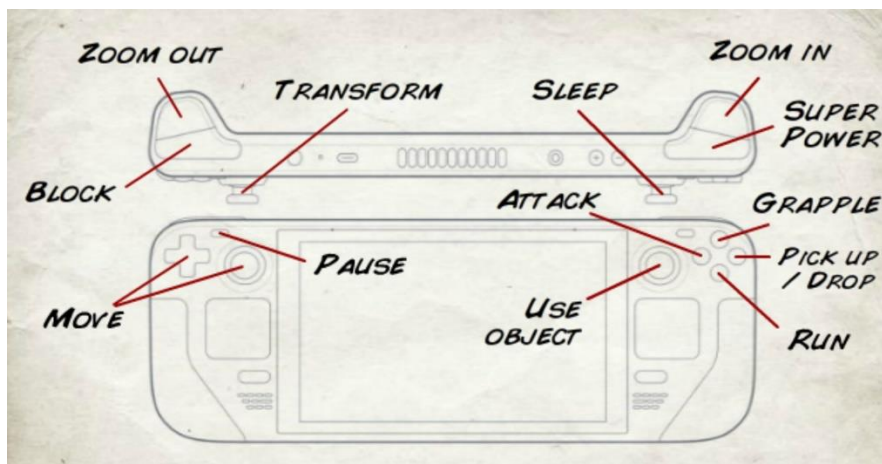


# SUPER CITY

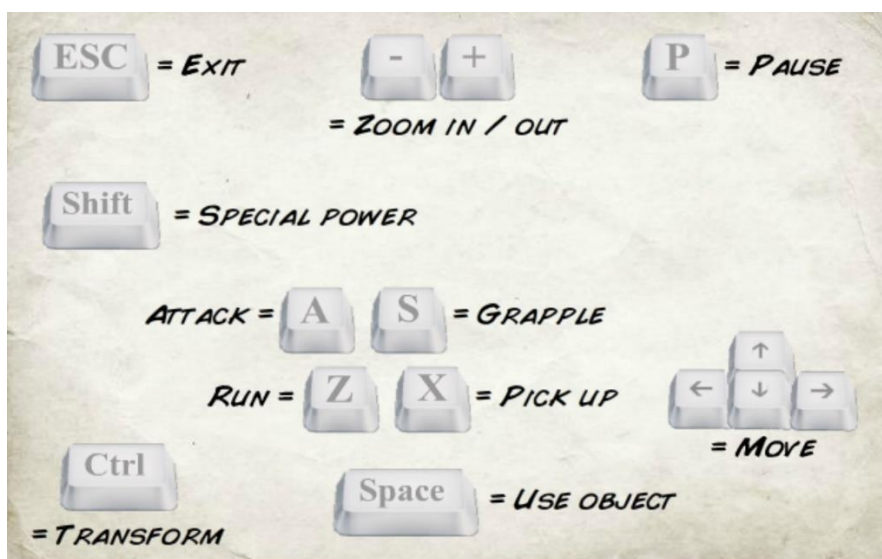
Create your own superhero and cross paths with over 150 other heroes & villains in the ultimate shared universe! Decide where your loyalties lie and fight for control of every corner of the map as your own unique story plays out. Inheriting the combat system from wrestling, this game supercharges the action with new powers, technology, costumes and locations!

## Controllers

For the 1<sup>st</sup> time ever, the original touch-screen mobile app has been adapted for a controller! Any Xbox or Playstation device should be recognized as standard, but there is a "Calibration" option to configure anything else. The commands should then be as follows:

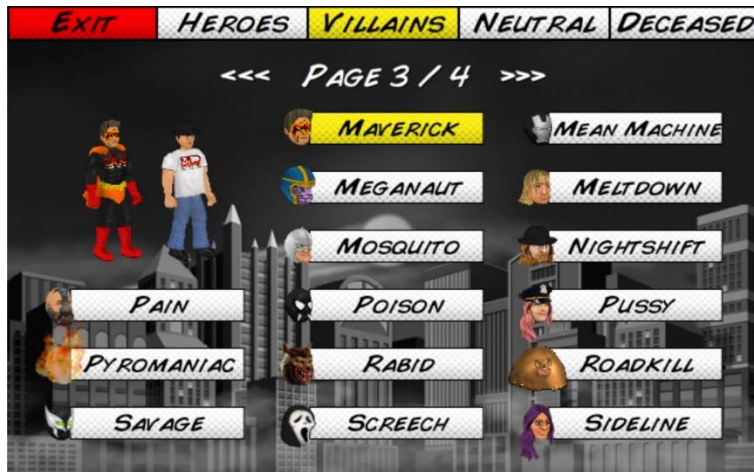


It is still possible to play without a controller connected, in which case the keyboard commands are as follows:



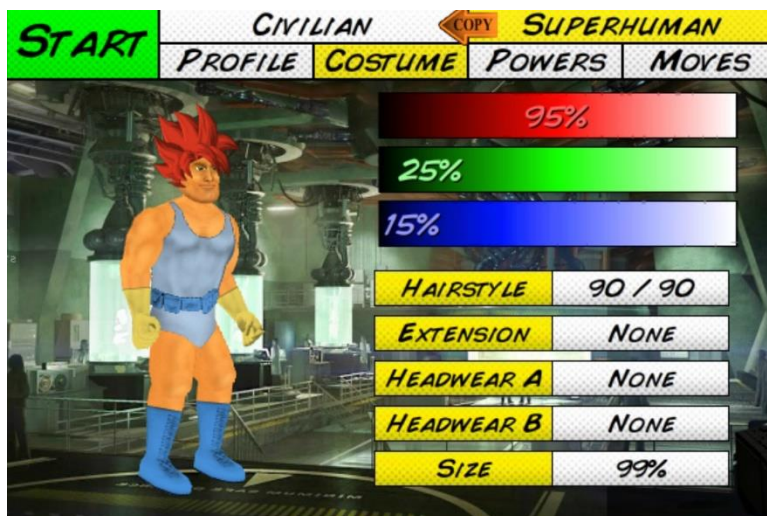
## Multiplayer

Although this was envisaged as a single player experience, it is nonetheless possible for any other controllers (or keys) to take control of a character on the scene. Turning a bug into a feature, their secondary role creates an “Among Us” style mystery as you try to figure out who they are controlling! You can state your preference by setting the option to “Versus” or “Co-Op” via the “Controls” page.



