

# Watchmen: Justice is Coming

by Last Legion Games



## Game Guide

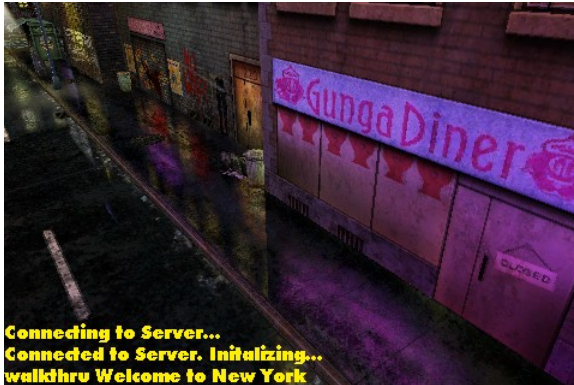
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### Contents

- I. [Getting Started](#)
- II. [Main Page](#)
- III. [Exploring the City](#)
- IV. [How to Play](#)
- V. [Following the Story](#)
- VI. [Engaging Other Players](#)
- VII. [Fighting](#)

## I. Getting Started:

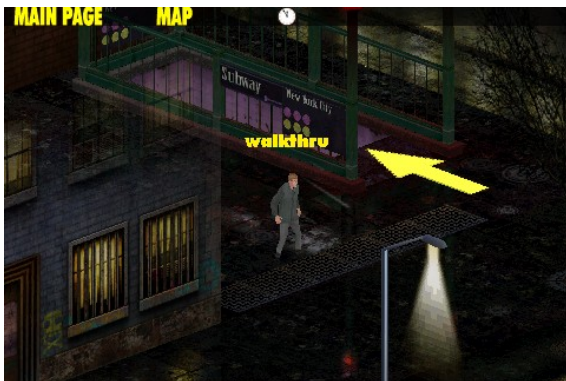
1. Create a User name and Password
2. Select 'Create NEW Character'
3. Create a Basic Profile by answering a few questions.
4. Read through the tutorial panels and learn the basics.
5. Enter the world...



You will see a fly-through camera introducing you to the area.

[ Note: Fly-through cameras occur everytime you enter an area. ]

[ Note2: Fly-through cameras can be skipped by double-tapping the screen.]



Your character appears in the game world with a basic costume.

Before you start exploring, familiarize yourself with the [MAIN PAGE](#), located in the upper left corner of the screen.

## II. Using the MAIN PAGE:



Main Page Options:

1. View your Player Profile
2. Customize Battle Mode Attacks in the Skills Editor
3. Customize your appearance in Costume Editor
4. Access Game Options

### a. Profile:



The Player Profile contains all of your personal information, including experience level, abilities, current skill set and achievements. ( Other players can view this page when they see you walking through the world.)

### Experience

For more information on the Experience system, see the How to Play section below.

### Abilities

Represent your character's performance potential in different areas of the game, they include:

- ATTACK – Used in Battle Mode to determine damage versus your opponent.
- DEFEND – Used in Battle Mode to determine your defenses against your opponent's attack.
- MOVE – Your walking speed used for exploring the city.
- HEALTH – The amount of attack damage you can withstand in Battle Mode before falling.

### Achievements

A record of all your accomplishments and game progress, including:

1. Total Battles
2. Battles Won
3. Criminals defeated
4. Story Points acquired
5. Costume Parts discovered
6. Skills Learned

## II. MAIN PAGE continued:

### **Skill Set**

Is represented along the bottom of the screen as 3 colored icons. Your skill set can be configured in the Skills Editor also accessed from the Main Page.

### b. Skills Editor:



The Skills Editor contains all of your currently known skills and a configurable Skill Set. The table along the top of the screen displays information on each known skill, and is accompanied by an action window displaying the selected skill.

More detailed information on how Skills are used in Battle mode listed in the Fighting Section below.

## II. MAIN PAGE continued:

### c. Costume Editor:



**A.** Rotate the character left and right by touching the arrow icons located above the character.

**B.** To customize a body part, touch the part on the Character model on the right. The changeable parts include:

- head
- shoulders
- back ( must rotate the character )
- hands
- torso
- legs
- feet

**C.** The List of available parts will change according to the body part you have selected.

**D.** To see more parts, touch the arrows to turn the page of available parts.

**E.** Touch the parts in the circles to assign them to the character.

**F.** If a circle is yellow that means that it is assigned. To remove an assigned ( yellow circled ) part – tap it again.

**G.** When you are finished editing, hit next to accept changes, or cancel to return to your costume prior to editing.

(Note: Some costume elements will affect more than one body part. Example: Hooded sweatshirt will replace any costume part assigned to the head.)

(Note2: In certain cases, more than one part can be added to the head. Example: Afro and Sunglasses.)

(Note3: New costume parts can be discovered by searching dumpsters.)



