

PC CD-ROM

EVIL GENIUS™





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MINIMUM SPECIFICATIONS

To run *Evil Genius*™, you will need PC specifications equivalent to or better than the following:

- Pentium® III 800 MHz processor
- GeForce2 or equivalent graphics card with 16 MB of RAM
- 128 MB RAM
- 1.3 GB of hard drive space

Running Evil Genius

Evil Genius should automatically install the first time the CD is inserted. Be patient, as the autorun may take up to a minute to start up.

INTRODUCTION

Congratulations!

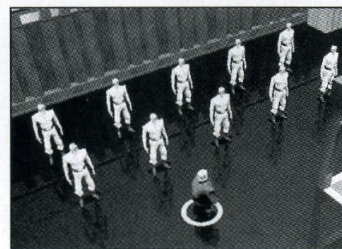
Dear Customer,

Congratulations on purchasing your *Uninhabited Volcanic Island of Undisclosed Location*, which, if run efficiently, will guarantee you years of trouble-free bids for world domination.*



We are proud of our start-up options for budding megalomaniacs, and we are sure that you will be fully satisfied by the wealth of additional equipment supplied at no extra cost.

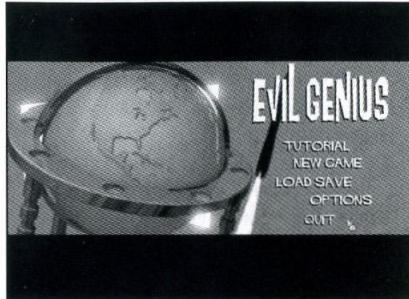
As part of our special introductory offer, your *Uninhabited Volcanic Island of Undisclosed Location* kit includes three loyal and hardworking minions to assist in the running and expansion of your evil lair.



In order to get the best from your *Uninhabited Volcanic Island of Undisclosed Location*, we do recommend that you take the time to peruse the owner's handbook and familiarize yourself with the basic concepts of running your secret base.

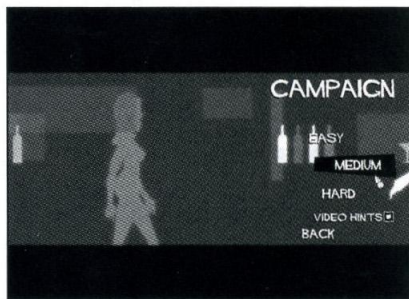
* Purchase of an Evil Industries "*Uninhabited Volcanic Island of Undisclosed Location*" in no way guarantees success of client's bids for world domination and/or destruction of said world. Purchase neither secures against incursions by armed forces nor individual agents employed or contracted by government security initiatives. Evil Industries in no way endorses any illegal activities by our esteemed clients in the use of any Evil Industries products and has created said products for entertainment purposes only. In the event of the seizure and/or destruction of the "*Uninhabited Volcanic Island of Undisclosed Location*" or any part thereof, Evil Industries will disavow any knowledge of client, products and weapons (nuclear, biological, hot jam or otherwise).

Getting Started

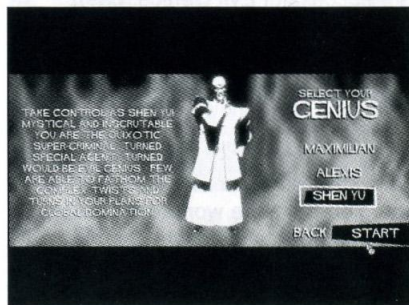


Once the game has finished loading, you will be presented with the Main Menu Screen. From here you will be able to launch your abominable plans. If this is your first time playing the game, click **Tutorial** for a brief lesson in how to take over the world.

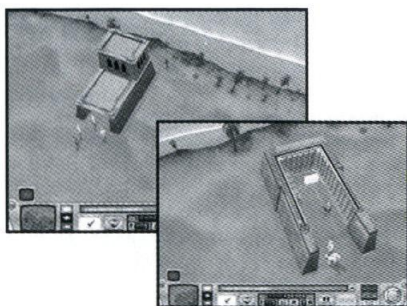
However, if you simply can't wait and want to jump right into the nefarious and devilish scheming that is *Evil Genius*, click **New Game** and go to the Campaign Screen.



Select the level of difficulty for your campaign—Easy, Medium or Hard.



Once you have chosen your desired difficulty level, all that remains to be done is to choose which Evil Avatar you wish to play as, and your bid for total global domination can begin.

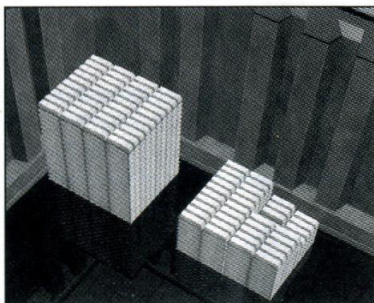


Once the game has loaded, the screen will change to show the standard game view. At the start of the game, you have just an outdoors strong room, three construction workers, your first henchman and a modest amount in solid gold. Your first priority should be to start carving your base into the mountain.

Take time to get used to the movement and camera options.

Move camera left	Cursor key left	Move mouse left (to edge of screen)
Move camera right	Cursor key right	Move mouse right (to edge of screen)
Move camera up	Cursor key up	Move mouse up (to edge of screen)
Move camera down	Cursor key down	Move mouse down (to edge of screen)
Rotate camera left	Shift + cursor key left	Middle mouse 'wheel' button + move mouse (Rotates about the focal point)
Rotate camera right	Shift + cursor key right	Middle mouse 'wheel' button + move mouse (Rotates about the focal point)
Zoom camera in	Shift + cursor key up	Mouse wheel
Zoom camera out	Shift + cursor key down	Mouse wheel
Select minion / henchman	Left mouse button	
Select minion / object properties	Double-click left mouse button	Select and press ENTER
Tag character	Right mouse button	
Main Menu	Escape key	
Glossary	F1	
Direct control Evil Genius/ Henchman Left-click to select, right-click to move/interact		

Resources



Primary Resources

There are two main resources that you must manipulate to be a successful Evil Genius: **cash** and **notoriety**. Only by amassing large enough quantities of both these resources will you be able to construct your evil lair, devise a devilish master plan, and force the world to acknowledge your superiority.

Obtaining funds is a simple matter of sending minions across the globe, via the world domination screen, and ordering them to steal cash. Running out

of cash is not the end, but you will find many tasks difficult to carry out without a healthy cash flow, and protecting your base will be next to impossible. Cash is needed to build new rooms and objects, and also if new construction workers are needed quickly.

Notoriety is primarily increased through completing Acts of Infamy. Make your presence felt in the world, and the resulting media coverage will increase your global notoriety levels, unlocking new evil opportunities.

Secondary Resources

Although the pursuit of cash and notoriety is your primary goal as an Evil Genius, there are a number of other resources that must be managed and balanced.

Heat is an indication of how much you have aggravated a particular alliance—the higher your heat, the more determined they will be to bring you to justice. In effect, heat is a negative resource you should strive to reduce wherever possible.

