

Champions Online PC - Manual

Installing the Game

The ReadMe file

Champions Online has a ReadMe file that shows the License Agreement and updated information about the game. Please read this file to learn about changes made after this manual was created, ways to optimise your gaming experience, and how to solve many game-related problems.

To view the ReadMe, click on the Start button on your Windows® taskbar, then on All Programs, then on Atari, then on *Champions Online*, then on the Open readme file.

To install Champions Online:

1. Close all running programs and background tasks, such as virus scanners.
2. Insert the *Champions Online* disc into your DVD drive to begin installation.
3. If AutoPlay is enabled on your computer, the Champions Online installer will appear automatically.

If the installer does not appear automatically, you need to run the installer manually. If you are using Windows® XP, click **Start** on your taskbar, then click **Run**. In the **Open** box, type "D:\setup.exe" (where "D" is the letter of your DVD drive) and press Enter.

If you are using Windows Vista®, click the **Start** button on your taskbar, and enter D:\setup.exe (where "D" is the letter of your DVD drive) in the **Search** box.

4. Follow the on-screen instructions to complete the installation process.

Installation of DirectX®

The *Champions Online* DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Installer.

Creating an Account

To play *Champions Online*, you need to have a game account. Visit **<http://www.champions-online.com>** to create your game account. Be sure to write down your username and password since you will need these to log into the game.

After creating a game account, you will need to enter the game registration key that was included in your game box. You must enter the registration key to activate your *Champions Online* game account. Entering your registration key will also grant you a free trial period for *Champions Online*.

After your free trial period has expired, you will be charged according to the subscription plan that you chose when you registered your game. You will be charged unless you cancel your subscription before your trial period has ended. You can change your

subscription plan at any time by visiting <http://www.champions-online.com> and logging into your account.

Starting the Game

To launch the game, double-click the *Champions Online* icon on your desktop or navigate to the folder in the Start menu. If you are using Windows Vista®, you can start the game from the Game Explorer in the Start menu.

Logging In

The first screen you will see is the Login screen. Enter the username and password for your game account, and click the **Submit** to begin the patching process.

Patching

After logging in, the patching process begins. The patcher automatically downloads and installs *Champions Online* updates as they become available. The updates may take some time to download, depending on the size of the patch and the speed of your Internet connection. After the patching process is complete, click **Play** to start the game.

Creating Your Champion

Now that you have installed the game and can log in, you are ready to create your first Champion! Click on the “New Champion” selection to get started.

Choosing a Power Framework:

What are superheroes without powers? The *Choose your Framework* screen is where you can decide just what makes your character a true Champion. There is a large variety of powers to choose from, whether you want to sling fire, build ingenious contraptions, or rely on brute force.

Click on any Framework to view the details of that framework. For more advanced users there is an option for Custom Framework. Choosing this option will allow you to mix and match your starting powers as well as choose your Innate Talent.

Customizing your Character!

Now you can truly make your Champion what you want it to be. In all of the following screens you can left-click and drag the mouse to spin around your character.

Choose Your Gender!

This is where you select whether you’re going to create a Male or Female hero.

Choose Your Face!

You’re presented with a set of preset facial types from which to choose. You can also run through any number of random faces, or select the Custom Face option to manipulate all of the fine details.

Choose Your Body!

You're presented with a set of preset body types from which to choose. You can also run through any number of random body styles, or select the Custom Body option to manipulate all of the fine details.

Choose Your Costume!

Now that you have selected the look of your face and body, you can create the perfect costume! Along the top of the costume creator are tabs that are used to change the focus of what part of the costume is being worked on. These areas of focus are the head, upper body, hands, lower body, and mood / stance.

Once you set the focus, use the top drop down menu to determine what type of costume piece you would like to use. After selecting the "Head" tab, for example, you choose from options such as heads & hats, full and half helmets, or even non-human heads! These selections change the options located in the drop down menus on the left side of the costume creator. Once you select one of these options, you delve into the specifics of each category which are represented on the right-hand side of the window.

Specific costume piece selections are made through the drop down menus on the right-hand side of the window. Simply scroll up and down with your mouse or the arrow buttons on your keyboard and highlight or hover your mouse over a costume piece and you can see a preview of how it will look on your Champion. You may change the costume piece, determine what material it's made of, change the patterns and designs covering it, and much more.

Now it's time to choose the colors of your costume.

Shared Costume Colors let you select the color of your Champion's skin, as well as four colors that will be shared with the overall theme of your costume. If you want to get into more detail for a specific costume piece, you can **Unlink** each piece and select their individual colors. This will change the colors *only* on the costume piece you have currently selected.

If you're stuck for inspiration, you can always use the **Random** button on the bottom of the screen. If you like a specific piece or color that comes up through randomization, just click the circular button next to the piece you like. When the button lights up, that means the costume piece next to it will not change if you hit the Random button again.

