CITY OF HEROES®

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CONTENT RATED BY
ESRB

**GAME
MANUAL**

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 Heroes® Disc into your DVD-ROM drive. When the installation menu appears, click "Install Game". This will begin the installation of City of Heroes 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 Heroes 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

- 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

Recommended System Requirements

- 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

Installing City of Heroes® and City of Villains®

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

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 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.

ENTERING THE GAME

IT BEGINS...9

To enter City of Heroes, click on the game icon on your desktop or Start menu. Each time you enter the game it will check for and (if there are any) automatically load any updates posted by the team.

When the game loads, log in with your account name and password. Then, select the server on which you wish to play. When selecting a server, check the colored bubbles. The more bubbles, the more people on it. If it has too many people already, you won't be able to choose it.

When you select your server, you may choose a Hero you've already created and begin play, or you may choose to create a new Hero. You may create several Heroes on any given server. You may also delete a previously created Hero to free up a character slot. Note that once a Hero is deleted, he or she is irretrievably gone.

Select a character you've already created or create a new one.

STATESMAN™ SEZ:

HEROES ARE CREATED FOR A SPECIFIC SERVER AND MAY ONLY BE PLAYED ON THAT SERVER. IF YOU CHOOSE TO PLAY ON A NEW SERVER, YOU WILL HAVE TO CREATE NEW HEROES TO PLAY ON THAT SERVER.

CHARACTER SLOTS, CHARACTER TRANSFERS, AND 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 HERO

SUITING UP

Before you can play City of Heroes, you will, of course, need to create a Hero. Once you've selected a server, just click on one of the blank Create Hero slots on your screen. The game will then walk you through the multi-part Hero creation process.

ORIGIN

Your origin is the source of your powers. Were you born with them, or did you study for long months and years to perfect them? Or perhaps you acquired them after some encounter with mysterious forces?

You may select one of five available origins:

STATESMAN SEZ:

IN GAMEPLAY, YOUR ORIGIN DETERMINES WHICH ENHANCEMENTS YOU CAN USE, AND WHERE YOU CAN FIND THEM, AS WELL AS DETERMINING THE IDENTITY OF YOUR FIRST CONTACTS. YOUR ORIGIN HAS NO EFFECT ON WHICH POWER SETS YOU CAN SELECT, OR HOW YOU ADVANCE IN PLAY.

MUTATION

Perhaps your parents were exposed to strange radiations, or maybe it's just the next leap forward in evolution, but your powers were encoded into your genes before you were born.

SCIENCE

Exposure to chemicals, radiation or some other scientific process has left you changed, with new and mysterious abilities far beyond the mass of humanity.

Choose your Origin and Archetype.

TECHNOLOGY

Unlike Science Heroes, whose bodies have been permanently changed by exposure to natural forces, as a Technology Hero you carry unique and advanced devices that allow you to produce superhuman effects.

NATURAL

Your origin involves no mysterious forces or secret discoveries; you have simply used your remarkable talents to train yourself to the very pinnacle of human potential.

MAGIC

"There are more things in heaven and earth" … supernatural forces are abroad in the world, and either through training and discipline, or simple chance, you have become a human nexus for them.

ARCHETYPE

Your archetype determines the nature of your powers. This choice will actually determine which power sets you can select for your primary and secondary powers.

You may select one of five available archetypes.

BLASTER

Blasters specialize in delivering massive damage at range. They have very little defensive potential, other than the ability to keep the enemy at arm's length.

A Blaster can solo successfully, if he remains aware of his situation at all times, but this archetype really comes into its own in groups, where Defenders, Scrappers and Tankers can take the brunt of the enemy attacks, freeing the Blaster to use his offensive potential to its fullest.

CONTROLLER

The Controller specializes in manipulating the actions of foes, causing them to stand immobile in battle, or controlling their movements, or even turning them against their allies. This is perhaps the most challenging archetype to play, but potentially one of the most powerful. Controllers have very little defense against enemies not under their direct control.

A Controller who wishes to adventure solo must do so with extreme caution. The archetype really contributes as part of a group.

DEFENDER

The Defender's powers focus on healing allies, increasing their abilities and decreasing foes' abilities. The Defender has little offensive or defensive punch of his own, but can radically increase the effectiveness of even the smallest team up, and he, the Controller, and the Blaster have the only ranged attacks.

The Defender is a suitable archetype for grouping, though soloing is possible—difficult, but possible. However, the tremendous usefulness of Defenders' powers should guarantee that they will always be able to find a team up to adventure with.

SCRAPPER

The Scrapper specializes in hand-to-hand combat. A single Scrapper should be a match for several foes of equivalent level. Scrappers do not deal in ranged damage, instead going toe-to-toe with the enemy.

Their balance of offensive and defensive potential makes Scrappers by far the best suited archetype for solo play. In team ups they are useful as front-rank fighters, but often find themselves a bit overshadowed by the more specialized Blasters and Tankers.

TANKER

The Tanker is the "big man" of the hero world, combining massive defense with a powerful, but not exceptionally quick, offensive punch.

Tankers make effective solo Heroes, at their own deliberate pace, but they are also in demand by teams, where their function is to keep enemy attacks off the lightly defended Blasters, Controllers and Defenders.
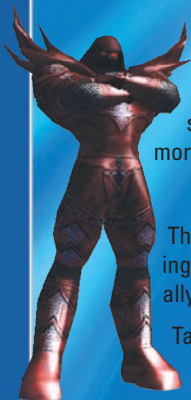
EPIC ARCHETYPES

There are more Archetypes in City of Heroes than are listed here. These other Archetypes are called "Epic Archetypes" and must be unlocked through gameplay. Once you unlock an Epic Archetype, you will be able to make as many characters of that Archetype as you wish (provided you have empty character slots).

An example of Epic Archetypes in City of Heroes are the Kheldian Peacebringers and Warshades. These are aliens who inhabit the bodies of normal citizens of Paragon City granting them awesome powers. Peacebringers and Warshades are unlocked for use once you get any character to Security Level 50. Other Epic Archetypes will be added to City of Heroes in future updates, and are unlocked in different ways.

POWER SETS & STARTING POWERS

Once you have selected your origin and archetype, you choose your primary and secondary power sets and your starting powers—your choice of power sets is determined by your archetype.

Choose your Power Sets

A power set is a group of nine related powers. The powers in your chosen power sets will come available throughout your heroic career. The powers at the top of the list are, in general, more basic and therefore become available earlier, while the more exotic powers at the bottom of the list will only be available later in your career.
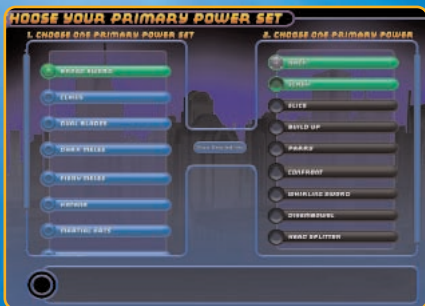
Your primary power set is your greatest strength and will form the cornerstone of your combat strategy. Upon character creation, you may select one of the two top powers in your primary power set. Your secondary power set will support your primary powers. Upon character creation, you may use the top power in your secondary power set.

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.
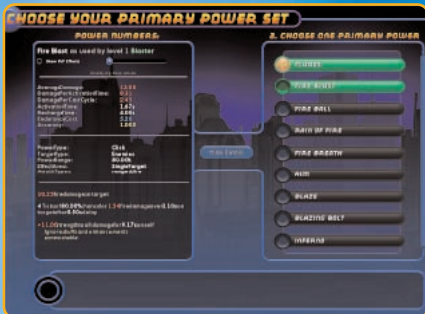
STATESMAN SEZ:

REMEMBER THAT AS YOU GO UP IN LEVEL, YOUR POWERS WILL GROW ALONG WITH YOU. THE POWERS AT THE TOP OF YOUR POWER LIST, THAT YOU PICK UP EARLY IN YOUR CAREER, ARE NOT THE LEAST EFFECTIVE POWERS IN YOUR SET -- THEY ARE THE MOST BASIC. MANY HEROES FIND THEMSELVES RELYING ON THEIR STARTING POWERS AS MUCH AT THE HIGHER LEVELS AS THEY DID WHEN THEY WERE FIRST STARTING OUT.

BODY TYPE

On this screen you choose the body type for your character's avatar. You can choose to play a Female, Male or Huge character by selecting the radio button at the top of the page.

In addition you can further customize your avatar's build by pre-selecting one of the default body types:

Pick your gender and adjust your build

- Slim: Your avatar is svelte and has minimal body mass.
- Average: Your avatar is of average build.
- Athletic: Your avatar has good muscle definition. This is the default Hero body style.
- Heavy: Your avatar is above average in weight and muscle.

You can then further tweak your avatar's build by adjusting the following sliders:

- Short/Tall: This will adjust how tall your avatar is.
- Physique: This will adjust how muscular your avatar is. Moving this to the left will make your character have less muscle mass, and moving this to the right will give them more.
- Shoulders: This will adjust the width of the avatar's shoulders. Moving this to the left will make the shoulders narrower, moving this to the right will make them broader.
- Chest: This will adjust the circumference of the avatar's chest. Moving this to the left will make it smaller, and moving this to the right will make the chest bigger.
- Waist: This will adjust the narrowness of the avatar's waist. Moving this to the left will make it narrower, and moving this to the right will make it wider.
- Hips: This will adjust your character's hip size. Moving this to the left will make your hips narrower, and moving this to the right will make them wider.
- Legs: This will adjust the length of your avatar's legs without scaling the rest of the body in proportion. Moving this to the left will shorten the legs, and moving this to the right will lengthen them.

COSTUME

Create your "look" from hundreds of options.

Creating a unique costume for your Hero is one of the most enjoyable tasks of character creation. Although there are literally millions of possible unique costume combinations, the costume design process is fun and easy if you just take it step by step.

First, select your Hero's skin color (click on a colored dot). If you want to coordinate your costume easily, use the Copy Current Colors button. This will make 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, starting with the head (where you can choose from a wide variety of hairstyles, masks, helmets, glasses and more exotic choices), through the upper body (torso, gloves and belt) to 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 at will by clicking on the curved arrows, and to zoom in on your Hero's head and torso for an up close look.

The Head's shape can be further defined on this screen. After selecting a Head type you can then adjust the Shape of the head using the Shape selector. You can then fine tune the Shape you have chosen by selecting the Scales button in the left column.

Scales

This allows you to further define the features of your avatar's head. Each component of the head can be modified further using the sliders found here. The left slider adjusts the width of the component, the middle slider adjusts the height, and the right slider adjusts the depth.

The following areas can be fine tuned:

- Head: The overall size of the head.
- 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.

The Body can also be tweaked in this screen with the following variables:

Physique: This will adjust how muscular your avatar is. Moving this to the left will make your character have less muscle mass, and moving this to the right will give them more.

Shoulders: This will adjust the width of the avatar's shoulders. Moving this to the left will make the shoulders narrower, moving this to the right will make them broader.

Chest: This will adjust the circumference of the avatar's chest. Moving this to the left will make it smaller, and moving this to the right will make the chest bigger.

Waist: This will adjust the narrowness of the avatar's waist. Moving this to the left will make it narrower, and moving this to the right will make it wider.

Hips: This will adjust your character's hip size. Moving this to the left will make your hips narrower, and moving this to the right will make them wider.

Legs: This will adjust the length of your avatar's legs without scaling the rest of the body in proportion. Moving this to the left will shorten the legs, and moving this to the right will lengthen them.

Take your time, explore the possibilities, and you are virtually guaranteed a cool and unique Hero at the end of the process.

Icon Tailors

A hero's identity is tied to their costume almost as much as their name. A special store is located in Steel Canyon, Independence Port, and Founder's Falls for heroes to change their look. This store is called "Icon" and is commonly referred to as the Tailor due to the amount of work they do on the costumes that heroes wear.

You can visit Icon at any time in your career for a makeover. They can change anything about the look of your character except the Body Type and Height you chose when you first created your character. Fees are scaled by level, so a lower level hero pays less than a higher level one for the same amount of changes.

A flat fee is charged for simply accessing the Tailor. This fee covers any and all "color alterations" you want to make for your character. You can also change various parts of your costume for additional fees. When paying for any of the fees at the Tailor, you may choose to pay with influence you have earned while playing the game, or with any free Tailor Tokens you have acquired.

At levels 20, 30, and 40 characters can run missions for the head tailors in each of the Icon shops. These missions, when successful, will unlock additional Costume Slots, allowing you to have multiple looks at your disposal. Simply select the Slot you want to change the next time you access the Tailor once you have unlocked an additional slot. You can change your costume using the Menu or using the slash command of /costume_change X (where X is the number of the slot, 0 to 3).

NAME & EXTRAS

Your final required choice in the character creation process is to give your character a unique name that reflects his powers, appearance or personality.

On the same screen, there are optional areas where you can enter a brief character history, and even a characteristic battle cry (which defaults to $\boxed{F10}$).

Choose your name. Write your story.

STATESMAN SEZ:

REMEMBER THAT A SHORT, EASY-TO-SPELL NAME WILL HELP YOUR FELLOW HEROES COMMUNICATE WITH YOU. IS THE NAME YOU WANTED ALREADY TAKEN? LET COMICS TRADITION COME TO YOUR RESCUE. IF YOU CAN'T BE AMAZING MAN, TRY MR. AMAZING, AMAZATRON, CAPTAINAMAZING OR EVEN AMAZINGMAN.

YOUR FIRST DAY ON PATROL

AWAY WE GO!

When you have finished creating your character, you may begin adventuring in Paragon City. Start with the tutorial provided in the game. Not only will this show you the basics of movement, navigation, combat and dealing with non-player characters (NPCs), butwhen you complete the tutorial you will have enough experience to progress to Level 2.

Remember, in the tutorial don't just rely on the text messages from NPCs; you must also pay attention to the reminders automatically placed on your map and the other informational screens.

When you complete the tutorial, you will be asked if you prefer to start the game in Atlas Park or in Galaxy City. Both zones are equally well suited to beginning players. Once you've selected your starting zone, you'll be dropped near one of the city's respected new Hero trainers, either Ms. Liberty in Atlas Park or the Back Alley Brawler™ in Galaxy City. Report to your trainer to get your training for Level 2, which will include the selection of one additional power. The identity of your first contact is determined by your origin and by which zone you chose to begin in.

Now you should go and meet your contact. You will find him or her inside the building near the trainer (the Paragon City Hall in Atlas Park, or the Freedom Corps building in Galaxy City). Your contact will offer you a choice of missions to begin your adventuring career.

