Chat Window, click the "Team" button, which reveals a drop-down menu that lets you pick what type of group you are looking for:

Looking for any: Accept any team type

Looking for patrol: Only Street Patrolling

Looking for missions: Only Door Missions

Looking for SF: Only Strike Force Missions

Looking for Trial: Only Trials

Looking for Arena: Only Arena events

You can type in a search comment that others can view when they search for other members of their desired group type.

The Find Member button reveals a list of options for what type of teammate you are searching for. You can search for specific Archetypes, Origins, Maps, levels, and "Looking for" preferences; then click "Search" and the game opens a list of players seeking groups who meet your search parameters. After selecting players from the list, use the Tell or Invite buttons to talk to or invite them to your group. It is a common courtesy to send a character a Tell before inviting them to a team to see if they are a good fit for your group.

FRIENDS

Open the Friends Window from the Chat Window or the Menu Window.

This window reveals your Friends list. If you want to add a player to this list, use this slash command in the Chat line:

/friend <villain name>

When you view the list in the Friends Window, you can see which of your friends are currently online, along with which zone they are currently in.

By clicking on a friend's entry and highlighting it, then right-clicking on it, you can open a window from which you may:

Chat: Send a Tell to your friend

Remove Friend: Delete this player from Friends list

Invite to Team: Invites another villain to join your team

If you are the leader of a Super Group, this window also contains various group-related options (Invite to or Kick from Group, Promote, or Demote).

There is also a Global Friends list that is separate from your normal Friends list. This Global list contains the Global Chat Handles of your *City of Villains* friends, allowing you to see their online status regardless of what character they may be playing or what server they are on. Use the following command in the Chat line to add someone to your Global Friends list:

/gfriend <villain name>

"<villain name>" can be either that person's character name or their Global Chat Handle. Make sure you use the @ prefix if you are entering a Global Chat Handle, as in @globalhandle. The other player needs to accept the request before they are added to your Global Friends list. You can add up to 200 players to your Global Friends list.

To remove yourself from someone else's list or to remove someone from your list, type:

/unfriend <villain name>

"<villain name>" can again be either their character's name or the Global Chat Handle. If it is a Global Chat Handle, it must be prefixed with the @ symbol.

To block messages from someone in Global Chat, use:

/ignore @<global handle>

If you want to receive messages from an ignored player again, use:

/unignore @<global handle>

To view the current list players being ignored in Global Chat, use:

/ignoring

To send messages to someone's Global Chat Handle, simply use the Tell command, using an @ before the player's Global Chat Handle, such as:

/tell @<global handle>, <your message>

SUPER GROUP



Open the Super Group Window from either the Chat Window or the Menu Window.

This window displays information about your villainous Super Group (if you are affiliated with one). The names of members, their ranks in the group, their online status, and the amount of time since they were last online can all be viewed in this window.

Group leaders can perform administrative functions (Promote, Demote, or Remove members) by using the buttons at the window's bottom. "Refresh" updates the window information to reflect current changes. Any member can click "Settings" to review the group registration and costume information or click "Quit" to resign from the group.

COALITION CHAT

A consolidation of Super Groups, known as "coalitions," can combine strategies, tactics, and skills to defeat even the greatest of foes. To aid in the coordination of these coalitions, we have implemented the Coalition Chat, a Chat system that allows up to 10 Super Groups to combine forces to carry out wicked machinations.

To form a coalition, Super Group leaders invite other Super Group leaders on their server to join forces. Communication between Super Groups are handled via Coalition Chat.

All group leaders have access to the Coalition Chat menu from the Villain Group Window. Leaders can use this menu to mute their own nonleaders from talking in Coalition Chat. They can also prevent communication between their own nonleader group members and other nonleader members about an allied Villain Group (for each ally there is a "Hear Leaders Only" option and a "Don't Chat To" option).

Coalition Chat is a separate Chat channel that allows you to talk to all allied Villain Groups as long as your leader has allowed this communication in the Coalition Chat menu.

Coalitions can be dissolved at any time, so you can join up with another Villain Group for just a raid, or your groups can establish long-term relations.

You must be a group leader to form a coalition. If you are a group leader, right-click on a player in another Villain Group and choose "invite to coalition" or use the

/ci <villain name> command. Doing this invites the leader of the other Villain Group who has been online the longest to be in a coalition with your own group.

A coalition can consist of up to 10 other Villain Groups, including those combined with your own. Use the **/c <text>** command to Chat in your Coalition channel.



CHANNELS

There are tiny lettered squares between the lower Message Window and the Chat line that enables you to set to which channel your message will be sent. The available channels are:



Local: Messages can be read by those in your immediate vicinity.

Broadcast: Messages can be read by everyone currently on the same map (either the current zone or the current mission map).

Team: Messages can only be read by your teammates.

Super Group: Messages can only be read by those in your Super Group.

Request: This channel is reserved for those who wish to trade, buy, or sell.

Friends: Messages can be read by everybody on your Friends list.

Coalition: Messages can be read by everyone in your Super Group's coalition.

Active: To Chat, select this channel from the currently active tab (highlighted in green).

E-MAIL

Access the E-mail Window from the Chat Window or from the Menu Window.

The game provides an e-mail system that allows you to leave messages for players who are not currently online. Messages can be sent to the villain's name. You have the option to read your own mail, compose new messages, replay or reply all, forward a message, or ignore the email and player as a spammer within this e-mail system.



EMOTES



Click the small word-balloon icon on the right edge of the Chat line to reveal a categorized list of emotes. These are preset messages, some of which have accompanying character animations.

TRAY

Display your Power Tray by clicking "Tray" above the status bars, or access it from the Menu Window.

POWERS

Open the Powers Window from the Tray or the Menu Window.

This window displays all the powers in your selected Power groups; the ones you've actually acquired are highlighted brighter than the ones you haven't trained yet. You can drag your available powers from this window to the Power Tray for use. If you have visible empty slots in your Power Tray, newly acquired powers automatically appear in these available slots.



INSPIRATIONS

Open this window from the Power Tray or from the Menu Window.

ENHANCEMENTS

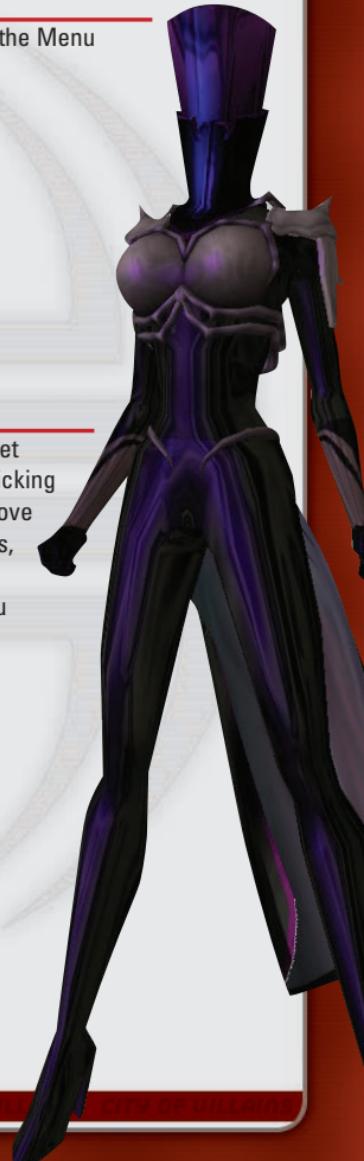
You can access this window from the Power Tray or from the Menu Window.



TARGET



Open the Target Window by clicking on "Target" above the status bars, or access it from the Menu Window.





THE MAP

CARTOGRAPHY

Toggle the map on and off by striking **[M]**. By default, this displays the current zone you are in. By toggling the City and Zone tabs, you can switch between a view of the current Zone and the overall world map.



LORD RECLUSE INTONES...

As one that seeks to curry my favor, you must always know which way is forward, never looking back and always striving ahead, seeking the next conquest. To that end, you have been granted the implements you need to find the next location in your inevitable crusade to crush all that is good and right.

The map is your primary means of navigating the Rogue Isles, as it lists the locations of all major points of interest that you've already visited. Any place you haven't ventured to is blacked out by a "fog of war." This shroud gradually peels away as you investigate more of the zone in which you are currently located.



Before exploring



After exploring

Right-click on the map to set a waypoint (known as a "thumbtack") that you can then navigate from via the compass at the screen's top. A distance marker also overlays the screen, denoting where and exactly how far you are from your current highlighted goal (be it a broker, mission, or other point of interest).



BLOODY BAY



Purple = Villain Base area
Blue = Hero Base area
Orange = Free for All area



MAP ICONS

Iconography

While the map itself is a very informative tool, the various icons plastered on it give you a much greater understanding of the immediate lay of the land:

Neighborhood

This icon denotes the center of a particular neighborhood in any of the various City of Villains zones.

Thumbtack

These are player-placed to serve as a waypoint or a reminder that something of value might reside in that spot.

Store

This icon denotes the location of a store where you'd be able to purchase, sell, and so on, various Inspirations or Enhancements.

Team Leader

This icon denotes the location of the current team leader. This only applies when you are grouped with other players.

Teammate

This icon denotes a fellow teammate on the map. This only appears if you are actually grouped with other players.

Broker

This icon denotes the location of any brokers you've uncovered in the current zone. This makes it easier to keep track of them.

Ferry

This icon denotes where the various Ferry points lie to whisk you to other zones throughout the Rogue Isles.

Arena

If you're looking for a fight, this is the place to go. Villain vs. villain fights take place in arenas where you can hone your skills against other players before taking on heroes.

Base Portal

This denotes an entrance to a Secret Base.

Helipad

From this point you'll catch a 'copter to various other locales throughout the Rogue Isles.

Hospital

As the name implies, these icons denote where you'll be revived should you fall in battle.



Mission

This icon denotes where a mission begins. Select the active mission by clicking on the Mission header on the compass at the screen's top.

To keep track of the various missions you've undertaken, the following color coding explains the current status of each mission in the header:

Red: Mission you are currently engaged in

Yellow: Mission that you've selected but haven't started

Gray: Missions that you have not yet selected

NEIGHBORHOOD DIFFICULTY

Gauge the relative difficulty of a given neighborhood by the color that outlines it. They break down by the following colors:

Green: This denotes that the neighborhood's enemies are slightly lower than the level range of the zone it is located in (i.e., easy).

Yellow: This denotes that the neighborhood's enemies are on par with the level range of the zone it is located in (i.e., average).

Orange: This denotes that the neighborhood's enemies are above the level range of the zone it is located in (i.e., hard).

Red: This denotes that the neighborhood's enemies are much higher than the level range of the zone it is located in (i.e., very hard).



VILLAINOUS DEEDS

The meat of *City of Villains* lies in the various missions that you can acquire throughout the different zones. Without missions, you'd merely be wandering the streets, picking fights with random mobs of varying, villainous sorts. While this might be fun for a while, the actual rewards for doing so are limited, and it takes quite some time to level in this manner.

Missions are tailored to the immediate level range of your character, making the challenge level fairly appropriate. This does not mean that you can waltz through any mission you accept (far from it, in fact), but it does give you a good idea of what you could possibly beat, given the implementation of a workable strategy.

In addition to the material rewards of leveling via missions, you are also privy to the storyline that weaves its way through the rancid heart of the City of Villains. This helps give you a greater sense of what motivates you (beyond making life difficult for all those around you). It also serves to draw you deeper into the web that the various Arch Villains weave (Lord Recluse being the most obvious example).

CONTACTS AND BROKERS

Brokers and contacts are nonplayer characters (NPCs) that mete out the various missions you can take throughout the course of your adventures. The first contact of note is the enigmatic Kalinda on Mercy Island. She doles out your first (and most basic) missions, and as your infamy grows through various nefarious deeds, she introduces you to a more valuable contact. On occasion, a contact also sells you Enhancements and Inspirations and is always the starting and end point for each foray into the depths of the city.

As time passes and as your reputation with that contact increases, they offer you increasingly juicier assignments, worth more Experience and more Infamy. Given sufficient, successful missions, you'll even be given that contact's personal cell phone number so you won't have to trek back to them to complete missions and accept new ones.

In addition to contacts, you also run into brokers throughout the course of your criminal activities. These shady characters introduce you to the "newspaper."

CLUES

Depending on the mission, you may need to unearth clues to keep the narrative (and, thus, your mission) moving forward. Each time you obtain a new clue, it flashes on the screen and can then be accessed from the Clue tab on the Navigation Window at the screen's top.

While you might be tempted to simply ignore them, Clues provide valuable info that might come in handy for your broker or, perhaps, aid you in pointing you to the next step in your current mission. This is key in many cases, as you *need* to find all clues to fully complete a given mission.

On occasion, certain clues might persist *after* you've seemingly completed all tasks related to that mission. In that case, the chances are near 100% that there's still something you have yet to do that relates directly to that clue—this is why it's important to read all of them when you get them!

STORY ARCS

While you'll find that many missions are one-shot deals—get in, get out, collect your reward and move on—the further you progress in the game, the more likely you are to encounter multiple subplots running through your missions. These subplots are known as "story arcs."

Essentially, story arcs are a series of missions linked together by common plot elements that gradually expand and contribute to the overall *City of Villains* storyline. These series of missions are gold mines of Experience and Infamy, and they serve to enrich the entire experience. It is highly recommended that you undertake them, as they're very entertaining in their own right.

There is no real way of knowing which missions will set you off on a full-blown story arc. You'll simply have to experiment and see which ones take you on a roller-coaster ride of intrigue. And lest you think there's no other reason for taking on missions except to advance the narrative, well, let's just say your perseverance will be rewarded...

MISSION TYPES

Throughout the game, you will find that missions fall into seven basic categories:

Instanced missions: You are directed to a door leading to a mission map that only you (and your teammates) can open. The mission is specifically calibrated to be challenging based on your group's level and size. Instanced missions tend to be the richest in clues and story information, and they offer the best opportunity to battle

villain bosses. Often these missions have special goals that you must accomplish—for example, rob a bank, arm bombs, or gather clues. When in a mission map, be on the lookout for objects that flash, glow, and give off a low humming sound. These might be a desk, a safe, a computer, a bomb, a simple box, or another object. These objects are mission assignments, and you must investigate them in order to complete the mission (although some may turn out to be decoys). These objects often yield clues, but not always (i.e., when arming bombs).

Defeat tasks: You are assigned to defeat a certain number of heroes from a specific group. Usually these missions require you to hunt in a specific zone, but some allow you to hunt anywhere.

Schemes: This is where a budding criminal can find fresh ideas for new capers to spring on an unwitting populace. After you pull off five newspaper missions, the broker assigns you something a bit meatier: a heist (bank or casino robbery for example). After completing the heist, you likely be introduced to a new contact. One note: Brokers and newspaper are one-off missions—they are never story arcs and are completely self-contained unto themselves.

Patrol tasks: You are assigned to patrol a certain zone to keep tabs on what's happening on the street. In these missions, you travel around the zone and check in at a certain number of call boxes.

Errands: Your broker sends you to another NPC elsewhere in the city to pick up or deliver something (either an object or information). Often these errands lead directly into Door missions or even to story arcs. When you get a Defeat task, look for opportunities to complete it while working on another mission—for example, if your Defeat task is to destroy 20 snakes, and you join a team that's going into a snake hole that's full of snakes, you'll probably come out with both missions completed.

Co-Op missions: These are missions that Villains must team up with Heroes in order to defeat a common enemy and are mainly found in the Co-Op War Zones, such as the Rikti War Zone.

Flashback missions: Granted by the mysterious Ouroboros group, these missions allow Villains to go back and experience certain missions they have already completed previously in the game or were not able to experience because they had out leveled them.