If you see something you like but accidentally pass it by, or just want to go back a few steps in your costume design, there are always the **Undo** and **Redo** buttons in the lower left of the costume creator.

Once you finish creating your character, press the **Next** button to name your Champion and write your personal story. When you're finished click **I'm Done!** to start playing the game.

Characteristics

Eight numbers, called “Characteristics”, are used to define a hero’s basic abilities:

STR

Strength represents the character's raw physical power, and helps determine melee damage, character's knockback, knockback resistance, break free chances over tangible holds, and pick up and throw power.

DEX

Dexterity represents the character's agility and reaction time, and helps determine a character's critical chance and effectiveness of stealth granting powers.

CON

Constitution represents the character's health and hardiness, and helps determine a character's hit points.

INT

Intelligence represents the character's ability to take in and process information quickly, and helps determine damage of your pet, power cool-down length, stealth detection, and affects the energy cost of their powers.

EGO

Ego represents the character's mental strength and strength of will, and helps determine critical severity, hold strength and break free chances over intangible holds.

PRE

Presence represents the character's mental forcefulness, charisma, bravery and leadership qualities, and helps determine the amount a character heals, the health of your pet, and the amount of threat you generate.

REC

In addition to increasing rate of energy generation from fighting attacks, Recovery sets a character's equilibrium.

END

In addition to increasing rate of energy generation from fighting attacks, Endurance sets a character's maximum energy.

Powers

Heroes constantly evolve. And as they gain more experience fighting against evil they may gain new powers, or augment the ones they already have. When a hero can add or

augment powers, they can easily do this in a Powerhouse to select these changes. Choices made here are difficult to reverse, so be careful when choosing the ongoing growth of your hero.

Power Frameworks

Might

Heroes using the Might power set excel at slow heavy attacks, massive knockbacks and locking down their opponents. This power set favors being in the thick of the fight and taking the hits for friends.

Electricity

Electricity is all about offense. These powers allow you to fight multiple enemies at once with the chance for attacks to arc from one enemy to another. Heroes using electricity powers tend to favor standing back and blasting their enemies into oblivion.

Fire

Heroes using fire powers are adept at causing chaos on the field of battle. Setting everything around them on fire serves only to fuel their energy and weaken or defeat their enemies. This power set favors standing back and raining destruction on enemies.

Ice

Ice powers allow the hero to entomb enemies in ice, create explosive ice structures or freeze enemies in their tracks. This power set is ideal at keeping a measure of control over the battlefield while retaining the ability to destroy any enemy unfortunate enough to be in the way.

Force

Force powers are a mixed bag of tricks. These powers allow you to cast protective force fields around yourself and your allies, encase your enemies in force fields and render them harmless or send powerful blasts of kinetic energy at your enemies to send them flying. This power set has the ability to excel in any role.

Archery

Archery is a highly versatile power set. Through the use of specialized arrows archers have access to a wider variety of attacks than most character and can switch between roots, holds, stuns and other status effects at will. This makes them excellent both at offense and support.

Gadgeteering

Gadgeteering is the realm of the inventor. These heroes have a plethora of toys available to them. Things from pets to help them in combat to blasters

with...unique effects to the impressive power of an orbital cannon. With the multitude of devices available gadgeteers are able to function in a variety of roles.

Munitions

Guns, guns, and more guns. Heroes specializing in munitions powers are masters of the gun and all its possible uses. Some may choose to focus on pistols and all the unique combat methods available with them to the more blunt uses of mowing down the enemies with a gatling gun and rocket launcher. Munitions powers primarily specialize in ranged combat, but are by no means helpless up close.

Power Armor

Using a suit of advanced technological devices this set allows the hero access to a multitude of weapon systems. Each of these weapon systems can be activated individually, but many can be activated simultaneously as well allowing the hero to lay down an amazing amount of fire power. These systems are equally adept at defense and allow the hero to function in a defensive role as well.

Dual Blade

With swirling blades these powers are able to deal damage to multiple enemies at once and focus on landing blows in critical spots.

Single Blade

These powers use a single blade to deliver powerful attacks that often leave lingering wounds on the enemy weakening them long after the original strike.

Fighting Claws

The swift strikes from these powers utilize a variety of effects to turn each fight to your advantage.

Unarmed Martial Arts

These powers focus on the agility and strength natural to the most effective martial artists. Heroes using unarmed powers have been known to have near supernatural abilities in avoiding attacks and putting their enemies down with a flurry of kicks and punches.

Telepathy

Telepathy is the power of the mind. Using these powers you are able to dominate your enemies, sending them to sleep, into confusion or just distracting them at a critical moment. You are also able to use your abilities to help heal the wounds of your allies. Telepathic powers are most effective in the background of the action, healing friends and rendering the foes harmless.

