

DC UNIVERSE ONLINE™

THE NEXT LEGEND IS YOU™



PlayStation®3 computer entertainment system

GAME MANUAL





▲ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals.

These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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NOTICES & GETTING STARTED

NOTICES

Video output in HD requires cables and an HD-compatible display, both sold separately.

Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PlayStation®3 system

Starting a game. Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the DC Universe™ Online disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the (X) button. Refer to this manual for information on using the software.

Quitting a game. During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.



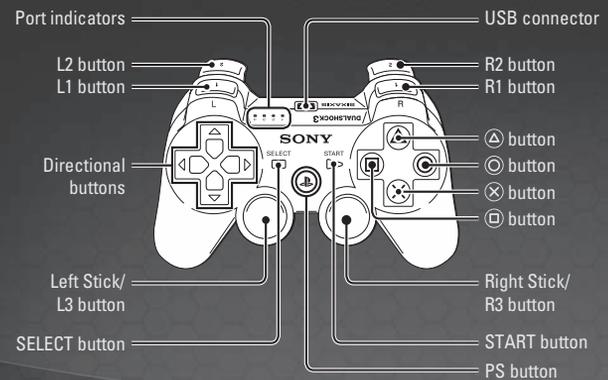
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved Data for PS3™ Format Software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.



THE CONTROLLER



CONTROLS

- Move Left Stick
 - Look Around Right Stick
 - Recenter Camera L1 (tap)
 - Jump X
 - Movement Mode L3 (toggle)
 - Melee Attack □
 - Ranged Attack △
 - Lock Current Target L1 (hold)
 - Block R1 (hold)
 - Dodge R1+Left Stick (any direction)
 - Interact (Person / Device) ○ (hold)
 - Pick Up Object ○ (hold)
 - Throw Held Object △
 - Smash Held Object □
 - Gather Nearby Loot L2+R2
 - Scroll Through List Left Stick
- Ability Tray**
- Use Power 1 L2+□
 - Use Power 2 L2+△
 - Use Power 3 L2+○
 - Use Power 4 L2+×
 - Use Power 5 R2+□
 - Use Power 6 R2+△
 - Use Consumable Item R2+○
 - Use Gadget R2+×



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 Exobytes, finally only one man is left standing: the last son of Earth, **Lex Luthor**.

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

With this new generation of super-powered heroes and villains, Earth now stands a chance against **Brainiac**. You can fight to save or enslave the 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

To begin play, log into your account and enter the enclosed account key, which grants you 30 days of free play (to keep playing after the initial 30-day period, log into your PlayStation Network account to select your subscription plan — 1-month, 3-month, 6-month or 12-month—and enter your payment method).

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 comic 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 super heroes 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 the Left Stick, using the Right Stick to look around.
- In a fight, use your melee and ranged attacks, and use Abilities from your Ability Tray — **L2** or **R2** plus **□**, **△**, **○** or **×** — as needed. **□** triggers your basic melee attack, while **△** fires your ranged 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 **LB** to shift into Movement Mode. Press it again to turn Movement Mode off.
- Lock on a target by holding **LT**. Your crosshairs will stay focused on your target until you release **LT** or one of you drops.
- 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 (on the PDA). 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)

MINI-MAP (P. 9)



ABILITY TRAY (P. 10)

CASE JOURNAL OBJECTIVES (P. 12)

IMPORTANT TIPS FOR FIRST-TIME DCUO PLAYERS

- Your PS3™ system must be connected to the Internet to play *DCUO*, even if you're playing solo. You must also have an active PlayStation® Network account and be logged into the PlayStation®Network.
- There is no Pause. Pressing **START** displays your PDA (pages 11-12), but doesn't stop anything else in the game.

STATUS BAR

The *Status Bar* lists:

- 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)
- Your level (the number on the far right)
- Your Health (green bar)
- Your Power (blue bar)
- Your Supercharge (red to yellow gradient bar)



Under the bars are a series of *Status Indicators* (red for negative, green for positive). 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 arrow-head 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).