### III. Exploring the City continued:

When you start the game, your character stands near a subway station in Downtown.

Touch the screen and your character will walk towards the touch location ( as mentioned in the tutorial.)

To interact with objects in the world, touch and release the object (also mentioned in the tutorial.)

#### Basic Interactions:



Change area arrows



Search Dumpsters to find new Costume Parts.



Engage other players in Chat or Battle



Fight Criminals in Battle Game



Activate Story Points to progress the story

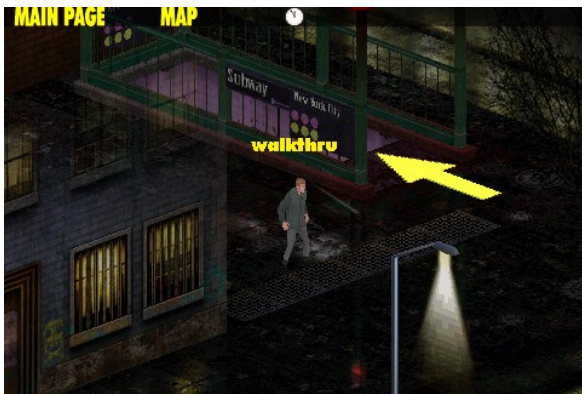
### III. Exploring the City continued:

#### Getting Around:

Move to new areas by finding 3D yellow 'arrow' icons located in the game world.



Subway stations will take you to a level select screen, allowing you access to any of the 5 areas.



Yellow 'Arrows' located on streets, will advance you to the adjacent area.

#### IV. How to Play:

As you explore the world you will be rewarded Experience Points (XP) for specific interactions.

These interactions are known as achievements. Achievements always award you with XP, and they include:

Discovering a costume Part ( 20 xp awarded per costume part )

Defeating a criminal ( 10 xp per criminal, awarded at 1, 5, 10, 25 and 50 criminals )

Winning a Battle versus another Player ( 10 xp per win, 20xp per achievement at 1, 5, 10, 25 and 50 wins)

Acquiring a new Story Point ( 200 xp awarded per story point )

Learning a new Skill ( 50 xp awarded per new skill learned )

#### **Experience Milestones**

Achieved when your XP score exceeds a preset number, this results in a Leveling Up Event. You begin the game at Level 1, and level upwards until you reach level 16.

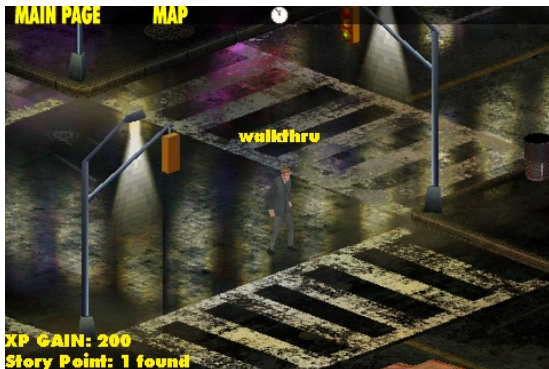
Here are the XP Milestone scores per XP level:

| <b>LEVEL</b> | <b>XP</b> |
|--------------|-----------|
| 1            | 0         |
| 2            | 250       |
| 3            | 550       |
| 4            | 900       |
| 5            | 1300      |
| 6            | 1750      |
| 7            | 2250      |
| 8            | 2800      |
| 9            | 3400      |
| 10           | 4050      |
| 11           | 4750      |
| 12           | 5500      |
| 13           | 6300      |
| 14           | 7150      |
| 15           | 8050      |
| -            | -         |

## IV. How to Play continued:

### **Experience Point Rewards:**

With each new achievement you will receive XP rewards



XP rewards are displayed in the lower left corner of the screen.

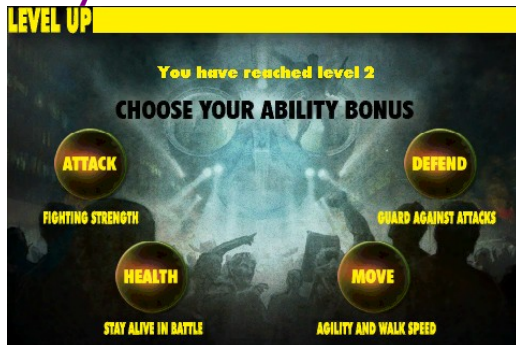
### **Experience Milestone:**

When your experience points reach an Experience Milestone a Level-up Event will occur and you will be rewarded with Ability Bonus.



To receive the Ability Bonus, tap the 'Level Up' button on the right of the screen.