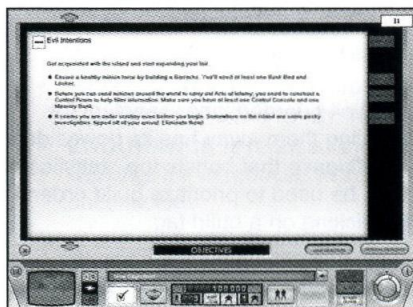
Minions are also a resource of sorts—without them you cannot expand or defend your base, nor conduct research. Construction workers are hired directly, and can be promoted into advanced minion types through training. You can choose to treat your workforce as well or as badly as you like—the only penalty you will suffer is the delay in getting new staff after you work your current force to death.

Power is another important resource to manage—many objects cannot operate without a power station and generator supplying energy. To begin with, your base will operate without need for a Power Station; however, once it grows beyond a certain size the drainage will be too great and you will have to build a power station.

The Objective Pane



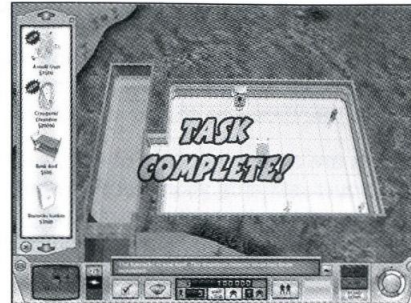
Throughout the course of the game you will be asked to complete objectives. The details of these objectives can be found by clicking on the objective button (left) on the main interface bar. When a new objective is available this button will flash and a message will appear in the message bar. Keep a look out for these, as they are vital for you to successfully work your way to evil dominion over the world.



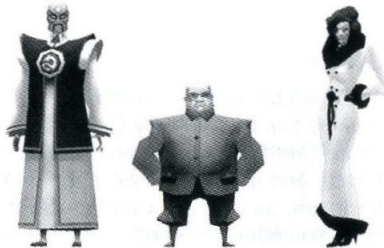
There are two types of objectives: Main Objectives and Optional Objectives. You can access these by left-clicking on the respective button in the objective screen. Main objectives must be completed to progress through the game, while Optional Objectives, as the name suggests, can be completed at your own discretion. It is worth bearing in mind that completion of Optional Objectives may give you access to bonus elements that could aid you in your progress to complete the game.

Individual objectives are broken down into a series of tasks. Each of the tasks must be finished in order to complete the full objective. A task can be anything; capturing a character, building a certain type of room, completing an Act of Infamy and gaining a certain quantity of money are just a few examples. Be sure to read them carefully as some can be quite cryptic and will require all your evil guile and cunning to complete.

When a task is completed, a message will flash up on screen. At this stage, further tasks may be unlocked. Look out for detail on the message bar or check the Objective Pane for more information. When all the tasks are finished, the objective will be complete and a message will flash on screen to indicate this. Now is a good time to check the Objective Pane for details of your next objective.

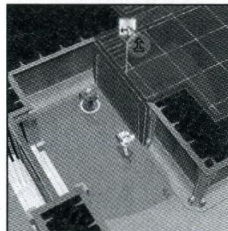


CHARACTERS



Your Avatar

There are three avatars to choose from: Shen Yu, Maximilian, or Alexis (shown at left). Your avatar is your representation in the game world. Take good care of your Evil Genius, because they are vulnerable and if they are killed, the game is over. Avatars can be controlled directly by selecting them with the left mouse button, then using the right mouse button to make them move to the location of the cursor.



The ultra-safe option is to build a well-guarded inner sanctum for your Evil Genius to lurk in, but sealing them away has its downsides. Each Evil Genius has a circle of influence that boosts the statistics of nearby minions, and they can also be used to prioritize build orders by selecting the avatar and right-clicking on a build tag.

Maximilian prioritizing, and his area of influence (blue circle)

Minion Properties

No Evil Genius can afford to be seen without a horde of faceless, jumpsuited lackeys to carry out their every command, regardless of how bizarre or dangerous it is.

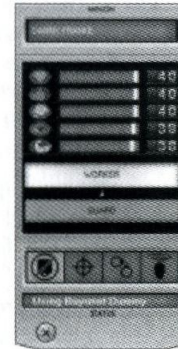
You will notice that as part of our introductory offer, we have supplied you with three construction workers. These minions are your basic worker units, and the only minions capable of building new rooms. They are indispensable to your operations as you cannot expand your base without them, but at the same time they are also utterly expendable, as there is an inexhaustible pool of saps ready to replace any minions killed in the course of duty.

You will note that you do not need to issue orders directly to your minions, as they are far too menial. Instead, minions will behave according to the environment that you create. This indirect control applies to all characters except your Evil Genius avatar and your henchmen, who are special cases. When you order the construction of rooms and furniture or the operation of equipment, minions will automatically make up the numbers to ensure that your wishes are carried out. When you issue an order, you can find out which minion has been assigned to it by clicking on the order tag with the right mouse button, then pressing the query order button (left) to make the camera jump to the relevant minion.



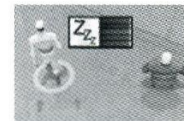
To view a minion's properties pane (right), simply double-click on him with the left mouse button. Here you will find information on what order he is currently following, and whether he is in the process of training. More important, statistics on the minion's well-being are also displayed here.

- **HEALTH** is reduced through combat; if it falls to zero, the minion will die.
- **LOYALTY** is reduced by disturbing influences such as body bags. If it drops to zero, there is a chance that the minion will defect, and possibly even steal gold.
- **INTELLIGENCE** is reduced through working and training. If it drops to zero, the minion will fall into a dazed stupor.
- **ATTENTION** is reduced through working. Minions with low attention may accidentally trigger your own traps.
- **ENDURANCE** is reduced through certain melee combats and working. If it is reduced to zero, the minion will fall unconscious.



Minions' statistics can be replenished by certain objects and rooms (see pg.11-12); alternatively, stats can also be replenished by viewing your Evil Genius performing evil deeds: gloating, killing other minions and so on.

A minion's stats can be seen at a glance without accessing the properties pane. Simply selecting a minion with the left mouse button brings up a condensed label that shows current activity and stat levels (right). In the example opposite, the minion selected is currently idle and his stats are all full. The blue and purple arrows rising from him indicate that his loyalty and attention are being boosted by the presence of the Evil Genius.



A construction worker can be trained along one of three different career paths: science, social and military. Each discipline has four levels of advancement, and each is useful for a different purpose: science minions are research specialists, social minions take care of other minions and have psychological weakening attacks, and military minions are combat specialists.

Minion Types

There are three distinct types of minion: military, social and science. Each type is further subdivided into minions that are more powerful and specialized in particular areas of expertise.

Military Minions

All military minions are trained in combat.

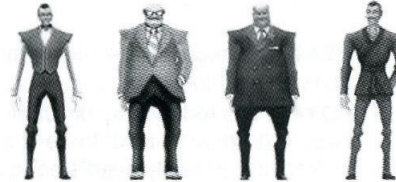
- **Guards** can use rifles (if an appropriate gun rack is provided), and have higher health and endurance ratings than construction workers.
- **Mercenaries** can use heavy rifles (if an appropriate gun rack is provided).
- **Marksmen** can engage in combat from a distance with their rifle, which they carry at all times.
- **Martial Artists** are deadly hand-to-hand fighters, trained in many nefarious and deadly forms of combat.