DAY JOBS

DAY JOBS

Day Jobs rewards players even when they aren't playing the game. By logging off at certain locations in you will receive additional powers and benefits when you log back in, such as Badges, Accolades, and more. There are several Day Jobs locations throughout the Rogue Isles and are identified by a power icon that appears beneath your health bar. This icon will explain what Day Job you will work towards when you log off there. Below is a list of the Day Jobs available to you:

Day Job Name	Log Out Location	Benefit
Demagogue	Arachnos Building (Marconeville, Port Oakes)	Influence Bonus upon mission complete
Arachnos Agent	Arachnos Bases and Arachnos Controlled areas	Experience Bonus upon mission complete
Pilot	Near Black Helicopters	Travel Speed Bonus
Smuggler	Ferry Docks	Enhancement drop on mission complete
Crey Employee	Crey Industries Building in Nerva Archipelago	Large Inspiration upon mission complete
Pain Specialist	Hospital Lobbies	Out of combat regeneration bonus
Professor	Inside Universities	Random tech salvage drop upon mission complete
Midnighter	Inside the Midnighter's Club	Random arcane salvage drop upon mission complete
Theif	Inside a Vault	Influence Bonus upon mission complete
Clubber	Pocket D	Out of combat recovery bonus
Fashion Designer	Tailor Lobbies	Coupons that will grant a discount at the tailor
Mortician	Graveyards	XP Debt Protection

STRENGTH IN NUMBERS

While it's a lot of fun taking on the world alone, it can be even more fun to do it with friends (or, shall we say, interests in the case of a villain such as yourself). This is where the various types of team ups come in.

Essentially, a team is a temporary coming together of various villains to complete any number of missions. You'll find that some alliances last longer than others, and, invariably, teaming up makes life easier on you. When teamed up, Experience and Infamy are evenly distributed across those of the same level (higher and lower levels than you will receive proportionate amounts of that total). Also, Enhancements and Inspirations are meted out fairly, though you often can't use the Enhancements you receive. To curry favor (especially with those of higher level), you may want to consider handing over ones you can't actually utilize. Or you could just sell them...

To form a team, right-click on the person you'd like to have aboard and select "Invite." Assuming they accept, you are then set as the team leader, which allows you the ability to invite and remove teammates at will. You can also invite teammates by typing `/invite <villain name>` if they aren't actually near you. Finally, you can invite members from your Super Group or Friends list by right-clicking on them and selecting "Invite." Naturally, if someone invites you to join a team, they'll be the leader.



LORD RECLUSE INTONES...

From time to time, even the mightiest of villains needs allies to pursue particular tasks that might prove daunting alone. This is where grouping with other lesser lights (such as yourself) will come in handy.

TEAM LEADERS

Each team up has one leader. The first villain to invite another into the team automatically becomes the leader, and from then on he or she is the only one who can invite new members into the team. The leader also has the authority to kick members off the team.

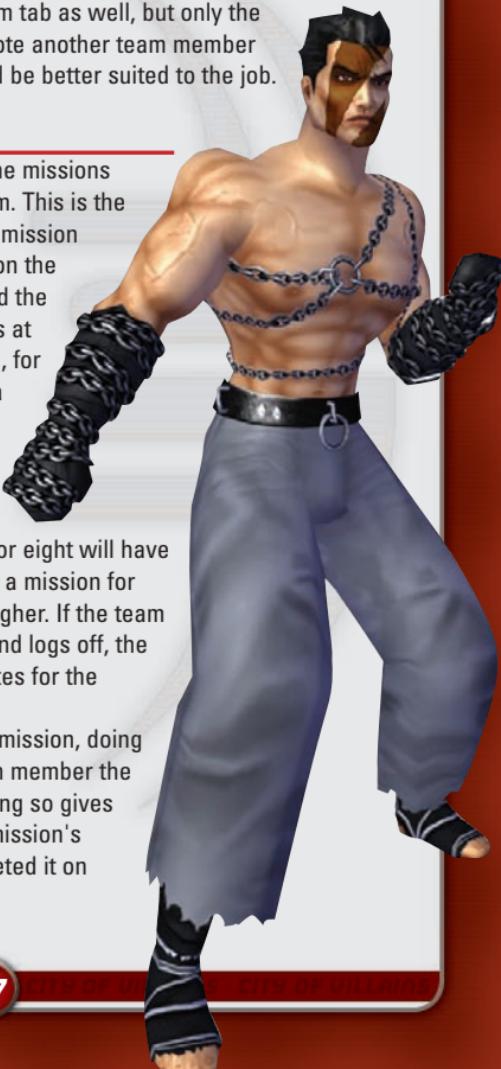
The team leader has the job of selecting any missions the team will undertake. This is done from the Team tab of the leader's Mission Window. The leader can select any mission that is currently held by any team member (other team members can view all available missions from the Team tab as well, but only the leader can choose one). A leader may promote another team member to leader if he or she feels that person would be better suited to the job.

TEAM UPS AND MISSIONS

Team leaders may select missions from all the missions currently possessed by everyone on the team. This is the only time a villain can enter another villain's mission map. Team Door-mission difficulty is based on the level of the character who originally obtained the mission and on the number of team members at the time the mission is first begun. Therefore, for a tougher mission, select a mission held by a higher-level team member, and for an easier mission, select from a lower-level member.

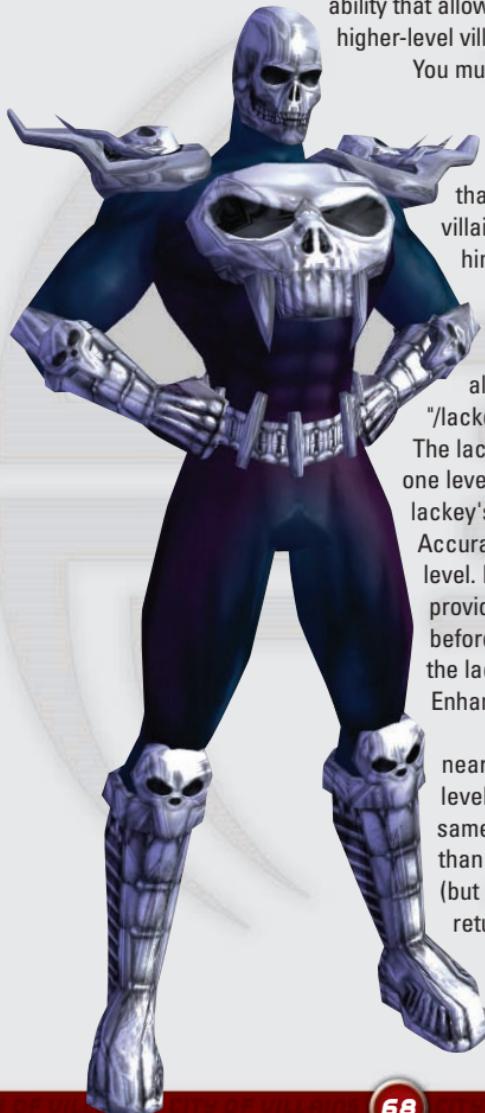
Also, the team's size directly affects the number of enemies in the mission. For example, a mission for a team of six, seven, or eight will have many, many times the number of enemies as a mission for one or two, and their levels will be slightly higher. If the team abandons the mission before it's complete and logs off, the next time they enter the mission, it recalibrates for the number of villains who enter at that time.

If multiple teammates all hold the same mission, doing the mission for one team member gives each member the option of having theirs complete as well. Doing so gives all the team members the rewards that the mission's owner would have received had they completed it on their own.



LACKEYS AND MALEFACTORS

Lackeys are a special option that allows low-level villains to team up with villains of much higher level. The lower-level villain, the lackey, gains a temporary boost in fighting ability that allows him or her to fight alongside the higher-level villain, aka his "boss."



You must be at least Security Level 10 before you can become a boss to a lackey, and your lackey must be at least three levels lower than you. In order to make another villain a lackey, you must first invite him or her into your team. Then right-click on the villain to open a menu of interaction options that includes inviting a lackey. You can also use the slash command "/lackey <name>".

The lackey's effective level is boosted to one level lower than his mentor's level. A lackey's damage, Hit Points, Defense, and Accuracy are all boosted to this new level. His Enhancements continue to provide the same benefits they gave him before he became a lackey. Of course, the lackey gains no new powers or Enhancement slots.

A lackey must stay physically near his boss in order to maintain the level boost (within 200 feet on the same map). If a lackey gets farther than this, his level reverts to normal (but his level will be restored if he returns to proximity with his boss).

One other option in the lackey system is for a higher level Villain to lower himself to a lower level by becoming a Malefactor.

This will allow the lower level Villain to continue to collect normal XP at this level while having a higher level friend help out. However, the Malefactor will receive no XP for his actions (short of burning off debt).

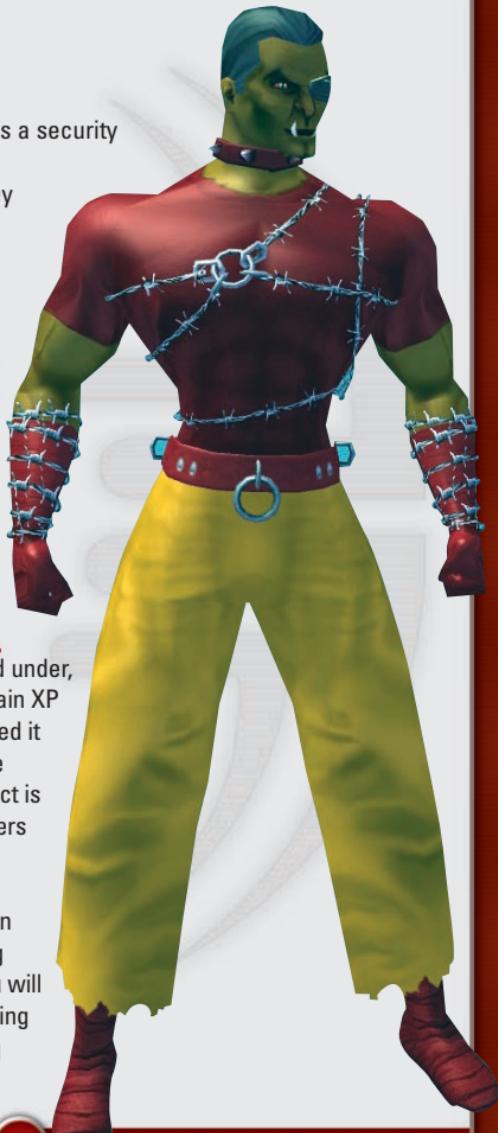
Additional Lackey notes:

- A lackey may not enter any zone that has a security rating above his real Combat Level.
- Lackeys gain Experience Points as if they were still fighting foes near their actual Combat Level.
- A boss may have only one lackey at any time, and a lackey may have only one boss at a time.
- The boss or lackey can terminate the relationship by using the slash command "/unlackey".
- Lackeys and malefactors are a great way to team up with your friends, even if there's a big difference in threat level between you.

LEVELING PACTS

Available to characters that are level 5 and under, a leveling pact allows two characters to gain XP at the same rate. When a pact is established it essentially freezes one player's XP until the other player catches. From the time the pact is initiated, all XP earned by the two characters will be split evenly between them.

To start a leveling pact, simply right click on another player and click "Invite to Leveling Pact". When the other player accepts, you will then be in a Leveling Pact. To leave a leveling pact, just select Leave Pact in the Leveling Pact window.



STRIKE FORCES

A Strike Force is a group of powerful Villains that set out on a series of daunting tasks. This generally leads to a final confrontation with a very powerful Superhero.

A few things to bear in mind before joining one:

- Strike Forces are not for the faint of heart: they require a very serious time commitment (many hours in most cases).
- Once a Strike Force is started, you **cannot** invite any additional members. Keep this in mind before pulling the trigger.
- A Strike Force has a minimum number of players necessary to undertake it. That being said, the more the merrier.
- Any members that quit during the course of a Strike Force **cannot** rejoin. Once you're out, you're out.
- A Strike Force will automatically end if the group disbands.
- Strike Forces start independently of regular Contacts and Brokers. You will pick them up from special contacts.

While the risks are great the rewards are even greater, so it is something you should certainly find time to engage in a bit later in your life of crime.



SUPER GROUPS

A Super Group is a permanent organization of Villains banded together for the common...bad. Membership in one is a good idea for a few reasons:

- 1. It can provide access to a pool of villains to adventure without having to hunt down a group.**
- 2. It makes it easier to keep track of your friends as you can chat in the Super Group chat tab providing a private chat channel for the team.**
- 3. When engaging in PVP, a bigger team is never a bad idea, after all, there is strength in numbers.**
- 4. Super Groups can build secret bases for their members to use.**
- 5. Only Super Groups gain benefits from Items of Power.**

Forming a Super Group is very straightforward processs and simply requires you to register at a Super Group Registration desk in major cities.

You must be at least level 10 before forming a Super Group, but you can be any level to be invited to one.

Super Groups get access to nice things like group colors, group logos, as well as customized titles for each group member (representing ranks in the hierarchy). For example, the leader of the group could be the Master, while his subordinates could be Acolytes and Initiates.



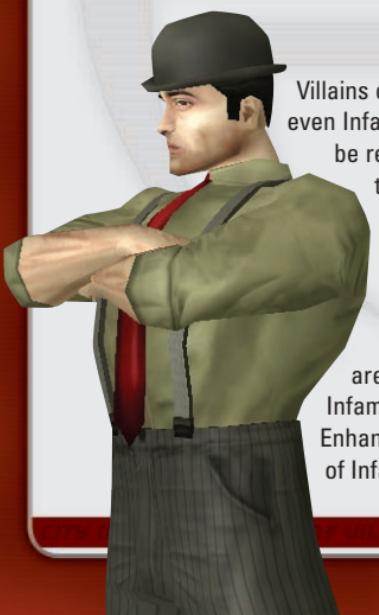
TRADING



LORD RECLUSE INTONES...

From time to time, you must engage in commerce in order to advance your ultimate goals. Sometimes, you will need to engage others of your ilk directly, going outside the normal channels of merchants to acquire wares directly from other scofflaws. This is not a sign of weakness but a sign of strength—if you require a tool to further the ways of evil, then the ends justify the means.

"Trading Spaces"



Villains can trade Inspirations, Enhancements, Salvage, and even Infamy between each other. In order to trade, you must be reasonably close in proximity to the villain you wish to trade to. To start trading with another villain, click on him to target him, then right-click and select "Trade." If another villain asks you to trade, you will see a dialog box that allows you to accept or decline opening the Trade box.

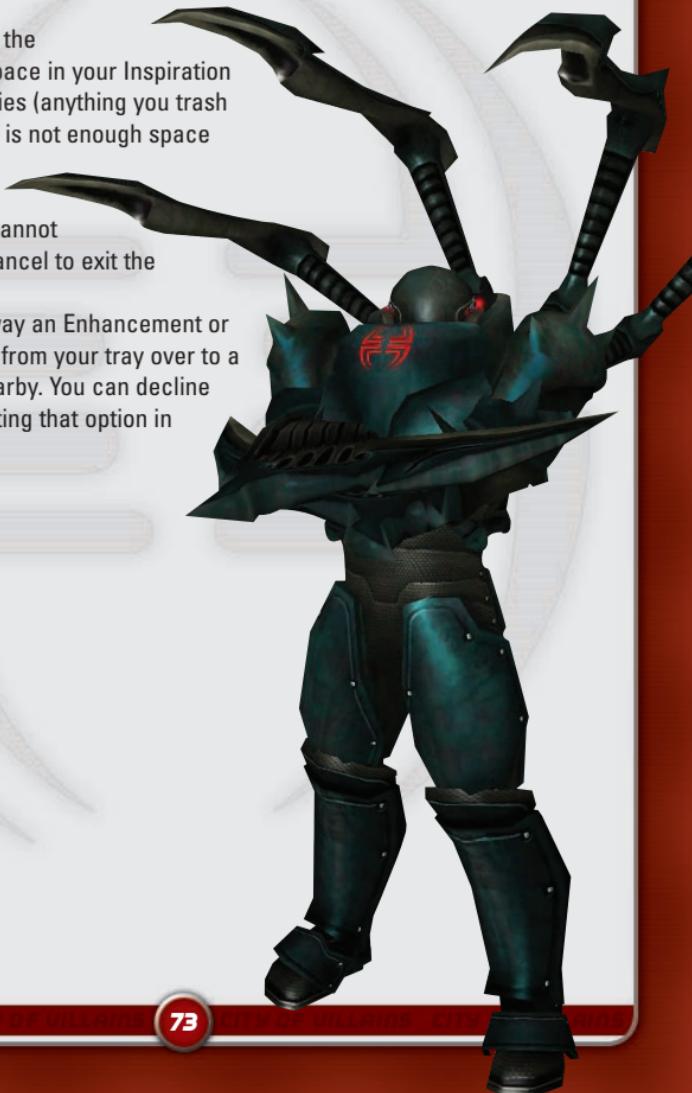
All of your available Inspirations and Enhancements are displayed in the Trade Window, as are your current Infamy reserves. You can drag Inspirations or Enhancements into the Offer Window or enter an amount of Infamy on the Infamy line. The other villain's offer

appears in the Considering Window. When you think the trade is fair, accept it. When both parties have accepted the trade, it is automatically completed. Note: you can trade only 99,999 Infamy in the course of one trade—for larger amounts you must execute multiple trades.