You are ready to begin active crime fighting. You can either patrol the streets looking for the criminal element, or go ahead and tackle your first mission. It's up to you. Pay attention to your map, which will reveal more and more of the zone as you explore. Be cautious about crossing the yellow or red lines on your map, as these mark off more dangerous areas of the zone.

*Ms. Liberty™
in Atlas Park*

QUITTING

When you are ready to leave your play session, click on Menu, then on Quit. You can then choose to quit immediately or to wait 30 seconds. If you quit immediately, your character will still be visible and can be attacked for 30 seconds after quitting. You can alternately choose to wait 30 seconds before the game quits to ensure your hero is safe. If you press any key during this time, or take any other in-game action, the countdown will be aborted. When the countdown is complete, you will be logged out of the game.

STATESMAN SEZ:

DON'T BITE OFF MORE THAN YOU CAN CHEW. THE NUMBER OF ENEMIES YOU CAN TAKE ON AT ONE TIME DEPENDS ON YOUR ARCHETYPE AND POWER CHOICES, BUT BEWARE OF LARGE GROUPS OF FOES. LOOK FOR WHITE OR BLUE ENEMIES TO ENGAGE; BE CAREFUL ABOUT TAKING ON YELLOWS, AND AVOID ORANGE OR HIGHER. YOU DO HAVE ONE THING GOING FOR YOU, THOUGH; FOR YOUR FIRST NINE LEVELS, YOU DON'T ACCRUE ANY XP DEBT IF YOU'RE DEFEATED—YOU'RE JUST TAKEN TO THE HOSPITAL AND HEALED.

MAPPABLE COMMANDS

The following commands can be set from your keyboard. You can map each command to one or two different keys, either replacing the pre-existing default key, or keeping the default but adding a second key.

To remap your keyboard commands, click on Menu, then Options, then Controls. Click on the slot you wish to re-map (either the default, or the open slot) and press the key you wish to map to that command. When you are finished, click on Apply Changes and Return to Game at the bottom of the Controls screen.

Only single-key commands are permitted; you can't map a command to a combination of keys. In other words, you can map a command to ⒜ or to Ⓒ, but not to ⒜ Ⓒ.

MOVEMENT

FORWARD	W
BACKWARD	S
STRAFE LEFT	A
STRAFE RIGHT	D
TURN LEFT	Q
TURN RIGHT	E
JUMP	z
DOWN (FLIGHT)	X
FOLLOW	F
AUTO RUN	R

VIEW

ON DEMAND MOUSE LOOK	🖱
TOGGLE MOUSE LOOK	*no default*
TOGGLE THIRD PERSON VIEW	B
ROTATE CAMERA	U or 🖱
RESET CAMERA	Y

CHAT

REPLY	B
QUICK CHAT	'
TELL	,

OTHER

SELECT/USE AN OBJECT	🖱
CYCLE TARGET ENEMY	t
DISABLE UI	*no default*
SCREENSHOT	G

CONTROL SENSITIVITY

MOUSE LOOK
This slider can be set from 50% to 200%, and defaults to 100%

TURNING
This Slider can be set from 100% to 1000%, and defaults to 300%

Map your keys.

MOVEMENT

Your Hero's movement is controlled from the keyboard. The default movement keys are grouped on the far left side of the keyboard as follows.

To "Strafe" means to side-step left or right without changing the direction you're facing.

TURN LEFT   FORWARD   TURN RIGHT

STRAFE LEFT   BACKWARDS   STRAFE RIGHT
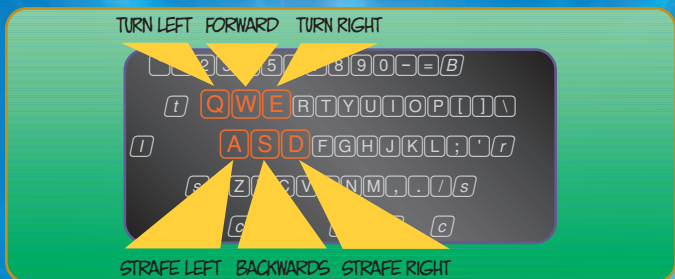
You may, if you prefer, remap the movement keys using the Controls screen (see previous page). For example, you might map the arrow keys to Forward (↑), Backward (↓), Turn Right (→) and Turn Left (←).

Other movement options include **Jumping** (z). All Heroes, regardless of their archetype or power choices, are capable of an exceptionally powerful vertical leap, which is very useful in bypassing obstacles and reaching higher elevations.

The **Follow** command (F) allows you to click on a fellow Hero and use this command to follow him wherever he goes (always assuming you can keep up with him).

Falling. All Heroes are capable of surviving jumps from a great height, but if you fall from a significant elevation you may take falling damage. You cannot, however, be killed by a fall … you will always be left with at least one Hit Point after a fall.

Auto-Run (R) is a toggle that allows you to run long distances without having to continuously press the Forward key. When Auto-Run is engaged you will begin to run forward in the direction you are facing, and continue until you use the Auto-Run command again, or use the Backwards command. (If you come to an obstacle during Auto-Run, you will continue to try to run forward, but you won't make any real progress.) During Auto-Run you may adjust your direction by using

the left and right turning keys. You may use Auto-Run in conjunction with Sprint or another movement power.

CLICK TO MOVE

Under the Controls menu in Options, you can turn on Click-To-Move for your mouse. This will allow you to maneuver your character using only your mouse and mouse buttons instead of your keyboard.

With this enabled you simply need to just click where you want your character to go, and they will automatically run to that point. The range is about 100 yards. You will temporarily see a symbol on the ground, or nearby terrain feature, telling you where you are running to.

Other players will not see this symbol.

Turning on Auto-run while moving in Click-To-Move will not cancel your Click-To-Move, and Click-To-Moving while Auto-running will cancel your Auto-run.

MOUSE LOOK

You may change your facing with the mouse. Right-click-and-hold, then move the mouse right or left, up or down to change the direction your Hero is facing. This can be used when you need to look up or down, or to change direction while moving.

MOVEMENT POWERS

Sprint. The Sprint power is an Inherent power possessed by all Heroes. When engaged, it significantly increases your running speed, although it does drain Endurance, unlike normal running. Your sprint speed is sufficient to outdistance most enemies, although they might be able to get a successful shot off at you in passing. Make sure you have enough Hit Points left to absorb any parting shots before trying to Sprint out of combat.

Advanced Movement. There are four powers that will significantly increase the rate at which your Hero can move around the city. Although they're not mandatory, it's pretty close to essential that your Hero select one of the four advanced movement power groups for his first Pool Powers. Otherwise, your Hero will literally find that he can't keep up with other Heroes of the same level. The movement-related power groups are Flight, Leaping, Superspeed, and Teleportation. If you wish to obtain these powers as quickly as possible select your movement power group by Level 12 (you can begin choosing a group as early as level 6). Once you have a movement power group you can select your accelerated movement power at Level 14.

STATESMAN SEZ:

BE WARY OF *SUPPRESSION* WHEN USING ANY CLICK POWERS WHEN COMBINED WITH ADVANCED MOVEMENT. YOU WILL TAKE A PENALTY TO YOUR TRAVEL POWERS (SUPER JUMP, SUPER SPEED, FLIGHT) FOR APPROXIMATELY 4 SECONDS AFTER YOU ACTIVATE THAT CLICK POWER.

USING OBJECTS

To use a game-world object—open a door, pick up a clue during a mission, or speak to an NPC—simply position your mouse cursor over the object. The cursor will change into a blue hand over usable objects. To use the object, left-click on it. If it is possible for the object to be affected by your actions, this will automatically cause the appropriate effect.

Some complicated actions—for example, disarming bombs during a mission—are still initiated with a simple mouse-click, but they then require a certain amount of time to complete. It is wise to wait until the area is clear of all enemies before initiating a complicated action like disarming a bomb or searching a computer for a certain file.

PLAYER INTERACTIONS

Within City of Heroes, 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 Sidekick

This will send a Sidekick invitation to the selected player. For more about Sidekicking, please see the Sidekick 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 Exemplar

This will send an Exemplar invitation to the selected player. For information about Exemplaring, please see the Exemplar section.

Add Note

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

Click on this arrow to open and close your second tray.

Organize your Power Trays.

Combat and many other actions are controlled by using your powers. Your powers, in turn, are controlled from the Power Tray.

POWER TRAY

Your Power Tray is a line of 10 numbered circles. You can drag your power icons from your Power Window to your Power Tray, and arrange them in whatever order you prefer.

You actually have nine separate Power Trays, which you can toggle between by clicking on the arrows to the left of the Power Tray. You can also separate your Power Trays so that two or three are visible on screen at one time. To make two Power Trays visible, click the up arrow at the top of the Power Tray. Clicking this up arrow again will make a third Power Tray appear. With all three Power Trays visible, you can collapse them to a single Power Tray by clicking this arrow one more time.

If you have two Power Trays visible on screen, the bottom one is mapped the following way: The corresponding slots on the upper tray are mapped to [a] +[1] through [a] +[0]. If you have three Power Trays visible, the middle tray will use [a] and the upper tray will use [C] +[1] through [C] +[0].

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.

Key Bindings. In addition to powers, your Power Tray can also hold custom key bindings, which are combinations of commands custom designed by you, the player, and bound to a specific hotkey.

STAT BARS

Before you can learn how to attack your enemies, you need to know how to keep track of your own condition in combat. This is done through the three Stat Bars—green, blue and purple—in the top right corner of your screen. These bars keep track of (respectively) your Hit Points, your Endurance and the amount of Experience you've accrued toward the next level. The entire bar represents your maximum total in that stat—when you are short of that maximum, your actual current total is shown as the colored portion of the bar.

Watch your Stat Bar.

You can pass your mouse cursor over any of these bars to display a numerical representation of your current total vs. your maximum total. (Note that your maximum total Endurance will always be 100 points—the maximum total for the other bars will increase as you rise in level.)

Hit Point Bar. The green bar on top keeps track of your Hit Points—the amount of physical damage you can absorb from enemy attacks (and other miscellaneous hazards, e.g., falling damage). Its maximum length is constant, regardless of how many Hit Points you gain as your level increases.

Endurance Bar. The blue bar in the middle indicates your current Endurance reserves. The importance of Endurance in combat is discussed more in-depth later.

Experience Bar. This bar tracks your progress in gaining experience toward the next level. Each time you "fill" this bar, it means you have advanced one tenth of the way to the next Security Level. Your total progress toward the next level is tracked by the ten oval "bubbles" (often called "bubs") arrayed around the circle to the right of the Experience Bar. Each time you "fill" the Experience Bar, one of the bubbles will brighten, and the bar will reset itself for the next bubble. When all ten bubbles are brightened, you have earned a new level.

XP Debt. When you reach Level 10, you will start accruing Experience Debt when you are defeated in battle. If you have accrued Experience Debt, the approximate amount of debt you currently owe is shown by a shaded area of the Experience Bar (or, in extreme cases, shaded experience bubbles). Note that if all the bubbles between your current position and the next level are shaded, your debt can (and most likely does) extend into the next level. When you pass your mouse over the Experience Bar, it will show you your current amount of Experience Points towards the next level, the number of Experience Points needed to attain that level, and your total accrued debt. The amount of debt accrued depends on your level at the time of defeat. Until your debt is paid, your earned Experience will be divided between advancement and debt. In effect, debt slows your rate of advancement from Experience by half, until it is paid off. If you are over Level 10, you can accelerate your debt repayment by exemplaring another hero. (Note: you will only accrue debt at half the normal level if you are defeated while engaged in a mission).

USING YOUR POWERS

Most of the action in City of Heroes revolves around the ongoing battles between you and your heroic allies, and the many super-powered villains that infest Paragon City.

You conduct your battles by using your powers (controlled, as described above, from your Power Tray). Below is a general list of the broad effects of most of the powers in the game, and how they are used in combat. Note that some unique powers may fall outside of the categories below. Also note that some powers may combine effects from more than one of these categories—for example, a vampiric attack that damages the enemy and heals you at the same time, or an attack that stuns the enemy (a bind) if it hits.

Attack Powers. Deal damage to an enemy. Attack powers can be single-target or area of effect (damaging all targets within a given area). They can also be single-shot or damage-over-time (dealing damage to the enemy continuously for a certain amount of time).

Defense Powers. Prevent an enemy from damaging you or your allies, either by making it more difficult for them to hit you, or by reducing damage when they do hit you.

Binds & Taunts. Binds prevent a target from moving, or sometimes from attacking at all. Some powers can even cause a foe to temporarily switch sides. Taunts attempt to compel an enemy to stop attacking your ally and turn his attention to you instead.

Buffs & Heals. Buffs make you or your allies more effective in combat. Heals, of course, restore Hit Points that have been lost in combat.

Debuffs. Debuffs make enemies less effective in combat; for example, reducing the speed of their attacks, or the maximum amount of damage they can do.

Movement Powers. See p. 18.

TAKING DAMAGE & RESTORING HIT POINTS

Lost Hit Points are replenished naturally at a relatively slow, but steady pace. (Of course, you can also rapidly recover Hit Points using healing powers or healing Inspirations.) When your Hit Points are completely exhausted, you are unable to fight or take most other actions—although you can converse with other play-

Chiron Medical Center in Atlas Park

ers, and even trade—which is useful if an ally wishes to give you a restoration Inspiration. While in this state you cannot heal any of your lost Hit Points, either naturally or through Hit Point-restoring powers or Inspirations. You must first restore yourself to consciousness before you can regain any lost Hit Points. This can be done through consciousness-restoring powers or Inspirations, or by teleporting yourself to the nearest hospital for restoration.

Hospitals. You will automatically be offered the chance to teleport to the hospital whenever you are reduced to zero Hit Points. If you

accept this choice, you will be transported to the hospital in the zone you are in or, if the zone has no hospital, the last zone you were in that did.

After Security Level 10, you will incur Experience Debt if you are defeated in combat.

Damage inflicted by you on an enemy.

Damage inflicted upon you.

Healing applied to your Hero, or Healing bestowed by your Hero on an ally.

Damage or healing inflicted by another character on another character.

Damage or Healing numbers are color-coded.

DAMAGE DISPLAYS IN COMBAT

During combat the game displays exactly how much damage you are taking, and how much you are dealing out to enemies. It also displays the amount of Hit Points regained if you are healed. The damage /healing appears over the head of the character taking it. In addition to the color coding, damage is indicated by a minus sign, and healing by a plus sign before the number.