Social Minions

All social minions will care for other minions, carrying them to the barracks should they collapse through overwork. They will also aid your henchmen, carrying them back to the appropriate room to recover.

- **Valets** are the only minions capable of using fire extinguishers. Their psychological weakening attack targets enemy agents' attention. Low attention will cause an agent to become dazed, forget where they have visited in the base, and be more vulnerable to traps.
- **Spin Doctors** are masters of manipulation, using their paparazzi attack to weaken enemy agents' intelligence. Low intelligence will cause an agent to lose any heat they have gathered.
- **Diplomats** can suavely offer bribes to enemy agents, lowering their loyalty. Low loyalty will cause an agent to abandon their mission and act like a tourist until their loyalty has risen again.
- **Playboys** are good all-around social minions, evenly skilled in all the social arts.



Science Minions

All science minions are able to identify researchable objects and carry out research experiments.



- **Technicians** are able to repair items around the base that have been damaged as a result of agent interference.
- **Scientists** are experts in conducting research.
- **Bio-Scientists** are experts in conducting biological research.
- **Quantum Physicists** are experts in conducting quantum research.

Minion Training

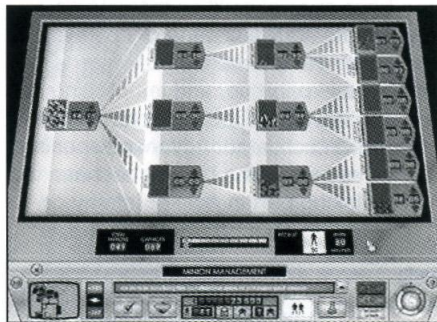
Interrogation Training

Before training can be ordered, you must have an existing advanced minion to act as a trainer. You start the game with only construction workers, however; advanced minions must initially be created through a process known as **interrogation training**. Certain Acts of Infamy will provide you with a particular civilian prisoner who can be questioned and induced



to pass on their knowledge to their interrogator, instantly transforming them into the relevant advanced minion. For example, interrogating a maid will transform the construction worker performing the interrogation into a valet; interrogating a security guard will create a guard, and so on. This process is an inefficient way to upgrade minions, however; it is far better to use the minion management screen and training room to create more advanced minions, once an initial unit has been created through interrogation training.

Knowledge is transferred from a civilian to a minion



Training

Training is ordered through the **Minion Management** screen. Only construction workers are recruited directly; the slider at the bottom determines how quickly and at what price new recruits are sent to the island. All advanced minions must be created by training up minions lower on the hierarchy with specific training equipment. For example, a guard uses the punching bags to train up construction workers, whereas the valet uses the school chair. The trainer and trainee will both automatically go to

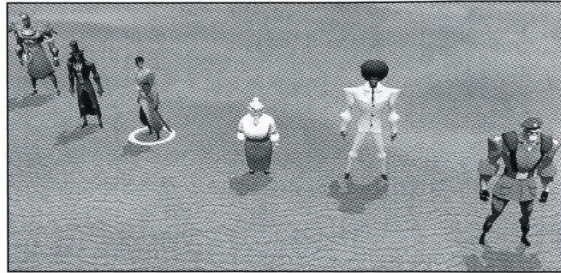
use the relevant equipment if a training order has been given and the required equipment has been built.

Training orders are queued up simply by altering the numbers on the advanced minion boxes. The number on the left indicates how many minions of that sort you currently have; the number on the right indicates how many you want. In the example above, there are currently five guards, but six guards wanted; this automatically prompts a guard to train up one more construction worker. The progress of the training can be seen by how far the construction worker figure has moved along the training path; when it reaches the guard box, the training is finished and the construction worker will instantly transform into a guard.

Because of the way the minion management system is designed, orders filter back throughout the hierarchy. So when you decide to train some guards up, you don't have to reorder more construction workers; they are ordered automatically to replace those who have trained up.

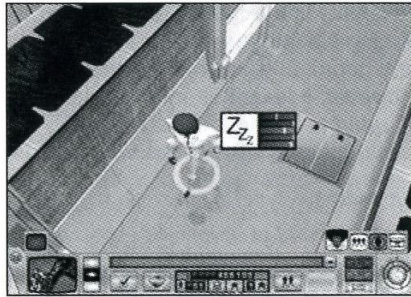
Henchmen

Henchmen are not like minions—they are too important to dirty their hands with any sort of labor. Instead, they patrol the base at their leisure, ready to respond should you issue them commands. There are eleven different henchmen to choose from, each with their own personality and specialties. You will only be able to hire seven henchmen at any one time, so choose carefully.



From left to right: Moko, Montezuma, Jubei, the Matron, Eli Barracuda, and Red Ivan.

Henchmen are invaluable tools in your bid for world domination. Powerful, resilient and loyal, they can be devastating on missions and in skirmishes in your base.



Henchmen can be directly controlled in the same manner as your avatar, by selecting them with the left mouse button, then clicking on the spot you want them to move to with the right mouse button. You can direct a henchman's attacks at a particular enemy by selecting the henchman and clicking on an enemy with the right mouse button.

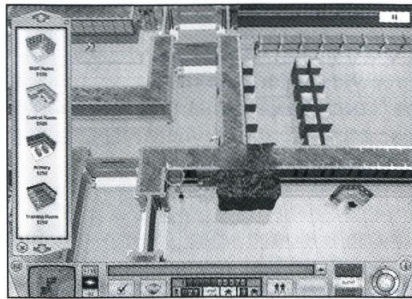
All henchmen have special abilities that can be activated through the statistics pane or hotkeys. Double-clicking with the left mouse button on a henchman brings this pane up, and left-clicking on

an ability button activates the relevant action. All henchmen have the Gather Minions ability, which causes all nearby minions to follow the henchman when activated. Advanced special abilities will not initially be available, and can only be unlocked when the henchman has gathered enough experience points through combat, or by taking part in Acts of Infamy or using their special abilities.

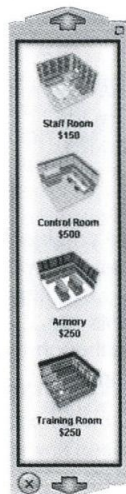
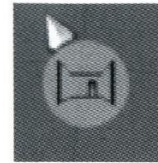
You begin the game with only one henchman; more will become available as your notoriety grows. As certain notoriety thresholds are passed, more henchmen will indicate their desire to join your evil cause on the World Domination screen. At each opportunity, you may only recruit one new henchman. After you dispatch your minion to cement the deal, the other available henchmen will disappear until the next notoriety threshold is reached, when you may choose to recruit another henchman.



ROOM CONSTRUCTION



Adding new rooms to your base is a simple and flexible procedure. To build a room, move the cursor over a piece of un-mined dirt so that the “build room” cursor is showing (top right). Right-click and the room palette list (left) is summoned, which shows all room types available for construction. You can left-click on the up and down arrows or use a mouse wheel to scroll through the list.



Left-click on the room type that you wish to build to summon the blueprint pane (right), which displays the room type along with the cost per tile and the total cost spent on the room layout so far.