Telekinesis

Telekinesis is the physical manifestation of your phenomenal mental power. Using this power you can manifest weapons of solid mental energy for close quarters combat, or fire long range blasts of energy to take care of those that

won't come close. Telekinesis favors the offensive and is equal to the task both in melee and range combat.

Darkness

Darkness powers are fueled by a connection to energies from another dimension. These powers have tremendously strong attacks and are able to drain life energy from your enemies and give them to you. Darkness powers primarily focus on dealing damage to your enemies, but also retain the ability to support yourself and your allies.

Sorcery

Sorcery powers allow the hero access to a wide range of abilities. Among these are summoning minions to assist you in battle, healing the injured or creating circles of powers. These abilities allow the hero to provide excellent support to their friends and help shape the battlefield to their will.

Supernatural

Supernatural contains powers of myth and legend. Heroes with these powers are able to drain health from their enemies, command animals, and draw on otherworldly energies to bolster the abilities. These powers allow the hero to serve well in both offensive and supporting roles as needed.

Energy

The powers employed by heroes are fueled by a vast array of energy types, from inner spirit to nuclear reactors. This concept is represented in Champions Online with Energy. Heroes gain Energy in numerous ways. Energy can be gained by simply using initial, basic powers. Every power set also has an advanced way to build Energy built into that theme. Finally, appropriate boosts can be collected during combat. The total amount of Energy and recovery rate can be changed by powers and talents.

Equilibrium

There is a balance within the energy used to power a hero's abilities, and this is represented by Equilibrium. A hero's Energy will rise and fall many times during combat, but it always eventually returns to a base state. Certain powers and stats may alter the position of your Equilibrium point.

The Powerhouse

The Powerhouse is a location where heroes can learn new powers and abilities. Inside the Powerhouse you can speak to a trainer and gain a new ability. You are able to try that ability out in a number of specialized rooms found throughout the Powerhouse to test out the ability before you make the final decision. If you decide you like the ability you can keep it and leave the power house. If you decide you would like to try something else you can return to the trainer and select a different ability to try. Once you find the ability that fits your heroes story you are all set. Get out there and see what your new ability can do.

Controls

Camera Controls

Players view their characters, and the game, through a virtual camera. Just like a real camera, a player can change the view and manipulate how he sees Champions Online.

The following controls move the camera:

PgUp – zoom in

PgDn – zoom out

Home – camera reset

End – zoom out all the way

Movement

Players can move their characters by hitting the following keys:

W – forward

A – strafe left

S - backward

D – strafe right

Q – turn left

E – turn right

If you're getting tired of holding down "W" key to move forward, you can always hit the "R" key to toggle run mode on. Hitting any of the movement keys brings the character back out of this mode.

In addition to basic running, many heroes possess amazing travel powers. Flight, teleportation, super leap, super speed, tunneling and more! You can quickly activate these abilities by pressing the "T" key or clicking on the travel power icon in the power tray. Pressing and holding this activation key will charge the travel power and allow your hero to move at their top available speed immediately.

Combat

Combat in Champions Online captures all the fast action of a superhuman battle. Targeting is accomplished by left-clicking on a particular foe and then activating a combat power. The power will then be executed against that enemy. You can also cycle through all available targets with the TAB key.

Blocking

Supervillains possess not just nasty attitudes, but also incredibly dangerous superpowers. When heroes face off against these foes, they'll sometimes need to block incoming attacks. When you see an enemy building up a huge attack, press the SHIFT key to block. This defensive action decreases the damage significantly, and increase the amount of Energy your hero has. Blocking will slow down your hero's movement speed, but usually it's worth it!

Aggro

"Aggro" is a term that refers to the aggressiveness of computer controlled enemies. If a hero enters into the aggro radius of an enemy, that enemy will attack. Canny heroes can avoid combat by carefully navigating around enemies.

In group battles, heroes will be facing off against a host of villains. The best strategy is to choose the hero with the strongest set of defenses, have that hero walk into the middle of the enemies and alternate between attacking and blocking. This strategy is called "tanking" or "drawing aggro" and is designed to have enemies focus their efforts on someone who can take the damage so the rest of the team can let loose with their fantastic abilities.

DEFENDER'S TIP: Heroes can move and attack freely, which naturally matches the flow of epic battles. A few powers can root a hero in place, but these are the rare exception and not the rule. Heroes should pay special attention to their surroundings and not mistakenly run into one group of enemies while tangling with another.

Gameplay Information

Sizing Up Your Foe

Heroes can easily gauge the relative challenge of a foe by considering – or “conning” – them. The color of the enemy’s name is an indicator as to their threat level to the hero:

Dark Gray – An entire order of magnitude less powerful than you. Even in very large numbers, enemies of this power level aren't likely to present a challenge.

Gray – Significantly less powerful than you, a trivial challenge at best.

Green – Substantially less powerful than you.

Blue – Less powerful than you, but can be dangerous in groups.

