

DC UNIVERSE™ ONLINE

THE NEXT LEGEND IS YOU™



PC GAME MANUAL





PHOTOSensitivity Seizure Warning: Read Before Playing

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Key Commands

See the enclosed Quick Key Card for a list of key commands.

CLAIMING YOUR PRE-ORDER ITEMS

Step 1. Go to www.dcuverseonline.com and look for the “Redeem your Code” box on the Home Page.

Step 2. Enter the code you received with your pre-order purchase, either on the key code card inside your Pre-Order box or on your receipt (if you pre-ordered from Gamestop).

Step 3. Log in with your Station Username and Password or select the “Don’t have a Station Account?” option and follow the steps given to create one.

Step 4. Congratulations! Your exclusives will be waiting for you in your inventory!

GETTING STARTED



RECOMMENDED Specs

- ★ Windows XP/Vista/Windows 7
- ★ 3.0 GHz CPU Dual Core Processor
- ★ 2 GB RAM
- ★ NVIDIA 8800GTX+ or ATI 3800 series+ Video Card
- ★ 30 GB of Free Hard Drive Space
- ★ DirectX-compatible sound card or motherboard sound capability
- ★ Broadband internet connection (required)
- ★ DVD-ROM Drive

THE FIRST TIME YOU PLAY

- ★ Make sure that you have an active Internet connection.
- ★ Insert the DC Universe™ Online Disc into your DVD-ROM drive.
- ★ Follow the instructions given by the setup program to complete the installation.
- ★ Double-click the DC Universe Online icon on your desktop to start the game.
- ★ You'll be asked for a Station™ account login. If you don't have an account, create one by clicking **New Account** and registering.
- ★ The first time you log into DCUO, you'll be asked for an account key. This is printed on the front of this manual.
- ★ The key grants you 30 days of free play. To keep playing after the initial 30-day period, log into your Station Account and select a subscription plan (1-month, 3-month, 6-month, 12-month or Lifetime).
- ★ The game should now be installed on your system — you're ready to start DCUO for the first time!



THE STORY SO FAR

Step into the *DC Universe™ Online* and witness the epic power struggle between good and evil, as heroes and villains do battle to seize control of a city in ruins. But as the fight reaches a crescendo, Earth's true enemy reveals itself and the need for a new legend grows even stronger.

In the future, all of Earth's heroes and villains are dead. Their endless, bloody conflict blinded them to the true threat: the planet-devouring alien intelligence **Brainiac**. As **Brainiac** amasses all of Earth's powers using his vicious Exobyles, finally only one man is left standing: the last son of Earth, **Lex Luthor**.

As **Brainiac** prepares to assimilate the data from the Exobyles, **Lex Luthor** makes a final, desperate attempt to save his planet. He steals the Exobyles and flees backwards through time. There he detonates the Exobyles in the atmosphere, blasting ordinary humans with ultra-condensed meta, magic and tech powers from Earth's own future.

With this new generation of superpowered heroes and villains, Earth now stands a chance against **Brainiac**. You can fight to save or enslave the DC Universe; the choice is yours ... the next legend is you!

Power Type

Your Power type determines what super skills and abilities you can get:

- ★ **Gadgets** and **Mental** are controlling powers
- ★ **Fire** and **Ice** are defensive powers
- ★ **Nature** and **Sorcery** are healing powers

Origin

Your Origin determines how you got your superpowers, and what more you can become:

- ★ **Magic** — like **Wonder Woman** or **Circe** — uses energies from beyond the known world.
- ★ **Meta** — like **Superman** or **Poison Ivy** — gains powers and skills through genetic gifts.
- ★ **Tech** — like **Batman** or **The Joker** — uses technology and gadgets to mirror the powers of a Meta or Magic origin.

THE NEXT LEGEND



Before you enter the game for the first time, you must create a character to play. You may create up to eight characters on your account.

At any time you may:

- ★ **ABORT** the creation process to return to the Character Select window.
- ★ Go **BACK** to the previous window (and change your choice there).

Select a world for your character. Then choose:

- ★ **Gender:** Male or Female
- ★ **Build:** Small, Medium or Large
- ★ **Template:** Custom or Inspired By

Gender, Build and Personality (below) affect your appearance, but not your stats or abilities.