There are several types of damage in the game. They are: Smashing, Lethal, Fire, Cold, Energy, Toxic, Psionic and Negative Energy. Heroes and Villains may have different resistances to different kinds of damage. If a single attack is producing multiple numbers above the head of the target when it hits, it is probably because that attack does more than one type of damage, and the game is tracking the different types separately.
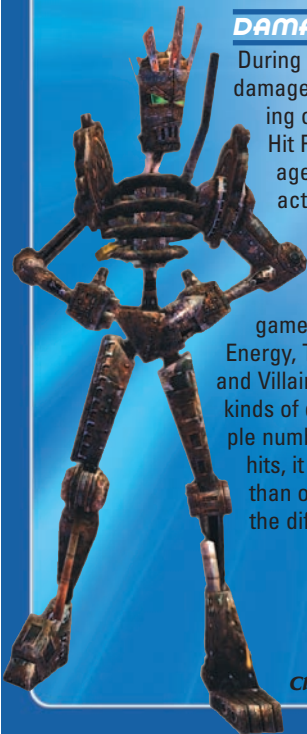
Clockwork Prince

POWERS, ENDURANCE & RECHARGE

Your powers are fueled by your personal Endurance reserves, displayed on your Endurance bar. Your Endurance is constantly renewing itself at a rapid rate, but if you are using your powers aggressively, it can be depleted even more rapidly. You cannot use a power if you do not possess sufficient Endurance reserves to fuel its use.

Most powers, including most attack powers, buffs and debuffs, deplete your Endurance by a certain amount each time they are used. Other powers, particularly defensive and movement powers, are toggled on and off. Once turned on, they will drain Endurance at a steady rate until either they are turned off or you run out of Endurance. Most of these toggle powers, by themselves, drain Endurance at a slower rate than you naturally regain it … but if you're running several toggled powers and aggressively using your attack powers, you can deplete your Endurance reserves very rapidly.

A few powers drain no Endurance at all, and are considered to be "always on." These include powers that increase your Healing rate, or that improve your rate of Endurance recovery. Although they are not the most glamorous powers in the game, they are usually well worth obtaining as early as possible.

Recharge. Powers that are not either toggled or always on require a certain amount of time to "recharge" after they are used. The amount of time depends on the power in question, and on its enhancements. The power cannot be used again until its recharge time is complete.

When a power begins to recharge, its icon in the Power Tray becomes small and dim. When the icon returns to full size and brightens, the power is ready to be used again. You will also get a message in your Chat Window when a power is fully recharged.

Some, but not all, toggled powers require a recharge time after they are turned off, before they can be reactivated.

TARGETING

Before you can attack or debuff an enemy, you must first target him. Even with most area-of-effect powers that affect more than one foe at the same time, you must still select a target to center the attack on. When you target an enemy, orange brackets appear around him. You will also see his name or function (e.g., "Gravedigger Slammer") and his current Hit Point and Endurance bars.

If you wish, you may also open an optional Target Window from the Menu Tab, which displays all the above information about the targeted enemy, as well as his level, gang affiliation and rank. If you target an ally, the Target Window will display his or her supergroup affiliation (if any), Origin and Archetype.

Targeting brackets

You may also target an ally to buff or heal, or a contact to initiate dialog. You can even target a civilian, but this won't do much except tell you his or her name.
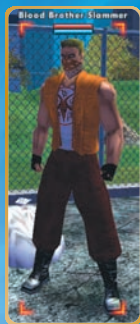
STATESMAN SEZ:

THERE ARE THREE PARTS TO A WINNING BATTLE STRATEGY:

1) HAVING A POWERFUL ENOUGH ATTACK TO TAKE OUT THE ENEMY.
2) HAVING A POWERFUL ENOUGH DEFENSE TO PREVENT THE ENEMY FROM TAKING YOU OUT FIRST.
3) BALANCING YOUR ATTACK AND DEFENSE POWERS SO YOU DON'T RUN OUT OF ENDURANCE BEFORE THE ENEMY IS DISPOSED OF.

IN CONCENTRATING ON MAXING OUT 1 AND 2, DON'T FORGET ABOUT 3. THERE'S NOTHING MORE FRUSTRATING THAN BEING AHEAD IN A CLOSE BATTLE AGAINST A TOUGH FOE, WHEN SUDDENLY YOU RUN OUT OF ENDURANCE AND YOU'RE LEFT COMPLETELY HARMLESS AND DEFENSELESS FOR THE FEW CRUCIAL SECONDS THAT IT TAKES THE FOE TO TURN THE TABLES ON YOU.

COLOR CODING

When you target an enemy, pay special attention to the color of his name. This tells you how powerful that foe is compared to you:

Significantly less powerful than you. No contest.

Substantially less powerful than you. Should be easy.

Less powerful than you. Can be dangerous in groups, or to non-combat-oriented Heroes.

About your same power level. 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.

A bit ahead of your power level. Combat-oriented Heroes should engage solo only with caution, avoiding them when they're in large groups.

Substantially ahead of your power level. Only Heroes skilled in combat should attempt to engage one-on-one, and then only with extreme caution.

Significantly ahead of your power level. Should not be engaged one-on-one.

Far ahead of your power level. Do not engage one-on-one. Purples near your level *may* be successfully engaged in groups.

COMBAT OPTIONS

Assist. If you're fighting as part of a team, and you want to focus your attacks for maximum efficiency, you can Assist one of your teammates, so that your Hero always attacks the same target as that teammate. To Assist a teammate, target that Hero as you enter combat, rather than one of the enemies. Your attacks will automatically be directed against whichever foe the Hero you are assisting has targeted.

Auto-Attack. If you prefer to rely on a single attack type, you can set that power to Auto-Attack, automatically going off as soon as it recharges. To set a power to Auto-Attack, press $\boxed{C}$ while rightclicking on that power in the Power Tray.

Queued Powers. While you are executing one power, you can tell your Hero which power to use next. To queue a second power, left-click on the power in your tray, after selecting the first power you would like to use. You can only hold one power at a time in Queue.

Knockback. Some attack powers can knock their target off his feet, and push him away from the attacker, causing him to take time to get up and move back into position. This is called Knockback. If a power is capable of doing Knockback, the chance of a given target being knocked back is automatically calculated each time the power hits. A successful Knockback does no additional damage.

Click, Toggle and Auto. Each power is described as "Click" (click once to use it), "Toggle" (click to turn it on, and again to turn it off), or "Auto" (it is always on, and consumes no Endurance). Don't forget to toggle off a toggle power when you don't need it—it'll keep burning precious Endurance as long as it's on.

POWERS

POWERS TERMINOLOGY

Ally Another Hero

Confuse If target is Critter (npc monster), Target will attack his own allies and ignores the player. Target can be attacked. If target is a player, Target can affect friends and foes equally. Confused players can heal, damage, buff and debuff friends and foes. AoE powers affect all. Target reticule colors will be randomized and your selected Target will change randomly. Confuse does not disable your Toggle powers.

Disorient Target is unable to Attack for duration of effect. Target can move slowly. Disorient disables your Toggle powers.

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

Hold Target is unable to move or Attack for duration of effect. Hold disables your Toggle powers.

Immobilize Target is unable to move for the duration of effect. Target can

attack. Immobilize does not disable your Toggle powers.

Sleep Target is unable to move or Attack. If target takes damage or is healed, target wakes. Sleep disables your Toggle powers.

Slow Target's movement and attack rate are slowed.

Snare Target's movement speed is reduced.

Taunt Taunt Forces affected villain to target and attack you, overriding their desire to attack other targets. Some taunts are Area Effect, and will cause multiple targets to target you. All Taunts are limited in duration.

Teammate Another Hero on your team (some powers only affect teammates and not Allies).

POWER OUTER RING KEY

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

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 advance in level through the game, you must acquire Experience Points by winning fights and completing missions. When you acquire enough experience to reach a new Security Level, you instantly receive a boost to your fighting effectiveness, as well as completely refill your health and endurance bars. However, before you can choose new powers or assume any of the other perks of an increased Security Level, you must first visit a trainer. In addition to the new character trainers – Ms. Liberty in Atlas Park and Backstreet Brawler in Galaxy City – there are six other trainers throughout various zones in Paragon City.

In addition to being able to add a power at every even level (through Level 32), there are other advantages that you gain as your Hero advances. You get additional slots for Enhancements (received at every level without a new power slot), additional slots for Inspirations, and the ability to select a title, as well as special perks like the ability to enter a new secure zone, the ability to start or join a Super Group (at Level 10), or the ability to take a sidekick (also at 10). A complete list of benefits gained when you train for each successive level follows.

* The third power in a pool cannot be chosen until you've picked either the first or second power in the pool. The fourth power in the pool cannot be chosen until you've picked at least two other powers in the pool.

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		
16	10th		5th				Yes
17					2		
18	11th	7th					
19					2		
20	12th		6th	4th (all pools) *			
21					2		
22	13th						
23					2		
24	14th						
25					2	5	
26	15th	8th					Yes
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	

LEVEL	NEW POWER SLOTS	PRIMARY POWER AVAILABLE	SECONDARY POWER AVAILABLE	POOL POWER AVAILABLE	NEW ENHANCEMENT SLOTS	NEW INSPIRATION SLOTS	NEW TITLE
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	5 POOLS AVAILABLE (4 EACH)	67 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. See the City Representative (Atlas Park) about auras and capes. See an Icon Head Tailor about costume slots. (Note: there are other rewards unlocked as you progress, but we'll leave that to you to discover).

INHERENT POWERS

Each Archetype in City of Heroes begins the game with an Inherent Power. These powers are always on and do not drain any Endurance. What they do is help the Archetype in question, excel that much more at their chosen specialties:

- Blaster—Defiance: As a Blaster looses health, he begins to unleash his true power in a last ditch display of Defiance. The less health he has, the more damage he deals.
- Controller—Containment: Controllers are the masters at locking down and controlling their opponents. Few can escape their will. Controllers do extra damage to any target that is already Held, Immobilized, Slept, or Disoriented.
- Defender—Vigilance: "Vigilance" gives a drastic Endurance Discount to a Defender when his Teammates are hurt. The less Hit Points a Defenders Teammates has, the greater the Discount (Up to 80%). The Discount also increase with the number of Teammates.
- Scrapper—Critical Hit: The Scrapper is a fierce melee combatant. In hand to hand, no other hero can compare. All Scrapper melee attacks have a chance to land a Critical Hit forup to Double Damage. The higher the rank of the target, the greater the change for a successful Critical Hit.
- Tanker—Gauntlet: Although many may try, few can withstand the irresistible force of the Tanker. Each time a Tanker attacks, he enrages the target, and those around him, enticing them to attack the Tanker. Each punch continues to provoke your enemies and allows the Tanker to what he does best.

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.

INFLUENCE

Whenever you defeat an enemy or complete a mission, you receive Experience Points and Influence Points.

The greater the deed, the greater the Influence you receive. You may use your Influence to acquire Enhancements and Inspirations. You may also trade Influence with other Heroes. Influence represents the respect you've earned from Paragon City, its citizens and your fellow Heroes, and you use it to improve your ability to combat the forces of evil. Once accrued Influence is used, it is gone for good.

You can acquire Enhancements and Inspirations using Influence from Superpowered Field Trainers (look for uniformed Heroes, usually near a trainer or Signature Hero), from your Contacts, or from Stores located throughout Paragon City.

ENHANCEMENTS

POWERING UP

Enhancements may be received as a reward when you win a battle. They may also be traded with other Heroes, or acquired with Influence.

Enhancements increase the effectiveness of your powers. They are not permanent, but they do have the potential to last for several levels before needing to be replaced.

You receive new Enhancement Slots at every level without a new power slot. It is up to you to decide which of your powers will receive the new Enhancement Slots. The more Enhancement Slots you attach to a power, the more aspects of that power that can be enhanced. To place an Enhancement, just click-and-drag it to a slot in the appropriate power. Once an Enhancement is placed in a slot, it is locked there. It cannot be moved, but it can be discarded. (To discard an Enhancement—an action usually performed when that Enhancement is no longer effective—from the Enhancement screen, click and drag it with your mouse to the trashcan at the lower left corner of the screen.)

In addition to the Enhancements you assign to powers, you have an inventory of 10 slots in which you can carry unassigned Enhancements. Enhancements in inventory that you have no use for may be turned in at a Store, in exchange for Influence. To find out if you can use an Enhancement in Inventory with any of your current powers, just click and hold on the Enhancement. If a power is compatible with it, the power's Enhancement slots will highlight green; otherwise they will shade to gray.

If you don't currently have any room in your Power Tray for more Enhancements, the word "Enhancement" will turn red.

There are twenty-seven different types of Enhancements. They have various names, depending on their Origins, but each type is colorcoded. The twenty-seven are listed below, with a corresponding colored emblem. 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 a very few powers.

Each Enhancement's outer ring defines its Origin(s). There are twelve possible types of outer rings — generic, invention, five single-Origin, and five dual-Origin. The list of twenty-seven types of Enhancements all have the generic ring. Following that, all the different rings and ring combinations are illustrated.

TYPES OF ENHANCEMENTS

Accuracy increases the Accuracy of an attack power

Cone increases the range of an area-of-effect power that projects out in a cone shape

Confuse increases the duration of a Confuse power

Damage increases the damage of 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

Endurance Modification increases the Endurance Modification ability of a 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 Immob. power

Intangible increases the duration of an Intang. 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 range of a ranged power

Recharge decreases a power's recharge time

Reduce Endurance Cost decreases the Endurance cost of a power

Run increases the speed of a Run 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 will stay 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

Genetic Alteration **Mutation/Science**

Gadget **Technology/Natural**

Relic **Natural/Magic**

Focusing Device **Mutation/Magic**

Invention **Science/Technology**

Invention

STATESMAN SEZ:

REMEMBER THE ENHANCEMENT MANTRA FOR ENHANCEMENTS THAT YOU CAN SLOT AND ARE NOT GRAYED OUT: REGARDLESS OF LEVEL, A SINGLE-ORIGIN ENHANCEMENT IS ALWAYS BETTER THAN A DUAL-ORIGIN ENHANCEMENT, WHICH IS ALWAYS BETTER THAN A GENERIC ENHANCEMENT.

ENHANCEMENT STRENGTH

The least powerful Enhancements are training, or generic. Heroes of any 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.

The most powerful are the Invention-Origin Enhancements. There 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.

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

You can combine similar Enhancements to increase their effective level. To be combined, Enhancements must be identical in effect and in Origin type. They do not have to be identical in level, but the closer the level 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 inventory, or with one that has been assigned to the same power. When two compatible Enhancements are slotted to be combined, the game will figure the odds of a successful combination based on the difference in level between them (the closer the better).