You are now ready to paint out your room blueprint. If you decide you no longer wish to build a room, simply left-click on the cancel button (the hammer and stop sign icon) to cancel the whole build order and dismiss the room construction pane.

Painting out a room layout is simply a case of left-clicking on an unmined dirt tile and then holding and dragging out a blueprint. You can left-click on individual tiles to add them to the blueprint, and right-click a painted tile again to deselect it.




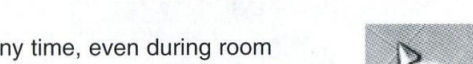
Once you are happy with your room layout, left-click the arrow button to proceed to the next stage of the construction process. The room construction

pane (below) will appear; from here you can return to the blueprint phase, cancel the room, commence construction, or build objects, sensors and traps.



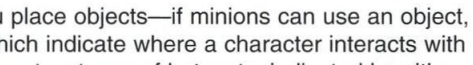
Assuming the room is satisfactory, click on the hammer icon to start construction. From this point on, you no longer need to worry about the room—your minions will take care of it, purchasing dynamite from the helipad depot, excavating the room and constructing the contents.

The room construction can be paused at any point by clicking the paused hammer icon that is attached to the room. Once dynamite has been planted, you can no longer cancel or modify the room.



arrows or use a mouse wheel to scroll through the list. Left-click on the object that you wish to purchase.

your cursor. Right-click to rotate the object, order minions to build an instance of the object, and use the **Properties** panel to change the object's properties.



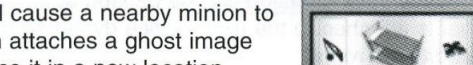
are two types of hotspots, indicated by either
and solid footprints. Outline footprints are
you can block these if you wish, although the



Hotspots accessible Hotspots blocked

placed, left-click the X button at the bottom

... button brings up the
... two buttons: a demolish



Object Operation

Your minions can interact with most objects on the uninhabited volcanic island of indeterminate location in some way or another. The primary interaction reasons are to either work or recharge stats. Other interaction reasons are for training or to conduct research; these are covered in other sections.



By right-clicking on an object, you will cause the context-sensitive menu to appear. This will allow you to do a number of things. The wrecking-ball icon will allow you schedule the object for destruction; the question-mark icon will move the camera to show which minion, if any, is interacting with the object; and the direction icon will allow you to schedule the object to be moved.

Work

When you equip a room with items of furniture that can be staffed (such as the counter in the mess hall, or the memory banks in the control room), minions will automatically start working. To manage room staffing more precisely, you can build a **time clock** (properties pane, right). Moving the time clock slider to the red segment will switch the room off; yellow turns it on, and green creates a staffing surplus. When there is a surplus, minions will loiter in the room, waiting for another minion to come off duty so that they can take over. This means that important objects are never left unmanned, with the downside that surplus minions are effectively wasting their time as they wait.



Recharge Stats

Working reduces minions' stats (see pg.7). When a minion has drained a particular stat, they will need to stop whatever activity they are doing (depending on how important it is) and recharge their stats with special objects:

- Health is replenished with equipment in the **infirmary**.
- Loyalty is replenished by **loot** items captured on missions and by **witnessing interrogation**.
- Intelligence is replenished by objects in the **archives**.
- Attention is replenished by objects in the **staff room**.
- Endurance is replenished by eating in the **mess hall** or sleeping in the **barracks**.

The Evil Genius Avatar's area of influence also boosts minions' attention and loyalty.

Power

Secluded tropical islands can't be faulted as a location for secret evil lairs. However, one drawback is the lack of a local electricity grid to plug in to, and even if there were one, the huge drain placed on it by the many nefarious devices of your diabolical plans would be an instant giveaway. Power is essential to the smooth running of operations, so every base needs its own power plant to maintain vital functions like the control room and traps.

In order to generate power, you will need to build a power plant room. Note that the power function is disabled at the start of the game to allow you to familiarize yourself with other functions in the game. When you suffer your first power blackout, the power plant room will be unlocked.

The power bar on your Evil Console allows you to see the current energy situation at a glance. The top number indicates the power drain of your current base configuration, and the bottom number indicates the power-generating capacity of your power plants. The color of the panels indicates the status of your power plants as follows:

- **Green:** Generators are providing sufficient power to comfortably maintain operations.
- **Yellow:** Generators are operating at near maximum capacity (90-100%). Generators will begin to slowly wear down while operating at this level, prompting technicians to repair them.
- **Red:** There is a power deficit; objects are draining more power than is being produced.



If the status is yellow or red, this means you are using too much power; your generators will be running at close to maximum capacity. This will wear them out at a very rapid rate. If your generators blow up from overuse, then the situation will quickly spiral out of control.

If a power deficit is allowed to occur, the base will suffer a blackout.

You can also equip your power plants with capacitors. Capacitors allow you to run on emergency power. A capacitor's power is finite, and eventually runs out; bringing up the capacitor's object properties pane shows how much power is left in it. Thus, capacitors are not a permanent solution, but provide a grace period in which to build a new generator.

MISSIONS

World Domination Mode, Heat and Notoriety

Once you have built a control room and have some memory banks and control consoles back at your base, your quest for world domination can truly begin. By left-clicking on the globe button on the main interface bar, you can summon the **World Domination** screen.



By hovering the mouse cursor over a landmass, you can see the different regions on the World Domination Map become highlighted. Each region is controlled by one of the five alliances that are charged with thwarting your evil deeds. The name of the region and who controls it is shown on the info bar along the top of the screen. Each of the alliances is also denoted by a different color on the map, as follows:

- **S.A.B.R.E.** – Green.
- **A.N.V.I.L.** – Orange.
- **H.A.M.M.E.R.** – Red.
- **P.A.T.R.I.O.T.** – Blue.
- **S.M.A.S.H.** – Yellow.

Clicking on part of the landmass zooms the view to show that region close-up.



At various times, **Acts of Infamy** icons will appear on the world map. These indicate windows of opportunity to carry out evil deeds around the globe.



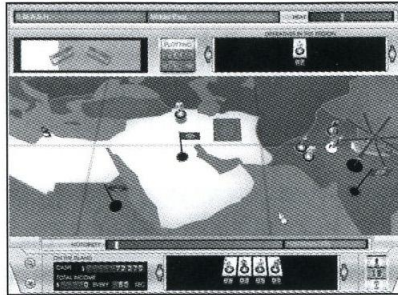
Each time you commit an Act of Infamy your **Heat** and **Notoriety** ratings will rise. The higher your heat rating in a region, the more often enemy agents from an alliance will fight against you. Agents will both track down your evil base and fight directly against your agents in the field. Heat decays over time if your minions do not perform any evil acts, i.e., by hiding.



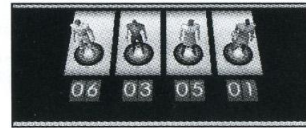
This bar shows your notoriety rating. High notoriety is your primary goal as an Evil Genius, and the key to advancing on to more devious schemes, the ultimate aim being to reach 100% notoriety and have the world begging for mercy.