- Each Ability in your Ability Tray is marked with the controller combination that activates it and has a cooldown timer before it can be used again.
- The seventh slot is for consumables.
- The last slot is for a gadget.



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

PERSONAL DATA ASSISTANT



Press **START** to display your Personal Data Assistant (PDA).



Press **START** again 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 **Vivox 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.

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:

- Start talking to other players that you see in the safehouses — police stations (for heroes) and night clubs (for villains).
- Sign up for an **Alert** (in the **On Duty** tab).
- 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

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

SOCIAL

Press **SELECT** to display your **Social** window. This lists all characters (both player characters and **NPCs**) of the type you specify:

- Social Selection** lists all nearby player characters of the type you specify.
- 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**.
- The **Advanced Chat** window is a larger window, with tabs to manage both your channels and your conversations.



DC UNIVERSE™ ONLINE USER

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YOU PROMISE, THEREFORE, THAT YOU WILL NEVER ASSERT OR BRING ANY CLAIM OR SUIT AGAINST SOE, ITS LICENSOR(S), ANY SONY COMPANY, OR ANY EMPLOYEES OF ANY OF THE ABOVE, WHICH IS RELATED TO OR BASED ON (I) A CLAIM THAT YOU “OWN” ANY VIRTUAL ITEMS IN ANY GAME, (II) A CLAIM FOR THE “VALUE” OF VIRTUAL ITEMS IF SOE DELETES THEM (AND/OR TERMINATES YOUR ACCOUNT(S)) IF YOU OR ANYONE ACTING IN CONCERT WITH YOU VIOLATES ANY PROVISION OF THE EXCHANGE AGREEMENT, THIS AGREEMENT, THE GAME’S RULES OF CONDUCT, SOE’S TERMS OF SERVICE AND/OR SOE’S PRIVACY POLICY (ALL OF WHICH ARE POSTED AT A LINK AT WWW.DCUNIVERSEONLINE.COM), (III) A CLAIM FOR THE “VALUE” OF VIRTUAL ITEMS THAT YOU MAY LOSE IF SOE DOES ANYTHING THAT IT IS ENTITLED TO DO PURSUANT TO ANY PROVISION OF THE EXCHANGE AGREEMENT, THIS AGREEMENT, THE GAME’S RULES OF CONDUCT, SOE’S TERMS OF SERVICE AND/OR SOE’S PRIVACY POLICY, OR FOR ANY MALFUNCTIONS AND/OR “BUGS” IN THE GAME, AND/OR (IV) A CLAIM THAT THE “VALUE” OF ANY VIRTUAL ITEMS HAS INCREASED OR DECREASED BY VIRTUE OF ANY GAME MODIFICATION THAT SOE HAS MADE OR WILL MAKE. ALL OF THE ABOVE APPLIES WHETHER ON AN EXCHANGE ENABLED SERVER OR ON A NON-EXCHANGE ENABLED SERVER.

1. Accounts are available only to adults or, in their discretion, their minor child. If you are a minor, your parent(s) or guardian(s) must complete the registration process, in which case they will take full responsibility for all obligations under this Agreement. By clicking the “I Accept” button, you represent that you are an adult and are either accepting this Agreement on behalf of yourself or your child. You may not transfer or share your Account with anyone, except that if you are a parent or guardian, you may permit one child to use the Account instead of you (in which case you may not use that Account). You are liable for all activities conducted through the Account, and parents or guardians are liable for the activities of their child. Corporations and other entities are not eligible to procure Accounts.

2. In order to access certain multiplayer features related to the Game and/or to purchase any Game content sold separately through Sony Computer Entertainment Inc.’s PlayStation®Network (“PSN”), you must agree to the



AGREEMENT AND SOFTWARE LICENSE

PSN Terms of Service and User Agreement and have a valid PSN account in good standing. You understand and agree that if you violate the PSN Terms of Service and User Agreement, Sony Computer Entertainment America (herein, “SCEA”) may suspend or terminate your PSN account, which may include any associated sub-accounts, and you may lose access to Game content and features for all such accounts. In the event of any conflicts between this Agreement and the PSN Terms of Service and User Agreement, the latter shall control.