If the combination is successful, the higher-level Enhancement will be improved by one level. Regardless of a successful or failed combination attempt, the lower-level Enhancement will be 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.

STATESMAN SEZ:

WHEN YOU REACH A POINT WHERE YOU CAN BUY AND USE SINGLE ORIGIN ENHANCEMENTS, YOU'LL FIND THAT STACKING MORE THAN THREE OF THE SAME TYPE IN A POWER WILL RESULT IN DIMINISHING RETURNS. IN FACT, THE MORE YOU STACK PAST 3, THE GREATER THE DIMINISHING RETURN TO THE POINT WHERE IT'S NOT UNCOMMON THAT IT WOULD RESULT IN A 50% LESS EFFECTIVE ENHANCMENT. MORAL OF THE STORY: DIVERSIFY YOUR ENHANCEMENTS AND DON'T STACK ONE TYPE IN ALL SIX SLOTS!

INSPIRATIONS

Inspirations may be received as a reward when you win a battle. They may also be traded with other Heroes, or acquired with Influence.

An Inspiration is a one-shot power-up — a little extra boost to help you through a particularly tight situation. Once you use an Inspiration it is gone for good.

You have a limited number of "inventory slots" for Inspirations. The exact number of Inspirations you can carry at any time depends on your level.

You can activate an Inspiration by clicking on it in the Inspiration Window. The bottom row of Inspirations is also mapped to the function keys on your keyboard. So you can use an Inspiration by clicking on F1, F2 and so forth. You can click-and-drag Inspirations around the Inspiration menu to position them as you like. If you have more than one row of Inspirations, you can click on the arrow icon to size your window to display either all Inspirations, or only the bottom (hot-keyed) row. There are seven different types of Inspiration, 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.

STATESMAN SEZ:

WHEN YOU USE AN INSPIRATION, YOU HAVE TO WAIT FOR THE CURRENTLY ACTIVE POWER TO FINISH BEFORE THE INSPIRATION WILL TAKE EFFECT. SO IF YOU USE AN INSPIRATION IN THE HEAT OF BATTLE, MAKE SURE YOU CAN SPARE THE TIME IT WILL TAKE. BETTER YET, WHENEVER POSSIBLE AND PRACTICAL, ACTIVATE YOUR INSPIRATIONS BEFORE ENTERING BATTLE.

Respite Recovers 1/4 of your Hit Points.
Dramatic Improvement Recovers 1/2 of your Hit Points.
Resurgence Recovers 3/4 of your Hit Points.

Luck Boosts your Defense by 25% for 60 seconds.
Good Luck Boosts your Defense by 33% for 60 seconds.
Phenomenal Luck Boosts your Defense by 50% 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 50% 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, Immobolization, 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 Same as Break Free above but lasts for 60 seconds.
Escape Same as Break Free above but lasts for 90 seconds.

Catch a Breath Recovers 1/4 of your Endurance.
Take a Breather Recovers 1/2 of your Endurance.
Second Wind Recovers 3/4 of your Endurance.

Awaken When you are defeated, you wake up with 1/4 of your Hit Points. However, you will 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 When you are defeated, you wake up with 1/2 of your Hit Points. However, you will 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 When you are defeated, you wake up with 3/4 of your Hit Points. However, you 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.

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.

WINDOWS

There are numerous informational windows in the game that you can open or close at will, to give you complete control over your Hero.

Five "top level" windows can be opened by clicking on the name of the window above the Stat Bars: Chat, Tray, Target, Nav, and Menu. From these windows a large number of submenus can be opened.

CHAT
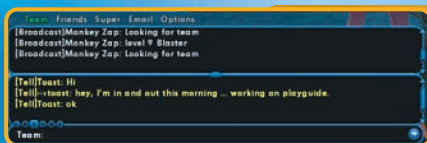
The Chat Window can be opened by clicking on Chat above the status bars, or from the Menu Window.
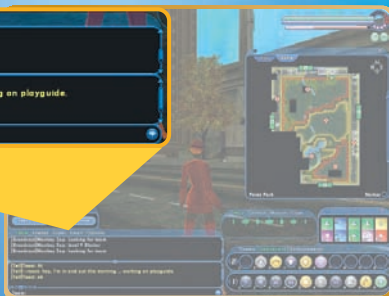
Stayin' in touch with the Chat Window.

The Chat Window is perhaps the most important window in the game. Not only is it your sole means of communication with your fellow players, it is also the game's means of communicating with you. And the chatline is the platform from which you can launch slash commands and create key bindings.

Messages from other players, and informational messages from the game, will automatically appear in one of the two upper text windows when they are sent.

In order to communicate with other Heroes using Chat, make sure that you have selected the channel you want, click on the empty Chat line at the bottom of the Chat Window, and type your message. When you are finished, hit enter to send the message.

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.

There are also a lot of built in Slash Commands that you can execute in the Chat Window. For more on this and creating key bindings, please see the Slash Commands section.

Tells. To send a message to a specific Hero on your current server, you can send a "Tell." To send a Tell, type:

/tell <hero's name>, <your message>
[Enter]

Note the comma between the Hero's name and the message. The Tell won't work without it. Of course, for the Tell to work the Hero must be online at the time it is sent. A Tell is the most common of the slash commands.

Ignore. If you no longer wish to communicate with another player for any reason, you may Ignore him. This command stops you from receiving any further messages from that Hero. To Ignore someone, type:

/ignore <hero name> [Enter]

This will add that Hero 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 Hero from your Ignore list type in your Chat line:

/unignore <hero name> [Enter]

You can ignore up to 200 characters.

GLOBAL CHAT

Global Chat is a method for you to communicate with your friends in City of Heroes no matter what character they are playing, or even what server they are playing on. You only need to know their "Global Chat Handle" to send messages to.

The Global Chat Handle is an all encompassing handle that covers every character you make. They can all be talked to through this one handle. Global Chat Handles have an @ symbol at the beginning of them to differentiate them from normal character names. Your Global Chat Handle is set when you log in, but you can change it (one time only) by using the 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 once, ever,

tochange 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

If you are simply getting too much information in your chat window, you can filter out what dialog goes to what window by using Tabs. Simply right click the tab you wish to edit the filters on and select Edit tab from the list. Here you will see what channels are currently being sent to this tab (shown in the column on the left) and what channels are also available (shown in the column on the right). Just highlight the channel and select "Add" or "Remove" to add or remove the channel from the tab.

GLOBAL CHANNELS

You can create your own channel, and invite others to it using the Tab interface. To create a channel either edit a tab, or click the Tab button in the chat window and select Create Channel. You will then be prompted to name your channel. With the channel named, you will automatically join it in the currently selected 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.

Others can join your channel by selecting "Join Channel" and entering the exact name of the channel you created.

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

· Silence/Unsilence

· Kick

TEAM

This window can be opened from the Chat Window or the Menu Window.

The Team Window contains information about any Heroes you may currently be teamed up with. You will see their names and Archetype icon, plus Hit Point and Endurance bars to help you track their condition. For more information about a Hero, you can right-click on his or her name in this window. It is strongly recommended that you keep this window open whenever you are involved in a team up.

LOOKING FOR GROUP

You can broadcast the fact that you are looking for a team of players to group up with temporarily using the Looking for Group function. Simply click on the Team button in your chat window and you will see a drop down that lets you select what kind 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 TF (Only Task Forces)

Looking for Trial (Only Trials)
Looking for Arena (Only Arena events)

You can also add in a search comment which will show up on the list when someone does a Find Member that meets a parameter you fit.

When the Find Member button is clicked you will then see a list of options for you to select from. You can seek out specific Archetypes, Origins, Maps, Levels, and "Looking for" preferences and then click Search and the game will show you a list of Heroes who are looking for groups meeting all appropriate criteria. You can then use the Tell or Invite buttons to talk to (or invite) those characters. 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

This window can be opened from the Chat Window or the Menu Window.

Opening Friends displays your Friends list. To add a Hero to your Friends list, type in the chat line:

/friend <hero name> Enter

The Friends Window tells you which of your Friends are currently online and, if so, which zone they are in.

If you click on a friend's entry to highlight it, then right-click on it, you will open a window from which you may:

Chat (send a tell to your friend)
Remove Friend (remove from Friends List)
Invite to Team

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

You also have a Global Friends list separate from your normal Friends list. The Global list contains the Global Chat Handles of your City of

Heroes friends, so you can see their on-line status regardless of what character they are playing or what server they are on. To add someone to your Global Friends list use the command:

/gfriend <hero name> `Enter`

where <hero name> can be either their character's name or their Global Chat Handle. If you use their Global Chat Handle, make sure you prefix it with an @, as in @heroname. The other player must accept the request to be added to your Global Friends list. You can add up to 200 players to your Global Friends list.

If you wish to take yourself off someone's list, or remove someone from your list, use the command:

/gunfriend <hero name> `Enter`

where <hero name> can be either their character's name or their Global Chat Handle. If you use their Global Chat Handle, make sure you prefix it with an @, as in @heroname.

If you wish to refuse communication with someone else in the Global Chat, then you would use the command:

/gignore @<global name> `Enter`

If you wish to start receiving communication again, then use:

/gunignore @<global name> `Enter`

If you wish to see a list of names you are currently refusing communication with, use the command:

/gignoring

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`

SUPER GROUP

This window can be opened from the Chat Window or the Menu Window.

The window is devoted to information about your Super Group, assuming you are affiliated with one. It displays the names of all members of the group, their rank in the group, whether they're currently online and the amount of time since they were last online.

The buttons at the bottom of the window allow group leaders to perform administrative

Super Group Registration Form

functions (Promote, Demote or Remove members). Refresh updates the window. Any member can click Settings to review the group registration and costume information, or Quit to resign from the group.

COALITION CHAT

A consolidation of 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 in the ongoing war against injustice.

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 Super Group leaders have access to the Coalition Chat menu from the Super Group window. From this menu leaders can mute their own

non-leaders from talking in coalition chat. They can also prevent their own Super Group members from hearing an ally's non-leaders and prevent their own Super Group members' chat from going to an ally's-members (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 will allow you to talk to all allied SGs 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 SG for just a raid or your Super Group can establish long term coalitions.

To form a coalition, you must be the leader of a supergroup. Then you right-click on a player in another super group and choose "invite to coalition," or use the /ci <heroname> command. This will invite the leader of the other Super Group who has been online the longest to be in a coalition with your Super Group.

You can be in a coalition with up to 10 other Super Groups.

The command /c <text> will chat in your Coalition channel.

CHANNELS

The tiny lettered squares between the lower Message Window and the Chat Line allow you to set the Channel for your messages. This will determine who receives the messages you type. Available channels are:

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

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

Team. Messages can be read by everybody you are currently teamed up with.
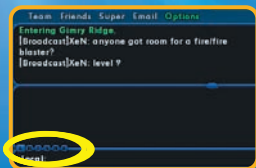
Super Group. Messages can be read by anybody in your Super Group.

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. Select this channel to chat in the tab that is currently active (highlighted in green).

EMAIL

This window can be opened from the Chat Window or the Menu Window.

The in-game Email system allows you to leave messages for Heroes who are not currently online. Messages may be addressed to the Hero's name.

The system allows you to read your mail, compose new messages, reply or reply to all, forward a message, or ignore the email and player as a spammer.

EMOTES

Clicking on the small word-balloon icon on the right edge of the chat line opens a categorized, clickable lists of emotes. That is, pre-set messages, some with associated character animations.

Click on this button.

Your character will act ...

TRAY

The Tray can be opened by clicking on Tray above the status bars, or from the Menu Window.

POWERS

This window can be opened from the Tray or the Menu Window.

The Powers Window displays all the powers in your selected Power Groups, with the ones you've actually taken highlighted brighter than the ones you haven't yet selected.

Powers must be dragged from this window to be placed on the Tray (unless you have an empty slot in a visible tray, if so, the new power will be automatically placed on the Tray).

INSPIRATIONS

This window can be opened from the Power Tray or the Menu Window.

The Inspirations Window is discussed on p. 42.

ENHANCEMENTS

This window can be opened from the Power Tray or the Menu Window.

See the Enhancements section for more details.

TARGET

The Target Window can be opened by clicking on Target above the status bars, or from the Menu Window.

See the 'Targeting' sub-section under 'Fighting, Powers, Actions' for a detailed discussion of the Target Window.

Take advantage of your Target Window.

NAV

The Nav Window can be opened by clicking on Nav above the status bars, or from the Menu Window.

The top-level Nav Window contains the compass, which shows which direction your Hero is currently facing. The compass can also display icons showing the direction of any waypoints you may currently have selected on your map.

MAP

This window can be opened from the Nav Window or the Menu Window.

You may view either a map of Paragon City in its entirety, or the map you are currently in (either a zone map or a mission map). Using maps is discussed in the section titled 'The Map.'

CONTACTS

This window can be opened from the Nav Window or the Menu Window.

This window opens a list of your current Contacts. It displays the Contacts' names and portraits, how close your relationships to them are (i.e., how many missions you've undertaken on their behalf) and the zone they are located in. For those Contacts who allow you to contact them by cell phone, you do so from this screen, by clicking on the Call button.

BADGES

This window can be opened from the Nav Window or the Menu Window. This window shows all the badges you currently have and lists your progress towards other badges.

Badges are little reminders of things you've done and places you have visited. Badges are broken down into six types:

Exploration. These badges are earned for simply finding a place of note. Just traveling to or through the area will earn you the badge.

History. History badges are collected by reading plaques in Paragon City. Various plaques are placed all throughout the city, and some relate to one another. By reading all plaques of a particular subject, you can earn yourself a History badge on that subject.

Accomplishment. Completing certain Missions or Task Forces can earn you these badges.

Achievement. Achieving specific goals, such as defeating so many of a specific villain or taking so much damage, can earn you these badges. Some of these will have a meter showing you your progress towards earning the badge.

Accolade. These badges are not earned by themselves, but by collecting badges in the Exploration, History, Accomplishment, and Achievement areas that all relate to one another. Once you have all the badges that an Accolade requires, you will be issued the Accolade badge and along with it a permanent ability added to your character.

Gladiator. These badges can be earned in a variety of ways, including any combination of the above as you are playing your hero. Gladiator badges unlock "gladiators" for use in Gladiator battles in the Arena.

Veteran. These badges are earned over time the longer you play the game and are awarded in 3 month increments. These badges also give a variety of awards, such as Temporary Powers, Costume pieces, and more.

Badge names are also a Title that you can attach to your character. You can add this title to your character by clicking on the badge in your Badge List. Other characters will then see this title below your Character's name. You can turn this off by selecting "Clear Badge Title" in the Badge window.