Moving Your Minions Into the Field

In order to embark on your quest for global domination, you must put some of your minions out into the field. Along the bottom of the World Domination screen are the minions you have available on the island. Any minions can be sent out into the world to carry out your many nefarious deeds. Your henchmen can also support them. But remember to be careful; you risk losing your powerful characters, or leaving your minions back at the island poorly supported.



While zoomed in on a region, you can order minions to be sent there. Simply left-click on minions or henchmen that you want to send. You'll notice that a negative number underneath the icon indicates that they have been ordered into the field, while a positive number underneath



"Operatives in this Region" indicates that minions have been ordered to that area.



Back on the island, those minions will be packing their kit and heading for the depot, waiting for the helicopter to take them on their mission. After a few minutes you will see the helicopter dropping off your minions, ready to carry out your evil deeds.

Minions can be moved all around the globe or ordered back to the island.

Minion Assignment



Minions in a region can be ordered to do one of three things: plotting, stealing or hiding. Plotting increases their chances of discovering Acts of Infamy (more in the next section). Stealing gets you more money for your evil schemes and is an important way to ensure a steady stream of funds to build your lair and fund your evil deeds. Finally, hiding is used when Agents appear on the World Domination screen. It is not unusual for minions to perish in the field, but Agents are especially dangerous and must be watched out for at all times, as they could put a serious dent in your plans in that corner of the globe.

Each of the minions has different abilities and you will need to keep a balance of different minions in the field ready to tackle any vital Acts of Infamy if and when they arise.

Henchmen

You can also dispatch your henchmen to lead your minions. These very powerful characters will give your minions that extra edge to carry out Acts of Infamy. Note that henchmen that are "killed" in the field will appear back on your island after a time on the run from the Agents of Justice.

Acts of Infamy



Acts of Infamy are one of the most important aspects of the World Domination mode. Acts of Infamy represent opportunities for you to carry out evil deeds. Successfully completing Acts of Infamy gains you more notoriety, which is of ultimate importance in your quest for total global domination. However, along the way you will also need to pick up some other vital elements for your master plan. These can also be gained by completing Acts of Infamy.

Acts of Infamy are depicted by various icons on the World Domination screen. The most basic type of Act of Infamy just earns you notoriety. Other types of Acts of Infamy include the following:

Minion Kidnap: Allows you to kidnap a minion who has extra knowledge. By getting them back to the island and interrogating them to spill the beans, you can gain new minion types and gain access to powerful new features in the game.

Loot: Some Acts of Infamy gain you pieces of loot: valuable paintings, objects d'art and other soon-to-be-sorely-missed valuables from around the globe.

Henchmen Recruit: As your notoriety increases, news of your evil dominion spreads, bringing you to the attention of various super-villains and all-around thoroughly despicable characters. This is how you recruit new and more powerful henchmen to do your bidding. (See the Henchmen section for details).

Objectives: Formulating your master plan is only the start. During its execution you will have to use your wile and cunning to procure the many elements that you need to put your nefarious evil plan into practice. The Objective screen will give you guidance during the course of the game.

Embarking on Acts of Infamy

Left-click on an Act of Infamy icon and a mission brief appears. This gives you a rundown of what nefarious deed you would have to commit, what rewards you can expect to receive, and what minions are required.

If you have a sufficiently equipped control room, you will also learn how long the mission will take, how risky it is, and how much heat and notoriety it will generate.

If everything is in order, pressing the GO button will send out your minions to carry out this Act of Infamy.



DEFENSE

Base Security

In the unfortunate event of base infiltration by unwanted visitors, it is important that you can effectively order the correct reaction from your minions and henchmen. Base security needs to be considered before agents attack. If you are attacked, identify areas of weakness and install countermeasures so you are protected next time. There are three main areas of base security: alert status, surveillance, and traps.

Alert Status

You can alter the behavior of your forces by changing the base alert level with the relevant buttons on the Main Interface Bar.



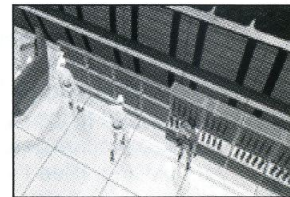
Green Alert is the default base alert setting, and should be used when there is no imminent danger. Minions will walk around the base and engage in their normal behavior, such as working and relaxing.



Yellow Alert should be used when there is a minor enemy presence that needs to be dealt with. Minions will arm themselves if appropriate weapon racks have been built in the armory (right).



Red Alert should be activated when there are numerous dangerous agents in the area, and the safety of the base is threatened. When the base is set to red alert, minions will arm themselves, run everywhere, and attack agents and tourists on sight.



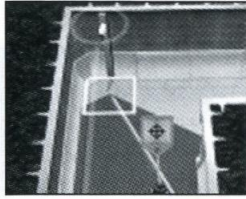
The Armory

Surveillance

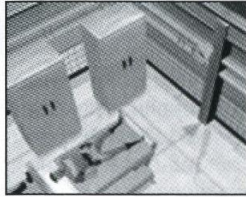
Another vital tool to use in defense of your evil lair is surveillance networks. All around your base you can install cameras and loudspeakers. However, these objects are useless unless combined with a security desk in what is known as a surveillance network. To make a surveillance network, you will need to have built the following items:



The armory's **security desk** is the hub of the surveillance network, and must be manned if it is to be effective. Security desks are objects that can be placed in the armory rooms. Each time you install a security desk, it is assigned a number. Remember that to remain effective the security desk must be manned at all times, so it is a good idea to combine it with a time clock to ensure permanent staffing around the clock.



Security cameras (left) are useless on their own, but as part of a security network they are invaluable. When a tagged agent enters the camera's field of view (the green cone, visible by clicking on a camera with the left mouse button) his presence is detected and broadcast to the security desk. Cameras should be placed in areas where agents are likely to be, such as base entrances.

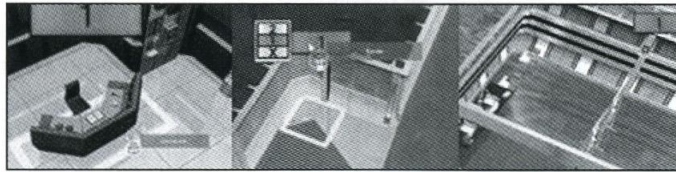


Loudspeakers should be placed in areas where minions gather, such as the barracks, staff room or mess hall. When an alert is broadcast, any minions in the loudspeaker's radius will respond to the threat by running to the intruder's last known position to engage the enemy.

Creating a Surveillance Network

When you left-click on any surveillance object, be it a loudspeaker, a security camera or a security desk, you will enter surveillance network mode. In this mode you will be able to see all surveillance objects, which network they're assigned to (if any) and their area of effect.

A number in a colored icon will appear next to each item. The number indicates which surveillance network the object belongs to; if a gray box with an X is displayed, the object is unassigned. To assign an object to a particular surveillance network, left-click on the numbered icon to access a drop-down menu, and click on the number of the surveillance network that you wish to assign the object to.



Using Surveillance Networks

Mastering your surveillance networks is a vital part of defending your base. If any tagged characters are detected by a security camera in a surveillance network, the minion at the security desk will be notified and call an alert through the loudspeakers assigned to his surveillance network. Any minions within range of the loudspeakers will be alerted to the tagged character's presence and immediately move toward their last reported position to take appropriate action.