White – Close to your power level. Depending on your powers, you may be able to handle several of these at once, or you may find a single foe a challenge.

Yellow – A bit above your power level. Depending on your powers, heroes should engage this enemy with caution and avoid fighting them when they're in large groups.

Orange – Substantially above your power level. Only heroes skilled in combat should attempt to engage solo, and then only with extreme caution.

Red – Significantly above your power level. Should not be engaged one-on-one.

Purple – Far above of your power level. Do not engage one-on-one but may be successfully engaged in groups.

DEFENDER'S TIP: Pay attention to how difficult a foe is before you try and bring them to justice. There is no shame in knowing your limits, and sometimes even the greatest hero needs the help of others to defeat a greater enemy.

Heroes will also encounter foes of different strengths. Each of these categories is called a “rank.” The rank, and their relative toughness, is described below:

- **Henchman** – Classic comic book fodder. A single hero can handle three with ease and up to six without too much trouble.
- **Villain** - Can pose a threat to 1 player, if accompanied by some Henchmen. Alone, a villain doesn't pose too much of an obstacle. Two villains are very challenging for a solo hero.
- **Master villain** – A tough battle for the solo hero.
- **Super villain** – A challenging fight a single hero. It's probably a good idea to bring at least one ally along.
- **Legendary Villain** – A difficult struggle for even 5 heroes.
- **Cosmic Villain** – 20 or more heroes are needed to bring down such an enemy.

DEFENDER'S TIP: The toughest ranks of villains (Legendary and Cosmic) usually drop Boosts once each section of their hit point bar is depleted. If you've got the choice between using a power that will do some damage and finish off a section of their bar or heal, go for the former. The villain will probably drop at least one Heal Boost.

Cues

Nothing says comic book like a huge, colorful “POW!” or “ZAP!” In Champions Online, players will occasionally see such words and symbols floating above the head of tougher villains. These are visual cues that a large attack is about to follow. Here's what each term means:

Single Target [BAM!]
 AoE Cone [FOOM!]
 PBAoE Sphere [BOOM!]
 Targetted AoE Sphere [KABOOM!]
 AoE Cylinder [FREEM!]

DEFENDER'S TIP: In all cases, blocking is a good way to deal with these sorts of attacks. Foom indicates that heroes should spread out and make sure that the attack can't cover everyone. A Boom can be avoided by simply backing up and letting the attack fire off. Avoid whatever area the villain is targeting when you see Kaboom. Pay attention, learn the patterns of these attack types, and respond accordingly.

Rewards

In Champions Online, the reward for a good deed is more than the satisfaction of doing it. Heroes receive a number of benefits for completing missions and defeating foes.

XP

XP, or Experience, measures how a hero grows in power and ability with every mission and battle fought. As a hero gains XP they increase in level, opening up opportunities for new powers, advantages, and numerous other benefits. The amount of experience required to attain the next level is always displayed on the hero's profile.

Hero Points (Stars)

Hero Points provide a bonus to the combat and healing efficacy of your character. Your character can have a maximum of 5 hero points, the more points they have the higher the bonus. Hero points are represented by stars in the character portrait by your heal and energy bars. Gaining hero points is similar to gaining levels. As you defeat enemies and complete missions you will make progress on your next hero point. Each star will start faint and become more visible as you get closer to obtaining the point. Once the star is complete you will receive the increased bonus and begin work on the next hero point.

It is also possible to lose hero points. Any time you are defeated you face losing one of your hero points. Your points cannot go negative though, so you will never have to work yourself out of a hole.

Resources

Resource is the currency of Champions Online and represents the influence earned by a hero's victories. Heroes use Resource to acquire valuable resources from characters you meet in the game and from other players. There are three kinds of Resources (in increasing importance): Local, National and Global. If a hero gains a lot of Local Resources, it'll change into a lesser amount of National Resources. And a whole lot of National Resources converts into Global Resources.

Boosts

Boosts are small glowing orbs that drop out of defeated foes, representing tactical advantages you can use in combat. Most Boosts provide a short lived benefit to the player when they are touched, consuming it in the process. The four typical boosts are:

Health – adds a number of hit points

Energy – Adds Energy

Damage – Increases damage output for a short time

Defense – Increases damage to all powers for a short time

There is also a mystery boost that grants the benefits of any of these types!

DEFENDER'S TIP: In battle, it's usually best to defeat the Henchman first. They fall the quickest and will usually drop a boost or two. This can be of considerable help when fighting the tougher villains, master villains, and super villains.

Upgrades

Upgrades represent the gear, training, and abilities that a hero uses to support their basic powers. They primarily boost a hero's stats or affect their powers in some manner.

Upgrades can also provide additional bonuses, such as unlocking new costume options!

Upgrades fall into three categories: Offense, Defense and Utility. These categories generally determine the sorts of bonuses that the associated Upgrade provides. Offense gives damage, Defense provides resistance to damage, and Utility covers the wide range of other things that superpowers can possibly do.

