

HEROES GONE WILD

We let two of our wily interns loose on NCsoft's hit 'City of Heroes' game

CITY OF HEROES

by NCsoft

Available on PC

Would you trust two interns with a broadsword and electric blasts? *Wizard* unleashed two of their young and ambitious sidekicks on a weeklong tour of NCsoft's online game

City of Heroes, where players create their own superhero to defend the citizens of Paragon City. Released earlier this year, *City of Heroes* allows players to design a hero, choosing from a billion different costume possibilities and many different origins and character types. Players can launch solo campaigns or team with any of the thousands of heroes populating the city. The dynamic intern duo of Mike and Brian battled fiendish foes, bumbled through a bevy of street thugs and got a hard lesson in what it takes to keep Paragon City safe. Tread carefully, true believer!

DAY ONE

BRIAN: I go with a Blaster of mystical origin and successfully design my hero's costume to somewhat resemble a rabbit, I give him a name—The March Hare—and proceed once again through the game's tutorial. I visit the obligatory sequence of police officers to test my powers and prove myself worthy of entering the real crime-fighting world.

MIKE: I create my character! I choose to be a Scrapper with a really cool sword. Picking from the list of origins decides the kind of missions I will undertake. I choose technology as the source of my powers and headed to the streets of Paragon City. Donning stylish sunglasses, a cool 'do and circuit-covered spandex, I hit the streets as Cosmic Tech.

DAY TWO

BRIAN: I enter Galaxy City and embark by foot onto its streets to vanquish evil members of the Hellion gang. My first mission is to knock off two thugs. I succeed and keep wandering.

MIKE: I move up to level 2 and gain an extra attack power. I roam around Atlas Park. I enter City Hall and speak to my contact. He gives me a choice of missions. I choose to keep the peace by arresting 10 gang members.

DAY THREE

BRIAN: My next mission is to defeat the Hellion gang leader. He has quite a posse around him, but

with the aid of a few other heroes who happen to be wandering in the area, I make him eat pavement via my energy blasts and charged up punches. I go back to City Hall to find another mission. This time, I am told to track down another gang leader and show him why not to mess with the heroes of Galaxy City.

I'm quickly rushed to the hospital after eating the shotgun shells of the gang boss' guards.

DAY FOUR

BRIAN: I am courted by a very large red beast named 'Ram' who offers to let me tag along with him for a spell. He has some control over cold and ice, which freezes our enemies and allows me to wail on them with my energy charges.

MIKE: Sure, sidekicks suck, but they're actually cool in *City of Heroes*. By sidekicking, I fight at one level below my mentor. Together, we stopped an underground base of evil mages and their monstrous henchmen.

DAY FIVE

MIKE: I've moved up to level 14, where I get a new selection of powers. I can teleport like 100 yards. This didn't help my gutsy heroics when a giant thug with a laser gun pummeled me.

BRIAN: I level up to a 3 and gain a new cool power—sending concussive waves of energy along the ground, which knocks enemies off their feet. Though 'Ram' does not join me, I may be prepared to take on the gang leader. Sigh. I am again sent to the hospital.

DAY SIX

MIKE: I'm level 15 and get an adjective in front of my name! I am the Awesome Cosmic Tech!

BRIAN: : I'm dead. Sob.

■ MIKE C. SHERRIN & BRIAN WARMOTH



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THE MARCH HARE

REAL NAME: Mikey Cottontail

POWERS: Energy Projection

ORIGIN: After chasing a white rabbit down a hole, Mikey stumbled into another dimension and joined forces with the Wizard Bunny, who granted him great power.

COSMIC TECH

REAL NAME: Justin Jumpers

POWERS: Flight, teleportation, super-speed

ORIGIN: Former entertainer Justin Jumpers gained superpowers from a mysterious sword found in a dumpster.