It really is that simple. However, remember that agents can be nimble and cunning, and by the time your minions arrive the agent is likely to be long gone. Therefore you will have to use all your evil guile in the positioning of all the elements of your network, to ensure that enemy agents cannot escape your net.

As your base grows you will find you need many more networks. Fortunately you will be aided by an ever greater array of surveillance objects, including bigger and better loudspeakers, pinpoint cameras, etc. The options really are endless and well worth exploring to find the combination that works best for you and your base layout.

Traps

Traps are an integral part of base defense, and should ideally be placed to protect sensitive areas such as the control room or armory, although of course they can be placed anywhere you wish.



The **trap** itself is the key component of any trap system. There are numerous traps that you can place, from the genetically modified bee trap to the fiendish rotating saw blades trap. Placing traps is done by pressing the right mouse button in a room to bring up the object menu, and then pressing the trap button (left) to bring up the trap list. Trap blueprints are manipulated and placed in exactly the same way as regular objects.

Traps need a sensor to trigger them into action. Sensors come in the form of either pressure pads, motion detectors or laser tripwires. It may be necessary to experiment to find the ideal sensor location for each different trap. For example, placing sensors too close to the exploding coconut tree trap will cause the sensors to take damage themselves. Your minions will generally not trigger traps unless their attention has dropped very low. Skilled agents may be able to avoid triggering sensors if they are crafty enough.

In order for traps to work, they must be linked to a sensor that will trigger the trap. When you left-click on any trap or sensor, you enter trap link mode. Each trap or sensor is represented by a circle icon that allows you to link it to other traps and sensors.

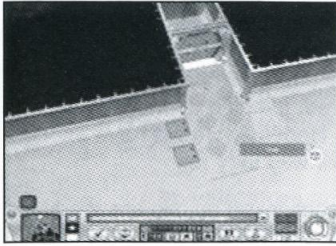
- **Red Circles** indicate that the trap isn't linked to anything.
- **Yellow Circles** indicate a trap or sensor that you are currently linking. A line will follow the mouse pointer, and if you move over another trap or sensor, it will turn yellow if you are able to link to it. Left-clicking will make the link and both object circles will turn blue, joined by a line.
- **Blue Circles** indicate that the trap is linked; lines will show what the trap is linked to.

Sensors can only be linked to traps, but you may link as many sensors to a trap as you like.

Further, you may link traps to other traps. However, you may not link sensors to other sensors, and you also may not construct a "recurring loop" (a set of traps and sensors that will never switch off once they have been triggered).

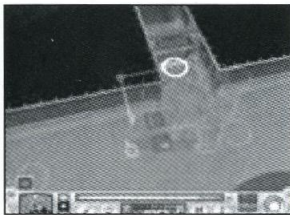
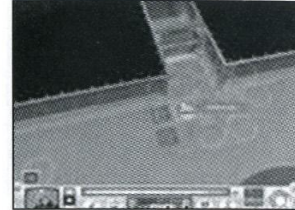
The system is really very flexible, and once you have practiced a few setups you will realize that it gives you the flexibility to construct some devilishly fiendish trap systems. In order to help explain it, here is an example of a small trap system.

Trap: A Sample Setup



On the left is a small trap system. It consists of six pressure pads, two spring-loaded dummy targets (designed to confuse agents) and four fiendish pit traps. The basic premise is that agents will trigger the spring-loaded dummy traps, and while they are busy attacking these fake targets, they will be too distracted to notice the pit traps conveniently placed for them to fall into.

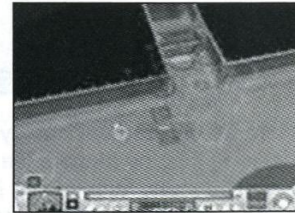
Trap Link Mode: The first thing to do is to enter trap link mode, which is done by left-clicking on any trap or sensor. In this mode the screen will be dimmed slightly, and a series of circles will indicate where traps and sensors are. Notice how all the circles are red—this means they aren't linked to anything.

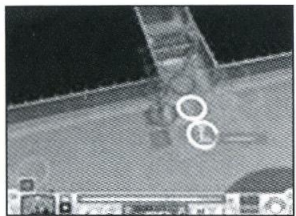


Linking Up the Dummy Targets: The first part of our trap system involves distracting agents. The first three pressure pad sensors are going to be linked to the spring-loaded dummy targets. To do this, left-click on one of the sensors—it will turn yellow and a linking line will follow your mouse. Move it over the circle above one of the spring-loaded dummy targets, and left-click to join the trap to the sensor. Both circles will turn blue, joined by a blue link line, to indicate the link.

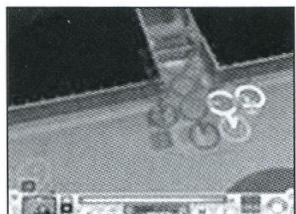
Go ahead and join two of the other pressure pads to the same spring-loaded dummy target. Choose the ones furthest from the pit traps, so that they are triggered first as agents enter your base.

Linking More Than One Trap: To ensure maximum distraction value, we have two spring-loaded dummy target traps. To get them both to trigger, we now link the first dummy target to the second. This is done in exactly the same way as linking the sensors to the trap: while in trap link mode, left-click on the first dummy target and then left-click on the second dummy target. This means that both dummy targets will be triggered by all three pressure pad sensors.

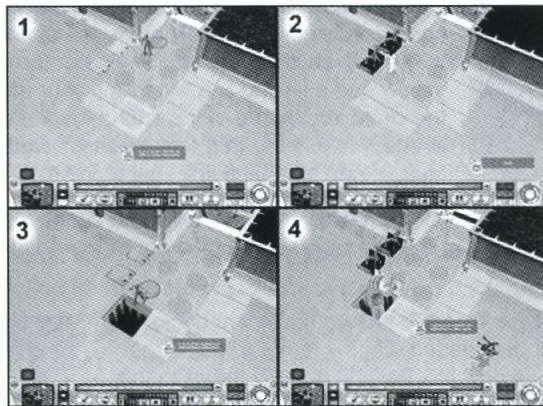




The first part of our trap system is now linked up. But spring-loaded dummy targets won't do much harm to enemy agents. We'll now link up the remaining three pressure pad sensors to four pit traps surrounding the trap area. The reason for so many pit traps is that agents will often take precautionary measures when a trap is triggered, jumping to one side or making daring commando rolls. Hopefully we will have enough pit traps to catch them whichever way they roll.



Now, with all the traps and sensors linked up, we are ready for some poor unfortunate agents to wander into our nefarious trap. Note that as the game progresses, agents will demonstrate more intelligence and cunning and will find ways through your trap systems, so you will always need to use all your evil guile to keep the forces of good firmly on their toes.



Here we can see our trap system in action. A pathetic S.A.B.R.E. agent has broken into our base. 1) First he triggers the first pressure pad. 2) A few more steps, and up pop the spring-loaded dummy targets; and just as planned, our not-so-hot agent has pulled his pistol and has unloaded a clip into a load of cardboard. 3) This means he hasn't noticed the cavernous pit that has opened up before him—and in he slides. 4) And WHACK, the agent is spewed forth by the pit mechanism, that's really going to hurt!