Each category has both Major and Minor Upgrades available. A hero can only slot one Major Upgrade per category, but has two slots available for Minor Upgrades. You can

tell which upgrade goes into which slot by the background color of the icon as well as in the description.

- **Red:** Primary Offense
- **Dark Red:** Secondary Offense
- **Blue:** Primary Defense
- **Dark Blue:** Secondary Offense
- **Green:** Primary Utility
- **Dark Green:** Secondary Utility

Devices

Devices are specific items that must be slotted into the device inventory to be used. They usually have a limited duration or number of uses. Sometimes contacts provide heroes a Device to accomplish a particular mission. In these cases, the Contact collects the Device upon mission completion.

Heroes can also obtain Devices through defeating enemies, stores, and from other heroes who've invented them.

Power Replaces

Power replaces and augmenters are enhancements to your existing powers, which, once slotted, will grant additional attributes to the power it's applied to. Not all powers within a set benefit from power replaces/augmenters however, and some will come in form of both weapons and enhancements (Power Replace), while others are simply elemental auras applied to oneself (Augmenters).

Below is a description of the difference between Power Replaces and Augmenters:

- **Power Replaces**
 - **Melee** – These are found in the Martial Arts set, and depend on melee player powers. These are a combination of weapon and elemental aura effect applied to said melee weapon.
 - **Ranged** – Munitions-type powers make use of “ranged” power replaces – these are combination of unique projectile weapons (assault rifles, shotgun, etc.) that range from exotic/alien to flintlock pistols. Each power replace item will be comprised of unique weapon, and its respective projectile effect which will inflict damage based on its inherent attributes.
 - Once equipped, both melee and ranged Power Replace items will also unlock new, previously locked weapons in the “Weapons” category of your tailor. These will continue to be available to the player should the Power Replace item be discarded, however, you will lose the modified effect of the item it was based on (Fire, ice, electricity, etc.).
- **Augmenters** – These can be applied to both *unarmed* melee and elemental-type ranged powers. Once slotted, these augmenters will modify the parent power's attributes. For instance, slotting a “Force” augmenter to one your character's ice

powers will add a chance of knockback ; adding a fire augments will greatly increase the chance of fire damage.

Once a Power Replace item is picked up, it will appear in your inventory, and will not apply itself to your powers unless slotted. It is also important to note that not all powers in your set will be compatible with the Power Replace item you've just picked up, and in order to activate it, you must have at least one compatible power.

Example – You come across a “Flaming Axe” Power Replace. This is a melee based weapon, and will work with Single Blade and Dual Blade powers. The player must possess at least one melee power from these sets in order for this item to function.

Builds and Roles

Builds allow you to develop multiple setups for your character. If you have a set of powers that allow you to deal huge amounts of damage and another set that is more on the defensive side you can easily place those powers in separate builds to enable you to switch between them at need. Builds allow you to switch the following aspects of your character at the same time:

- **Powers** – This includes all of the powers you have slotted (active) and which slots they are in.
- **Upgrades** – This allows you to have a set of gear for each build or to mix and match as you'd like.
- **Costume** – Each build has a costume associated with it. Switching to the different build will change your costume as well. Of course you can also have the same costume associated with multiple builds if you'd like to keep your appearance the same.
- **Role** - Roles help your character adapt to different purposes in a fight. There are several different types of roles, each designed to let your character specialize for a particular task.

Guardian - A role that strikes a balance between offense, defense, and support.

Avenger – An offensive-oriented role designed to maximize damage at the cost of defense.

Protector – This role focuses on increased defenses at the cost of offensive abilities.

Sentinel – The best role for heroes that want to provide support to their allies.

Builds are awarded to you as you level. The higher level you are the more builds you will have available to you. Roles, however, are awarded to you based initially on the activities of your character. If your character is primarily focused on offense you can expect to have an offensive oriented role available before you see a defensive or support oriented one. You will still have access to all of the roles eventually, since they are awarded at higher levels automatically, even if you haven't been focusing on them.

Contacts

A Contact is a non-player character (NPC) that exists in the persistent environment. Generally, a Contact has a yellow exclamation point above his head if they possess missions your hero can take on, a question mark when your hero has completed a mission for that contact, or a PDA if the Contact only has information for heroes. A Grayed-out icon above a Contact means that they don't have missions that are level-appropriate for your hero.

Some Contacts will have a blue exclamation point over their head once you have completed a mission. This indicates that you can repeat that mission for additional rewards!

- **Exclamation Point:** The contact has a mission for you.
- **Question Mark:** You have completed a mission that you can turn into this contact.
- **Globe:** This denotes a vendor that is offering goods for sale. You can also sell here.
- **Mask:** This is the tailor. You can speak to this contact to edit your costume.
- **"i":** The contact has information that you might find useful.

