



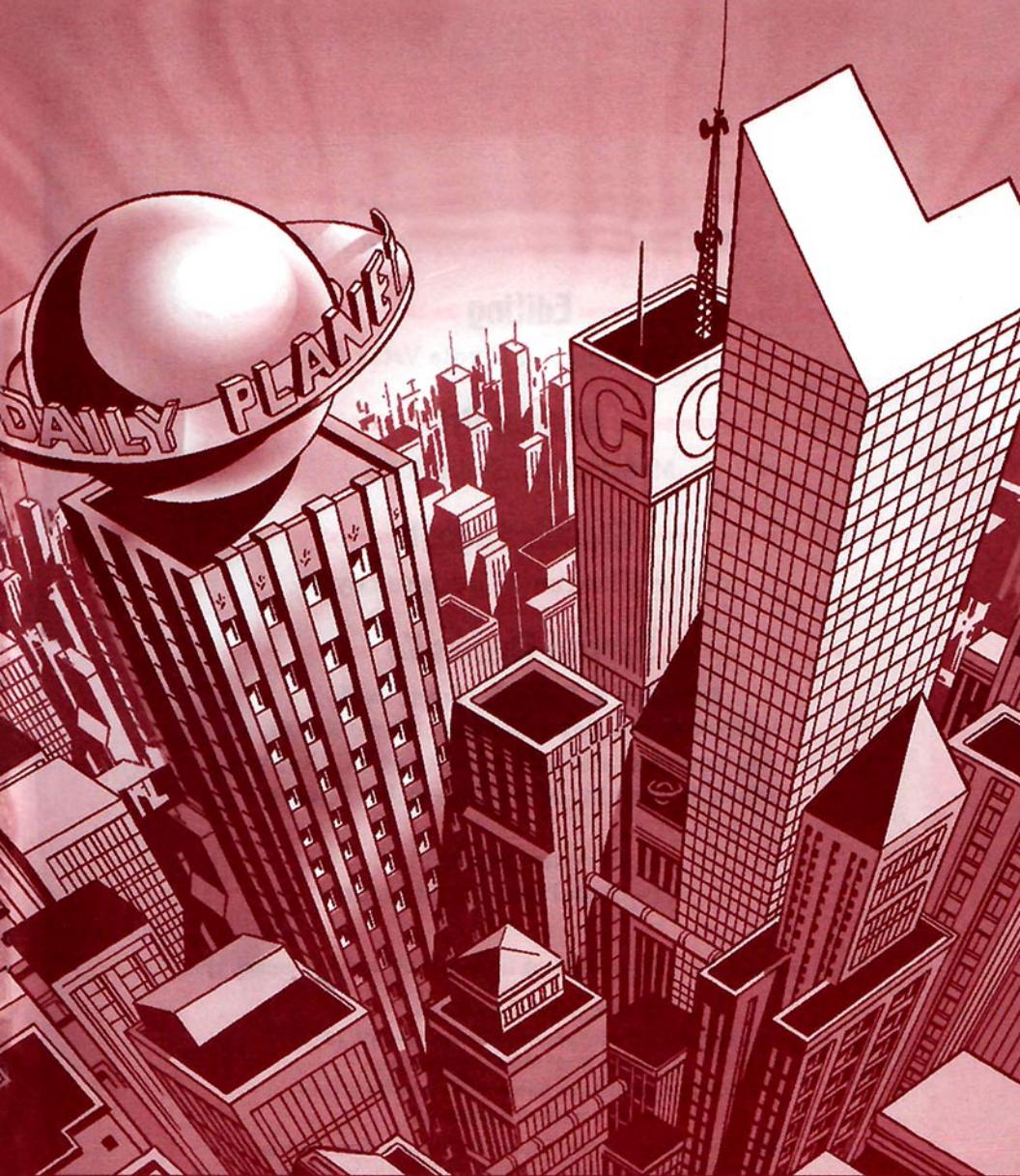
The
Daily Planet Guide
To

METROPOLIS



The City of Tomorrow

WEG TM



THE DAILY PLANET GUIDE TO **METROPOLIS**

THE DAILY PLANET

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WELCOME

TO THE *DAILY PLANET* GUIDE TO THE CITY OF TOMORROW!