In the case of Inspirations, you can do a quick trade: click on a teammate and then right-click on the Inspiration you wish to trade to that person.

Use the trash icon in the Trade Window to clear space in your Inspiration or Enhancement inventories (anything you trash is gone for good). If there is not enough space in your inventories for the goods you are being offered, the trade cannot be completed. Click on Cancel to exit the Trade Window.

You can also give away an Enhancement or Inspiration by dragging it from your tray over to a fellow villain standing nearby. You can decline gifts automatically by setting that option in the Options menu.



SLASH COMMANDS

The following is a list of slash commands that you can execute from the Chat Window. They're called "slash commands" because of the syntax used to execute them—a forward slash (/) inserted before the command itself.

For instance, if you wanted to use a slash command to invite Tonk to team up, you'd type: **/invite Tonk ↵Enter**

Note that most of the following commands duplicate actions that you can easily accomplish in the regular interface but might be quicker to do depending on how you play.

afk: Indicates that you're away from your keyboard and displays a specific message.

altray: Toggles the secondary Power Tray as long as you hold down the key.

altraysticky: Toggles the secondary Power Tray.

auction: Starts chatting in the Request Channel.

autoreply: Replies to the last player to send a private message. Note: this command works when bound to a key, but does not work when typed in the Chat Window.

beginchat: Starts chatting in the currently selected Chat Channel.

bind: Binds a key to any command in the list of slash commands.

b or broadcast: Starts chatting in the Broadcast Channel.

camdist: Sets the distance between you and the camera. You must specify the distance in feet.

camdistadjust: When bound to the mouse wheel, moves the camera forward or back.

camreset: Resets the camera behind you.

chat: Toggles the Chat Window.



LORD RECLUSE INTONES...

You seek an edge, do you? A way to engage in illicit activities or some small way to gain the edge over your foe, yes? Then delve deep into the knowledge quartered here as it will provide you with the subtle alchemies required to coax the most effective abilities from your villainous mind.

copychat_b: Copies a specified number of lines from the bottom Chat Window to the clipboard.

copychat_t: Copies a specified number of lines from the top Chat Window to the clipboard.

demote: Demotes specified Super Group member by one rank.

e or em or emote: Emotes a specified text string.

emaildelete: Deletes a message. You must specify the message by number.

emailheaders: Requests e-mail headers.

emailread: Requests a message. You must specify the message by number.

emailsend: Sends an e-mail. You must specify the recipient's name, the subject, and the message. These fields must be separated by commas; if a field contains spaces, it must be bracketed by quotation marks.

estrangle: Removes a specified player from the Friends list.

f: Starts chatting in the Friends Channel.

findmember: Displays the list of players currently looking for a team.

fl: Displays Friends list.

follow: Sets Follow mode. 1 = follow selected target; 0 = stop following.

friend: Adds a specified player to Friends list.

friendlist: Displays Friends list.

fullscreen: Sets game to Full Screen mode.

goto_tray: Goes to a Power Tray. You must specify the Tray by number.

g or group: Starts chatting in the Team Channel.

hide: Forces the specified window to be hidden.

ignore: Ignores a specified user.

ignorelist: Displays a list of ignored users.

inspexec_name: Activates an Inspiration specified by name.

inspexec_slot: Activates the lowest Inspiration in a specified Inspiration slot.

inspexec_tray: Activates an Inspiration slot in a specified row and column.

inspirationslot: Activates the lowest Inspiration in a specified Inspiration slot.

i or invite: Invites a specified player to join a team.

k or kick: Kicks a specified player from team.

lackey_accept: Accepts an invitation to be a lackey.

lackey_decline: Declines an invitation to be a lackey.

leaveteam: Causes you to leave your current team.

lk or lackey: Invites a specified player to be your lackey.

l or local: Starts chatting in the Local Channel.

macro: Adds a macro to the first empty Power Tray slot.

macroslot: Adds a macro to the specified Power Tray slot.

malefactor: Makes an offer to malefactor a lower level player.

manage: Takes you to the Enhancement Management screen.

map: Toggles the Map Window.

maximize: Maximizes window.

me: Emotes a specified text string.

menu: Toggles the Menu Window.

namecaptain: Renames the captain rank of a Super Group.

nameleader: Renames the leader rank of a Super Group.

namemember: Renames the member rank of a Super Group.

nav: Toggles the Navigation Window.

next_tray: Goes to the next Power Tray.

next_tray_alt: Goes to the next secondary Power Tray.

powexec_abort: Cancels the Auto-Attack power and the Queued power.

powexec_altslot: Executes the specified power slot from the alternate Power Tray.

powexec_auto: Sets a specified power to Auto-Attack. If the specified power is already set to Auto-Attack, this command removes the setting. You can also remove the autoattack setting by specifying No Power.

powexec_name: Executes a power specified by name.

powexec_slot: Executes the specified power slot from the current Power Tray.

powexec_tray: Executes a power in the specified Power Tray and slot.

prev_tray: Goes to previous Power Tray.

prev_tray_alt: Goes to previous secondary Power Tray.

p or private: Sends a message to the specified player.

promote: Promotes a specified Super Group member by one rank.

quickchat: Pops up the Quickchat Menu.

quit: Quits game.

req or request: Starts chatting in the Request Channel.

s or say: Starts chatting in the current Chat Channel.

screenshot: Saves a .tga format screenshot.

screenshotui: Toggles the appearance of the game UI in screenshots.

sell: Starts chatting in the Request Channel.

sg: Starts chatting in the Super Group Channel.

sg_accept: Accepts an invitation to a Super Group.

sg_decline: Declines an invitation to a Super Group.

sgi or sginvite: Invites a specified player to join a Super Group.

sgk or sgkick: Kicks a specified player from a Super Group.

sleave: Causes you to leave your current Super Group.

sgsetmottod: Sets Super Group "Message of the Day."

sgsetmotto: Sets Super Group motto.

sgstats Displays Super Group info in Chat Window.

showfps: Show current frame rate.

slashchat: Starts Chat Entry mode with a slash.

startchat: Starts chatting in the currently selected Chat Channel.

supergroup: Starts chatting in the Super Group Channel.

target: Toggles the Target Window.

team: Starts chatting in the Team Channel.

team_accept: Accepts an invitation to a team.

team_decline: Declines an invitation to a team.

team_select: Targets a team member specified by number.

t or tell: Sends a message to the specified player.

toggle: Shows a specified window if hidden, or hides it if shown.

toggle_enemy: Cycles through targetable enemies.

toggle_enemy_prev: Cycles through targetable enemies in reverse.

trade: Invites a specified player to trade.

tray: Toggles the Power Tray Window.

unfriend: Removes a specified player from the Friend list.

unignore: Removes a specified player from the Ignore list.

unselect: Clears current target.

unsk or unlackey: Ends the lackey/mentor relationship.

whisper: Sends a message to the specified player.

whoall: Requests a list of players on the current map.

window_color: Changes the window colors.

window_hide: Forces the specified window to be hidden.

windowreset_all: Resets all window locations, sizes, and visibility to their defaults.

window_show: Forces the specified window to be shown.

window_toggle: Shows a specified window if hidden, or hides it if shown.

windowcolor: Changes the window colors.

y or yell: Starts chatting in the Broadcast Channel.

MACROS

A macro is a combination of in-game functions—slash commands, powers, emotes, or speeches—bound together to be executed by a single command. The "/macro" slash command is used to make macros that can be executed from your Power Tray.

Macros allow you to create custom commands that are specifically tailored to your personal style. When you create a new macro, it automatically drops into the first available slot in the Power Tray. From there you can drag it to wherever you want it.

The macro executes all its functions at same time, so you can't execute, say, two powers or two emotes from the same macro, because two actions of the same sort cannot go off simultaneously. The macro only executes the last similar action in the series. You cannot link combat skills together!

Use macros to create personalized chats or greetings to express your personality or to combine text with powers for a combination yell/attack.

CREATING MACROS

We won't explain every element of macro creation here, but we will provide a few typical examples that should give you the basis to experiment.

The macro console command allows you to create named macros that are automatically placed in the first available Power Tray slot. The syntax is:

/macro <name> <command>

<name> Single unquoted word or one or more words within quotation marks. For example, "Fray" does not need quotes if used as a name, but "Bug Out" does.

<command> One or more console commands separated by \$\$|. (Use quotes if the command is longer than one word.)

Some examples:

/macro "Greet Team" "team hello everybody" (Sends message "hello everybody" on the Team Channel)

/macro Smite "powexec_slot 1\$\$ local This is the end for you, interloper!"
(Attacks with the power in slot one, and displays a speech balloon reading, "This is the end for you, interloper!")

When instructing a macro to execute a slash command, you should enter only the command's name ... don't actually put in a slash.

Thus, if you wanted to create a macro using the /invite slash command, you might use:

/macro cmon "invite\$\$ local C'mon \$name, let's go fight some hapless foes!" (Invites targeted villain to team up and displays a speech balloon reading, "C'mon <villain's name>, let's go fight some hapless foes!)

But you wouldn't use: **/macro cmon "/invite\$\$ local C'mon \$name, let's go fight some good guys!"**

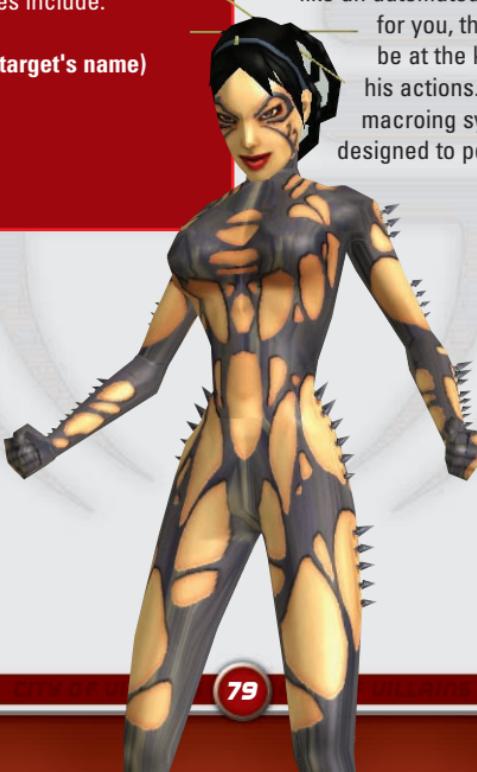
VARIABLES

There are several variables you can use in your macros. When the macro is called, the variable is replaced with the correct value for the character you currently have targeted.
Supported variables include:

**\$target (inserts target's name)
\$archetype
\$origin
\$name
\$level**

MACRO RESTRICTIONS

A macro cannot be used to execute another macro. Unattended macro used for gain is completely forbidden in *City of Villains*, on penalty of account forfeiture. "Unattended" means your villain is working like an automated bot, with no need for you, the player, to actually be at the keyboard to control his actions. Therefore, the macroing system is not designed to permit such behavior.



KEY BINDINGS

Key bindings are similar to macros, except instead of binding your custom commands to the Power Tray, they're bound to a hot key on your keyboard.

Create key bindings by using the /bind command. The syntax for this is:

/bind <keyname> <custom command>.

For example, to create a key binding to bind the power in Power Tray slot #1 to [Z], you'd type: **/bind z "powexec_slot 1"**

You can use key bindings to do everything you can do with a macro—slash commands, powers, emotes, and text. In fact, you can even use key binding to bind a single macro to the hot key. Just use the macro's name or Power Tray slot when creating the key binding.

Spell out the names of keys that aren't simple letters, numbers, or typed characters. For example, type "space" to bind a command to the Space Bar or type "enter" for the Enter key.

It's possible to create complex key bindings "from scratch," but for efficiency and versatility, it's recommended you create the custom command as a macro first, then bind that macro to a hot key.

EMOTES

Emotes are usually preset dialogs with an associated animation. Some emotes are only animation, with no words associated with them. Emotes are designed to make game play more efficient (especially in team ups and combat situations) and your character more expressive. Some of the emote text appears in colored word balloons to help the message stand out more (i.e., "Stop!" is red, "Go!" is green, and "ATTACK!" is orange). The animations range from a simple motion like a wave or a shrug to a complex series of movements (check out Warm Up or Lecture).

A few animations continue indefinitely until your villain moves or does some other action to interrupt the emote (jumping jacks are an example). You can bind emotes to your Power Tray using the emote's name as given in the list that follows.

Click on the word-balloon icon in the Chat Window's lower-right corner. An Emote Menu opens. The Emote Menu has nine submenus, which you can open by left-clicking or by entering a one-letter keyboard command. In game, the one-letter submenu shortcuts are highlighted within the text in white.

For a complete list of emotes in the game, please visit www.cityofvillains.com/gameinfo/emoteguide.html

EMOTE MENU KEYBOARD COMMANDS

- G** Greetings
- T** Travel
- C** Combat
- V** Converse
- D** Decide
- J** Judge
- E** Emotions
- I** Interact
- O** Other
- B** Boombox

OPTIONS

The Options Menu can be accessed from the Menu Window. It allows you to set a large number of variables to completely personalize your game experience. These options can be saved to and loaded from a local file that will be stored in the directory you installed the game to.

There are four tabs under Options: General, Controls, Keymapping, and Graphics and Audio.

GENERAL

This tab has seven sections: Reticle, Window, Chat, Miscellaneous, Status Window Buff Display, Group Window Buff Display, and Pet Window Buff Display.

RETICLE

This section allows you to control how much information appears on-screen about both villains and other players (Heroes), and when that information appears. The “reticle” is the targeting bracket that appears around a character when he is targeted.

Reticle Options Are

- Villain Name
- Villain Health Bar
- Villain Reticle
- Player Name
- Player Health Bars
- Player Archetype/Origin
- Player Super Group
- Player Reticle
- Auto-assist Reticle
- Personal Player Name
- Player Rating

Each Option Can Be Set:

- Hidden (never appears)
- Show When Selected
(i.e., when targeted)
- Show on Mouse-Over
- Show When Selected or on
Mouse-Over
- Player Name, Health Bars,
Archetype-Origin, Super
Group, and Personal Player
Name also have a Show Always
option.

WINDOW

This section controls a variety of in game window options:

Reset Windows. Will Reset all of the Window options to the game defaults.

Dim Chat Windows. (Main and 1–4 or All) - Can be toggled between Enabled and Disabled.

Dim Nav Window. Can be toggled between Enabled and Disabled.

Dim All Windows. Can be toggled between Enabled and Disabled.

Show Pet Window Option. Can be toggled between Enabled and Disabled.

CHAT

This section controls in game text options:

Allow Profanity. Can be toggled between Enabled and Disabled.

Chat Balloons. Can be toggled between Enabled and Disabled.

Chat Font Size. A slider that can be set from 5 to 20, with 12 the default.

Log Chat. Can be toggled between Enabled and Disabled.

Show Hero Private Chat. Can be toggled between Enabled and Disabled.

Show Hero Broadcast Chat. Can be toggled between Enabled and Disabled.

Hide Hero Local Chat. Can be toggled between Enabled and Disabled.

Decline All Supergroup Invites. Can be toggled between Enabled and Disabled.

Decline All Trade Invites. Can be toggled between Enabled and Disabled.

Pet Response Text. Can be toggled between Disabled, Only pets you own, and Owned and teammate pets.

Individual Name Colors. Can be toggled between Enabled and Disabled.

MISCELLANEOUS

This section controls a wide variety of game functions:

Tooltips. Can be toggled between Enabled and Disabled.