Missions

A mission is an adventure given to heroes with a specific reward attached. Heroes receive missions from several sources. The first are Contacts. These NPC's are spread throughout neighborhoods and sometimes are hidden from the public eye. Some missions are discovered in the world as opposed to be attached to a specific Contact. Heroes can also find mission happening in progress, such as a major threat attacking civilians. These open missions will generally take numerous heroes to defeat, so call in your friends when you find one. Another method of finding missions is through clue items gained through either a mission, or defeating a foe.

Open Missions

Open missions are active events found in small areas throughout the world. You will need to take part in the event and figure out what needs to be done to help. Each open mission has multiple stages and completes after the final stage. The final stage could be defeating a dangerous villain or freeing trapped hikers.

Once you complete the open mission you are rewarded for your heroic deed. The rewards for the open mission are based on your participation. Each participant gets a score that the mission reward is weighted against. Each open mission has a Bronze, Silver and Gold reward as well as a super rare reward that can be rewarded to the player that earns the Gold Reward as a replacement. The rare rewards are specialty items that will augment your powers. Once the Open Mission is complete a loot icon will appear. Each player that participated in the open mission can interact and loot a reward.

Hideouts

A hideout is an interior location accessed from one of the main zones. Usually, a player enters a hideout through a door or other entrance. There's a momentary pause while the hideout loads.

Hideouts differ from the persistent zones in that it contains only a hero and his teammates. No one else can enter that hideout unless they are on the same team as the hero that accessed the hideout.

Usually, a hideout is involved with one or more missions, but players can almost always enter the hideout at any time. The only exception to this is when a hideout involves a mission with prerequisites. In this case, a hero must first achieve these prerequisites before the hideout can be entered.

DEFENDER'S TIP: The best rewards to be had from a hideout are always when you've got a mission there. However, hideouts usually include super villains who tend to drop a number of different possible rewards. It's worth it to go through a hideout several times in order to get the best possible rewards!

Lairs

A Lair is a special form of hideout. Lairs are intricately designed areas that can take anywhere from thirty minutes to two hours to complete. Some can be completed by a solo hero while others require a certain team size. A Lair usually contains at least two major super villains and it almost always culminates in a final, epic battle where the player has to stop a dangerous villain from a plot that endangers the entire world.

A Lair isn't always about fighting, however. There are sometimes puzzles and skill checks required for heroes to succeed in their mission. The Champions Online experience isn't complete until a hero has gone through at least several lairs!

UNITY

The United Nations Tribunal on International Law (UNTIL) keeps a close watch on super-powered threats worldwide, but there are some things that even their organization can't handle. For those extreme situations they call on UNITY, UNTIL's elite team of super-powered affiliates.

When players reach level 40 they are invited by the mysterious Dr. White to join UNITY. From inside the hidden UNITY base players can access the database to scan for emergency situations around the world initiated by villains such as the alien Qularr, the ancient Lemurians, the enigmatic Elder Worms, and the insidious VIPER. If players complete enough UNITY missions they are eligible for a special assignment for the most daring heroes. Completing UNITY missions earns players Merits which can be used to access special training and equipment from the other UNITY members: Quasar, Dr. Black, Mentiac, Myrmidon, and El Picaro.

Players may also come across special key fragments which can be used to unlock powerful Lemurian lairs. Only the strongest teams of heroes can take on these Lemurian super-villains and prevent them from unleashing their evil upon the world!

The UNTIL Database

The United Nations Tribunal on International Law, or UNTIL, was created to investigate, combat, and prevent superhuman crimes and related phenomenon. While some see it as the world's governments keeping tabs on heroes, the organization is dedicated to the principals of justice and defending humanity against supernormal threats. UNTIL maintains a system of secured database terminals worldwide that can be used by any hero. These terminals provide a convenient delivery system for messages and items between heroes.

Mail

Heroes can send messages to each other through an integrated mail system in Champions Online. Mail can be sent or received anywhere in the world. Upgrades can also be attached to messages, but only be sent or collected at a database location.

Nemesis Tracker

At some point in the career of every hero, they come across a super villain that takes a particular, obsessive interest in them. These enemies rise above the standard threats in the world and take a place as a true Nemesis of the hero. The details of every hero's Nemesis can be tracked and reviewed through the Until database.

The Nemesis System

Champions Online allows players to create a major super villain in the storyline of their hero. The level of detail available in this design process is quite deep, and allows for an unprecedented level of customization in an MMO. When a Nemesis is created, there are numerous areas to be considered.

Costume

This is creating the look of your Nemesis. Just as when you crafted your hero's costume, you have complete control over every element. From the color scheme to the choice of each individual piece, you can make your Nemesis look as evil as you like.

Powers

Every Nemesis draws their powers from a wide range of thematic sets, such as Fire, Force or Darkness. These are the same power sets that are used by the hero, and increase in effectiveness and power as your Nemesis rises to meet your challenge and experience level.