The *Daily Planet Guides* series originated with an idea from our resident foreign correspondent, Clark Kent, had about news with "a hometown flavor."

Each travel guide features articles by well-known citizens of the spotlighted city. Topics include industry, entertainment, travel, emergency services, and other fascinating and useful pieces of information.

The premiere *Daily Planet Guide* focuses on Metropolis. Not only is it the *Daily Planet's* hometown, it also lays claim to being the world's center for trade, tourism, and media. One need only glance through this guide to understand why.

We hope you enjoy the *Daily Planet Guide to Metropolis* as much as we enjoyed writing about the city we have come to know and love.

Perry White

Jimmy Olsen

Ron Troupe

Clark Kent

Dirk Armstrong

Cat Grant

Lois Lane

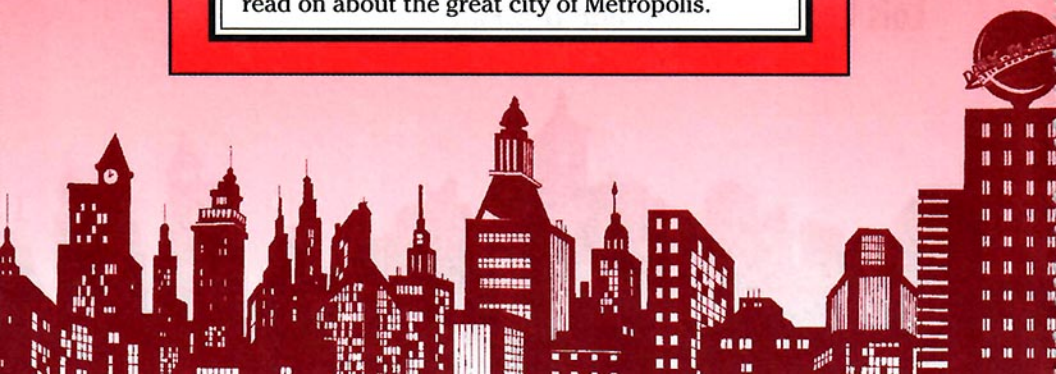
Simone DeNeige



Editor's Note—*The Daily Planet Guide to Metropolis* was being completed at the time of Braniac's latest attack on Metropolis. This attack resulted in widespread technological changes, leaving the city virtually unrecognizable from its former state. Because of this, it was decided to publish the book as originally written, a glorious celebration of the old Metropolis, even as we look forward to the future of the City of Tomorrow.

The Daily Planet Guide to Metropolis is the first in a series of supplements for the *DC Universe Roleplaying Game* that take a closer look at the cities in which heroes fight the forces of evil to protect truth and justice.