## Menus

The directions are used to highlight an option, and you change its value either way with the **X / A** buttons (or by clicking either side). The **B** button (or **ESC**) can be used to exit wherever possible. On screens with multiple tabs or pages, it is the **shoulder buttons** that are used to change tabs while the **shoulder triggers** can be used to browse pages within that tab. When accessing characters by mouse (or touch), you may find that you have to double-click as the 1<sup>st</sup> click is to preview their appearance before proceeding.



## Editor

Although *Super City* depicts a fictitious universe, you can create whoever you'd like to see in the “Editor” by changing every aspect of an existing character. This is slightly more complex than in other games, as your superhuman form is more than just another “costume” and can affect every other aspect of their being! To ensure you're making the correct changes, you must choose the “Civilian” or “Superhuman” side as well as any other tab. This is easier with a mouse (or touch), but can also be accessed on a controller by pressing either **shoulder trigger**. Name changes are also easier at a desktop, as there is no controller-based text input (unless you invoke Steam Deck's virtual keyboard with **STEAM + X**).



## Time Machine

If you end up making a lot of changes to the universe, bear in mind that it can still be affected by any story modes in progress (especially if you start a new one and choose to restore the default universe). However, this game has its own unique way of preserving the past with a special “Time Machine” location within the game itself. Entering one portal will preserve the universe as it is now, whereas the entering the other portal will travel back in time to any previous saves! This can be as valuable as any other superpower in winning control of the city...



## World Domination

The main “Story” mode challenges you to win back control of each territory for your side. There are 3 competing factions: heroes, villains, and independent “neutrals” who don’t agree with either of them! Upon wandering into a rival territory, you will either be confronted by the “boss” or you can instigate a war yourself by attacking whoever you think it is. The game involves a bit of detective work, as you observe who is on which side and who they are under the mask. A significant percentage of the population won’t even be active superhumans when the game starts, so you can’t judge people on their appearance or past lives. Their allegiances can also change over time, so it’s important to keep an open mind and watch your back...

## Origin Story

Upon starting a new “Story” mode, your star character will start as an “inactive” superhero unless you assign them a “Transformation” before starting. This gives them a brief time to wander around as an innocent civilian before “someone” or “something” changes their life forever! It could be a beating, a fatality, an explosion, or exposure to chemicals. And if anybody else was responsible, it could influence whether they become a hero or a villain. It is recommended that you play through this process at least once before fast-tracking to life as an existing superhuman.



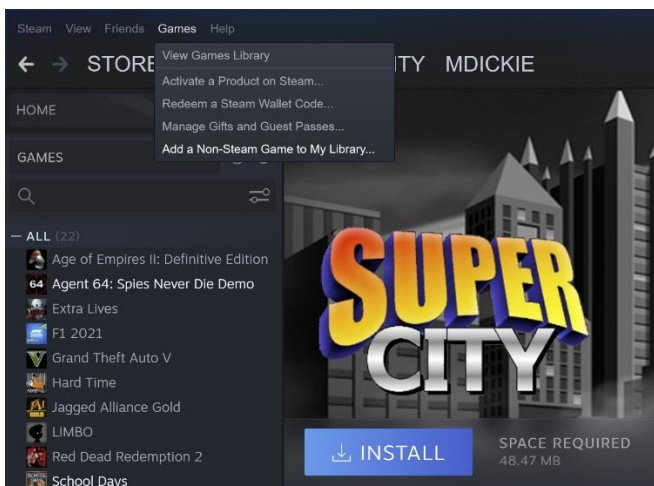


## Fight Scenes

If you want to blow off steam outside the confines of the main game, there is a special “Fight Scene” mode where you can make whoever you want fight wherever you want! You can add characters to each side with the respective button by either clicking it or using the **shoulder buttons** as a shortcut. You can then remove characters by clicking them directly or pressing the respective **shoulder trigger**. Once you’re ready to start, you will be asked to choose a character by either clicking them directly or using a controller to browse from side to side before confirming. In “Multiplayer” mode, other controllers will be assigned a character randomly based on your preference.

## Performance

Ironically, these older 2D games can struggle on a modern PC – where they fill the screen they’re given with high resolution visuals! For this reason, they start in “Windowed” mode and it’s your choice to move up from there via the “Display” options. Fullscreen may work better in low resolution mode rather than high resolution mode on older hardware. If you notice you’ve made a mistake, you can toggle windowed mode at any time with **CTRL + W**. If you’d rather not sacrifice quality, you can always tone down the number of characters instead via the “Population” settings.



## On Deck

As this game is not officially available on Steam, you will need to “sideload” it onto your Steam Deck to enjoy it on the move. In desktop mode, simply extract the game’s files to a folder on your device and from within Steam select “**Add a non-Steam game to my library**” to locate its executable (“Super City.exe”). Before launching a Windows game, **you must also head to the “Compatibility” options and select any version of Proton** (i.e. “Experimental”).

## Further Reading...

I regret that there's more to this game than could ever be explained here, so please look out for additional hints in the game itself!