Tooltip Delay. A slider that can be set from 1% to 100%, with 60% the default.

Decline Non-Team Gifts. Can be toggled between Enabled and Disabled.

Decline Team Gifts. Can be toggled between Enabled and Disabled.

Prompt Team Teleport. Can be toggled between Enabled and Disabled.

Hide Statistics From Web Page. This option will show or hide your character's statistics on the City Vault character pages. Can be toggled between Enabled and Disabled.

Hide Power Info From Web Page. This option will show or hide your character's power on the City Vault character pages. Can be toggled between Enabled and Disabled.

Hide Badges From Web Page. This option will show or hide your character's badge info on the City Vault character pages. Can be toggled between Enabled and Disabled.

Hide Friends From Web Page. This option will show or hide your character's friends list on the City Vault character pages. Can be toggled between Enabled and Disabled.

Lock Powers in Tray. Can be toggled between Enabled and Disabled.

Hide other Pet Names. Can be toggled between Enabled and Disabled.

Collaborative Missions. Can be toggled between Enabled, Disabled, and Always Ask.

Hide Place Enhancement Prompt. Can be toggled between Enabled and Disabled.

Hide Delete Enhancement Prompt. Can be toggled between Enabled and Disabled.

Hide Delete Salvage Prompt. Can be toggled between Enabled and Disabled.

Hide Inspiration Inventory Full Warning. Can be toggled between Enabled and Disabled.

Hide Salvage Inventory Full Warning. Can be toggled between Enabled and Disabled.

Hide Recipe Inventory Full Warning. Can be toggled between Enabled and Disabled.

Hide Enhancement Inventory Full Warning. Can be toggled between Enabled and Disabled.

Hide Cooperative Zone Dialog. Can be toggled between Enabled and Disabled.

STATUS WINDOW BUFF DISPLAY

Hide Auto Powers. Can be toggled between Enabled and Disabled.

Disable Blinking. Can be toggled between Enabled and Disabled.

Icon Stacking. Can be toggled between Default Stacking, No Stacking, and Numeric.

GROUP WINDOW BUFF DISPLAY

Hide Auto Powers. Can be toggled between Enabled and Disabled.

Disable Blinking. Can be toggled between Enabled and Disabled.

Icon Stacking. Can be toggled between Default Stacking, No Stacking, and Numeric.

PET WINDOW BUFF DISPLAY

Hide Auto Powers. Can be toggled between Enabled and Disabled.

Disable Blinking. Can be toggled between Enabled and Disabled.

Icon Stacking. Can be toggled between Default Stacking, No Stacking, and Numeric.

CONTROLS

This tab has the options relating to the controls in the game. The Controlling Your Character and Movement are discussed in detail in the Movement section starting on page 16.

CONTROL SENSITIVITY

Mouse Look.

Turning.

Both of these options can be adjusted with the slider to customize the sensitivity of the controls.

JOYSTICK

Joystick Input. Can be toggled between Enabled and Disabled.

MOUSE

Mouse Movement. Can be toggled between Normal and Inverted.

Click-To-Move. Can be toggled between Enabled and Disabled.

Look Up and Down. Can cycle between Freelook, Always Centered, and Normal.

Reverse Mouse Buttons. Can be toggled between Normal and Mouse Buttons are Reversed.

Disable Mouse Scroll. Allows the mouse scroll wheel to effect scrollbars when the mouse is over a scrollable area. Can be toggled between Enabled and Disabled.

Mouse Scroll Speed. Sets how fast the mouse scroll wheel will scroll in scrollable areas. Can be set between 1 and 400.

Free Camera Movement. Can be toggled between Enabled and Disabled.

Disable Camera Shake. Can be toggled between Enabled and Disabled.

KEYMAPPING

This tab allows you to reset and define key assignments for controlling your character and other commands in the game.

GRAPHICS AND AUDIO

This tab controls options relating to the amount of visual detail in the game, as well as volume controls.

GRAPHICS

Screen/UI Resolution. Allows you to select among numerous screen resolutions, ranging from 800x600 to 1920x1200.

3D Resolution Scaling. Allows you to specify what resolution the 3D world is rendered in.

Gamma. Controls contrast and brightness; a slider that ranges from 30% to 300%, with a default of 100%.

Advanced Graphics Settings. This will allow the Advanced Graphics Settings options to be shown. Can be Enabled or Disabled.

Graphics Quality. This adjusts all of the advanced settings for performance or quality. It is only available if you do not have Advanced Graphics Settings enabled.

ADVANCED GRAPHICS SETTINGS

SUPPRESS EXTRA PLAYER FX. Can be toggled between Enabled and Disabled.

SUPPRESS FX WHEN CLOSE. Can be toggled between Enabled and Disabled.

AGEIA™ PHYSX™ SUPPORT. This option is only available if you have the Ageia™ PhysX™ card installed.

PARTICLE PHYSICS QUALITY. Can be toggled between None, Low, Medium, High, and Very High.

WORLD TEXTURE QUALITY. Can be set between Low, Medium, High, and Very High.

CHARACTER TEXTURE QUALITY. Can be set between Low, Medium, High, and Very High.

WORLD DETAIL. A slider that ranges from 50% to 200%, with a default of 100%.

CHARACTER DETAIL. A slider that ranges from 30% to 200%, with a default of 100%.

MAX PARTICLE COUNT. A slider that ranges between 100 and 50,000.

Verticle Sync. Can be toggled between Enabled and Disabled.

FSAA. Chooses the desired amount of Full Screen Anti-Aliasing. Can be set between off, 2x, and 4x.

Shadows. Can be toggled between Enabled and Disabled.

Use Geometry Buffers. Can be toggled between Enabled and Disabled.

Anisotropic Filtering. Can be set between off, 2x, 4x, 8x, and 16x.

Texture Crispness. Can be set between Smooth, Medium, and Crisp.

Shader Quality. Can be set between Lowest, Low (No world bumpmaps), Low (With world bumpmaps), Medium, and High.

Water Effects. Can be set between None, Low Quality, and High Quality.

Depth of Field Effects. Can be toggled between Enabled and Disabled.

Bloom Effects. Can be set between None, Regular, and Heavy.

Bloom Amount. Can be adjusted on the slider between 10% and 200%.

Desaturation Effects. Can be toggled between Enabled and Disabled.

USER INTERFACE

These options allow you to set the options of your User Interface windows.

Window Scale. This is a slider that adjusts the scale of the User Interface windows in the game. This can be adjusted between 64% and 190%.

Border (Red, Green and Blue). Each color has a slider from 0% to 100%. Defaults are 20% Red, 60% Green, and 100% Blue, producing a blue border.

Window Opacity. This is a slider ranging from 0% to 100%, with a default of 53%.

AUDIO

These are the in-game sound options:

Sound FX Volume. A slider that ranges from 0% to 100%, with a default of 100%.

Music Volume. A slider that ranges from 0% to 100%, with a default of 60%.

Sound Playback Mode. Can be toggled between performance and compatibility.

3D Sound. Can be toggled between Enabled and Disabled.

CHAT BUBBLE COLOR

These are options to adjust how your text and text bubbles appear in the game:

Text (Red, Green, and Blue). Each color has a slider from 0% to 100%. Defaults are 0% for all which produces black text.

Background (Red, Green, and Blue). Each color has a slider from 0% to 100%. Defaults are 100% for all which produces a white chat bubble above your character.

STAKING TERRITORY

ROGUE ISLES

You'll find that the world of *City of Villains* is spread out across many, many islands that make up what is collectively known as the "Rogue Isles." Within the Rogue Isles are individual islands such as Mercy, Port Oakes, etc. This is where you'll spend the majority of your time throughout your adventures, venturing into other neighborhoods as you accrue Experience and move up in levels in the game.

PVE AND PVP ZONES

In PvE (Player versus Enemy), you are striving to defeat computer-controlled NPCs; you likely spend the bulk of your time here, especially early on.

PvP (Player versus Player) zones are where you'll compete against other player-controlled characters be they other villains or even heroes themselves!

War Zones. These are co-op zones that both Villains and Heroes have access to. While in War Zones, such as the Rikti War Zone, Villains and Heroes cannot attack each other.

TRANSPORTATION

The ferry is your only means of venturing to the various islands scattered throughout the Rogue Isles. Simply approach a ferry port and run aboard; there you'll be presented with a menu providing options of where you can journey to next. Early in the game, however, the ferry only connects you to one point from Mercy Island: Port Oakes.

Overall, there are two types of ferries: the Local Ferries and the Blue Ferries. Locals are zone-to-zone stops only: Mercy to Port Oakes only or Port Oakes to Cap au Diable only, etc.

Rogue Isle Ferries are ferry lines that has a few stop options, such as Cap au Diable, Nerva Archipelago, Sharkhead Isle, and so on. Think of it as the regular line and express line.

The Local Ferry has ports at:

Cap au Diable
Mercy Island
Port Oakes

Rogue Isle Ferry has ports at:

Cap au Diable
Grandville
Nerva Archipelago
Sharkhead
St. Martial

Helicopter/Flier Locations:

Bloody Bay
Cap au Diable
Mercy Island
Nerva Archipelago
Sharkhead
St. Martial
Sirens Call
Warburg

THE ROGUE ISLES



picking up a new contact to the south. You tangle with large numbers of snakes and eventually break the back of that group (at least on Mercy Island). Later missions take you to the city a ways to the south called "Fort Cerberus."



MERCY ISLAND

This is the first zone that everyone in *City of Villains* arrives at after making their break from prison. Here you meet your first contact (Kalinda) and begin to make your presence known to the powers that be.

You begin in an area called "Fort Darwin," which also plays home to your first trainer: Arbiter Diaz. You'll likely spend your first five to six levels running missions out of here for Kalinda before

porting oaks

Upon exhausting the readily available missions on Mercy Island, you are next directed to a broker in Port Oakes. To reach it, catch a ride on the ferry on Mercy Island's southwestern tip. Port Oakes is a much rougher place than Mercy Island, so you should be at least Level 7 before venturing out of the (relative) safety of Mercy.

THE ROGUE ISLES



FROM KING'S ROAD → TO SIREN'S CALL

FROM STEEL CHANNEL →

Bloody Bay



PVP
ZONE

Warburg



PVP
ZONE

What are
they
hiding?
behind the
rock?

Mercy
Island

Sharkhead
Isle

Shard Infested Waters

Safe
Harbor

Grandville





SUPER GROUPS AND BASES



One of the benefits of having a Super Group is the ability to build a secret base where members can gather, use private hospitals, teleport to zones, enter the arena, and more. Bases are also needed to take part in special Super Group missions and to store Items of Power collected from these missions.

Finally, Super Groups with bases can take part in base raids against other groups, battling for control of the Items of Power. Bases are available to both villain and hero Super Groups, although hero players must have a copy of *City of Villains* to build and use bases. (The instructions given here applies to both villains and heroes.)



LORD RECLUSE INTONES...

By now you have noticed the Arachnos installations throughout my islands. While you cannot hope for structures as magnificent as mine, every villainous group should have a secret base. Bases give you a place to make your plans, protect your treasures, and even launch raids upon your enemies!



To create a base, first the group's leader must visit the Super Group Registrar and request a base. You can do this when you create a Super Group or at any later time. Once your group has registered for a base, any member can use the Base Portals located throughout the zones to visit your new secret headquarters. The portals are noted on the zone minimaps and fade into view when you come close to them.

Your initial base is free but is nothing more than an entry room with a portal exit. One of your first goals is to expand and improve your group's base.

PRESTIGE

With the creation of a Super Group you can now start earning Prestige, which is a measure of your group's reputation. The more Prestige earned, the more likely it is that your Super Group is well-known and recognized by others. Prestige is used to buy larger plots, rooms, and items for your base. You cannot use Prestige to buy Enhancements, Inspirations, or Temporary Powers.

Prestige is similar to Infamy; you earn it by defeating foes. However, it has key differences. First, you only earn Prestige when you are in Super Group mode. (Your group can't become famous if you're not showing your colors.) Even the lowest-level member can earn Prestige for his group. There is also a trade-off—as you get higher in level, you earn more Prestige, but at the cost of Infamy gained. At times you may want to adventure out of Super Group mode in order to gain Infamy; at other times you may want to enter Super Group mode to gain Prestige for your group.

That is another difference. Prestige does not belong to you—it belongs to your Super Group. If you quit a Super Group, the Prestige you earned stays with that group; you cannot transfer Prestige to another Super Group. If the Super Group disbands, all the Prestige earned is lost.

UPKEEP

Bases are not free. You must pay Prestige to build items for your base, and you must also be able to maintain what you build in the form of Upkeep. The Upkeep cost for your Super Group is a percentage of the total Prestige value of your base plus any unspent Prestige in your treasury.

Upkeep is automatically deducted every two weeks. If your group cannot afford the Upkeep cost, your base is "deactivated." You can visit your base, but all equipment (including defenses) are shut down until the Upkeep is paid. Your group leader must visit the Super Group Registrar to reactivate your base.

CHOOSING YOUR ARCHITECTS

After a base is registered, the Super Group leader can give others the Edit Base permission. The Super Group leader can assign or reassign this permission to any rank of the group, although only one person can edit the base at a time. (For convenience, the person editing the base is referred to here as the Architect.)

The Architect and the Super Group leader are the only people who can change a base's plot size, add new rooms, change a base's look, or purchase many of the base items that are available. However, other members can add individual items that they build or find. Choose your Architect wisely; it is an important position!

SOME CONCEPTS

A base is made up of three basic elements: plots, rooms, and items. A **plot** is the grid used to lay out your base. Each plot has a maximum number of rooms that can be placed; those rooms can only be placed within the plot's grid. The Architect can increase or decrease a plot's size, although he may have to remove rooms if he decides to shrink the base. Every plot has a Prestige cost that must be paid.

Rooms come in different shapes and sizes. Most importantly, different room types define what items you can put in your base and how many items you can place in a room. Rooms are organized by type. Power rooms can contain items that make energy, transport rooms house teleporters, and so on. Most rooms can also contain useful accessories such as defenses, batteries, and decorative items.

Items are all the things you can place in rooms. Many of these are useful; they generate power, provide defenses, or allow members to teleport to different zones. Functional items are divided into basic and auxiliary items. Basic items provide a useful ability—an energy turret or a teleporter, for example. Auxiliary items improve these basic items: a battery for backup power or a damage booster to improve a turret. In addition, there are decorative items that can be used to make your base interesting.

RECIPES AND SALVAGE

When you first create a base, only a few simple items are available to you. To build improved and more powerful items requires you to unlock it. Unlock items by completing missions such as strike forces or earning Super Group badges. When you unlock an item, it is added to the list of things the Architect can build and place in the base.

Sometimes instead of unlocking an item, you unlock a recipe that is then added to the list of recipes known by your Super Group. A recipe lists the type and number of components you need to build that item. These components are assembled by finding Salvage, a special reward you earn by defeating enemies.

Like Prestige, you only find Salvage when you are in Super Group mode. When a piece of Salvage drops, it is automatically added to your Salvage inventory. Use the Salvage tab on the Power Tray to see what you have collected. Like Enhancements and Inspirations, Salvage can be traded between players.

Building Items explains how to use Salvage and Recipes to create things for your base.



ENERGY AND CONTROL

Most items must have Energy and Control points provided to them before they will operate. Energy is the power needed to make something run; it comes from generators and arcane devices placed in Power rooms, while batteries can provide emergency power for short periods of time. Control represents the equipment—computers, software, spells, or whatever—that ensures everything is functioning properly. The Energy and Control an item needs is displayed when it is selected.

If the amounts of Energy and Control you produce are greater than the totals needed by all your base items, everything will function normally. If the amounts your base produces are less than your needs, items within your base will be inoperative. Generally, defensive items are the last things to be powered down, since these are among the most important things needed during base raids.



USING THE BASE EDITOR

Adding to or changing a base is done through the Base Editor. When a player with Base Edit permission is in the base's entrance, the options Edit Plot and Edit Base appear on the screen. (Note, these choices do not appear during a base raid!) Other players can use a limited form of the Base Editor to place items they create from Salvage they have gathered. Again, this cannot be done during a base raid.