MISSION

This window can be opened from the Nav Window or the Menu Window.

This window displays the Missions you have currently agreed to undertake. Each mission is listed along with the level of the mission, and you are given the current task you are trying to accomplish. (If you are not actually in the mission zone, the Nav Window tells you what zone the mission lies in.) You may click on a mission to select it. Clicking on the button beside a mission opens more information about it, including the initial mission briefing, and a summary of progress made so far.

Right-click on a mission in this screen to set it as the mission you are currently undertaking (or to set it as your waypoint).

Selecting a mission also sets a waypoint for the mission entrance, if you're in the same zone as the entrance.

Missions are discussed in detail in the 'Missions' section.
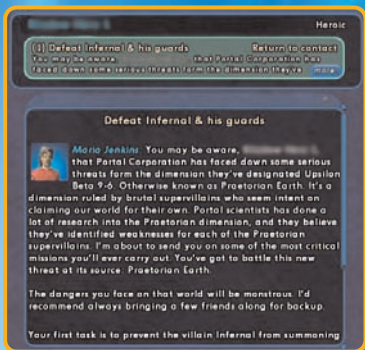
CLUES

This window can be opened from the Nav Window or the Menu Window.

This window is a list of clues you have discovered in the course of your adventures. Usually, a clue points to a new adventure in the same story arc. From this window you can also
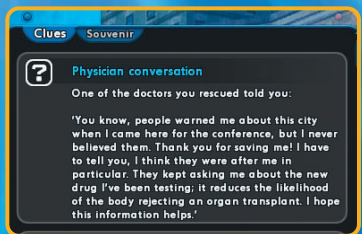
view your souvenirs. These are clues which you are allowed to keep, to remind you of particularly important missions—usually, obtaining a souvenir means that you have completed a story arc.

MENU

The Menu Window is opened by clicking on Menu above the status bars. This window contains a variety of useful options for gameplay. All of the windows listed on the previous pages can be opened from the Menu, along with other important options.

HELP

This opens the in-game help files, which contain information on a number of essential game functions.

ID

This displays your Paragon City Hero Registration Card, an updated version of the document originally seen during character creation. It contains a portrait of your Hero and a number of important stats. You can edit your character description and battle cry from this window.
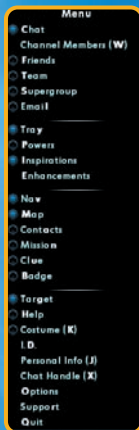
PERSONAL INFO

This option will show your personal information screen which is available to other players when they right-click on your hero and choose info.

OPTIONS

This menu allows you to control a number of basic game functions. Option settings are discussed in detail beginning on p. 15.

SUPPORT

This menu allows you to access the in-game Support menu. From here you can report a suspected bug or violation of terms of service (either through exploits or cheats, or through harassment), or summon a game master to deal with real emergency situations (for example, your character becomes unable to move or play the game).

QUIT

Used when you wish to leave your play session.

PARAGON CITY CARTOGRAPHY

The Map Window can be toggled between a display of Paragon City in its entirety (City), or a map of your current location (Zone): either the city zone you are in, or the mission map you are presently playing. The map is an extremely powerful navigational tool—get in the habit of checking it regularly.

Paragon City Map

In zone maps, the name of the zone appears in the lower left corner of the map. In the lower right corner of the map is the Options pull-down menu, which you can open with a mouse-click. The options menu allows you to choose which icons and names you wish to see on the map. By default, all icons are turned on and names are turned off.

The map can be resized and may be undocked from the nav by unclicking the blue dot in the lower left corner.

Tutorial "Outbreak!" Zone Map

Tutorial "Outbreak!" Office Mission Map
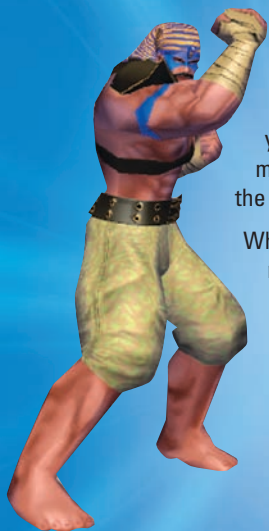
Until you have visited a location, it will not appear on your map with full clarity. Zone maps are grayed out except for those places you've actually visited, while mission maps are completely dark except for the areas you've already explored.

When you are teamed up in a mission map, the map is visible if any member of the team has been to the area. This is not true of zone maps.

STATESMAN SEZ:

IT'S A GOOD IDEA TO SPEND A LITTLE EXTRA TIME ON MISSIONS TO GET A GOOD, COMPLETE MISSION MAP. BE ESPECIALLY CAREFUL IN CAVE AND SEWER AREAS, WHICH CAN BE CONFUSING. TAKE SPECIAL CARE TO GET A GOOD SOLID OUTLINE OF THE OUTER WALLS OF LARGE CHAMBERS... YOU MIGHT MISS A NARROW DOORWAY LEADING TO SOMETHING SIGNIFICANT.

MAP ICONS

There are several common map icons that you should be familiar with.

Most map icons can be seen even if their location is under "fog of war." The Neighborhood icons are the chief exception.

You — your Hero

Monorail station

Hospital

Neighborhood *(approx. center of a neighborhood, identified by name)*

Teammates *(Heroes you are currently teamed up with)*

Team Leader *(the leader of your current team up)*

Mission entrance location

Contact

Trainer

ZONE ENTRANCES

Safe

Security Restricted *(Hazard/Trial)*

OUTBREAK!
(TUTORIAL)

OFFICER FLINT

HOSPITAL DR. MILLER

OFFICER PARKS
PROFESSOR HOFFMAN
LT. MACREADY

Hot Zone

SERGEANT HICKS

COYOTE

OFFICE
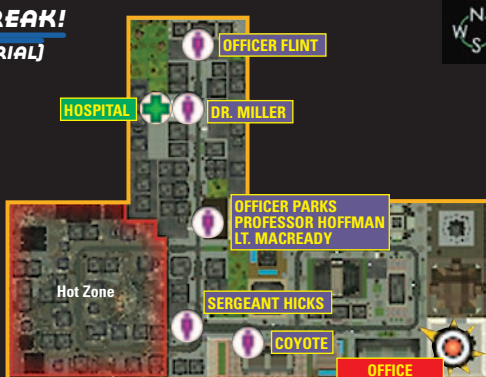
WAYPOINTS & THUMBTACKS

You can click on any Icon on the map (except the one representing yourself[EM]there's just no point) to make it a waypoint. When you have set a waypoint it acquires an animated highlight on your map, and the icon appears on your compass. Also, when you are facing toward your waypoint, the distance to it (in yards or miles) will be visible in yellow. Basically, if you know where you want to go, making that spot a waypoint makes it much, much easier to get there. Naturally, if you set a waypoint for a mobile icon (i.e., a teammate) the direction and distance will change as the Hero moves around. You can only have one waypoint selected at a time.

Sometimes, during missions, the game will set a waypoint for you, pointing the way toward your next mission objective. These game-set waypoints appear in red, and it is possible for there to be more than one active at the same time, or for a game-set waypoint and a player-set waypoint to both be active at the same time.

A **thumbtack** ❌ is a sort of portable waypoint.

You can right-click anywhere on your Zone map to set a thumbtack at that location (and yes, you can set thumbtacks in areas covered by the fog of war). You can only have one thumbtack visible at any one time — if you right-click on another part of the map, the thumbtack will move there. If you right-click directly on the thumbtack it will vanish.

Once you have a thumbtack set, you can use it like any other map icon, including using it as a waypoint if you wish. Note that if you log off, the thumbtack will be gone when you return.

MISSIONS

Missions are a way to give the game variety and depth. They offer an alternative to merely wandering the streets looking for villains to bring to justice. Furthermore, missions will be calibrated specifically to your (or your team up's) level of ability, to provide maximum challenge with a good prospect of reward. Finally, missions are the primary way for your Hero to learn and follow the storyline that frames the game.

You may accept up to three missions at any one time. All missions you have currently accepted are displayed on the Missions Window. If you are currently actively engaged in a mission, that mission is displayed on your Nav (compass) Window. The Nav Menu displays your current mission task, plus the zone where the task needs to be completed, if you are not currently in that zone (not all mission tasks are Zone-specific, but most are).

There is a substantial award of both experience and Influence for successfully finishing a mission, on top of whatever you may have gained from defeating villains along the way. If you fail to complete an assigned mission, you may still get a partial reward.

Note that some missions are timed… you have a certain amount of time in which to complete them, and if you don't finish within that time, you fail at the mission. This is a real-time limit, that starts the moment you accept the mission. For this reason, it's a good idea to be cautious about accepting missions right before you know you're going to have to log off.

Also, some missions will require the help of one or more heroes. For example, a mission may require that several bombs are disarmed simultaneously. Read the mission descriptions carefully before accepting a mission so that you will know if you will need help to complete a mission.

CONTACTS

A Contact is a non-player character (NPC) who gives you information and assistance in your battle against the forces of evil. All your missions will begin with a discussion between you and a Contact, and the last thing you will do on a mission is to return to the Contact for a final debriefing. In addition to assigning missions, Contacts can also sell you Enhancements and Inspirations. Finally, Contacts introduce you to new Contacts from time to time. All of your Contacts are listed in the Contacts Window (see the Contacts sub-section under 'Missions'), which can be accessed from the Nav Window or the Menu Window.

Contacts can always be found at the spot where you met them. They appear on your zone map as a Contact Icon.

As you successfully complete missions for a given Contact, that Contact will grow to trust you and rely on you more. In time, he will offer you better-quality Enhancements. When he fully trusts you, he will even allow you to contact him via cell phone for mission assignments and debriefings, which can save a lot of time and energy running around town.

Eventually, however (after about five levels or so) your abilities will outstrip your Contact's needs, and he or she will no longer accept your services. Instead, the Contact will hand you off to a new Contact who has need of assistance from a more powerful Hero such as yourself.

When a Contact offers to introduce you to a new Contact, you are usually given some background information on two individuals, and asked to pick one as your new Contact.

CLUES

During your missions you will often uncover clues. Clues are information about villainous plans or capabilities which will be useful to your Contacts and to the authorities in fighting that group. It is usually necessary to find all available clues in a mission in order to complete that mission.

Your clues are stored in the Clues Window. Most clues are erased at the end of the mission—if there are still clues in the Clues Window after the mission is over, it usually means that that mission was part of a story arc, and that further missions remain before the arc is complete.

STORY ARCS

Story Arcs are a series of linked missions that reveal deeper information about a specific villain group. They are the best way of experiencing the underlying storyline of City of Heroes. There's no way of telling which mission is going to set you off on a story arc before you take it, but if a mission leads directly to a new mission, you're well advised to go where the story is leading.

Do be aware, however, that missions in a story arc tend to get more challenging as you progress. You'll probably want to assemble a team for the later missions of a storyline, rather than tackling them solo.

When you successfully complete all the missions in a story, you're often awarded a souvenir—one of the clues from the story arc, which you're allowed to keep as a trophy. Souvenirs are kept in their own section of the Clues Menu.

MISSION TYPES

There are six basic mission types:

Door 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 the level and size of your group.

Door 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 must be accomplished—rescue hostages, disarm bombs or gather clues, for example. When in a mission map, be on the lookout for objects that seem to flash and glow.

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 or red herrings). Often these objects will yield clues, although not always (i.e., when disarming bombs).

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

Patrol Tasks. You are assigned to patrol a certain zone, to keep tabs on what's happening on the street. These missions take the form of traveling around the zone and checking in at a certain number of call boxes.

Errands. Your Contact 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 story arcs.

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 experince because they had out leveled them.

STATESMAN SEZ:

WHEN YOU GET A DEFEAT TASK, LOOK FOR OPPORTUNITIES TO COMPLETE IT WHILE WORKING ON ANOTHER MISSION... FOR EXAMPLE, IF YOU HAVE A DEFEAT TASK TO DEFEAT TWENTY COUNCIL, AND YOU JOIN A TEAM THAT'S GOING INTO A WAREHOUSE FULL OF COUNCIL, YOU'LL PROBABLY COME OUT WITH BOTH MISSIONS COMPLETED.

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 Paragon City 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
City Official	City Hall (Atlas Park)	Influence Bonus upon mission complete
Law Enforcer	Police Stations	Experience Bonus upon mission complete
Commuter	Train Stations	Travel Speed Bonus
Shop Keeper	Store Lobbies	Enhancement drop on mission complete
Intern	Portal Corp Lobbies	Large Inspiration upon mission complete
Caregiver	Hospital Lobbies	Out of combat regneration bonus
Professor	Inside Universities	Random tech salvage drop upon mission complete
Midnighter	Inside the Midnighter's Club	Random arcane salvage drop upon mission complete
Banker	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

TEAM UPS

Team ups are temporary alliances between Heroes. Two to eight Heroes may team up at one time. While teamed up, all experience and Influence from defeating enemies and completing missions is shared among all members of the team. (Higher-level characters get a roughly proportionally larger share.) When Inspirations or Enhancements are found, the game distributes them to team members fairly (if you get an Enhancement you can't use, it's always a good idea to check if it would be useful to another member of the team).

You can invite another Hero to team up with you by clicking on him to target him, then right-clicking to bring up a menu of interactions, including Invite to Team. If the Hero is not physically present, you can invite him by using the slash command /invite <hero name>. You can also invite Heroes to team up by right-clicking on their names in your Friends or Super Group lists. Inviting another Hero to team up automatically makes you the team leader (next page). If another Hero invites you to team up, you will be shown a text box from which you can accept or decline the offer. The Hero who issued the invitation will become the team leader.

STATESMAN SEZ:

WANT A LITTLE MORE OF A CHALLENGE? STANDARD MISSIONS TOO EASY? VISIT A HERO CORPS FIELD ANALYST TO INCREASE YOUR REPUTATION WHICH INCREASES THE DIFFICULTY OF YOUR MISSIONS FOR A FEE. FIELD ANALYSTS ARE USUALLY FOUND CLOSE TO A TRAINER AND WEAR A BLUE HERO CORPS UNIFORM. ONCE YOUR NEW REPUTATION IS SET, ALL FUTURE MISSIONS WILL BE SET AT THE NEW LEVEL. YOU CAN VISIT AN ANALYST AS OFTEN AS YOU LIKE TO ADJUST YOUR MISSION DIFFICULTY.

TEAM LEADERS

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

In addition, 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 currently held by any member of the team as the active team mission. (Other members of the team 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.

TEAM UPS & MISSIONS

Team missions may be selected by the team leader from among all the missions currently possessed by everyone on the team. This is the only time a Hero can enter another Hero's mission map.