Personality

Sure, your arch enemy is diabolical, but is your Nemesis a calculating Mastermind, a brutal Savage, or a psychopathic Maniac? It's up to you to pick the Personality of your Nemesis. How your Nemesis acts, and the things he or she says and does, will be reflected in the Personality you pick.

Minions

A truly great villain is always followed and supported by faithful minions. From robots or ninjas to pirates to demons and on and on, the choices are plentiful.

Minion Powers

Minions can be extremely dangerous, and what they use to come after the hero with is another choice to be made. Weapons, spells, and various super powers are all available and can be combined with any type of minion.

DEFENDER'S TIP: Your Nemesis uses his powers just like any hero would. This means you'll need to be at your best when fighting him. Watch out for advanced tactics and get to know all you can about the powers they will use against you.

The Hero Games

Champions Online offers heroes the opportunity to battle on another in a variety of games featuring many different locations. Players will be able to compete with other player in PvP matches to earn Acclaim and experience. The Hero Games includes the UTC, B.A.S.H. and Apocalypse games. You will be able to experience each game type throughout your career.

Games

UTC

The UTC or Ultimate Tournament of Champions is an Arena game where two teams of 5 heroes compete to be the first side to earn a set number of player defeats.

B.A.S.H.

The B.A.S.H. or **B**attle **A**rena **S**uper **H**eroes is a free for all game where players can fight against other heroes in a less than heroic manner. There are no teams in the B.A.S.H. only the drive to earn the most player defeats. Players are able to gang up on one another or work together to defeat other players. In the end the first player to earn the set number of player defeats will be the winner.

Apocalypse

The Apocalypse is a scenario game that will put heroes in impossible situations. Unlike the other game types that require player defeats to win the match, the apocalypse requires completion of a special objective. In the case of the Stronghold Apocalypse you will need to defeat some recognizable signature characters.

The PvP Queue

To access the Hero Games you will need to join the Queue. Clicking the fist icon on the edge of the mini map will open the Queue interface. Once the queue window is open you will see a list of the queues you are able to join. The Hero Games have various games across multiple tiers and only the games you qualify for in your tier be available to join. Select the game you would like to join then select "Join Queue". Once the required

number of players joins the queue for the game selected a notification will appear on the screen. Selecting Join will send you to the game instance. After the game is over all participants are transported automatically back to the location they were at before going to the Hero Game. Players are able to queue as individuals as well as a team.

Queue Tiers and Games

Tier 1(Levels 5-10): The UTC Cage Match

Tier 2 (levels 11-20): The UTC Cage Match

Tier 3 (levels 21-30): The UTC High Tech Arena

Tier 3 (levels 21-30): The Westside B.A.S.H.

Tier 4 (levels 31-40): The Westside B.A.S.H.

Tier 4 (levels 31-40): The UTC Lava Temple

Tier 4 (levels 31-40): The Apocalypse Stronghold

Rewards

There are many rewards available to earn through participation in the Hero Games. There are a number of Perks and Titles as well as costume and Action Figure unlocks that open at career milestones. There are also sets of items and gear with a specific theme that is only available through the Hero Games. Visit the Hero Games Store in Millennium City to see everything that the Hero Games rewards have to offer.

Stores

Various Contacts throughout Champions Online have items for heroes to acquire using their reputation. Contacts usually sell devices, blueprints, costume pieces, and upgrades. Other Contacts that fall into this category would be someone like the tailor where heroes can go to change their costumes or create new looks altogether.

Perk Store

The Perk Stores are specialty stores where players can collect the rewards for their various in game achievements or Perks. Player perks range from zone exploration, defeating enemies and finding hidden secrets to name a few. Once a player completes a perk they can visit the store to purchase the reward with the Perk points they received for completing the perk. Each perk reward in the store requires the player have completed the perk and have enough points to purchase the reward. Some of the rewards are costume unlocks that allow you to show your achievement to everyone while others are new costume pieces to further customize your heroes look and story. You can find a Perk store in the Renaissance Center in Millennium City.

Hero Games Store

There are many rewards for the outgoing hero that participates in the Hero Games. Players who participate in the games will earn items and gain special rewards. Each time you participate in the Hero Games you will earn Experience and Acclaim. Acclaim is what you use at the Hero Games store to purchase items and gear. Each piece of gear at the Hero Games store has a costume unlock associated with it. Once you purchase a piece or gear from the store you will also unlock the costume at the tailor. You will then be

able to go to the tailor and change your costume. You can visit the Hero Games promoters in Millennium City to collect your rewards and get new Hero Games missions.

Crafting

Inventive heroes looking for an edge, can also Craft their own Upgrades, Devices, and Consumables in one of three Schools: **Arms**, **Science**, and **Mysticism**.