BASIC CONTROLS

When you open the Base Editor, you have a bird's-eye view of the current base layout. Using your character, you can move about the base and move the camera normally. However, the walls, ceiling, or floor become invisible if you zoom out past the room's limits. This allows you to get a bird's-eye view of your base and its plot to make editing your overall layout simpler. To rapidly move to a new location in your base, double-click on the floor square you want to move to.

To select an item or a section of floor or wall, left-click on it. A blue highlight shows you what is selected. To select the ceiling, tilt the camera down until the ceiling is in view. Floors and ceilings are divided into squares. Walls are divided into different levels, and the highlight shows which level has been selected. For items, the blue highlight is a box that shows the space occupied by that item. To unselect, press [Esc].

The window at the bottom of the Base Editor shows items that can be selected and placed. The buttons on the left are used to select major types. The remainder of the window displays things that can be placed. Tabs in the window are used to organize different categories. A scroll bar appears at the window's bottom if necessary.

When you select an object, information about your selection appears in the window on the screen's right. This lists Energy and Control requirements and other useful data. The window on the screen's left provides information about the current

room, including what items can be placed there and current item counts.

To place things, click on what you want and then scroll over the grid. A box appears showing the dimensions of the selected object. Red indicates it cannot be placed, and blue shows a valid placement. Use **R** to rotate the object. Note that some items can only be placed on or along walls or on ceilings. After you find the desired location, left-click to place the item.

Anything you place in your base can be deleted. The Prestige cost is returned to your group's treasury (so you can change base layout without penalty), but any Salvage used to create items is lost forever.

EDIT PLOT

Selecting Edit Plot opens the Base Editor with a display of plot sizes at the screen's bottom. If a plot costs more Prestige than you have available, it is grayed out and cannot be selected.

To change your plot size, select the plot you want and position it on screen. All rooms of your existing base must fit within the plot grid. If your current base is larger than the plot you want to use, you must "Edit Base" to remove rooms.



EDIT BASE

The Edit Base button allows you to place rooms and items in your base. Through it you can also change the look and lighting of individual rooms or even your entire base. This is where you do the majority of your base building.

PLACING ROOMS

When you place rooms, the tabs show the different categories you can choose from. All rooms must be separated by one square space. Connecting hallways are automatically placed between adjacent rooms. The maximum number of rooms you can have in your base is determined by your plot size; however, those rooms can be of any size that will fit the grid.

You can delete any room except the entrance, provided all other rooms in the base are linked together. When you delete a room, the Prestige cost of that room is automatically refunded. All items in the room are also deleted and their Prestige refunded. You cannot drag a room to a different location. To move a room, you must delete it and then place it in the new location.

Different rooms allow different combinations of items in them, depending on the room type and size. As you select and place rooms, consider the needs of your base. For example, be sure to include at least one Power and Control room. If you plan to take part in base raids, you will want a Transport room large enough to hold at least one team teleporter and a vault to hold an Item of Power.

PLACING ITEMS

An important part of base design is choosing what items to place from those you have available and where to place them. What you can place is determined by the items and recipes you have unlocked and the type of room you want to place them in. Your available items are displayed in the bottom window, which is organized into categories according to the room type you have selected. For example, selecting a Power room in your base will show tabs for Energy, Defenses, and Decorative items.

When placing auxiliary items it is important to remember two things. First, auxiliaries are useless without a main component. A circuit breaker does no good unless there is a generator in the room; a sensor array must have a defense turret to improve. Second, auxiliary items affect the main component of the same class that is closest to them. This matters most when placing defense auxiliaries. If there are two turrets in the room, the Damage Booster auxiliary you place only affects the one it is closer to. (If you set the booster exactly centered between two turrets, it will randomly be assigned to one of them.) So always plan the placement of your main components and auxiliary items carefully.

The number of items in a room is determined by the room type. A control room may only allow two defense items and eight control items. Be sure to choose rooms that will meet your item needs.



DECORATING

Your base should reflect your Super Group's personality. To do this, you can change the look of rooms and your entire base by raising or lowering sections of the floor and ceiling, changing the textures used in the room, and adjusting the color and intensity of the lighting.

CHANGING FLOOR AND CEILING HEIGHT

When you select a room, the ceiling and floor height are displayed in the Selection Window. You can raise or lower the selected square by choosing a different height unless there is an item in the square. You can also apply the settings for the square to the entire room.

CHANGING LIGHTING

The Lighting tab lets you change the color and intensity of the lights in a room. Each room has three levels of lights, high, middle, and low. Each light can be adjusted to a different color and brightness.

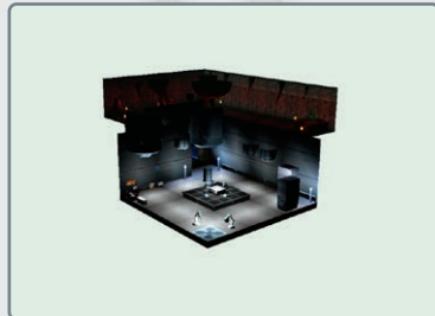
CHANGING TEXTURES

To change the look of a room's floor, ceiling, and walls, select the Styles button and choose the look you want. Each height level of floor or ceiling is a single section, and the walls are divided into several sections. The Style tab shows the different textures you can apply simply by clicking on them.

BUILDING ITEMS

After you have begun collecting Salvage, you can start building items for your base. To build items you need a Workshop room with a worktable. When you are in your base, click on the worktable to open the Building Window.

Building an item is a two-step process. First you take the Salvage you have gathered on the streets and turn it into components. Then, with an item recipe, take the right mix of components and create an item for your base.



SALVAGE TO COMPONENTS

The Salvage you collect by defeating foes and completing missions is the raw material you need to build things, but first you must turn these scraps into useful components. Different foes drop different types of Salvage, usually something that matches their nature. The Circle of Thorns drop mystical bits while Longbow Salvage is tech oriented.

When you have collected the right mix of items from a group, use your base's workshop to change them into components. Some components are mystical and require arcane Salvage. Other components are technological and require tech Salvage. The Components tab shows what you what components you can build and what Salvage you need for each. If you have the right Salvage, the recipe will be highlighted. When you build a component, the Salvage is automatically "spent" from your inventory, and the chosen component is added.

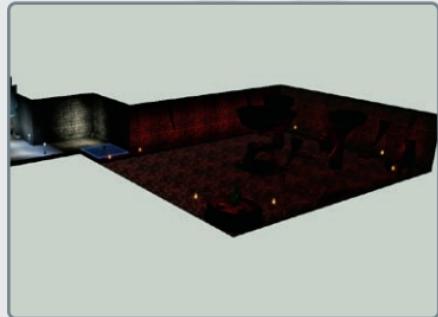


COMPONENTS TO ITEMS

Unlike Salvage, components are assembled pieces and concepts. They are not specific things; tech prototypes can be a variety of innovative pieces of hardware depending on the item being built. Components are either arcane or tech; for example, which you use determines if the final result is a magical energy crystal or a turbine generator. Both generate power, but their appearances are different.

The Items tab on your worktable shows the recipes your group has discovered. For convenience, items are grouped by type. Each item lists the recipe needed to build it and is highlighted if you have the appropriate components on hand. In addition, the Prestige cost is listed for each item, which must be paid from the group's total Prestige in order to build the item. Selecting an item to build automatically removes the required components from your inventory and builds the item.

When you exit the Build screen, you are immediately taken to the Base Editor if you have any items to place. This is the only time non-Architects can use the Base Editor. The items you built are displayed in the bottom window and can be placed in the base (all limitations of room type and items per room apply). If you exit the Base Editor before you place all your items, everything is broken back down to its components and returned to your inventory.



BASE RAIDS

Once your Super Group builds a base, you have the opportunity to take part in base raids. Base raids are PVP battles between Super Groups, hero or villain. Raids are scheduled events where one group defends their base while the other attacks, attempting to seize an Item of Power. The raid lasts until the item is captured or the time limit is reached.

ITEMS OF POWER

No base can be raided unless it has at least one Item of Power. These are rare objects that are obtained through special trials available only to Super Groups and at specific times. At all other times, the only way to gain an Item of Power is by making a base raid.

Before capturing an Item of Power, your base must have a vault, an Item of Power base, and six dimensional anchors (which keep the Item of Power from returning to its home dimension). Only then can your group take part in an Item of Power trial or a base raid.

Because they are difficult to obtain, Items of Power give every member of your group benefits as long as they are in your base. These range from increasing Experience earned to additional points of health for your character. Some are so powerful that there is only one of that item per server!

SETTING YOUR RAID TIME

Once your group brings back an Item of Power, the group leader must set a raid window. This is a two-hour time slot when other groups can make a raid against your base. This window is only open on certain days of the week. (Your leader should make careful note of the time and days for his group's raid window and inform the rest of the group.) If your leader fails to set a raid window, the default time is automatically set.

SCHEDULING A RAID

The first step to launching a base raid is to schedule one by visiting the Super Group Registrar. Only the group leader can schedule raids. You can only schedule raids against groups with an equal or greater number of Items of Power, and you must give an advance notice of several days. The Registrar only shows the raid times of eligible groups, not the group names. Scheduling a raid also costs Infamy (or Influence for heroes), which is paid at the time of scheduling. If there is an eligible group and you have the Infamy, you can schedule a raid simply by selecting the desired time. Note that canceling a raid may cause you to forfeit some or all of your Infamy fee.

Once a raid is scheduled, a notice is sent to both Super Group leaders informing them of the time and day of the raid. Both sides can then arrange their teams for the battle.

RAID SIZE

A raid can have up to 32 members per side. Only members at the time the raid was scheduled who choose to be part of the Raid Team can take part as attackers or defenders. When a raid starts, players who are not part of a raid are immediately teleported out of the base, back to the last zone they were in.

WINNING A RAID

For attackers to win a raid, they must capture an Item of Power. There are three ways to do this:

- Click on the Item of Power. If any attacker reaches the vault and can click on an Item of Power, they capture that item for their base.
- Destroy the dimensional anchors. If the attackers destroy five of the six dimensional anchors in the base, they can claim one of the defender's Items of Power.
- Set Up disruptor pylons. These are a temporary power you can build from Salvage in your base workshop. If the attackers can set up five disruptor pylons (one per room), they can claim an Item of Power.

The defenders can win the raid by:

- Defeating all attackers. If there are no attackers in the base any time after the first 10 minutes, the defenders win and the raid ends.
- The time limit. If the attackers have not captured an Item of Power within one hour, the raid ends and the defenders win.

DESTROYING AND REPAIRING BASE ITEMS

During a raid, attackers can damage or destroy items in a base. Destroyed items cannot be used for the rest of the raid; thus attackers may want to destroy base generators or medical equipment in addition to defenses. (Selected items such as the exit portal and worktable cannot be destroyed.) Damaged items are automatically restored to full health at the end of the raid.

If an item is destroyed, there is a chance it will be automatically repaired at the raid's end. The base's worktable and workshop auxiliary items determine the chance of repair. Repaired items are restored to full health.

If a destroyed item is not automatically repaired, it is removed from the base. You will have to use your workshop to build a replacement.

PLAYER VS. PLAYER

PvP AND YOU

City of Villains introduces a new type of battling, player vs. player combat. Unlike missions and street sweeping where you fight computer-controlled opponents, PvP combat pits you against the cleverest and most devious foes out there—other players! PvP battles require cunning and skill to overcome the unexpected resourcefulness of your fellow players.

PvP combat can occur in three ways. One, players can go to the arenas and take part in matches and battles there. Two, players can go to special PvP zones. Three, Super Groups can take part in base raids against other Super Groups. These battles may be villain vs. hero, villain vs. villain, or even hero vs. hero depending on the situation.

EXPERIENCE AND DEBT

Because PvP combat is more challenging and dangerous compared to player vs. computer battles, the rules for experience and debt are changed. First and most important, players do not gain debt if they are defeated in PvP combat.

Be warned though—if a computer foe defeats you while you are battling another player (in a PvP zone for example), you will incur debt normally.



Second, to prevent abuses, the amount of Experience you earn for defeating another player is reduced. You will only earn a small amount of XP when you defeat another player, just enough to record your victory.

REPUTATION

With PvP, your character gains a new statistic, Reputation. This is a measure of your skill and dedication to PvP combat. You earn Reputation points for defeating other players in the arena, in PvP zones, and in base raids. However, you can also lose points if you defeat players of significantly lower level. Occasionally defeating a lower-level player will have little effect, but if you unfairly take advantage of your greater powers and abilities, your Reputation score can even drop to negative values. Note that lackeys and malefactors are counted at their adjusted levels, not their actual character levels.

Unlike Experience, Reputation is not permanent. Your Reputation score goes down over time (as other villains and heroes forget what you have accomplished). It will never drop below 0, however. A negative Reputation never changes with time. To improve it, you must go out and defeat players of equal or greater level than yourself.

A high Reputation score can earn you both temporary and permanent rewards.

PVP ZONES

One of the most exciting aspects of *City of Villains* is the addition of “player versus player” zones. Villains can’t run into Paragon City proper and start smashing new heroes, and vice-versa. Such actions are only tolerated in one of three crossover “PVP zones”. (There are rumors of a 4th PvP zone for those villains who most please Lord Recluse—and of course the heroes who oppose them.)

BLOODY BAY

Long ago, slavers coming to the Americas used the tiny town of Oceanview as a sort of “sorting pen.” In 1817, one group of slaves, perhaps encouraged by spirits of the long-lost Mu founders, rose up in rebellion. A massive battle was waged, and it is said the bay ran red with blood. The island was forever after called “Bloody Bay.” Its dark past was eventually forgotten by all but those who visited the sacred cemeteries in the Upland Woods, and by the 1900s, Bloody Bay prospered.

Then came Shiva, the destroyer of worlds.

In 1989, shards of a potentially world-shattering meteor destroyed in the 1960s rained down on the island. Besides the damage caused by the impact and radiation,

residents reported a far more sinister phenomenon—the dead rose. But these were no mere zombies. The dead seemed to be infected by some sort of alien life-form. Corpses rose from the earth surrounded by bluish protoplasm, and attacked any living thing they crossed.

The island was quickly evacuated and abandoned to the horrific “Shivans” by Arachnos.

Recently, it was discovered that the asteroids that crashed on Bloody Bay have valuable properties desired by both Longbow and Arachnos. Teams from both organizations have established bases on the island to study the samples, but gathering fragments is incredibly difficult thanks to the presence of the monstrous Shivans and other scavengers.

GAMEPLAY

Your goal in Bloody Bay is to collect fragments from each of the six scattered meteors. As the first researcher to spot the meteor was Indian, the meteor fragments are numbered in Hindi: Ek, Do, Teen, Char, Panch, and Jay.

After receiving an Ore Extractor temporary power from your initial contact, you can visit each of the meteor shards and extract a sample. Simply target the meteor while standing close to it, and use the Ore Extractor. You’ll see a meteor shard appear in a special inventory beneath your Navigation Bar.

When you have a fragment from all six meteors, you can go to one of the many Firebase processing stations scattered around the isle. You’ll know them when you see them—they’re protected by a ring of automated turrets that must be defeated before you can override the station.

Once you’ve done so, process the meteor fragments with the Ore Converter inside the Firebase into a “Sample.” Take this to your initial contact and he’ll reward you with a very special temporary power!

Meteor Madness: Beware, for the meteors cause a mild dementia that causes you to forget who all but your closest friends are. Hero teams can attack other hero teams, and villains can attack other villains here!

Spoils of War: If you take out an opposing player, his fragments or sample is randomly distributed to your team.

SIREN'S CALL

Randall the Cunning wasn't a very good pirate. He'd been driven off and repelled at sea over a dozen times, and had never taken a good prize in his decade-long career in and around the Rogue Isles. But he was clever. And mean.

When the French cracked down on the pirates of the isles, Randall headed inland. On the northeastern shores of what would later become Paragon City, the pirate found a small village called Fossburg. Randall hid his ship and pretended to be a captain of the "Colonial Coastal Defenses." His men were his crew, and the "Captain" said he'd been sent to erect a lighthouse along Fossburg's dangerous shoals. The locals shrugged, put their backs into it, and created a lighthouse exactly where Randall told them to.