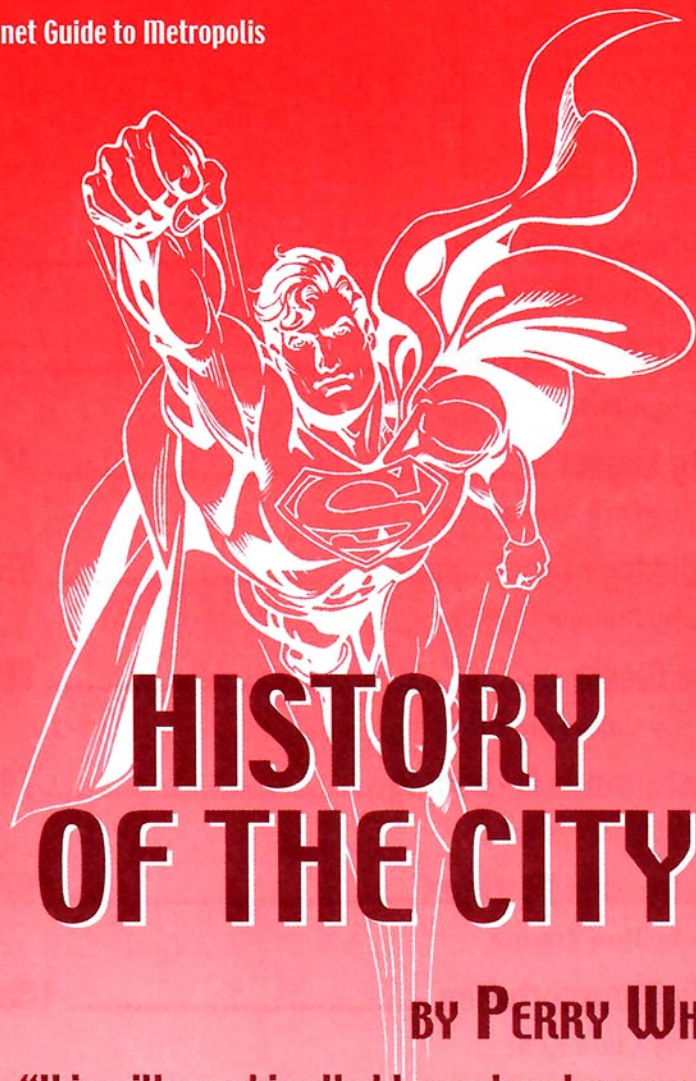
Inside you will find shaded areas like this one containing material that applies directly to the *DC Universe Roleplaying Game*. You can use the information for your game, or skip these parts and read on about the great city of Metropolis.



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HISTORY OF THE CITY

BY PERRY WHITE

"It is with great joy that I report we have reached the New World. With only 14 tents, two wagons, and one stove, we have made camp. Tomorrow we sail on as per Admiral Doria's orders, but it is a shame; this land is wondrous." Vincenzo Gnanatti, from his *Journals*.



FOURTEEN TENTS, TWO WAGONS, & ONE STOVE

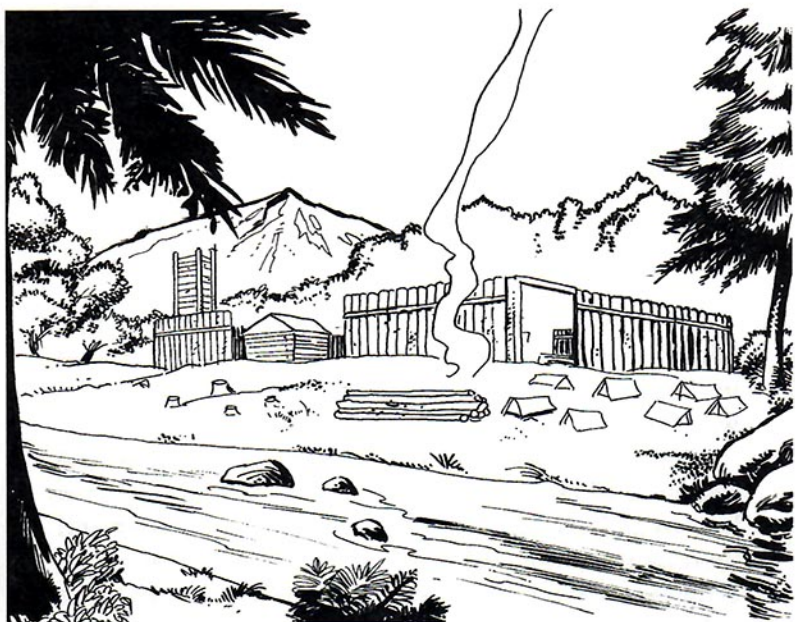
The city that the world now calls Metropolis had humble beginnings. The area was originally discovered in 1540 by the Italian navigator Vincenzo Gnanatti, who was then in the employ of the Dutch.

The Dutchman Paul De Vries initially settled the region in 1634 on the southern end of the island now known as New Troy. De Vries, a Dutch fur trader and merchant captain, established Fort Hob at the southernmost point of the island; the fort's defenses were aided greatly by being on an island.

As the island and the surrounding region were originally inhabited by native Americans, De Vries bargained for the land—fairly, as was recorded in the records of the lodge house—and invited the Native Americans to remain on the island and in the surrounding region, seeing them as a source of furs that could be traded later.