Team door missions are calibrated for difficulty 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 member of the team, and for an easier one select from a lower-level member. Also, be aware that the size of the team directly affects the number of enemies in the mission, so a mission for a team of 6, 7 or 8 will have many, many times the number of enemies as one for 1 or 2, and their levels will be slightly higher, as well.

If the team abandons the mission before it's complete, and logs off, the next time the mission is entered it will recalibrate for the number of Heroes who enter at that time.

SIDEKICKS

Sidekicks are a special option that allows low-level Heroes to team up with Heroes of much higher level. The lower-level Hero, the sidekick, gains a temporary boost in fighting ability that allows him or her to fight alongside the higher-level Hero, or mentor.

You must be at least Security Level 10 before you can become a mentor to a sidekick, and your sidekick must be at least 3 levels lower than you. In order to make another Hero a sidekick, you must first invite him or her into your team. Then you can right-click on the Hero to open a menu of interaction options that includes the ability to invite a sidekick.

DIFFERENCE BETWEEN SIDEKICK & MENTOR	SIDEKICK'S EFFECTIVE LEVEL
5 to 10 levels	Mentor Level -1
11 to 25 levels	Mentor Level -2
26 to 40 levels	Mentor Level -3
41 or more levels	Mentor Level -4

You can also use the slash command /sidekick <name>.

The sidekick's effective level is boosted to one level lower than his mentor's level.

A sidekick'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 sidekick. Of course, the sidekick gains no new powers or Enhancement slots.

A sidekick must stay physically near his mentor in order to maintain the level boost (within 200 feet on the same map). If a sidekick gets farther then this, his level reverts to normal (but his level will be restored if he returns to proximity with his mentor). A sidekick may not enter any Hazard or Trial Zone that has a security rating above his real level.

Sidekicks gain Experience Points as if they were still fighting foes near their actual level.

A mentor may have only one sidekick at any time, and a sidekick may have only one mentor at a time.

The mentor or sidekick can terminate the relationship by using the slash command /unsidekick.

STATESMAN SEZ:

SIDEKICKS AND EXEMPLARS ARE A GREAT WAY TO TEAM UP WITH YOUR FRIENDS, EVEN IF THERE'S A BIG DIFFERENCE IN SECURITY LEVEL BETWEEN YOU.

EXEMPLARS

Higher level heroes can artificially lower their Combat level in order to adventure with their lower level friends as well. This process is called Exemplaring. The lower level hero in this case is called the Aspirant and the higher level hero is the Exemplar. The Aspirant asks a higher level hero to become his Exemplar by right clicking on them and selecting "Invite to Exemplar" or by using the command /exemplar . There is no level restriction on Exemplaring.

When you become an Exemplar you will fight at the Combat Level of the Aspirant and lose access to any power you chose after the level of the Aspirant. So if you Exemplar down to level 15 you will not be able to access any power you chose at level 16 or higher. You will still have all the Enhancement Slots in your powers, however the strength of those Enhancements will be artificially reduced to the strength of Enhancements you would have at the lower level.

When you receive XP as an Exemplar, you will receive an amount appropriate to your original level. This XP can only be used to pay off XP debt. If you have no XP debt, then you will earn influence at double the normal rate.

Additionally, higher level heroes can enter lower level task forces and trials through auto-exemplaring. It is similar to exemplaring, but does not require another hero to bring you down to that level.

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 players 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.

TASK FORCES

A task force is a team up of powerful Heroes that comes together to undertake a long series of dangerous assignments, which usually culminates in a battle with one of the city's Arch Villains. Task force missions require a great deal of commitment, and are very risky, but the reward for success is proportionate to the risk.

Some task force missions are given by the Surviving Eight, the only Heroes who survived the Rikti War. The members of the Surviving Eight currently engaged in task force assignment are pictured here with their locations.

Each task force mission requires a minimum size of team to undertake it. The NPC issuing the assignment will let you know if your team is sufficient to attempt the mission.

Once a task force mission is accepted, teams cannot invite additional members. Anyone who drops out of the task force before completion cannot rejoin. You should not join with a task force unless you are willing and able to commit to the time and risk involved.

A task force mission is terminated if all members of the team quit.

TRIALS

Trials are similar to Task Forces, but are usually confined to one area or zone. Trials may require a certain number of characters, and those characters must be within a specific level range, just like a Task Force.

Trials tend to have unique rewards, things that are available nowhere else in the game. These can be anything from a unique type of Enhancement to the ability to completely re-choose your character's powers up to your current level. Trial Contacts are usually found in the mid to upper level zones.

*Synapse™ —
Skyway City,
in Aerie Plaza*

*Citadel — Talos Island, in
New Troy at the monorail
station*

*Numina — Founders'
Falls, at Williams
Square, in the plaza*

*Positron™ – Steel Canyon,
in Blyde Square,
at the foot of the central statue*

*Brickstown, by Indy
Port exit*

*Sister Psyche™ –
Independence
Port, near Bell
Medical Center*

SUPER GROUPS

A Super Group is a permanent association of Heroes. You can join a Super Group at any time, but must be security level 10 or higher to form one.

To form a Super Group, you must go to a Super Group Registration desk. One is located in City Hall in Atlas Park, the other in Freedom Corps Headquarters in Galaxy City.

You must fill out Form 27 B/6, which involves choosing a Super Group name, motto, message of the day, team colors and team insignia. You can even create custom titles for different levels of membership (default ranks are Leader, Captain and Member).

Any member can assume the colors and team insignia of his Super Group. To do this, click the Super button in the Chat Window, then Enter Super Group Mode in the Super Group Window. Immediately, the Hero's costume colors and chest insignia are changed to those of the group. For more on the Super Group Window, see the 'Windows' section.

Members of a Super Group can all chat on the Super Group ChatChannel. If a Hero sends a message in this Channel, every member of the Super Group currently online receives it.

SWAPPING LOOT

Heroes can trade Inspirations, Enhancements and even Influence between each other. In order to trade, you must be reasonably close to the Hero you wish to trade to.

To start trading with another Hero, click on him to target him, then right-click to open a menu of interaction choices which includes Trade. If another Hero 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 well as your current Influence reserves. You can drag Inspirations or Enhancements into the Offer Window, or enter an amount of Influence on the Influence line. The other Hero's offer will appear in the Considering Window. When you think the trade is fair, you can accept it. When both parties have accepted the trade, it is automatically completed.

There is a trash icon in the Trade Window which can be used to clear space in your Inspiration or Enhancement inventories (of course, 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.

You can 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 hero standing nearby. You can decline gifts automatically by setting an 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 Meteor to team up, you'd type:

/invite meteor [Enter]

Note that most of these commands duplicate actions that you can easily accomplish in the regular interface.

afk	Indicates that you're away from your keyboard and displays a specified message.
alttray	Toggles the secondary Power Tray as long as you hold down the key.
alttraysticky	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.
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 email 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.
estrange	Removes a specified player from the Friends list.
f	Starts chatting it 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 fullscreen 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.
leaveteam	Causes you to leave your current team.
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.
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.
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 auto-attack 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	Saves a.tga format screenshot.
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.
sgleave	Causes you to leave your current Super Group.
sgsetmotd	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.
sk OR **sidekick**	Invites a specified player to be your sidekick.
sidekick_accept	Accepts an invitation to be a sidekick.
sidekick_decline	Declines an invitation to be a sidekick.
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.

Command	Description
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.
trade_accept	Accepts an invitation to trade.
trade_decline	Declines an invitation 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 **unsidekick**	Ends the sidekick/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.
windosetall	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 Tray. The purpose of macros is to allow you to create custom commands that are specifically tailored to your personal playstyle.

When you create a new macro, it automatically drops into the first available slot in the tray. From there, of course, you can drag it to wherever you want it.

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

Macros can be use to create personalized chats or greetings to express your personality, or to combine text with powers for a combination yell/attack.

CREATING MACROS

We're not going to try to explain every element of the art of macro creation here. (For more on macros visit the City of Heroes website, or see Prima's Official Guide to City of Heroes), but we will give 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 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).

Examples:

/macro "Greet Team" "team hello everybody"
Send message "hello everybody" on the team channel)

/macro Smite "powexec_slot 1$$ local Take that, ruffian!"
Attack with the power in slot one, and display a speech balloon reading, "Take that ruffian"

Note that 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 bad guys!"
(Invites targeted Hero to team up and displays a speech balloon reading, "C'mon (Hero's name), let's go fight some bad guys!)

But not:

/macro cmon "/invite$$ local C'mon $name, let's go fight some bad guys!"

Variables:

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

$target

(inserts target's name)

$archetype

$origin

$name

$level

RESTRICTIONS

A macro cannot be used to execute another macro. Or, if you prefer technical terms, macros cannot be called recursively.

Unattended macro use for gain is completely forbidden in City of Heroes, on penalty of account forfeiture. "Unattended" means your Hero 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.

Keybindings are similar to macros, except instead of binding your custom commands to the Tray, they're bound to a hotkey on your keyboard.

Keybindings are created using the **/bind** command. The syntax for this is

/bind <keyname> <custom command>

For example, to create a keybinding to bind the power in tray slot #1 to Z, you'd type:

/bind z "powexec_slot 1"

Keybindings can be used to do everything you can do with a macro—slash commands, powers, emotes and text. In fact, you can even use keybinding to bind a single macro to the hot key. Just use the macro's name or tray slot when creating the keybinding.

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 key or enter for the enter key.

STATESMAN SEZ:

IT'S POSSIBLE TO CREATE COMPLEX KEYBINDINGS "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 HOTKEY.

EMOTES

Emotes are usually pre-set dialogs with an associated animation. Some emotes are only animation, with no words associated with them. Emotes are designed to make gameplay 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 will continue indefinitely until your Hero moves or does some other action to interrupt the emote (Jumping Jacks are an example). You can bind emotes to your Tray, using the name of the emote as given in the list that follows.

EMOTE MENU

Click on the word-balloon icon in the lower right corner of the Chat Window. An Emote Menu will open. The Emote Menu has nine Sub-Menus. The Sub-Menus can be opened by left-clicking with the mouse or by entering a one-letter keyboard command. In game, the one-letter Sub-Menu shortcuts are highlighted within the text in white.

Within each Emote Sub-Menu, an emote command can be executed by left-clicking on the command or by using a one-letter keyboard command while the proper sub-menu is open. In game, the one-letter command shortcuts are highlighted within the text in white.

EMOTE MENU KEYBOARD COMMANDS

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

EMOTE SUBMENUS

GREETINGS

H	Hi (waves hand)
I	Introduce Self (waves hand)
L	Looking for Team (no animation)
O	Hello <target> (waves hand)
W	Welcome (extends arms to greet new team mates)
V	Wave (gives a friendly wave)

CONVERSE

A	Arrrgggh! (no animation)
E	Excellent (thumbs up)
G	Grrrrr! (no animation)
H	Huh? (shrugs)

J	Good job (left thumb up)
L	<laughs> (throw head back and laugh)
M	Mua ha ha ha! (throw head back, laugh)
N	No (arms folded across chest)
O	Sorry (bow)
P	No problem (no animation)
S	Yes Sir (salute)
T	Thank you (no animation)
W	You're welcome (no animation)
Y	Yes (thumbs up)
D	Nod (Nods head up and down)

DECIDE

These Emotes have no dialog, only animation, as indicated by the name of the emote.

C	Coin Toss (after the animation, a coin will appear showing either heads or tales)
D	Dice (after the animation, a single die will appear showing the result of the throw, 1-6)
E	Explain
I	Disagree
L	Lecture
N	No (as under Converse, but animation only)

P	Paper
R	Rock
S	Scissors
Y	Yes (as under Converse, but animation only)

TRAVEL

D	Onward! (throws arm forward)
F	Follow me! (throws arm forward)
G	Let's go! (no animation)
H	Over here! (long wave overhead with arm)
L	Lead on! (thumbs up)
M	Get a mission? (no animation)
O	On my way (no animation)
R	Ready? (no animation)
S	Stop! (holds up hand)
T	Where to? (no animation)
W	Wait here (holds up hand)
Y	Yoo hoo! (whistles with fingers)

COMBAT

A	Attack! (throws arm forward)
C	Come get some! (point, then pound fist until interrupted)
D	Don't attack (waves both hands "NO" in front of chest)
E	Need health (no animation)
G	Go! (throws arm forward)

H	Help! (no animation)
I	Incoming! (no animation)
L	Look out! (no animation)
N	Now! (throws arm forward)
O	On my mark (holds up hand)
R	Run! (no animation)
S	Stop! (holds up hand)
W	Wait (holds up hand)

JUDGE

X Score X (X is 1 - 10)
Holds up a score placard with the appropriate Number on it.

EMOTIONS

These Emotes have no dialog, only animation, as indicated by the name of the emote.

A	Angry (puts hands on hips and stares)
F	Frustrated (shakes fists in air in frustration)
T	Wave fist (Waves fist in the air, hollers, then applauds)
D	Drat (punches fists down in irritation)
S	Shucks (swings arm in an "aw shucks" move)
R	Grief (falls on knees and cries)
G	Shrug (shrugs hands in the air)
C	Cheer (Waves fist in the air until interrupted)
V	Victory (Pumps arms in the air in victory)
W	Winner (Clasps hands together and waves)

OTHER

These Emotes have no dialog, only animation, as indicated by the name of the emote.

B	Bow
C	Clap
A	Read Newspaper
H	Cheer
J	Jumping Jacks
L	Laugh
N	Point
O	Over here
P	Praise
R	Roar
T	Taunt
U	Salute
W	Warm Up
Y	Yoga
Z	Tarzan
1	Flex 1
2	Flex 2
3	Flex 3
F	Fancy bow
D	Dance
K	Kneel
S	Sit
M	Military salute
E	At ease
V	The wave
X	Boombox

BOOMBOX

Boombox A thru Z will play one of 25 different tunes on your boombox.

THOUGHT BALLOONS

In the early days of online gaming, before lavish animations, an "emote" was when a character communicated his thoughts to others online, rather than his speech. For example, instead of saying "You're nuts" to another character, the player might send, "Dixie wonders if Phil has finally gone nuts…"

City of Heroes allows for emotes in this old-school sense in the form of thought balloons—thoughts that are visible to other players nearby. Thought balloons may be created with the slash command /emote (or /em, or /e).