Randall had been trained as an engineer and did in fact know what he was doing. But the lighthouse wasn't designed to steer ships clear of the rocks—it was designed to lure them onto it from the larger cities across the bay.

After many a terrible wreck, the villagers finally caught on to the ruse. Randall's crew was captured and hung. Randall himself escaped, along with most of his treasure, and was never seen again.

Fossburg was ever after called Siren's Call, after the sirens of Greek myth that lured ships to their doom. Its name was officially changed when the area was incorporated into Paragon City decades later.



SUNBURST AND THE AEON BOMB

Nearly a year ago, the War Walls in the northeastern corner of the Siren's Call were demolished by a massive blast. A relatively new hero known as Sunburst chased a small-time crook out to the docks. The crook stole a small boat and Sunburst pursued. The hero had often had trouble controlling his incredible powers, and according to witnesses on the Gazdul oil rig, literally went supernova and exploded while trying to stop the thief's boat.

A tragedy to be sure, but far worse was that Sunburst destroyed Siren's Call's War Walls.

Since then, villains from the Rogue Isles have been trickling in. There are far worse dangers confronting the good people of Paragon right now however, so repairing the War Walls has been given low priority. Or perhaps, as some in the press have theorized, it is all a clever trap to lure in the worst of Lord Recluse's minions.

GAMEPLAY

Siren's Call is all about taking the fight to your opponent! If you're playing a villain, you'll succeed by smashing Longbow and player heroes wherever you can find them. If you're a hero, you must stop the infiltration of Arachnos and hordes of player villains looking to exploit the hole in the War Walls.

Look for "Hotspots" that move about Siren's Call. This is where a fight between agents of Arachnos and Longbow is currently raging. Defeat your opponents and you'll help your side, as well as earning "Bounty Points" for yourself.

In addition, your initial contact will give you the name of a player opponent to track down. Find this individual and defeat him or her, and you'll gain a substantial Bounty award.



Bounty Points can be turned in to your initial contact to buy various different awards, such as Inspirations and temporary powers!

Stores: If your side is winning, you'll find stores where you can purchase special powers that can dramatically improve your chances of defeating your foes. Get behind and your opponents have this advantage instead!

Fleeing Foes: If your target leaves the zone, visit your initial contact to get a new one.

Note that your foe won't know he's been targeted, and you won't know if someone has a contract with your name on it either!

MiniMap Mayhem: Your assigned target will show up on your mini-map, but it only updates periodically. You can use it to home in on your foe, but you'll need to look around once you get there. If you think you're being hunted, make sure you don't stay in the same place for long!

WARBURG

Warburg was home to a Council base during the world's long Cold War. Missile silos were erected, secret weapons were developed in deep underground bunkers, and spies lived in the cold gray towers that dot the island's surface.

The Council was "forcibly evicted" in the late 1960s by Lord Recluse and their facilities taken over by Arachnos. Scientists and eventually a support economy of civilian workers rose on the surface and slowly began to build homes and businesses.

The underground labs the Council left behind were rechristened "the Web," and most of the old missiles destroyed. One large rocket-firing platform at the center of the island remained, but even it was hidden by the false façade of a building.

Until recently.

Marshal Jason Blitz believed Lord Recluse wasn't acting fast enough in his bid to take over the world. He found it tragic that the Web had developed so many incredible weapons and none of them were being used on the hated heroes!

When Blitz learned he was dying of cancer, he decided to speed things up a bit so that he could live to see the defeat of Paragon City. He murdered Governor Melody Harkness and took over the city with a cadre of troops loyal to him. Soon after, he demolished the false façade on the Warburg Rocket at the center of his city and started firing warheads armed with various toxins on Paragon City.

Lord Recluse promised the UN he would rectify the situation, but his troops have so far been stalemated by their rivals. (Or so Recluse claims.)

Since the Warburg Weapons are being used on American soil, Longbow has taken it upon themselves—with presidential approval—to “intervene” in the Rogue Isles and take down Marshal Blitz. They’ve asked for help from Paragon City’s numerous heroes, and they’ve begun arriving in force.

Recluse has sent minimal troops to the area to stop Blitz, but has instead asked for help from the numerous super-powered “villains” who dwell on his isles. Most believe Recluse is not only content to let Blitz wreak havoc on Paragon City, but is interested in seeing which villains prove themselves in this Darwinian game of survival.

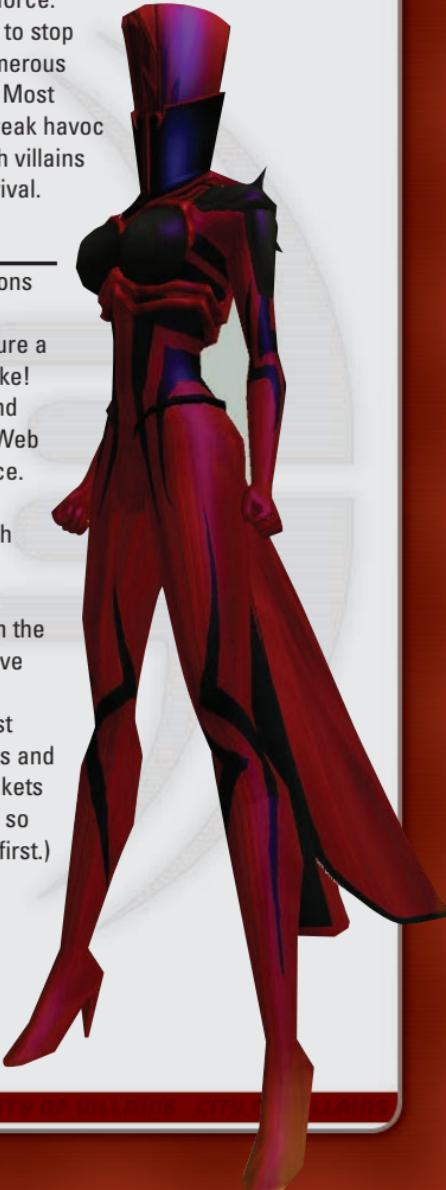
GAMEPLAY

In Warburg, your hero or villain and his companions can not only strike a blow against their foes by defeating them in personal combat, but also secure a particularly useful asset—a Warburg Rocket strike!

To launch the rocket, your team must first find Warburg Scientists trapped in the underground Web and escort them to special bunkers on the surface. Be careful down there, for there are rumors that horrible creatures created by Arachnos’ research gone horribly wrong are free and wandering the cramped tunnels in search of prey!

If you can successfully bring a scientist from the Web to one of the bunkers above ground, he’ll give your team a Security Key.

Once you have three Security Keys, you must return to the Web, find one of three arming rooms and arm a Warburg Rocket. (There are numerous rockets located in a hidden underground storage facility, so don’t worry if you see someone else launch one first.)



If you successfully arm a rocket, you're given a Launch Code that's good for a very short amount of time. Hurry to the Warburg Rocket itself (located at the eastern tip of the isle) and you can launch the rocket into geosynchronous orbit. You'll be given a temporary power which you can thereafter use to call for your rocket to strike. Stand back—you don't want to be under a rocket when it launches!

Know Your Foe: With stakes this high, it's open season. It's a free for all, with everyone fighting everyone who's not on your team!

The Easy Way: If you take out an opponent carrying a Security Key, you'll take it from him! Take out a foe with a Launch Code and you'll not only get a Security Key, but take his Launch Code away as well!

Base Busting: Warburg Rockets are particularly useful if your Supergroup is about to go on a base raid. A few of these base-busting warheads can really rattle your foes!

Which Warhead?: The effect of the rocket depends on which warhead you've armed it with:

1. *Nuclear*: The nuclear warhead is an EMP strike that causes significant endurance loss, and has an increased effect on robots.
2. *Biological*: The biological warhead is laced with an airborne protoplasm that increases regeneration and damage caused for all friendlies within its area of effect.
3. *Chemical*: The chemical warhead delivers a fine mist that debuffs the accuracy and damage resistance of all enemies within its burst radius.



INVENTIONS

THE INVENTION SYSTEM

Starting with the release of Issue 9: Breakthrough!, players are able to earn Invention Salvage drops. This salvage can be combined and used in Recipes to create technological breakthroughs to evolve your character.

GETTING STARTED

Beginning at level 10, characters can participate in the Invention System by undertaking a brief tutorial at the University in Steel Canyon.

HOW IT WORKS

The Invention System has many facets to it, including Invention Salvage, Recipes, Worktables, new Enhancement Sets, and more.

Invention Salvage: There is a new class of Salvage called “Invention Salvage” that you will receive as you defeat NPC enemies in the game. You can click “Info” on any enemy and see what the possible Salvage reward is for defeating them. Invention salvage has two classes, Science/Tech and Magic and varies by rarity: Common, Uncommon, and Rare.

Recipes: Recipes are used to make Invention Origin Enhancements, Costume Pieces, or Temporary Powers. These recipes can be dropped as rewards from NPC enemies you fight, bought from University Worktables, or earned from Trials and Task Forces. Like Salvage, Recipes vary by rarity: Common, Uncommon, Rare, and Very Rare. To use a Recipe, you need to find the Salvage ingredients on the Recipe list, have the necessary influence needed to craft the item, and use a Worktable located in a University.

Worktables: Worktables allow players to invent Enhancements, Costume Pieces or Temporary Powers if they have the appropriate Recipe and required Salvage. These can be found inside Universities and can also be purchased for use inside a Supergroup Base.

Enhancement Sets: Uncommon, Rare, and Very Rare recipes can form Enhancement Sets which grant special “set bonuses” when slotted into a single power.

Set Enhancements can only be slotted into specific powers that fall within the type of powers that set is for. Examples of this include Melee and Ranged attacks, Holds, Pets, and Travel Powers.

Enhancement Set Recipes are found by defeating NPC enemies, selecting them from the Reward Choice tables when completing Trials and Task Forces, or when you complete missions.

Most Set Bonuses are not tied specifically to the power that the Invention Enhancement Set is slotted into. They will always persist, and will boost other powers (i.e. Damage and Accuracy) that your character has. They can be temporarily disabled if a player exemplars below the level of when a power was gained. Only Ultra Rare Set Bonuses will work when you exemplar.

Inventories: Characters have limited Invention Salvage and Recipe Inventories which grow as you gain levels. You must have available Invention Inventory slots in order to receive more Invention Salvage and Recipe rewards. You can unlock more Inventory slots by earning badges and you also have access to external storage areas known as Vaults. (see Vault section)

Universities: Universities have been spread throughout Paragon City to teach players how to use the new Invention System and build their technological breakthroughs at Worktables. Currently, Universities are located in Steel Canyon, Croatoa and Founder's Falls.

CONSIGNMENT HOUSE

WENTWORTH'S CONSIGNMENT HOUSE

In Atlas Park, King's Row, Steel Canyon, and Talos Island there is a Wentworth's Consignment House. This is an "Auction House" that allows you to buy, sell, and trade anything you can normally trade in the game, including Invention Salvage, Recipes, and created Enhancements from the Invention System. You can find the Consignment House marked on the Minimap for these zones with a W icon.

HOW THE CONSIGNMENT HOUSE WORKS

The Consignment House uses a Secret Bid System for Buying and Selling. Buyers can not see what price sellers are selling their items for and Sellers can not see what buyers are willing to pay. This is intentional to make sure that sellers get what they deserve, and buyers pay what they feel is appropriate. You can also place Buy Orders where if someone puts the exact item you are looking for at your Buy Order price or less, you will immediately buy it, even if you are not online. There is a transaction cost (in influence) for listing and selling at Wentworth's.

Buying and Selling: To buy or sell anything in the Consignment House, you just need to drag and drop the items in question to or from your inventories to your transaction inventory slots. If you are moving a stack of things, you will see a slider asking how much you want to move, but only Recipes and Salvage can be bought or sold in stacks.

Transaction Inventory: Like Salvage and Recipe Inventory, you have a limited number of Transaction Inventory Slots that grows as the character levels up. These inventory slots can be used to sell an item or stack of Salvage, buy an item, or store an item.

Vault Reserve: Characters can now store a limited amount of Invention Salvage at the Vault Reserve. These independent shops are set up near the Wentworth's Consignment House locations and inside Pocket D.

The Vault Reserve allows you to access a personal storage locker to store more Invention Salvage. Base Salvage, Inspirations and Enhancements cannot be stored in the Vault Reserve. Supergroups can also place a Personal Storage Object in their base that ties in directly to the Vault Reserve storage, allowing them to access their Vault Reserve storage from their base.

Welcome to an overview of the very first sequence in the game, courtesy of Prima Games. For more in-depth info, pick up the City of Villains Game Guide binder, replete with all the info you need to know to conquer the City of Villains and, perhaps, even give the mighty Lord Recluse a run for his money.

GREAT EXPECTATIONS

After you've entered the City of Villains for the first time, you find yourself in the midst of a prison break. This breakout is an excellent chance to get familiar with the in-game mechanics and nail down the basics. It's also a very quick (and fairly easy) way to make Level 2, so you should always do it when starting out.



As the breakout begins, a dialogue box appears that explains the basic movement controls and where you need to go first. Digest its contents, then head over for a chat with H.T. Left-click him to initiate a dialogue. He offers you your first mission. Read the information provided as it explains how most transactions with contacts take place.





Upon accepting the mission, you'll be introduced to the minimap and compass. The handy indicator on the compass leads you straight to the hapless nurse near the gents playing with fire just ahead. Left-click on the Infirmary Nurse to the right to score a clue. Click on the clue's header just beneath

your compass to see what it says. It's always a good idea (and is, in fact, usually necessary) to check them out in order to see where to go next.



Your next stop is the medical locker just behind the nurse. Double-click that to score the pretty pills, then return them to H.T. to complete your first mission. Upon doing that, he gives you the option of accepting two different contacts: at this point it's not terribly important which one you choose, but it does illus-

trate that, later in your career, your choice of contacts becomes far more meaningful.



Depending on whom you take (Angel Lopez or Jimmy Dortz), you must complete different tasks. In either case, the goal is the same:

- 1. Meet the contact.**
- 2. Accept the contact's mission.**
- 3. Complete the mission.**
- 4. Return to contact.**



Regardless of whom you choose, an icon is slotted in your compass and points in the general direction of the new contact. There's also a distance marker on-screen that gives you a good idea of how far the contact is. You always see that distance marker when an active task is selected and displayed on the compass (be it a contact, friend, mission, etc.).

Upon completing your task, you are rewarded with your first Enhancement. You can assign it now by going to the Enhancements screen (you should do this, as it's only Level 1, and every little bit helps). Click and drag the Enhancement into an empty slot, where it locks into place. After that, return to your contact to complete the mission.

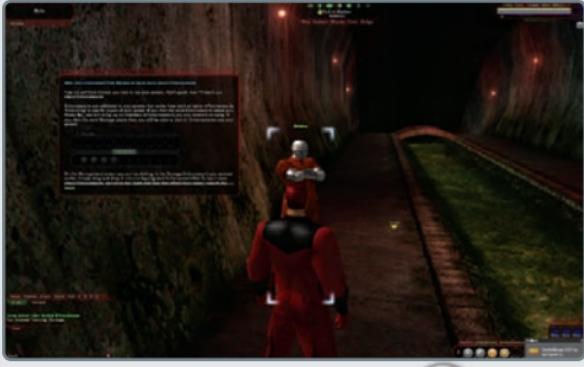




At this point, you get a crash course in combat—specifically, how to "con" (considering) targets. This is *very* important info; if you skipped this section in the manual, learn it now, as it prevent you from wandering into a death trap of your own making. Now it's time to go see Caze, so follow your compass to the man.



Caze doesn't have any missions to offer, just more knowledge. He explains the basics of your Status bar, which comprises your Health and Endurance bars (Brutes get a third bar for their Rage Meter). This is fairly basic info, but give it a quick perusal, even if it's old hat by now. After that, it's on to Blake for more tutelage.



Heading down the rather ominous hole torn into the prison's underbelly, you find Blake directly in your path.

He regales you with the very basics behind slotting Enhancements. If you haven't already slotted your first, do that now, then continue down deeper to chat with Morben.