Crafting Materials

Materials can be found and secured in various ways, from finding component deposits hidden around the world, to breaking apart Upgrades won during combat.

Specializations

Specialization within a chosen School, allows the hero to create Upgrades based on the theme of that specialization. This also influences the flavor of names, descriptions, and icons of the items you are learning to create. There are also slight differences in the Upgrade and special items created within each specialization, so it's worth looking at all the blueprints available within them before going too far down your initial path.

Arms

Ordnance deals with the creation of practical gear.

Alien Metabolism is the expression of alien biological differences.

Fighting Styles focus on the discovery and teaching of martial techniques from a variety of disciplines.

Science

Inventions deal with the creation of super science inventions that improves your character's stats.

Mutated DNA represents both internal and external mutations.

Exposures are the effect of being exposed to various radiations.

Mysticism

Enchanted Gear focuses on the creation of armor and magical implements.

Arcana are spells and enchantments.

Avatars represent innate godlike powers or ones granted by god-like beings.

Specific and Custom Upgrade Blueprints

The other main elements to Crafting are the Blueprints that each Upgrade is based on. These can be found in the world or purchased from vendors, and range from common to extremely rare. There are two general types of Blueprints in every school. Once a Blue Print is learned, a hero has access to that Blueprint forever. They are not limited or consumed like components.

SPECIFIC Blueprints have specific component requirements and will always yield the same type of Upgrade. These are consistent and reliable ways to craft a good range of Upgrades.

CUSTOM UPGRADE Blueprints also require specific components, but are far more flexible in their design and outcome. Crafters can make not just a wide variety of base Upgrade types, but also allow setting the number of attributes, equip level, effects, and quality and on the Upgrade.

DEFENDER'S TIP: The quality of an item specifies how strong the effects actually are. The same basic item works better if it's a higher quality item. As the quality of an item is increased, the cost in components to create it also increases. The highest level items are represented with Purple names and are reserved for SPECIFIC crafted items. The highest quality of an ALGORITHMIC item is a level below that and is represented with a blue name.

General Troubleshooting Tips

- If the AutoPlay screen does not appear automatically when you are installing the game, open **My Computer**, right-click the disc drive icon, and select AutoPlay.
- Disable background tasks running in Windows while playing for optimum performance.
- If you are experiencing poor game performance, try reducing the quality of the video and sound settings in the Options menu.

Troubleshooting

If you experience any trouble running Champions Online, be sure to read the most recent readme.txt and patch notes text files. These files detail the latest changes and any bug fixes made to the game. Your problem might already be listed there, along with possible solutions. Many times, errors in running the game can be attributed to a lack of updated drivers. Ensure that the drivers for all your hardware are up to date before contacting Cryptic Studios for technical support.

General Troubleshooting

If your computer hard locks without an error message, reboots during game play, will not start, or has distorted graphics of any sort, please make sure you have the latest video card drivers for your video card. Please contact your hardware manufacturer online to find and download the latest drivers.

Sound Issues

If you are experiencing sound distortions or periodic loss of sound confirm that you have the latest version of DirectX installed on your system. Also verify that your sound drivers are compatible with the newest version of DirectX. Please contact your hardware manufacturer online and download the latest drivers.

Technical Support Contacts

Web Support

Champions Online Technical Support has solutions to the most common game play related questions and problems. Please check out our Technical Support website at <http://champions-online.com/support>

Email Support

You can contact the Technical Support team at any time at <http://champions-online.com/support> and completing the web based ticket form. Under normal circumstances you will receive an automated reply within 15 minutes, detailing solutions to the most common problems. A second email will be sent to you within 24 hours containing a more detailed resolution to your particular problem or question.

Account and Billing Issues

If you have any questions or issues pertaining to billing or your Champions Online account, please contact Billing and Account Services. Our representatives can help you with many issues, including:

- Questions regarding billing
- Registering or setting up an account
- Recovering your account or password
- Cancelling your account
- Reactivating a cancelled account
- Or any other Account or Billing Issues

We offer live phone support Monday through Friday 8 A.M. to 5 P.M. PST (Hours may be extended due to peak workload). This form of support carries no charge other than any normal long-distance charges from your phone company for calls outside your local area. You can contact us by phone at: **408 354 7850** or by submitting a request via the web at <http://champions-online.com/support>

European Account and Billing Issues

Same as the above but the hours are 8 A.M. GMT to 5 P.M. GMT Monday through Friday. The phone numbers for billing support are as follows:

France: **09 75 17 08 79**

Germany: **(030) 896 778 048 59**

UK: **0870 490 0617**

Contact us via the web form at <http://champions-online.com/support>

Technical Support

[Insert the Atari Hotline Table for Europe if needed]

You can receive assistance with the game by visiting the *Champions Online* support page at <http://www.champions-online.com/support> or by emailing support@champions-online.com to contact Customer Support.