CUSTOM

CUSTOM characters are created from scratch. Your choices include:

- ★ **Morality:** Hero or Villain
- ★ **Personality:** Comical, Flirty, Powerful, Primal or Serious
- ★ **Origin:** Meta, Tech or Magic
- ★ **Power:** Fire, Gadgets, Ice, Mental, Nature or Sorcery
- ★ **Movement:** Flight, Acrobatics or Super-Speed
- ★ **Weapon:** Bow, Brawling, Dual Pistol, Dual Wield, Hand Blast, Martial Arts, One-Handed, Rifle, Staff or Two-Handed

THE NEXT LEGEND



COSTUME

When you reach the Summary screen, you're ready to design your costume.

Your choices are:

- **Body:** Skin and Hair
- **Gear:** Helmet, Face, Emblem (on your chest), Shirt, Back Slot (cape, backpack, etc.), Hands, Waist, Pants and Feet
- **Colors:** Gear, Skin, Hair, Eyes and Makeup



Each color choice has three sliders:

- **Color** in the spectrum
- **Intensity** (from intense to faint)
- **Brightness** (from dark to bright)

When you've got the color you want, select **ACCEPT**.

If you decide not to change anything, select **CANCEL**.

Your Gear Palette has three colors — **primary**, **secondary** and **highlights**.

Once you've selected these three, you can *Customize Gear Colors* — selecting individual palettes for each gear location that you want to change.

INSPIRED BY

INSPIRED-BY templates create a character like your favorite Hero or Villain. Templates include **Batman**, **Catwoman**, **Circe**, **Deathstroke**, **The Joker**, **Lex Luthor**, **Superman** and **Wonder Woman**. After selecting a template, you can customize your character any way you wish.

Feel free to create a new character inspired by any of your other favorite superheroes or villains. Check out all the options and create the DC-style character that you want to be.

PLAYING



Once you've created a character and select **SUBMIT**, you enter the tutorial. Here are a few reminders while playing:

- Move with **W**, **A**, **S** and **D**, using the mouse to look around.
- When you're in a fight, use your primary and secondary attacks, and use Abilities from your Ability Tray — **[1]-[6]** — as needed. Left-click triggers your primary attack, while right-click triggers your secondary attack. Learn to use combos from hints in-game, and time your attacks to your best advantage.
- When you're not in combat and want to cover ground quickly, press **F** to shift into Movement Mode. Toggle **F** again to turn Movement Mode off.
- Lock on a target with **Tab**. Your crosshairs will stay focused on your target until one of you drops. (Use **C** to clear your target lock.)
- Icons hanging in the air are useful signals, especially those over people:

	Quest (orange)		Target to Protect		Mail Terminal
	Future Quest (gray)		Information		Safe House
	Quest Completion		Vendor		Entrance/Exit
	Interaction		Banker		

Collectible items are marked with green, blue or yellow spheres.

- If you're not sure what to do next, check your Case Journal — **J**. It opens to your most current quest. Close that page to check on any other active quests.
- If you're not sure where to go, follow the large arrowhead on the edge of your mini-map. If there isn't a yellow X on your mini-map, continue in the direction the large arrowhead leads you until the yellow X appears. If you have no arrowhead, you may need to travel to the other city (Gotham or Metropolis). To make your way there, travel to a Safehouse and use the teleporter to the Watchtower or Hall of Doom. Once in the Watchtower or Hall of Doom, proceed to find a teleporter to the city you wish to travel to.



HEADS UP DISPLAY

STATUS BAR
(p. 9)



ABILITY TRAY
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**CASE JOURNAL
OBJECTIVES**
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MINI-MAP
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**CASE JOURNAL
OBJECTIVES**
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STATUS BAR

The Status Bar lists:

- ➊ Your current tactic (the icon at the beginning of your name — Shield for Defense, Lightning Bolt for offense, Spiral for control, and Heart for healing)
- ➋ Your level (the number on the far right)
- ➌ Your Health (green bar)
- ➍ Your Power (blue bar)
- ➎ Your Supercharge (red to yellow gradient bar)

Under the bars are a series of *Status Indicators*. They include:



MINI-MAP

You're the blue dot at the center.

Your current objective Yellow X
(If it's beyond the map, a yellow arrowhead on the outer ring points toward it.)

Ally (PC or NPC) Blue Dot

Enemy Red Dot

Enemy at an elevation significantly above or below you Red "V"

Important item White Dot

Mail Terminal Blue Envelope

Vendor Blue, Green or Orange Bag

Exit Blue Door with Arrow



If there's a marker on the map, but you're not finding anything, it's probably above or below you — change levels.