Morben has some slightly more advanced Enhancement info to share. He tells you about combining them and gives you another Enhancement. Combine them now, following his instructions; then head out any of the grates ahead (left-click on any of the three) to exit into the prison yard in search of your next contact and your first real challenge.



Following your compass to reach the nefarious Sakai Tamaki. He is near a large fence, standing in a corner. He has your first real combat-oriented mission, so it's time to crack some skulls. Speak to him, then head over to the yard next door. All the enemies therein are pretty weak, but don't bite off more than you can chew. If possible, try not to tangle with more than three at once.





While in actual combat, be mindful of your surroundings, especially if you need to beat a hasty retreat. While there aren't many threats here, you later find that additional patrolling enemies (or "adds") will menace you when you least expect it. Also, when retreating, be mindful of "retreating" into crowds of

foes—that'll put a quick end to your illustrious career. As far as actual combat goes, as you only have one or two basic attacks, alternate between them to get a feel for using your Power Tray. Action that you use heavily should be planted within easy reach on the **1**, **2**, and **3** keys, with lesser-used powers and abilities farther down. You can also create additional Power Trays by using the **Control** and **Alt** keys in combination with the number keys. This makes reaching certain commands much simpler.



After dispatching your first two (or more) foes, return to Sakai Tamaki. He then launches into a short dissertation on the Experience bar and Experience Circle. He'll also talk a bit about Inspirations and how they work.

After that, you must take out two more convicts in the yard. Once you

complete that task, return to Sakai to be introduced to a new contact: the Arachnos Pilot. Follow your compass roughly 350 yards away to find him lurking by his ship—simply sprint by the enemies in your path, and the Arachnos Pilot's guards take care of them when you reach your destination.

The Arachnos Pilot has a little mission in mind for you before giving you a lift out of the prison: plant a bomb and lay waste to the radar station that is preventing his liftoff (with you in tow, of course). Follow your compass to your first Door mission and head inside.



Once inside, proceed down the hall till you come upon a pair of Johnny Laws menacing an Arachnos soldier named Jenkins. Take them both out to free Jenkins, and he provides backup as you head deeper into the radar station. You also get tow new clues: one noting Jenkins's new status as your friend and one informing you about the bomb.





Down the next tunnel are three more guards. With Jenkins at your back, wade in and lay waste to the three guards (or stand back and pick them off from afar); you have only one last step. Jog ahead a few steps to spot a transparent, pulsing image of a bomb. Double-click it to activate it, and once the progress bar is exhausted, it's mission accomplished. Click "Exit" in the compass to return outside.



And, with that, you've completed your first Door mission. Return to the Arachnos Pilot and blow this popsicle stand. If you're so inclined (though it isn't really recommended), you can head back and grind up cons in the yard for extra XP. Also note that you're now ready to train to Level 2, which you take care of momentarily...



FORT DARWIN: YOUR FUTURE STARTS HERE

Upon arriving at Fort Darwin, your base of operations for at least the first five to seven levels, speak with Arbiter Diaz to train up to Level 2 before doing anything else. He's located near your new contact, Kalinda. Speak to him and train. You gain the inherent power Rest, another row of Inspiration slots, and a new power. Choose that new power wisely, then head over to Kalinda.

At this point, we bid you adieu. The estimable Kalinda will be your primary contact for many missions to come. With the basics you've mastered thus far, you should be in good stead for some time. And remember, Lord Recluse is always watching...

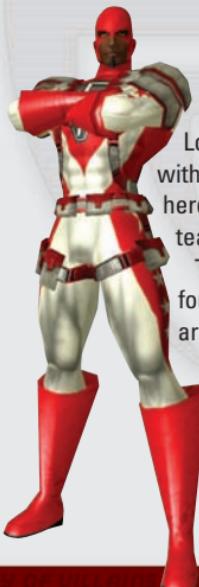
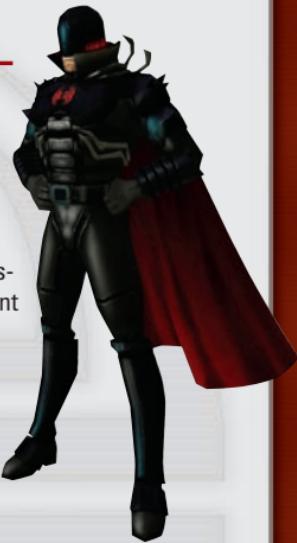


ARACHNOS

Arachnos was formed from the ashes of an Italian Fascist organization. Born in the fires of World War II, Arachnos's leader Lord Recluse has taken over the Rogue Isles east of Paragon City and is using it as a staging ground to destroy the City of Heroes.

Arachnos is a multifaceted and deadly group. They are skilled in information control, blackmail, espionage, and assassination (of both mortals and superbeings). They boast a potent military force and employ—overtly and covertly—numerous supers in a wide variety of roles.

The official military and police force is the Spider City Security Force (SCSF). SCSF is further broken down into several specialized departments, each of which serves a particular role.



FREEDOM CORPS: LONGBOW

Longbow is a division of Freedom Corps dedicated to dealing with superpowered beings. They act as military support for superheroes and are more than capable of forming independent strike teams.

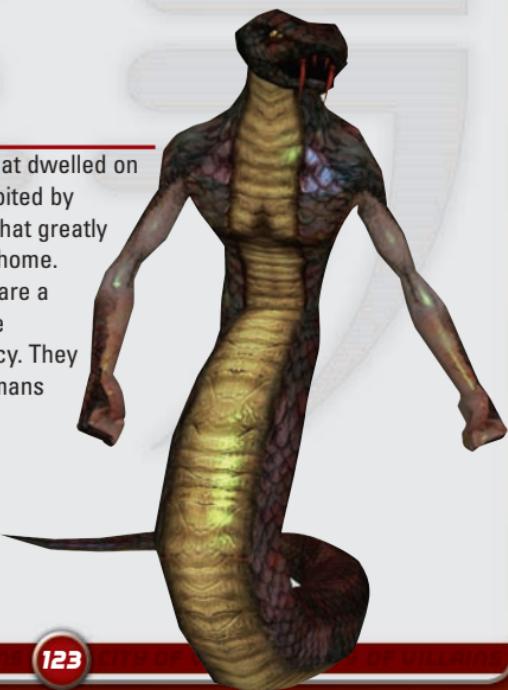
The operation was named Project Longbow because its founders anticipated many long-range preemptive assaults and arrests. The soldiers who serve in Project Longbow are volunteers from around the world who place themselves under Freedom Corps's control.

Freedom Corps itself is loosely allied with NATO, which grants the corps its military hardware.



CIRCLE OF THORNS

The Circle of Thorns continues their practice of demonology and accidentally summons in a powerful succubus. The creature, Lilitu, pretends to work with the Circle to protect Oranbega and root out the Mu; however, she is actually building her own army of cultists, mutants, and unnatural horrors to break her binding spell and be set loose upon the earth.



SNAKES

The Snakes are nagalike creatures that dwelled on Mercy Island long before it was inhabited by Arachnos. They are an ancient race that greatly resent the human "incursion" of their home.

These slithering reptilian beings are a fairly primitive race and dwell in large numbers beneath the surface of Mercy. They rise to the surface to show pesky humans who rightfully owns this place.

MOOKS

The Family is led in the Rogue Isles by Emil Marcone. Avatars for the Family are identical to those in CoH, though with slightly different Info Text.

The Family's challenger for control of the Rogue Isles is Guido "The Mook" Verandi, the former consigliore to Emil Marcone's imprisoned father, Manuel Marcone. Verandi's faction is called the Mooks; members wear a purple band (armband, hatband, or other trivial costume addition) that visually marks their allegiance.



SHIVANS



The meteors that crashed into Bloody Bay are actually pieces of a massive creature from the depths of space. The shards of the meteorite retain that creature's consciousness and are capable of raising "servants" from the corpses of the dead via long tendrils snaking through the soil. These new beings are not undead, however. They simply use the bones, memories, and the essence of corpses to create a new being made of protoplasmic energy.



MISSION ARCHITECT



OVERVIEW

Mission Architect allows you to create your own adventures and share those adventures with every other hero or villain in Paragon City and the Rogue Isles. While others play your adventure, they gain knowledge, experience and rewards equivalent to outside of the virtual world of Architect Entertainment. Once the players are through with your story, they have the opportunity to rate the experience from 1 - 5 stars. The higher your story is rated by other players, the more rewards you'll earn as well. So, try to come up with the best stories possible.



Architect Entertainment buildings are located in Mercy Island, Port Oakes, Cap Au Diable, Sharkhead Isle, Nerva Archipelago, St. Martial., and the Rikti War Zone.

CREATING STORIES

You can create stories or arcs as we call them at any of the Mission Architect Computers located in the Main Studio or in the 'no powers' Studio B. There are two types of stories, those you have Locally and those you've Published. Local Stories are stories you're currently working on or that you don't want to share with the world at large. You can have as many local stories as you want. Published Stories are stories that all heroes and villains can play. You can publish up to three stories and share them with others. Each story can have up to five missions and each mission can have up to 25 goals. When an arc is published others are able to see your arc, play it and rate it. The better rated your arc becomes the more tickets you'll earn.

TESTING STORIES

While working on your story, you can test it as if you were actually playing the missions. You can even have a team of up to eight other heroes and villains accompany you. While testing no one gains experience, earns tickets or any other type of reward except for 'Testing Specific' badges.

PLAYING STORIES

At any point you can play the stories created by any of the other players by accessing the Mission Browser on the Architect Computer. The Browser offers a number of sorting options and filters to help you get to the stories you want to play. While playing these player-made adventures, you'll earn equivalent experience as you would outside of Mission Architect. You'll also earn Tickets that you can take to a Ticket Vendor and redeem for other rewards, including unlockable content within Architect. When you're through with the adventure you'll be able to rate the story.



CREATING STORIES IN MISSION ARCHITECT

To start creating your own stories, click on any of the Mission Architect computer terminals to open the Mission Browser. From there, click on the "Create a New Story" button.



STORY SETTINGS

Stories in Architect are broken up into three logical parts, **Story Settings**, **Mission Settings** and **Mission Goals**. Stories are a series of chapters or missions that follow one after the next. You can have up to five missions in a single story in Mission Architect.



Story Title & Description - This is the name of your story and a short description. When you publish your story, this information will be what other players see.

Story Contact - This is the person or object who tells the story to the players. You need a name for the contact and you need to determine

the type of contact. Your options are Default, Standard Contacts, Enemy Groups, Objects and Custom.

Story Parameters - These are optional settings not required for the story to be playable.

Souvenir Clue - These are pieces of information the players take with them once they're through with the adventure. These clues are keepsakes to remind the player of your adventure.

MISSION SETTINGS

Now that you've named your Story, picked your Story Contact and filled out any of the optional story settings, you can begin working on your first mission. In

Mission Settings you define all the high level aspects of your mission, such as where the mission takes place and who the enemies are.



Enemy Group - Sets the type of enemy you want to populate the mission. These enemies can be Standard, existing enemies already in the game or Custom, enemy groups created by you.

Map Type - Selects the location or the map for the mission. Each Map Type is made up of multiple individual maps, broken down by length.

Map Length - Sets the overall size of the map.

Map - Selects the specific map for the mission. This can be set as Random or you can choose from one of the individual maps in the list.

Mission Parameters - Sets optional settings for a specific mission, such as the Mission Pacing (level range progression of enemies on the map), and any time limits to complete the mission.

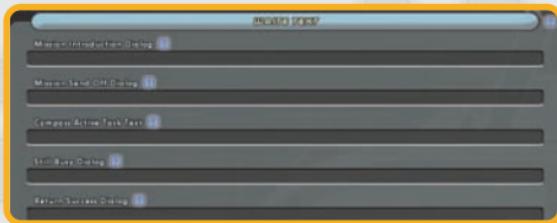
Mission Complete Clue - This gives the players a clue, or a piece of information once they've completed the mission. A clue usually reveals some deeper aspect of the story to the players.

MISSION TEXT

There are five required text fields for a single mission, six if it's possible for the mission to be failed.

Mission Introduction Dialog

Dialog - The first dialog the players read regarding the mission. It's spoken by the Story Contact to the players.



Mission Send Off Dialog - The dialog the players read after they accept the mission from the Story Contact.

Compass Active Task Text - This is a short description displayed in the navigation or compass window while the players are on the mission.

Still Busy Dialog - The dialog given by the Story Contact if the players returns.

Return Success Dialog - The dialog given by the Story Contact when the players returns.

ADDITIONAL TEXT

These are text options that are not required for the mission to be playable, but help add depth and personality to your story.

Mission Title - This is the title of the mission, displayed in all the Story Contact dialog windows.

Mission Subtitle - This is the subtitle of the mission, displayed directly underneath the Mission Title.

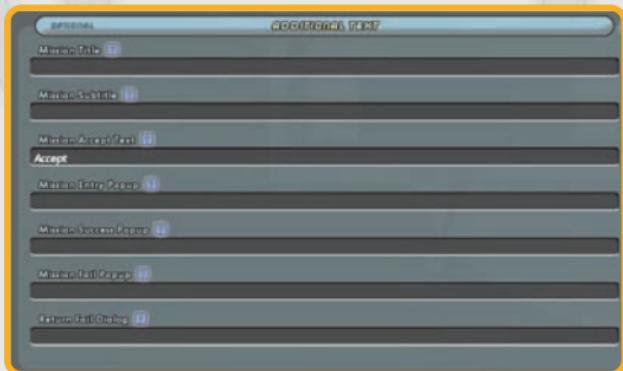
Mission Accept Text - This is the text the players click when they agree to take the mission from the Story Contact. By default this text is 'Accept'.

Mission Entry Popup - This creates a popup window that appears when the players first enter the mission map.

Mission Success Popup - This creates a popup window that appears when the players exit a mission they've successfully completed.

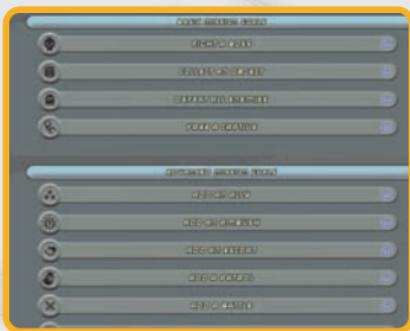
Mission Fail Popup - This creates a popup window that appears when the players exit a mission they've failed to complete.

Return Fail Dialog - Dialog spoken by the Story Contact when the player returns having failed the mission. This only shows up if the mission can be failed.



MISSION GOALS

Mission goals are achievable objectives placed in your mission. These goals range from having the players defeat a specific boss to collecting information from a computer. Normally, mission goals must be achieved in order for the mission to be considered completed. However, you also have the option to turn this on or off. The various mission goals are detailed below:



FIGHT A BOSS (BASIC)

A boss is a powerful enemy that the players will face as they play through the mission. This could be the climactic fight at the end of the mission or just a cool encounter along the way.

You should be aware of the following settings for this mission goal:

Alignment - Controls what side or team the boss is going to be on when the players approach him, Ally, Enemy, or Rogue.

Surrounding Enemy Group - Sets the group for enemies that come with the boss. By default, this is set to Same As Boss

Boss Flees on Damage - Makes your boss run away when he gets to a certain percentage of his health.

Boss Flees on Minion Defeats - Sets your boss to flee when his surrounding minions drops below a certain number.

Defeat Condition - Sets the defeat condition for the boss, either when the boss and all of his surrounding minions and lieutenants are defeated, or, when only the boss is defeated.

COLLECT AN OBJECT [BASIC]

An Object is an inanimate piece that appears on the mission map that the players can interact with. This object emits a sound and a glow to alert the players to its whereabouts, and is useful for finding clues, planting false evidence, or even a prized item to be stolen or retrieved.

You should be aware of the following settings for this mission goal:

Collection Type - This determines the general location of where these objects will spawn, Wall or Floor.

Interact Time - Sets the amount of time in seconds the players must remain next to the object.

Remove Object on Complete - Sets whether or not to remove the object from the map once it has been interacted with.

RELEASE A CAPTIVE [BASIC]

Captives are harmless individuals in the mission for the players to rescue. Once freed, the Captive immediately flees to the nearest door for safety. Of all the mission goals, this is the simplest. It can't be failed and the fleeing captive can't be targeted or defeated in any way.