The Dutch held the island and Fort Hob for over 40 years, seeing it grow from a small fort to a village to a small city, thanks to its strategic location and abundance of trade, with the Native Americans of the region as well as the English and Spanish. Fort Hob, however, was destined only for the history books as the Dutch sold the island and all land rights of the surrounding region to the British in 1675, during a wave of English colonization and expansion. Seeing the is-





land as a future haven for Western culture, the English dubbed it New Troy.

As the Dutch sought to cooperate and coexist with the Native Americans of the region, the British sought to dominate and suppress and—if those approaches didn't work—exterminate. Three battles with the Indians were fought over a 50-year period following British occupation of New Troy: the Battle of Bakerline in 1680, the Battle of Hob in 1730, and, finally, the two-year "Dark Indian" War. It was during the final conflict that the English managed to push the Native Americans off all the territory they held. It was also during the engagements of the Dark Indian War that King George Island was unofficially named "Hell's Gate," due to the fire and bloodshed of the skirmishes that occurred there.

With the perceived threat of Native Americans gone, some of the eighteenth century's best and brightest minds emigrated



to New Troy, quickly doubling and tripling the growing city's population so that it soon rivaled those of Boston, Philadelphia, and Gotham.

Not content with just living on New Troy, many of the more industrious residents of the island slowly moved across the rivers into the surrounding country to pursue their fortunes. While many farmed the fertile land along the two rivers, some found themselves mining coal and salt, both of which were abundant in the surrounding countryside, with the Kirby Mountains to the north holding precious minerals.

For the most part, the city's elite and Tory class remained on New Troy, leading to the rather derogatory phrase, still in use today, that refers to an individual as being from "across the river."

Residents in the region surrounding New Troy quickly established their own smaller settlements: St. Martin's Island, Teaboro, Senreville, The Old City, North Bridge, Pelham, Mount Royal, New Town, Vernon, Racine, LaFayette, Hamstead, and Oaktown.

Each settlement developed its own identity, making Metropolis a true melting pot of cultures, where one might have found German cooking just four miles down the road from a French immigrant's bakery.

Despite each region's individualized flavor, progressive citizens from New Troy and all the surrounding settlements incorporated all the regions in 1760. They dubbed the new growing city simply Metropolis, a futuristic-sounding name that set the city as its own entity, with no ties to England or even to the past—allowing all eyes to look to the future.

The region's reputation as a haven for enlightened and forward-thinking minds continued to grow throughout the mid-1700s. It only grew faster as passions, fueled by the prospect of American independence, burned brightly. The flames of intellectual discourse became blazes as England, debt ridden after the French and Indian War, levied heavy taxes on the



colonies. Teaboro got its name during these years, as they staged their own "tea party," following in the steps of their Boston neighbors.

Statesmen, including John Adams, Benjamin Franklin, and George Washington, often visited the city during the pre-Revolution years. Some would say that their late night meetings at the Kodiak, a public house along Kings' Way, actually laid the groundwork for the Declaration of Independence.

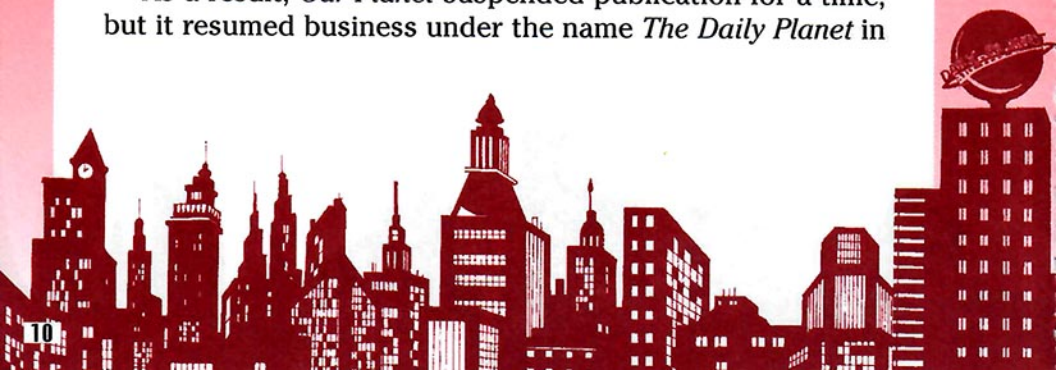
Despite a large Tory population that was still loyal to England, Joshua Merriweather, a visionary publisher, and personal friend of Dr. Benjamin Franklin, founded the periodical *Our Planet* in January of 1775 in the downtown region, proclaiming that "all men, Tory or American" could express their views therein.