For example, to create a thought balloon saying, "I wish I'd thought of that costume," you would type:

/em I wish I'd thought of that costume. Enter
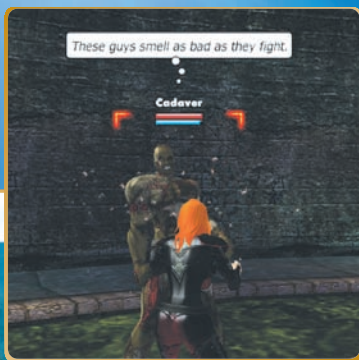
OPTIONS

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 Villain Private Chat.** Can be toggled between Enabled and Disabled.
◆ **Show Villain Broadcast Chat.** Can be toggled between Enabled and Disabled.
◆ **Hide Villain Local Chat.** Can be toggled between Enabled and Disabled.
◆ **Decline All Supergroup Invites.** Can be toggled between Enabled and
◆ **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 powers 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 is discussed in detail on page 18.

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 Free Look, Center When Moving, and Always Centered.
◆ **Reverse Mouse Buttons.** Can be toggled between Normal and Mouse Buttons are Reversed.
◆ **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 & AUDIO

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.
- ◆ **Vertical 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.

PARAGON CITY

CITY ZONES

After the Rikti war, Paragon City erected impenetrable force walls between the different zones of the city, to make it easier to defend. Citizens can pass through these walls using either the monorail (see below) or a few strategically placed tunnels.

There are three distinct kinds of zone in Paragon City:

City Zones are where civilians live and work. They may suffer from crime in the streets but, with the help of the city's Heroes, most people manage to maintain their day-to-day existence. You can pass freely between city zones.

War Zones 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.

Hazard Zones are off limits to civilians. They have been closed off and totally given over to the criminal element. Only Heroes of the appropriate Security Level can enter, to attempt to keep some kind of check on criminal activity. (To enter a hazard zone, click on one of thetwo riot policemen stationed at the entrance. If your level is high enough, you will be able to pass.)

Trial Zones are so dangerous that only the most powerful Heroes can enter, and then only in groups.

PVP Zones are places where you can face off against your fellow heroes or, even better, villains controlled by other, real-life, players! One of the first places you'll probably visit is Bloody Bay, which is a giant FFA (free-for-all) area where heroes and villains clash in mighty battles. Please see the PVP chapter for more information.

SAFE AREAS

Some areas of Paragon City are heavily guarded by Police Drones—powerful robots that have the capacity to vaporize most hostile entities. Sadly, it's not practical to build enough drones to patrol the whole city, so they've been stationed at a few strategically vital areas, while law enforcement and security for the rest of the city is left to its Heroes. Safe Areas include monorail stations, hospitals, tunnels between zones, and a few vital buildings like City Hall and Freedom Corps Headquarters.

ARENAS

In Galaxy City, Talos Island, and Peregrine Island is located in the Paragon City Arena. Here Heroes can enter events and participate in combat against one another. They will have access to their powers and abilities, and be able to affect other players while in these events. Please see the PVP chapter starting on page 120 for more information.

MONORAIL

The monorail is the best way to move between zones in Paragon City. If it doesn't go to the exact zone you want to be in, it definitely goes somewhere close.

From the departure area (the front room of the monorail station, at the top of the ramp) you can board the monorail by simply clicking on the gate area (it doesn't matter whether a car is visible or not). Each monorail station has a departure area, in the front of the station, and an arrival area, with an exit leading to the side of the station.

There are two monorail lines operating in the city. The Yellow Line passes through Galaxy City, Atlas Park and a few other zones. The Green Line passes through the more dangerous zones in the city. The only zone with a station for both lines is Steel Canyon.

YELLOW LINE	GREEN LINE
Atlas Park	Brickstown
Galaxy City	Croatoa
Kings Row	Founders falls
Skyway City	Independence Port
Steel Canyon	Steel Canyon
	Talos Island

FERRY SYSTEM

The Ferry System is used to get citizens of Paragon City out to the islands that lie just off the coast. The Ferry system can be used to access Peregrine Island, which is home to Portal Corporation. In addition, there is a Hero-smuggling operation that will take characters to Striga Isle, an island haven for criminal and pirate types that is operated by The Council.

ZONES

ZONING OUT

To see all the Zones in Paragon City, check out the city map included in your box. In this section, we'll take a quick look at the zones in which you'll spend most of your first 10 Security Levels.

ATLAS PARK

Atlas Park is the center of government for Paragon City, housing the City Hall at the center of Atlas Plaza. The zone is named in honor of the WWII Hero Atlas, who almost single-handedly stopped the Nazi invasion of Paragon City, at the cost of his own life. Today, Atlas Park's most celebrated resident Hero is Ms. Liberty, the city's most respected trainer of novice Heroes, who holds court in front of City Hall.

In recent years, Atlas Park has seen an alarming rise in gang activity. The Hellions street gang has claimed the zone as their turf. The Clockwork also operate in the back allies and rooftops of the zone, pursuing their inscrutable plans. Heroes of Security Level 1-6 should be able to handle most of the dangers on the streets of Atlas Park.

ATLAS PARK
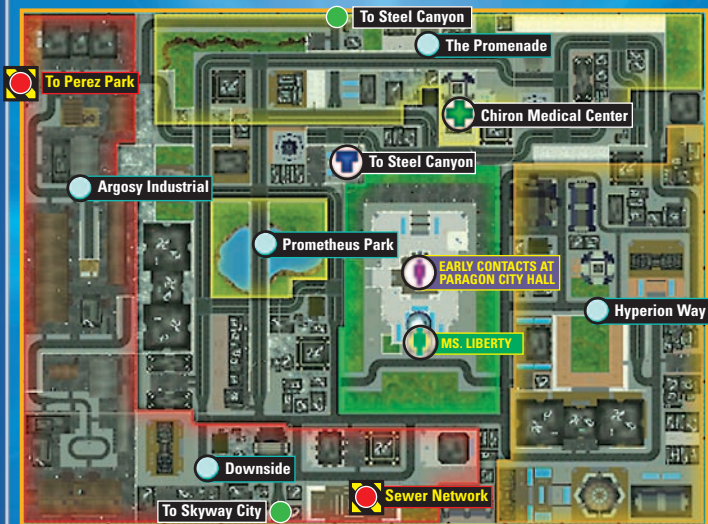
To Steel Canyon

The Promenade

To Perez Park

Chiron Medical Center

To Steel Canyon

Argosy Industrial

Prometheus Park

EARLY CONTACTS AT
PARAGON CITY HALL

Hyperion Way

MS. LIBERTY

Downside

To Skyway City

Sewer Network

Monorail station		Contact	
Hospital		Trainer	
Neighborhood			

ZONE ENTRANCES

Safe   Security Restricted *(Hazard/Trial)*

PEREZ PARK

The city's second lowest-level Hazard Zone, Perez Park can be accessed by Heroes of Level 7 and up. It borders both Atlas Park and Galaxy City, and can be reached from both (though, as a Hazard Zone, it of course has no monorail station). The outer regions of the zone are a battleground, with the Skulls (who control the west side) fighting the Hellions (who control the east side) for control. The vast interior regions of the park itself are far worse. Vahzilok, Clockwork, Circle of Thorns and other, even stranger groups can all be found in the overgrown wilds of the park, each pursuing their own nefarious agendas.

KINGS ROW

Kings Row is an industrial and residential area far past its prime. Most of the buildings date from before the Great Depression, and show it. The citizens of Kings Row mostly work at low-paying manufacturing jobs in old-fashioned factories like the King Garment Works. The living conditions are barely above tenement quality.

In recent years Kings Row has seen some new development, and shows signs of pulling out of its decades-long slump. However, progress is held back by The Skulls, the gang that makes this area its primary turf. Other criminal organizations active in Kings Row include the Vahzilok, the Clockwork, the Circle of Thorns, the Trolls and the Lost. Heroes of Security Level 5 through 10 will find plenty of challenges in the back alleys of Kings Row.

THE HOLLOWS

This Hazard zone is an outlet of Eastgate Bay in Paragon City. After the Rikti war, this section of the city was sealed off to normal traffic, which made it a haven for criminals such as the Trolls and the Outcasts. In recent months, the city has granted limited access to the zone for Heroes of the appropriate Security Level (5 and up) in an effort to retake it from the villain groups that now inhabit it. The deeper into the Hollows you go, the tougher the gangs can be, and the extensive cave networks in the area are rumored to lead to an underground city controlled by the Circle of Thorns.

GALAXY CITY

Galaxy City is a densely populated region, with a business sector to the north, a warehouse district to the south, and a park with a small lake in the southeast. The Freedom Corps building is also in this zone. Back Alley Brawler, who trains novice Heroes, can always be found in front of Freedom Corps.

Like Atlas Park, the Hellions street gang has moved into Galaxy City in force, and the Clockwork are also active in a slightly more covert fashion. Heroes of Security Level 1 through 6 work to keep the peace in Galaxy City.

GALAXY CITY
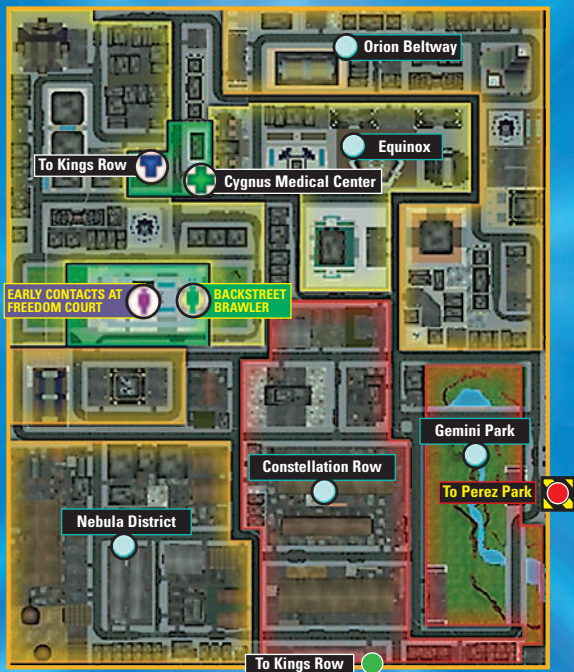
Orion Beltway

Equinox

To Kings Row

Cygnus Medical Center

EARLY CONTACTS AT
FREEDOM COURT

BACKSTREET
BRAWLER

Gemini Park

Constellation Row

To Perez Park

Nebula District

To Kings Row

Monorail station	Contact
Hospital	Trainer
Neighborhood	

ZONE ENTRANCES

Safe   Security Restricted *(Hazard/Trial)*

PVP: OLD AND NEW

ARENA PVP

In Galaxy City, Talos Island, and Peregrine Island is located the Paragon City Arena. Here Heroes can enter events and participate in combat against one another and villain players. They will have access to their powers and abilities, and be able to affect other players while in these events. This is called "Player vs. Player" or PVP for short.

In PVP events, some powers work slightly differently than they do against normal villains. One such power is Brawl, which can knock down an opponent's toggle powers upon a successful hit. Check the description of your powers to see if they have alternate effects in PVP than in the normal game.

In order to play in the Arena, you first need to enter an Event using the Battle Terminals. It doesn't matter which of the three Arenas you are physically in, as all events are linked together. This way someone in Galaxy City can enter an event with someone who is in Talos Island. Likewise, the same hero in Galaxy could battle a villain using the Arena in Port Oakes (found in City of Villains).

Events are broken down into various game types:

Duel. A one-on-one battle. Duels do not affect your PVP rating.

Team Duel. This is multiple players fighting against an equal amount of players.

Battle Royal. This is multiple players fighting where it's every man for themselves.

Team Battle Royal. This has multiple teams of players fighting it out. Pentad Challenge. This is a team event, where your team must be made up of exactly one Blaster, Controller, Defender, Scrapper, and Tanker.

Supergroup Rumble. This is a large scale event where the roster of an entire Supergroup goes up against the roster of another entire Supergroup (for a maximum of 75 versus 75).

Gladiator Battle. This is a special type of battle where you control a team of gladiators and fight other teams in the Arena. You do not use your own powers, instead commanding your gladiators using Mastermind-like controls.

In addition there are various Tournaments that are constantly running, each one having an entry fee of Influence, but winning them will award players prize purses based on the total amount of entry fees collected.

WEIGHT CLASSES

There are nine weight classes that encompass all 50 Security Levels. You can play in any event that is your weight class or lower. If you play in a weight class lower than your current one, then you will Exemplar down to the highest level of the lower weight class (losing access to some powers and reducing the effectiveness of your Enhancements).

Security Level 1 to 5: Strawweight

Security Level 6 to 11: Flyweight

Security Level 12 to 13: Bantamweight

Security Level 14 to 21: Featherweight

Security Level 22 to 26: Lightweight

Security Level 27 to 31: Welterweight

Security Level 32 to 37: Middleweight

Security Level 38 to 40: Cruiserweight

Security Level 41 to 46: Heavyweight

Security Level 47 to 50: Super Heavyweight

GROUND RULES

There are several ground rules that can be set by an Event Creator before the event begins. These are:

Tactical Start. All players begin the match with 0 Endurance and no powers active.

Max Recovery. All players get a huge Endurance Recovery buff making Endurance nearly infinite. (Disables PVP Rating when enabled)

Limit Stealth. Powers Stealth Powers no longer make your character untargetable, but keeps them as hard to see.

No Pool Powers. Powers in Power Pools are disabled.

No Travel Powers. Jump height and Run speed are limited, and Fly and Teleport powers do not work. You still get the other benefits from those powers though (such as the Defense benefit of Hover).

No Observers. Other players are unable to observe your match.

GLADIATOR BATTLES

Gladiator matches are a special type of Arena game. Unlike other matches, players do not directly fight in these battles. Instead you control a team of gladiators and fight other teams of gladiators controlled by other players.

You unlock gladiators by earning gladiator badges as you play your hero. After you have earned at least one badge you can go to an arena kiosk and create your own team. The gladiators you have unlocked with be shown. Next to each is a point value. You can create a team of gladiators of 2000 points or less, but you cannot have more than 3 gladiators of the same type. You can change your team to try out new strategies or add new gladiators that you have unlocked.

In the battle your team automatically appears. Your hero will be present to control your team, although you cannot be harmed or use your own powers. The pet window automatically shows all your gladiators. Next to each are mastermind-styled controls to give

them orders. By selecting a gladiator, you can order him to move to a specific location or attack a target. Some gladiators have special powers (such as healing) they will automatically use when the situation is appropriate.

EXPERIENCE, DEBT AND REPUTATION

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, you earn no experience for defeating other players. However, 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.

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

PVP: HEROES AND VILLAINS

With the introduction of Issue 6 for City of Heroes and the release of City of Villains there is an entirely new form of PVP available that is quite unlike Arena PVP—this time it's hero vs. villain!!