DEFEAT ALL ENEMIES [BASIC]

This makes it so the players must defeat every enemy in the mission in order for it to be completed. There are two options for this type of mission, Defeat All Enemies on the Map, or Defeat All Enemies in the end room.

ADD AN ALLY [ADVANCED]

Add an Ally adds a character on the map who can team up with the players and potentially aid them in combat. The Ally can be surrounded by enemies or they can be by themselves waiting for the players to find them.

You should be aware of the following settings for this mission goal:

Enemy group difficulty - Sets the difficulty level for the enemies surrounding your Ally. Within this setting is an option for Single. This removes all of the surrounding enemies from the ally, leaving them standing by themselves.

Ally Behavior - Sets how your Ally will behave in the mission.

Combat abilities - Determines how the ally is going to interact with enemies on the map.

AN AMBUSH [ADVANCED]

Add an Ambush causes a group of potential enemies to come after the players on a mission. This mission goal is triggered after the players complete another goal on the mission.

You should be aware of the following settings for this mission goal:

Create Ambush when... Sets the trigger to start the ambush. This needs to be set to an existing mission goal in order for it to work correctly.

Ambush Alignment - Sets the alignment of the ambush when it is created. You can set it to Enemy, Ally, or Rogue.

ADD A DEFENDABLE OBJECT [ADVANCED]

A Defendable Object mission goal is an object the players must defend from waves of attacks. Before the players can defend the object, they must first find it and defeat the surrounding enemies. This will cause the wave of enemies to attack. This mission goal is considered complete when the players have successfully defeated all the attacking enemies. Please remember that since this mission goal can be failed, you will need to make sure you fill out the **Mission Failure Dialog** spoken by your Story Contact at the end of the mission.

ADD A DESTRUCTIBLE OBJECT [ADVANCED]

A Destructible Object mission goal is one where the players are sent into a mission to destroy a specific, physical object. The object will be guarded by enemies. The detail is considered complete when you've successfully destroyed the object and the enemies guarding the object.

ADD AN ESCORT [ADVANCED]

An Escort is a 'friendly' person who the players must rescue and then lead to safety (exit). Escorts are dangerous because there's a chance the person can be defeated before the players can get them to the exit. This causes the mission to automatically fail. Escort missions can also be set up as kidnappings, depending on the flavor text and animations you use.

You should be aware of the following settings for this mission goal:

Enemy Group Alignment - Sets the alignment of the enemy group, including the person the players are supposed to escort.

Combat Abilities - Sets what the escort does once the players have rescued him. If you set their ability to Fight Aggressive, Fight Defensive or Pacifist, there is a chance they can be defeated.

Arrival Behavior - Sets what the escort will do when they reach the mission exit.

Betrays on Arrival - This setting means that once the person is taken to the mission door, he will turn hostile towards the players. This doesn't prevent the mission from being completed.

ADD A PATROL [ADVANCED]

Patrols are enemies that wander the map. This mission goal is good for making your map feel more alive as well as fleshing out the story of your mission. Patrols can't be flagged as required for mission complete. They're simply useful to make the mission feel more alive.

ADD A BATTLE [ADVANCED]

Add a Battle has two enemy groups on the map fighting with one another. You can set who those enemy groups are as well as some dialog they say to each other and when you approach them.

You should be aware of the following settings for this mission goal:

Multiple Enemy Groups

This mission goal has sets of options for each of the two Enemy Groups.

Battle Alignment

This sets the alignment of the two enemy groups in your mission.



OVERVIEW

In Mission Architect, you can play arcs created by both heroes and villains. While playing stories you'll gain equivalent experience and rewards as you would outside of Architect Entertainment. The only real difference you'll notice is that you'll also collect Tickets. You can redeem these tickets at a nearby Architect Ticket Vendor for rewards.

MISSION BROWSER

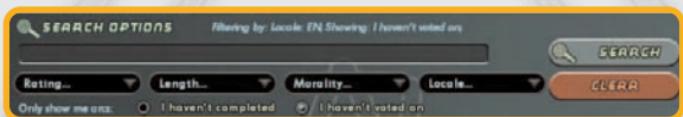
You can access a Mission Browser from any computer in the Main Studio or in the no powers Studio B. The Mission Browser is where you'll see stories published by other heroes and villains. Our database gives you a number of sorts and filters to help you find the adventure that's right for you. You can sort by Rating, Length of mission, and Date Created.

The screenshot shows the 'Mission Browser' interface. At the top, there are tabs for 'BROWSE AND PLAY' (selected), 'MY CREATIONS', and 'CREATE A NEW STORY'. Below these are 'SEARCH OPTIONS' and a search bar with the placeholder 'Filtering for: Justice... (0 stories / haven't voted yet)'. There are also buttons for 'Sort By' (set to 'Editor'), 'Length' (set to 'Short'), and 'Date' (set to 'Newest'). The main area displays a list of stories:

Title	Author	Date	Length	Rating	Action
Two-faced Tales of Fear [s]	by BlueSteel	03/18/2009	length Short	Edited ★★★★★ (104)	
The Butterfly Effect [s]	by Powo of Balance	03/03/2009	length Long	Edited ★★★★★ (748)	
The Typoclysties! [s]	by Augie Rose	03/03/2009	length Medium	Edited ★★★★★ (214)	
Dash, David, and Team Doctor: The Lost Relics of Eden [s]	by Greenhead_dell	03/06/2009	length Short	Edited ★★★★★ (175)	
Oasis of the Abyss [s]	by Das_Helmet	03/03/2009	length Long	Edited ★★★★★ (131)	
Secret Weapons [s]	by Amazonic	03/03/2009	length Medium	Edited ★★★★★ (51)	
The Legory of Joe, the Longbow Eagle [s]	by Negghead	02/27/2009	length Very long	Edited ★★★★★ (41)	
The Mind of a Villain [s]	by Negghead	03/01/2009	length Very long	Edited ★★★★★ (4)	

SEARCH OPTIONS

Clicking the text that reads 'Search Options' will expand a small portion of the Mission Browser window. Here you will be able to filter your searches through a handful of options. As the stories in the Mission Browser grow, Architect Entertainment recommends using multiple filters and sort options to help you find the adventures you want.



RATING STORIES - THE STAR SYSTEM

As you play through stories created by others, you'll get the chance to rate the story from 1 - 5 stars. If you rate the content well, the creator will gain tickets.

Comments - You can also leave a comment to the creator of the story you're on, telling them what you liked or what you would like to see them improve.

Hall of Fame - Arcs that become very popular among the community will earn the Hall of Fame rank. These stories get permanently stored on the Arc Server as well and allow the author to publish another story beyond the default, three story limit.

Developer's Choice - Developer's Choice stories are stories that the City of Heroes development team hand pick as the best of the best. These stories get permanently stored on the Arc Server as well and allow the author to publish another story beyond the default, three story limit.

Guest Authors - are individuals specially brought in to tell stories within Mission Architect. You can think of these stories as a type of Developer's Choice.

Inappropriate Stories - Architect Entertainment wants an enjoyable experience for everyone. To that end, all the stories being created within the system are heavily monitored. If you notice any stories, characters, or situations that are inappropriate, you can flag them for the Architect Entertainment's Customer Service team to investigate. To flag content, simply hit the Architect Options button in your compass window. At the bottom of the window you'll find a big red button that says Report for Content. Hitting this button will open up another window, allowing you to give more detail regarding the story.

Banned Once - If a story gets flagged repeatedly for inappropriate content there is a chance the story will get pulled from the server before customer service investigates it. This unpublishes the story. The next time the creator logs into Architect, he will be notified that one of his stories was banned. He'll also be able to read any complaints left about this story. From here, the creator will have the option to make some changes to the story and republish it or simply delete the story altogether.

Banned Twice - If the creator makes changes to the story and republishes it, the story goes back up to the Arc Server as normal. However, the story is being watched. If it continues to get hits for bad content the story can and will get pulled again. The creator will again be notified that the story has been pulled. They will also be informed that from this point, they are not allowed to simply republish the story. Instead, they have to make any changes and submit the story directly to Customer Service.

Report to Customer Service - Once the story is submitted to CS, it'll be up to them to decide how best to proceed. They can choose to mark the story as acceptable, removing all flags from the story and not allowing any other flags to be placed on it. However, they can also decide that the content is unacceptable and take action against the creator. This action could range from a simple warning to being permanently banned from Paragon City and the Rogue Isles entirely.



Architect Rewards - You can break rewards in Mission Architect into two distinct groups, Rewards for the Creators and Rewards for the Players.

Creator Rewards - Those who make stories for Mission Architect will receive Tickets based off of player approval. The higher a story is rated the more tickets the creator will gain. There is even a chance that if the story is liked well enough that it'll move into the Hall of Fame. When content gets moved into the Hall of Fame the story is then permanently uploaded to our Arc Server. This allows the author to publish another story beyond the default, three story limit.

Player Rewards - Those who choose to play others' stories in Architect will earn equivalent experience and rewards as if they were adventuring outside of this simulated environment. The only key difference is that players will gain Tickets, instead of random drops. These tickets can be redeemed at a local ticket vendor for Enhancements, Inspirations, Salvage, Recipes and more.

Architect Tickets - Architect Tickets are similar to our Merits System. As you defeat enemies on an Architect map or complete objectives you gain Tickets. When you complete a mission, you gain bonus tickets equal to the

amount of tickets you collected throughout the course of your mission. This bonus actually increases for each mission in a StoryArc. You can see your total tickets by going to your salvage window.

Badges - While playing in Mission Architect you can earn Architect specific badges. There are a number of badges for playing in both Test mode as well as playing Published content. However, the only other badges besides Architect badges that can be earned while in Architect are the badges that are granted to you for earning a certain amount of badges.



CUSTOM CHARACTERS



Overview - While Mission Architect has the largest database of heroes and villains in the known dimensions, sometimes it can still not be enough. That's why Architect allows you to create your own characters. You can pick the rank, difficulty, fighting preference, powers, gender, costume, name and description of your custom character.

Creating Custom Characters - You can create a custom character from the 'My Creations' tab in the Mission Browser. Just look for the text that reads My Characters. Select that text then select the button that says Create Character. When you hit this button you'll begin the Character Creation Process. During this process, you can also set the character's Rank and Fighting Preference.

CHOOSING POWERS

When choosing powers for your custom characters, we've divided powers up by their associated archetypes. In addition, we've also included an 'All' group.

Primary Powerset - The first step is to select a Primary Powerset. This is the primary attack powerset your custom character is going to use.

Powersets are a group of powers that work well together and have a similar theme. In a mission, your custom character will choose which power from this powerset to attack with.

Secondary Powerset -

Once you've picked the Primary Powerset, you must select the Secondary Powerset. This powerset can also be an attack power, but it's recommended that it be something more defensive.

Difficulty - As an architect, you can decide how difficult you want your custom characters to be. In general, custom characters can easily be more powerful than standard enemies in a mission. Increasing the difficulty of custom characters should only be done if you're intending to make an extremely hard fight for the players.

Standard: This is the baseline difficulty. It's as close to the normal difficulty as custom characters are going to get.

Hard: This makes the custom characters much more difficult by giving them access to even more powers than the standard custom characters.

Extreme: The highest difficulty setting possible. This setting gives the custom character access to every power in the power set. Beware.



PHYSICAL APPEARANCE

Body Type - Now that your custom character has powers, it's time for you to select a body type (female, male and huge).

Experiment with the sliders to get the body type just how you like it. Once you're ready, hit Next to continue.



Costume - After body type you get to pick the costume or outfit your custom character is going to wear. This is very similar to the process of creating your hero or villain costume.

Registration - Finally, you have to register your custom character with Architect Entertainment. To do this, you'll need to come up with a valid name and description. You'll also need to attach this custom character to an enemy group. If this is your first time creating a custom character, there won't be any enemy groups to choose from. You'll have to come up with a new one. However, when you make your second custom character, you'll notice a drop down list next to the enemy group field that will allow you to pick from existing custom enemy groups.

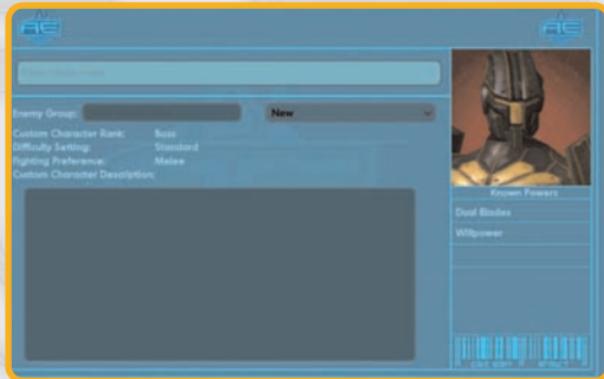
CUSTOM ENEMY GROUPS

Overview - Just as you can create your own characters in Mission Architect, you can also create your own character groups. Custom Groups are made up of Minions, Lieutenants and Bosses. Creating your own Custom Group allows you to populate a mission map with all your own enemies, adding even more control and flexibility to your stories.

You can create a Custom Group from the My Creations tab in the Mission Browser. Just look for the text that reads My Groups. Select that text then select the button that says Create Custom Group. When you hit this button you'll be taken to another window that will allow you to create or manipulate custom groups. Note, that you can add existing enemies into your custom groups as well.

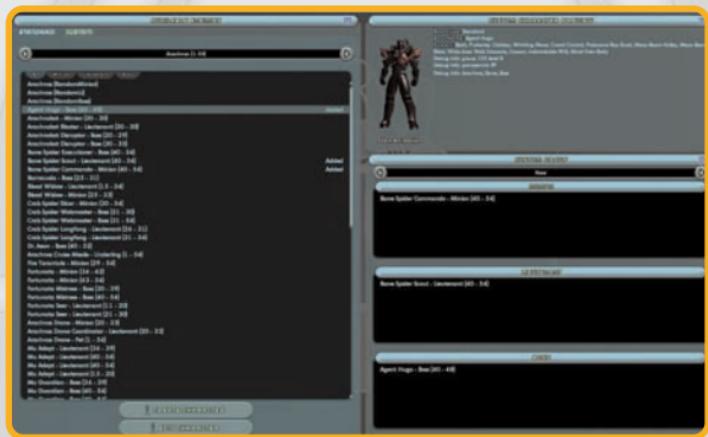
Available Enemies

- On the left hand side of this window, you'll notice a large column that displays all our existing enemies in our database. You can select any of these enemies and add them to a new custom enemy group on the right hand side of this window. You do this by selecting the enemy group you want then finding the specific enemy you want to add into your new group. Click on that enemy and you'll see text that reads Add+ next



to it. Clicking that enemy again will add it to your new group. If you want to remove a character from a custom group, click on that character in the window on the right. You'll then see an option to remove him.

There are tabs in the enemy group window that will filter the enemies to a specific rank. Clicking Minion, Lieutenant or Boss will show you only the enemies in that group of that rank.



When you select a enemy, you'll notice a preview window on the right will display the enemy and any important information such as name, powers and rank.

Custom Enemies - On the left hand side you should also see an option for Custom. Selecting this will show you all of your custom enemy groups and enemies that you've created. If you want to add or edit existing enemies, you can select the Create Character button or the Edit Character button at the bottom of the window.

Enemy Group Level Coverage - At the bottom of the Custom Group window you'll notice a bar with markings that go from 1 - 50. This bar is a visual representation of the level ranges of your enemy group. It shows you whether or not you have an enemy within that level range. Ideally, you should have multiple minions, lieutenants and bosses in every level range from 1 - 50.

Thankfully, Custom Characters automatically scale from 1 - 50 so all you have to worry about is having enough variety to keep the group interesting. This is not the case with Standard Enemies already within our database. These enemies have a very predefined level range. To that end, when you add existing enemies to your Custom Groups, make sure you cover your level ranges fully from 1 - 50.



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For customer support, account support, and technical support questions, please visit the Support section of the City of Villains website at:

<http://support.cityofvillains.com>.

At this site you will find a searchable knowledge base containing useful answers to frequently asked questions, solutions to common issues, and detailed information regarding additional contact methods if your answer or solution is nowhere to be found.