TRAITS

As you play, you earn points that you can spend to develop **Traits**. Traits are divided into **Powers** and **Skills**. Use points to purchase enhancements or modifiers that increase your Traits' impact, intensity or level.

- The Powers that you can develop depend on the initial Power that you chose during character creation. For example, the Gadget power develops Traps (such as Fear Gas and Thermite Mines) and Tricks (including Sleep Darts and Decoys).

- Skills are either for **Weapons** or **Movement**.

- Using an active Trait — an **Ability** — costs you Power. Power is the blue bar in your Status Bar (in the top left of your window). You recharge Power with regular fighting. Using an Ability briefly improves your damage with your primary and secondary attacks.

ABILITY TRAY

Each new Ability you get appears as an icon at the bottom of your screen in your **Ability Tray**. You can rearrange their order (using your PDA: Powers window — [P]).

- Each Ability in your Ability Tray is marked with the key that activates it and has a cooldown timer before it can be used again.

- Slot [7] is for consumables.

- Slot [8] is for a gadget.



- The purple XP bar along the bottom of the tray indicates progress toward your next level.

PERSONAL DATA ASSISTANT

Press any of the keys listed below to display your Personal Data Assistant (PDA).



Press [Esc] or the key for your current icon to close your PDA.

From left to right, the PDA icons activate:



Inventory. Your inventory window displays all of the loot you've obtained and how it affects your character. The **Equipment** tab shows, and allows interaction with, wearable items, consumables and collectibles. The **Stats** tab shows your character's attributes and how strong they are. The **Currency** tab shows how much of each type of currency (PvP & PvE tokens, and Influence) that you've earned.



Style. Want to get the stat benefits of the mightiest equipment but don't want to change how your character looks? No problem! Style allows you to override the look of your currently equipped gear with the appearance of any item that you've ever had equipped — regardless of whether that item is still in your inventory.



Case Journal. This displays all of the Missions that your character has discovered. Within this list, you can review each of your Missions in detail and close out completed Missions.



Traits. Pick the **Powers** and **Skills** that you get while playing DCUO. This shows their point cost, a brief description, and the order in which you can get them. You can build additional **Loadouts** from this window so that you can be ready to play your specific role on group missions.



Deeds. Look back at your accomplishments. The **Feats**, **Headlines** and **Renown** that you've earned are tracked here. Also, review your growing **Investigations**, **Briefs** and **Collections**.



PERSONAL DATA ASSISTANT



Map. View a map of your current location, review Metropolis and Gotham at both City and District levels, and check out your factional city (Hall of Doom or Watchtower). The map displays Points of Interest and other key locations and allows you to set temporary waypoints to these locations.



On Duty. Use this menu to queue for gameplay modes that require more than one player: **Arenas, Legends: PvP, Alerts, Raids and Duos.** Also, be sure to check out the **Vault** every day to score some cool, daily loot!



Social. Use **Advanced Chat** to text chat with other players or use the **Vox Channel Controls** to adjust your voice chat settings. Find friends using **Social Selection** and adjust your **Group** options as well. Finally, the **League** window will allow you to create or manage your own DCUO League.



Marketplace. Enter the **Marketplace** to purchase premium items. Additional **Vault** tickets may be purchased here as well to get even more awesome loot!



Options. Adjust your **Settings** for the following options: **User Interface (UI), Audio, Video, Voice and Key Bindings.** Use **Help** to contact Customer Service in-game, or use **Submit Feedback** if you just want to send in a note about something. **Switch Character** to switch to another character, or **Exit Game** completely.

VAULTS

Vaults give you the chance to score potentially rare and hard to find items. All you have to do is smash away!

OTHER PLAYERS



Some missions can't be won by yourself without a group. If you don't know anyone else in the game:

- ➊ Start talking to other players that you see in the safehouses — police stations (for heroes) and night clubs (for villains).
- ➋ Sign up for an Alert (in the On Duty tab).
- ➌ It won't take long for you to meet a few players that you'd like to group with again. Flag them as Friends and you can see if they're online the next time you're ready to play.

COMMUNICATING

- ➊ **Voice chat with a headset.** Use the Options tab to set preferences.
- ➋ If you're using a headset, stay friendly and follow our Customer Service Policies (see the Support link on page 19).
- ➌ If you play without a headset, you can communicate with gestures (emotes) and chat (both available through the Social Window).