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 aforementioned 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 (please see the "Bases" chapter for more info). These battles may be villain vs. hero, villain vs. villain, or even hero vs. hero depending on the situation.

PVP ZONES

One of the most exciting aspects of integrating City of Heroes with a copy of City of Villains is the addition of "player versus player" zones. However, heroes can't run into The Rogue Isles™ and start smashing newbie villains, and vice-versa. Such actions are only tolerated in one of three crossover "PVP zones."

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 the scientist 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!

Hero vs. Villain: Beware, because heroes are not the only ones after these meteor pieces. Arachnos is also interested in the meteor. Player villains will also be seeking pieces and may attempt to stop you!

Spoils of War: If you take out an opposing player, his fragments or sample are 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 enhancements!

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, you will automatically be given a new bounty target. If you leave the zone, you'll automatically forfeit any bounty that you have earned.

MiniMap Mayhem: Your assigned target will show up on your minimap, 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 Code Fragment.

Once you have three Code Fragments, 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! It's important to slow the spread of these dangerous weapons, so heroes can battle heroes or villains, and vice-versa.

The Easy Way: If you take out an opponent carrying a Code Fragment, you'll take it from him! Take out a foe with a Launch Code and you'll not only get a Code Fragment, 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.

BASES

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 hero and villain 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 heroes and villains.)

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 Influence; 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 Influence gained. At times you may want to adventure out of Super Group mode in order to gain Influence; at other times you may want to enter Super Group mode to gain Prestige for your group.

Also, 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 must be paid 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 and pay the current Upkeep cost to reactivate your base. Fortunately, you don't have to pay any back rent, so even if you have missed several weeks, you only have to pay the current Upkeep cost of 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. These players (including all leaders) 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.

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. You can increase or decrease a plot's size, although you may have to remove rooms if you decides to shrink the base. Every plot has a Prestige cost that must be paid.

More importantly, plots have limits on how many of a given item type can be placed in that base. The total number of Energy, Control and Defensive devices in your base is determined by your plot type.

Rooms come in different shapes and sizes. Different room types define what items and how many can be placed there. 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. For example, a Secure Control Room can hold 1 basic Control item, 10 auxiliary Control items and 1 Defense item. Of course, you are still limited by the overall totals of your chosen plot.

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. Adding a Circuit Breaker to your Basic Generator, for example, will increase the power output from 1000 to 1150 points of Energy. 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. Building improved and more powerful items requires you to unlock them. You can unlock items by completing missions such as task forces or earning Super Group badges. When you unlock an item, it is added to the list of things you can build and place in the base.

Sometimes instead of unlocking an item, you unlock a recipe, adding it 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 theSalvage tab on the Power Tray to see what you have collected. Each group of foes drops a specific set of salvage items. Some are unique to that group, other items may be dropped by more than one group. 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, batteries provide emergency power to all items in a single room 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, your 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 basic 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 basic component of the same class that is closet 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 one or more worktables. 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 drops 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. In addition, each requires the appropriate type of worktable: Tech or Arcane. Each type has three levels: basic, expert, and advanced. Each level of table builds a different pair of components.

Once you have the table placed, clicking on it will show the recipes you can use. The Components tab shows what components you can build and what Salvage you need for each. (For simplicity, you can set it to only show the recipes you can use with the Salvage you have collected.) 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; 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.

After you exit the Build screen, you must go back to the main entrance to place the item you built. It will not appear in the normal inventory of the Base Editor; you must use the Place Personal Item instead. 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).

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 through the Raid button in the Supergroup window. You can only schedule raids if you have been granted that permission and then only against groups with an equal or greater number of Items of Power. You must give an advance notice of several days. The Registrar only shows the raid times of eligible groups, not the group names. If there is an eligible group, you can schedule a raid simply by selecting the desired time.

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. This is 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 30 minutes, 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.

INVENTIONS & CONSIGNMENT HOUSE

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.

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.

ENEMIES

BRING ON THE BAD GUYS

There are over a dozen gangs and criminal cartels at work in Paragon City, far more than we can examine here. Here's a look at the groups you encounter most often as you rise from Security Level 1 to 10.

Be aware that villains have ranks within their organization. Minions are line troops, lieutenants are officers, and bosses are commanders. Be much more cautious of lieutenants and especially bosses than you would be with a minion of the same color. Leaders tend to have abilities that make them particularly dangerous.

THE SKULLS & THE HELLIONS

These are Paragon City's two base-level street gangs. Although they are not the most highly powered supervillains in the city, they are quite prosperous, thanks to their control of the street-level market for the powerboosting drug Dyne. The Hellions claim Atlas Park and Galaxy City, while the Skulls control Kings Row. The two gangs are engaged in a turf war over the outer regions of Perez Park.

The Skulls wear skeleton masks. Minions are called Gravediggers and lieutenants are called Death Heads. The bosses, called Bone Daddies, specialize in Negative Energy attacks.

The Hellions wear elaborate demonic makeup. Their minions are called Blood Brothers, and lieutenants are The Fallen. The bosses call themselves The Damned and use flame powers.
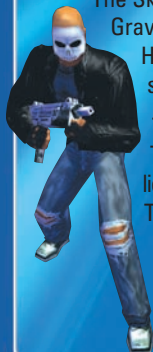
Death Head Gunner
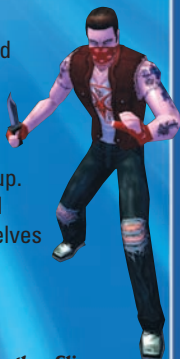
Blood Brother Slicer

CLOCKWORK

The Clockwork are small robots. If they weren't so dangerous they'd look rather cute. They even have absurd rotating keys projecting out of their backs, like a mechanical toy. They wander industrial areas looking for scrap, and attack anyone who disturbs them with electrical blasts.

Clockwork Minions are divided between Sprockets, the somewhat larger and more powerful Cogs, and the hovering Oscillators. Clockwork bosses are called Knights, Dukes and Princes, leading to speculation that there's a Clockwork King™ behind the whole surreal endeavor somewhere.
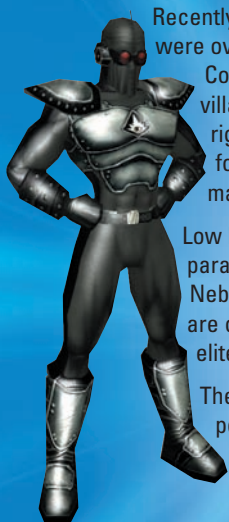
Babbage

CIRCLE OF THORNS

With powers drawn from the murky well of prehistoric occult lore, the Circle of Thorns is Paragon City's most powerful and widespread magical cabal, with followers that run the gamut of power from the most basic to the very highest elites. They are known to kidnap innocents for sacrificial rites. Their lowest-level operatives are guards; normal humans who seem to hold the Circle in cultish devotion. The most proficient of these guards are dubbed Thorn Wielders. The guards protect the Circle mages, who command potent mystic power. The lowest tier of mages are called the Life Mages, with Energy, Force and Soul Mages making up the higher echelons of the Circle's magical brotherhood. It is rumored that at the highest levels of power, the Circle can command ancient spirits to come and fight on their behalf.

Death Mage

THE COUNCIL

Recently the villain group known as the 5th Column were overthrown from within. Certain high-ranking 5th Column officers were actually agents of another villain group, and when they saw that the time was right, they subverted the 5th Column and transformed it almost overnight into the military machine known as The Council.

Low level Council operatives are organized into paramilitary units. The line troops call themselves Nebula and wear uniforms. The special ops forces are called Penumbra, and there persist rumors of an elite force calling themselves Vortex.

The Council are one of the most pervasive and powerful criminal organizations in the world with forces who range in power level from the lowest to the very highest. It's said that The Council uses robotic troops to threaten more powerful Heroes, while the most terrible forces of the organization are barely human, resembling monsters of legend.

Vortex Cor Leonis Marksman

Zenith Mech Man

VAHZILOK

The grotesque Vahzilok are perhaps the most hideous, if not the most powerful, criminal gang in the city. They are notorious for kidnapping innocents off the street and using them for horrible experiments in vivisection and revivification. The Vahzilok are constantly surrounded by a foul miasma of death.

Vahzilok operatives call themselves Reapers; senior Reapers are called Mortificators. They command forces of Cadavers—reanimated corpses—and Abominations, which are Cadavers who have been surgically modified for extra size and power. Some Cadavers and Abominations (which the Vahzilok refer to as "embalmed," in a ghastly jest) are modified to be undead bombs that explode when attacked. As repellent as the Vahzilok line troops are, the most feared Vahzilok are the mysterious and weirdly beautiful Eidolons, who command formidable Energy powers.

Embalmed Abomination

Mire Eidolon

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 Atlas Park, Galaxy City, Kings Row, Steel Canyon, Skyway City, Faultline, Talos Island, Independence Port, Founders' Falls, Brickstown, Peregrine Island, 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 or 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.

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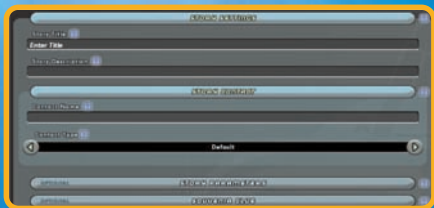
Story Title & Description - This is the name of your story and a short description. When you publish your story, this information will be what other players see.

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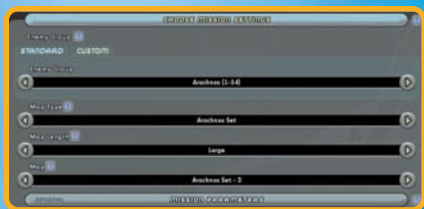
Enemy Group - Sets the type of enemy you want to populate the mission. These enemies can be Standard, existing enemies already in the game or Custom, enemy groups created by you.

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.

There are five required text fields for a single mission, six if it's possible for the mission to be failed.
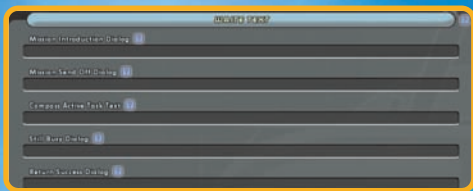
Mission Introduction Dialog - The first dialog the players read regarding the mission. It's spoken by the Story Contact to the players.

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.

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:
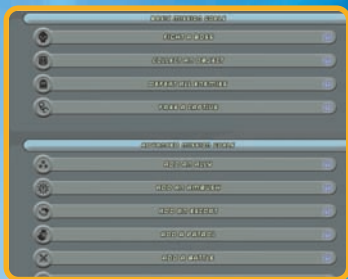
FIGHT A BOSS (BASIC)

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 lietenants 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.

PLAYING STORIES IN MISSION ARCHITECT

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.

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.
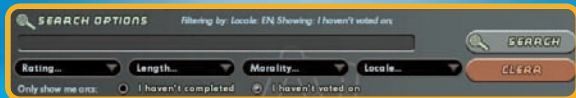
RATING STORIES · THE STAR SYSTEM

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 power-set your custom char-acter 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 giv-ing them access to even more powers than the standard custom characters.
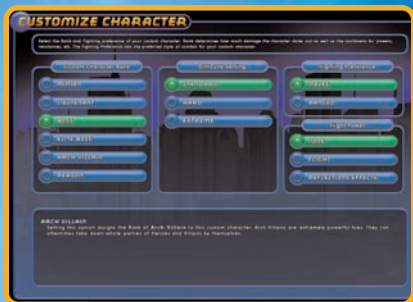
Extreme: The highest difficulty setting possible. This setting gives the custom character access to every power in the power set. Beware.

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.
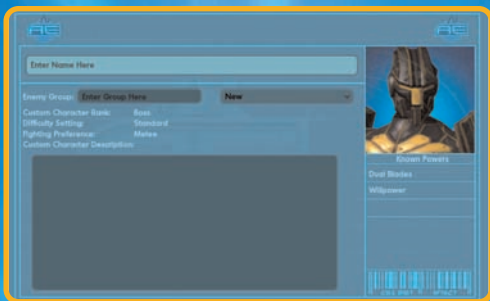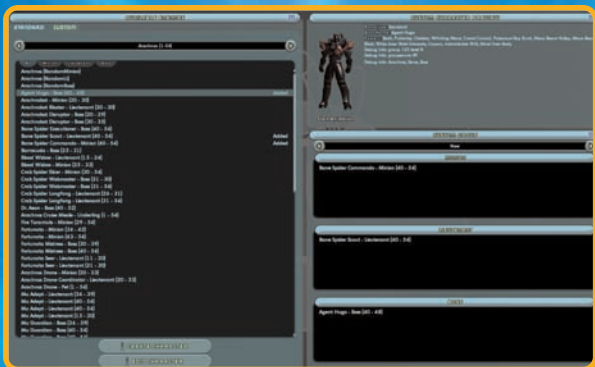
CUSTOM ENEMY GROUPS

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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Our City of Heroes and City of Villains Fans and Beta Community

Thank you to all of the employees at Cryptic Studios that have contributed the development of City of Heroes and City of Villains.

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QUICK REFERENCE GUIDE

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

VIEW

ON DEMAND MOUSE LOOK	🖱
TOGGLE MOUSE LOOK	*custom setting*
TOGGLE THIRD PERSON VIEW	B
ROTATE CAMERA	Page Up or 🖱
RESET CAMERA	Page Down

CHAT

REPLY	Backspace
QUICK CHAT	'
TELL	,

OTHER

SELECT/USE AN OBJECT	🖱
CYCLE TARGET ENEMY	Tab
DISABLE UI	*custom setting*
SCREENSHOT	Print Screen
LOWER/ONLY POWER TRAY	1 – 0
UPPER POW. TRAY	Alt 1 – Alt 0

SLASH COMMANDS

chat, **map** Toggles specified window
nav , **tray**

afk Indicates that you're away from your keyboard and displays the message you specify.

bind Binds a key to any command in the list of Slash Commands.

e OR **em** Emotes a specified text string.
OR **emote**

f Starts chatting in Friends Channel

fl Displays Friends list

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

friend Adds player you name to Friends list.

ignore Ignores player you name.

ignorelist Displays list of ignored players.

i OR **invite** Invites player you name to join team.

k OR **kick** Kicks player you name from team.

macro Adds a macro to the first empty slot (see p. 106).

quit Quits game.

sk OR Invites player you name to be
sidekick your Sidekick.

t OR **tell** Sends message to player you name anywhere in the game.

unfriend Removes player you name from the Friend list.

unignore Removes player you name from the Ignore list.