### **Ability Bonus:**

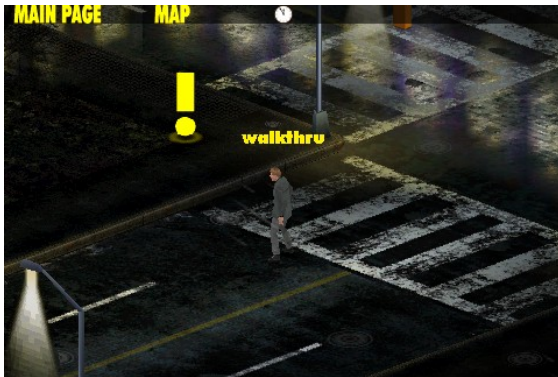


When this screen appears, choose which Ability you want to increase.

## V. Following the Story:

Watchmen: Justice is Coming contains a unique story entitled "Stepping into the Shadow".

The story is told through a series of Story Points ( Yellow 'Exclamation' Markers ) that are discovered throughout the city. Story Points appear in a linear sequence according to your XP level. If you have discovered Story Point 2 and are at XP level 2, Story Point 3 will not appear until gain enough experience to reach XP Level 3.



To activate a story point, touch and release the yellow 'exclamation' marker. A Story Panel will appear.



Story panels contain one text panel and one image panel. Text panels generally explain new developments in the story, and image panels contain clues on where to find the next story point.

There are gameplay challenges along the way, in some cases you must complete the challenge to advance the specific story point.

## VI. Engaging other Players:

As you explore the city you will notice the game maintains a live connection to the internet while you are playing. This means that the city is being co-inhabited by hundreds of other players connecting from all over the world.



Touch any player and an Engage Player menu will appear at the bottom of the screen. On the engage player menu, you can:

- View their profile
- Chat
- Challenge to a fight

### **View Profile**

Is useful when deciding if you want to accept a challenge.

### **Chat**



When you select chat, the iPhone keyboard will appear. Enter your message and select 'DONE'.

Exit the engage player menu and you will see your message appear in the text console in the lower left hand corner of the screen.

### **Challenge to Fight**

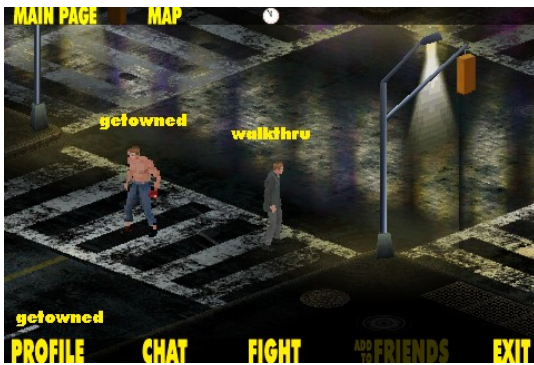
The challenged player must accept your challenge before the battle begins.

## VII. Fighting:

As you explore the world you can fight criminals or other players.



Criminals lurk in dark alleys and along shady streets. Touch and release a criminal to start a fight.



When you meet another player touch their character to engage, and choose FIGHT from the Engage Player menu at the bottom of the screen. A challenge is sent to the player, which must be accepted before the Battle begins.

## VII. Fighting continued:

### Battle Mode:



When a Battle begins, a loading screen will display followed by the Battle Start screen which displays you and your opponents characters, which take a few seconds to load. Along the top of the screen is you and your opponent's skill sets. The skill set shows 3 attacks that each player has equipped and are bringing into the battle. Your skill set can be configured in the Skills editor, located on the main page.

In the skills editor you can view each attack profile and a corresponding. Each profile contains a set of values that includes:

- class – attack type, there are 3: barrage, strike, and assault.
- power – nature of the attack: high defense, high offense or balanced.
- timing – describes the best time to launch your attack: early or late
- accuracy – chance of hitting
- edge vs – advantage versus which attack type.

## VII. Fighting continued:

### Battle Rules:

When a battle begins, players launch attacks until one player's health reaches zero and a winner is declared.

A Battle occurs in waves: players select attacks, attacks are displayed, results are tallied and the next wave begins.



Players select their attacks from the skill set located along the bottom of the screen. When an attack has been selected it cannot be undone.

When both players have selected their attacks, the attacks are displayed in the order they were selected, launched one at a time.

When the attack hits its target the game calculates damage and subtracts it from the target's health value.

### **Damage Calculation:**

Damage rendered upon a target varies based on a few factors:

- Attacker's selected skill's attack power
- Attacker's attack ability
- Target's selected skill's defend power
- Target's defense ability
- Additional Gameplay bonuses



### **Edge bonus**

Accrued when your attack class out-matches your opponent's selected attack class.



### **Timing bonus**

Some attacks are better if launched first, others are stronger when you attack last.

### **Defense**

Damage from an incoming attack is reduced because each selected attack launches with a built in defense. This value is influenced by your character's defense ability and modified by selected attack. Some attacks have more defense than others.

## VII. Fighting continued:

### End of the Battle:



When either player's health reaches zero, they are knocked out, and the battle is over. Winning a battle is saved in your profile.