SOCIAL

- ➊ **Social Selection** lists all nearby player characters of the type you specify.
- ➋ You may also chat with or view specific characters of other sorts: your current Group, your Friends, your League (an alliance of heroes or villains that you play with regularly), or everyone with you in a Raid.
- ➌ The **Advanced Chat** window is a larger window, with tabs to manage both your channels and your conversations.



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2. To play the Game, you must (a) purchase or receive through an SOE-authorized promotional offer (such as an authentic disc bundled with a game magazine) the Game CD-ROM or DVD-ROM (collectively, the "CD-ROM") or applicable files which we may make available for direct download, which includes software required for the Game (the "Software"), (b) have a fully paid and valid Account in good standing, and (c) have at least the minimum system requirements to operate the Game and an Internet connection (both of which we do not provide) to access your Account. In addition to any fees described herein, you are responsible for paying all applicable taxes (including those we are not required to collect) and for all hardware, software, service and other costs you incur to access your Account. Neither this Agreement nor your Account entitles you to any subsequent releases of the Software, nor to any expansion or adventure packs or similar ancillary products, without paying applicable charges. You understand that we may update or otherwise enhance the Software at any time and in doing so incur no obligation to furnish such updates to you pursuant to this Agreement. You understand that online games evolve over time and, accordingly, system requirements to play the Game may change over time and you may need to upgrade your current system (or obtain a new system) to play the Game.

AGREEMENT AND SOFTWARE LICENSE

3. We may amend this Agreement at any time in our sole discretion. Amendments shall be communicated to you at the time you log into your Account. Such amendments shall be effective whenever we make the notification available for your review.

4. Upon registration, you must select a password. You may not disclose your password to any third party. We never ask you for your password by telephone, in-game communication, live-chat or email, and you should not disclose it this way if someone asks you to do so. Although we may offer a feature that allows you to "save" or "remember" your password on your hard drive, please note that by using this feature third parties may be able to access your computer and thus your Account.

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10. To obtain an Account, you will be required to choose both a login name and a player name. While you are encouraged to use a pseudonym, especially if you are a minor, you may not pick a name that violates anyone's trademarks, publicity rights or other proprietary rights.

11. As part of your Account, you can upload content to our servers in various forms, such as in the selections you make for the Game, in-game posts and chat, and in chat rooms and similar user-to-user areas (collectively, your "**Content**"). Your Content shall not: (a) infringe any third party intellectual property, other proprietary or publicity/privacy rights; (b) violate any law, rule or regulation; (c) be defamatory, profane, obscene, child pornographic or harmful to minors; or (d) contain any viruses, trojan horses, worms, time bombs, cancelbots or other computer programming routines that are intended to or actually damage, detrimentally interfere with, surreptitiously intercept or expropriate any system, data or personal information. We may take any action with respect to your Content if we believe it may create liability for us (or our licensors, licensees or suppliers) or may cause us to lose (in whole or in part) the services of our ISPs, licensors or other suppliers. You hereby grant to us a worldwide, perpetual, irrevocable royalty-free, sublicenseable (through multiple tiers) right to exercise all rights of any kind or nature associated with your Content, including, without limitation, all intellectual property rights, and all ancillary and subsidiary rights thereto, in any languages and in any media now known or not currently known.

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Try these websites and phone numbers.

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Tech Support, Billing Help and Customer Support are at:

<http://help.soe.com>

Available in English, French, German, Spanish and Italian.

You can discover more about *DC Universe Online* at:

<http://www.dcuniverseonline.com>

<http://forums.dcuniverseonline.com>

<http://www.soe.com>

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All numbers are in service Monday through Friday, excluding holidays.

English (N America)	1-858-537-0898	10:00am - 7:00pm Pacific Time
English (UK)	(44) 870-600-0267	15:00 – 22:00 GMT
German	(49) 0800-1016203	16:00 – 20:30 & 21:30 – 24:00 CET
Spanish	(34) 912-754-643	16:00 – 20:30 & 21:30 – 24:00 CET
French (France)	(33) 0825-120549	16:00 – 20:30 & 21:30 – 24:00 CET
French (outside France)	(33) 171 230 495	16:00 – 20:30 & 21:30 – 24:00 CET