3. To play the Game, you must (a) purchase or receive through an SOE-authorized promotional offer (such as an authentic Blu-Ray Disc bundled with a game magazine) either the Game Blu-Ray Disc (which includes software required for the Game) or applicable files which we may make available for direct download (the “Software”), and have all applicable or required hardware and peripherals to operate the Game (which we do not provide and which are sold separately), (b) have a fully paid and valid PSN Account in good standing, and (c) have an Internet connection (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.

4. We may amend this Agreement at any time in our sole discretion. Such amendments shall be effective whenever we make the notification available for your review.

5. The Game Software, whether purchased as a packaged good or online through the PSN and digitally downloaded to your PlayStation®3 system), any other Game-related content downloaded or made available, directly or indirectly, through the PSN, and any data associated with your PSN account are non-transferable.

6. 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.

7. We describe the fees and billing procedures at a hotlink located at www.dcuniverseonline.com, which are incorporated by reference and are subject to change at any time. All fees are stated in U.S. Dollars unless otherwise specified. All fees are prepaid and non-refundable. All payments for Virtual Items are non-refundable; Virtual Items shall not be tradeable or transferable unless otherwise expressly agreed to in writing by SOE. Upon your acceptance of these terms, we or SCEA have the right to automatically charge your credit card, PlayStation wallet funds or other accepted form of payment the Account fee plus any applicable taxes we are required to collect, and you authorize us or SCEA to do so. Thereafter, each time your Account comes up for renewal, we have the right to charge your credit card (or other authorized payment method) the then-current renewal rate plus any applicable taxes we or SCEA are required to collect, and you authorize us or SCEA to do so. If we or SCEA are unable to process your credit card at a renewal period, your Account may be immediately terminated. If we make a Game Card available and you use a Game Card to pay for your Account, the Game Card shall activate your Account for the period stated on the Game Card and, thereafter, you will either need to provide a valid credit card or other authorized payment method (in which case your credit card or other authorized payment method will subsequently be charged as referenced above) or purchase another Game Card for subsequent subscription periods, or your Account will be closed. You may terminate



your Account at any time through the Account registration process. If you terminate your Account during your initial period of game-play that may be included with your purchase of the Game, if any, your Account will be closed at the end of such play-period and you will not be billed. If you terminate your Account during any subscription cycle, your Account will be closed at the end of the then-current cycle and you will not be billed again unless you affirmatively reopen the Account. We do not give full or partial refunds for subscription periods that you have purchased.

8. We may terminate this Agreement (including your Software license and your Account) and/or suspend your Account immediately and without notice: (i) if you violate any provision of this Agreement; (ii) infringe any third party intellectual property rights; (iii) if we are unable to verify or authenticate any information you provide to us; (iv) upon game play, chat or any player activity whatsoever which we, in our sole discretion, determine is inappropriate and/or in violation of the spirit of the Game; (v) upon any violation of the Station Terms of Service, PSN Terms of Service and User Agreement and/or the Game Rules of Conduct and/or (vi) upon any violation of the Exchange Agreement. If we terminate this Agreement or suspend your Account under these circumstances, you will lose access to your Account for the duration of the suspension and/or the balance of any prepaid period without any refund for the purchase price of the Game or any expansions, add-ons, products or services related to the Game that you may have purchased. You understand and agree that, for online Game features, servers are hosted by SOE and/or SCEA at their discretion and may be terminated or otherwise discontinued by SOE and/or SCEA in each of their sole discretion – and that such discontinuation will disable online Game functionality. We may also terminate this Agreement if we decide, in our sole discretion, to discontinue offering the Game, in which case we may provide you with a prorated refund of any prepaid amounts.

9. If SOE determines, in its sole discretion, to offer certain updates, add-ons or additional content to the Game to be purchased separately, you will be required to pay the applicable cost before accessing such content in accordance with the PSN Terms of Service and User Agreement. SOE and its designees are not responsible for the sale of any such software or Virtual Items that are purchased and downloaded through the PSN and therefore do not give full or partial refunds for any such purchases.

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