AGENTS

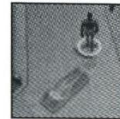
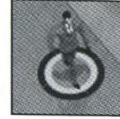
Agent Types

You can't expect to take over the world unchallenged—the global forces of justice won't take kindly to your nefarious activities, and will do their utmost to stop you in your tracks. Their retaliation comes in the form of agents, sent to your island by each of the five alliances.

There are four types of agents, each with their own agenda and objectives.



Investigators and **Agents** will sneak around your base, trying to find evidence of wrongdoing or evil activity. Should they find anything suspicious, they will take photographs and then try to flee the island. If you allow them to escape with this evidence, you will gain heat from the alliance the agent was sent from. You can make sure that no investigators leave your island with evidence by paying attention to the heat indicator rings around their feet. When characters arrive on the island, they have a blue ring around their feet, which indicates that they have seen nothing suspicious at all (top right). If they complete their mission and leave the island with the blue ring still intact, you will actually lose heat. If they see something slightly disturbing, such as a fight, they will lose this blue ring and gain some temporary heat, represented by a partial red ring. This will disappear with time unless the investigator sees something extremely disturbing, such as a body bag or a holding cell; if this happens, they will gain permanent heat, and will try to flee (bottom right).



Thieves and **Burglars** will infiltrate your base, and will attempt to liberate your valuable looted artifacts and steal gold bullion from your strong room. You will be alerted when something has been taken.



Saboteurs and **Infiltrators** will try to cripple your base by destroying your security infrastructure, power supply and other valuable equipment.



Soldiers are often the emphatic response should you fail to keep your territorial heat levels under control. Soldiers will shoot first and not bother to ask questions, so the time for subtlety has passed if you find yourself dealing with these soldiers.

Tourists



Tourists are not agents, strictly speaking, but they behave according to similar mechanics. They arrive on your island to have fun, but if you don't have any tourist amenities to keep them busy, they'll roam the island at random, and may well stumble upon your secret lair. They gather heat in a similar fashion to agents, and will raise your heat levels if they manage to leave the island with evidence of your evil deeds.

Tourists are notoriously easy to frighten. If they are attacked or see something disturbing, they'll run around in a blind panic, and will eventually regain enough composure to get the hell out of there. In short, although tourists aren't a threat in the same way that agents are, they're a nuisance, and should be managed and controlled so that they don't disrupt base operations with their naive bumbling.

The hotel is the solution to all tourist hassles. Although expensive to set up, hotels are an excellent way to divert the attention of tourists and keep them occupied. As long as they are corralled in the hotel, tourists aren't out causing mischief and blundering upon your nefarious activities. There are three types of rooms that can be built in hotels: lobbies, lounges, and casinos. Each room has its own specific furniture that tourists will use to have fun. Build a bar in the lounge and tourists will grab themselves a relaxing cocktail, or build a casino and watch the tourists get bitten by the gambling bug.



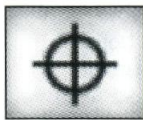
Each room is open at a different time of day, so you'll eventually need to build all three if you want to keep tourists busy all of the time.

Agent Tagging

Should an enemy agent be impudent enough to try to investigate your evil lair, you can select how your minions should treat him. Right-click on your chosen victim and select one of the four tags from the context menu. You can group-tag a combat squad of agents by holding down CTRL and tagging one of the agents; all other agents in the group will be given the same tag.



Clear Tag: Selecting this removes all tags from the agent.



Kill: When this tag is selected, all minions who are capable of attacking (henchmen, construction workers and military minions) will attempt to kill the tagged agent if they see him, regardless of alert status.



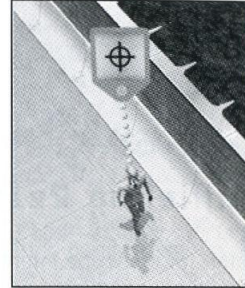
Capture: When this tag is selected, all minions who can see the tagged agent and who are capable of attacking will attempt to capture and deliver him to the holding cell in the security brig if one has been built. If you want to capture agents, make sure you have a holding cell first. Otherwise, incapacitated agents will be left unconscious where they lie; they will eventually recover, and will have gathered heat.



Weaken: When this tag is selected, all social minions who can see the tagged agent will attempt to use their social attacks to weaken him (see pg.8) for more details on social attacks).

Remember, you don't have to restrict your tagging to enemy agents. Feel free to practice by capturing and torturing your own minions. This can be fun and serves as a valuable lesson to any minions who are suffering from lapses of loyalty.

An agent tagged with "Kill"



Dealing with Prisoners



Once your agent has been captured and is incarcerated in the holding cell, you have several options at your disposal. You can leave the captured agent locked up indefinitely, to keep them out of trouble, but if another agent should stumble upon the cell they will rescue the prisoner. Agents' health gradually falls the longer they are held captive, so feeble agents may well die in their cell after a while; skilled agents will eventually manage to escape, however.

Double-clicking on an agent's cell with the left mouse button brings up the object properties pane (left), providing access to three prisoner options:



This button opens the cell door and releases the prisoner.



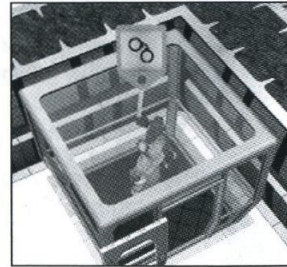
This button summons a minion or henchman to execute the prisoner.



To interrogate a captured agent, click this button and then select an interrogation device with the right mouse button. A minion will be automatically summoned to escort the prisoner to the device and oversee the interrogation.

There are a number of objects in the base that double as interrogation devices, some obvious (the armory's interrogation chair), some less so (the archive's bookshelves). Experiment with suspicious objects around the base to find new, unconventional ways of interrogation.

There are a number of reasons for interrogating someone—not only is it a lot of fun and an amusing way to get rid of a troublesome agent, it is also critical to progression, as advanced minions can only be initially created by interrogating skilled civilians (see Interrogation Training, p.9). Also, any minions in the vicinity of an interrogation will gather around, cheering, and receive a loyalty boost.



A maid being imprisoned in the holding cell, ready for interrogation.

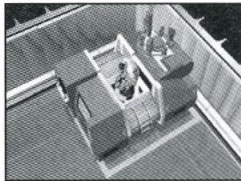
RESEARCH

Initiating Research

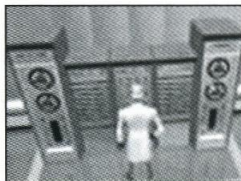
Let's face facts—this *Uninhabited Volcanic Island of Undisclosed Location* is really only a start for someone intent on global domination. If you are serious about taking over the world, you'd better be prepared to fund some serious scientific research in order to achieve your diabolical ends.

Once you have completed the Act of Infamy to recover the Research Machine, this will unlock the laboratory room; having built and furnished it with the correct equipment, you will be able to begin researching new and wonderful creations to further your evil causes.

To conduct research, you will need to build a laboratory and place a number of key objects in it:



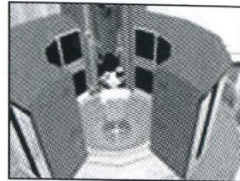
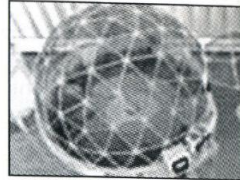
Research Machine: All new projects begin with the Research Machine. It is the hub of all experiments and of the creation of new evil technology. No research can be performed without one, so ensure that it is well protected from prying eyes.



Databank: The Databank is essential to the research process. It is a repository of all information relating to research. If no Databank is present, no research will be able to be conducted, so ensure that it is well protected from enemy agents.

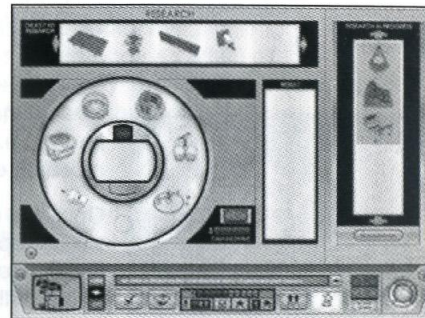
Experimental Apparatus: All the other machines in the laboratory are collectively known as Experimental Apparatus. Each piece of apparatus can run particular types of experiments; choosing the right one to use in any given experiment is vital to successfully conducting good research. The following are Experimental Apparatus pieces:

- Greenhouse
- Laser
- Impact Stress Analyzer
- Bio-Tanks
- Environment Chamber
- Centrifuge
- AI Supercomputer



Once you have a Databank, a Research Machine and at least one piece of Experimental Apparatus, you will be able to begin research. A new button will be available on the main interface bar (left). Clicking on this will access the Research screen; from here you can control your scientific endeavors.

The research process is relatively straightforward and is based on a process of combining existing base objects in the laboratory to create brand-new objects. During the course of their travels around your base, your science minions will make observations about the objects you have already built. Being of a scientific persuasion, they are prone to coming up with ideas and concepts that could prove to have potential if investigated in the laboratory.



Objects that have been noted to have potential are arranged along the top of the Research screen, in the Object to Research Panel, as shown below.



Clicking on any of these objects will select them for further investigation. The object will appear in the central Research window, ready for you to decide what sort of research to conduct. Surrounding the window are the different pieces of Experimental Apparatus that you have available. For research to begin, you must choose a machine for experimentation purposes.

Only some of the machines will yield a successful experiment. Scientists love tinkering, and you may feel the need to give them an incentive to speed things up.



Each press of the Incentive button will rule out a machine that is inappropriate for this research. It's perfectly possible to press the button until only one machine remains to make perfectly sure of success, but you will have to pay the excessive cost for such fast-track research methods.



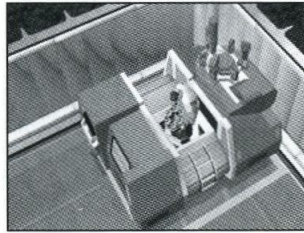
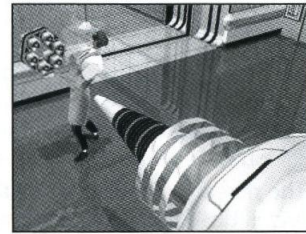
Left-click on the piece of Experimental Apparatus you wish to employ, then hit the GO button to begin conducting your research.

At a later stage, more advanced research will require you to utilize more than one piece of Experimental Apparatus. The number at the top of the central Research pane indicates this.

The Research Process

The process of researching an item is quite straightforward. Once you have selected an item and the equipment you want to research it with, the science minions will spring into action.

First a science minion will go to the Research Machine and collect an empty specimen container. Then they will go to the object that is being researched, and take specimens until their container is full.



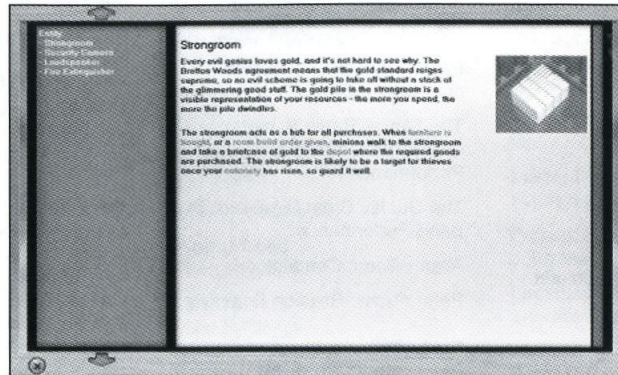
The science minion will then return to the laboratory and perform experiments on the container with the selected research equipment.

Once the experiments are complete, the specimen container will be replaced in the Research Machine, which will process the collated data and decide whether research was successful or not. If the research is successful, you will be informed of the fact, and the new item or items will be available from the Build Object menu.

REFERENCE

Glossary

The glossary is an in-game information repository accessed with the F1 key.



The glossary contains detailed information for most important processes and features in the game, and for every single room and object. Some glossary entries are added when a certain event is triggered. For example, when the laboratory and Research Machine have been unlocked, a glossary entry regarding the research process is unlocked.



Object entries can be viewed by clicking the information icon on room and object lists (left). This brings up the relevant information, and archives it in a list for future reference.

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Colin Seaman

Animation

Grant Senior: Senior Animator
Weles Bussett

Additional Animation

Graham Skinner

Audio

Richard Joseph: Audio Director
James Hannigan
Malin Arvidsson

Design

Sandro Sammarco: Lead
Designer
Mike Harman
Mike Rosser

Additional Design

Demis Hassabis: Executive
Designer and Concept
Ian James

Music

James Hannigan: Music
Production
The Fatman
Evan Jolly

Richard Joseph
Allan Wilson: Orchestrator
Oliver Ledbury: Orchestrator
Paul Talkington: Orchestra
contractor

The Slovak Radio Symphony
Orchestra: Orchestral
Performance

The Gustav Brom Big Band: Big
Band Performance

Allan Wilson: Conductor

Peter Fuchs: Session Engineer

Production

Peter Gilbert: Producer

Additional Production

Adrian Bolton: Executive
Producer

PR & Marketing

Mark Hewitt
Poppy Reeve-Tucker

Additional PR

Simon Mathews

Programming

Alex Thomson: Lead
Programmer
Andy Mucho
George van den Driessche
Mark Sheehan
Mark Lynch
Ian Harper
Vicky Smalley

Additional Programming

Matthew Grounds

Quality Assurance

Gerald Smith: Senior Tester
Antoine "The Frenchman"
Pepper
Jon Mayer
Matt Martin
Payzin Elli

Voice Talent

Deborah Owen
Adrian Carless
Irina Sonich
Louise Dahlstrom
Kim Petersen
David Newhook
Sandy Spangler
The Evil Academy of Performing
Arts

Thanks to

Mark Hewitt: Chief Executive
Officer

James Doornbos: Library
Manager

Simon Green: Chief Technical
Officer

Kristian Davies: Senior Systems
Administrator

Sue Chapman: Office Manager

Nicola Crain: HR Manager

Paul Deakin: Additional Design

Jim Walker: QA Guru