As if taking their cue, patriots such as Thomas Jefferson, Frederick Payne, and Samuel Adams contributed to the paper. When the colonies declared their independence in 1776, the British seized control of the island of New Troy, inciting those in the surrounding regions to fight to regain it.

It was during the Revolutionary War years that the young city of Metropolis first began to experience the phenomenon we now call super heroes. The young costumed woman known only as Miss Liberty and the legendary frontiersman known as Tomahawk were instrumental in returning New Troy to the hands of the colonists.

Following the Revolutionary War, Metropolis continued to grow at a phenomenal rate compared to other cities in the young nation. As it grew, New Troy gained more trappings of a cosmopolitan city, including a financial district, centered on P. Randall Jeffries' First Metropolitan Bank, established in 1783. That year also saw Tory sympathizers burn the offices of *Our Planet* to the ground in retaliation for what they saw as Merriweather's pro-colonies stance during the war.

As a result, *Our Planet* suspended publication for a time, but it resumed business under the name *The Daily Planet* in



1793 at the corner of Concord Lane and Fifth Street. Since that time, all Metropolis school children have recited many passages of the *Daily Planet's* first editorial—written by then-president George Washington—by heart. Along with the editorial, students have learned that Washington influenced Merriweather to resume publication of the paper, stressing the importance of an informed, educated populace.

In the latter portion of the eighteenth and early nineteenth century, Metropolis grew rapidly, becoming one of the young nation's busiest seaports, as well as a center for immigration. Rivaling many of its enlightened European sister cities, Metropolis experienced its own intellectual renaissance, tempered with the bold new "American Spirit" of exploration and discovery. Fueling this air of discovery in the early 1800s were the reports from Lewis and Clark's expedition. These were reprinted in the *Daily Planet* after being forwarded from President Thomas Jefferson. The city rallied behind the two, quickly turning the *Planet* into the best-selling daily newspaper in the world.

With the founding of the University of Metropolis in 1817 along the southern side of what's now called Centennial Park (although it wasn't so named until 1860), all citizens, even some of the holdfasts who still called the city New Troy, began to call it Metropolis.

By that time, many of the districts surrounding the New Troy island had incorporated into the proper boroughs of Queensland Park, Park Ridge, Bakerline, New Troy, St. Martin's Island, and Hell's Gate—each resembling its own city more than small townships. As the city continued to grow, her waterfront regions developed the fastest, followed by the main downtown region of Metropolis, located on New Troy. The arts and culture thrived in the growing mecca, with the city's orchestra being founded in 1825 and the New Troy Opera Company being established in 1834. At the Hellenic Music Academy, young students were taught the beauty of Mozart and





Beethoven early in their education. As the recital hall was still being built when the school was founded, dozens of music students would practice their lessons in nearby St. Michael's Park. The students' practice sessions soon led to free concerts in the park, which continue to this day.

As the railroad opened the West to adventurers and settlers, many of the citizens of Metropolis heard the call and moved to the American frontier, making room for an influx of more immigration to the fair city. This pattern has repeated itself time and again in Metropolis's history, and it is credited by many historians as part of the reason why Metropolis is constantly reinventing itself and moving forward. From fresh minds come fresh ideas.



This was never more true than in the mid-1800s as the Industrial Revolution came into full swing. Nearly all the buildings in Metropolis's downtown area were demolished and rebuilt utilizing modern designs and innovations within a 30-year period, up until 1860 and the beginning of the Civil War.

Metropolis passed through the great war relatively unscathed, despite the fact that, as the Athens of her time, Metropolis's street corners and lecture halls played host to a variety of speakers and great minds, including Frederick Douglass, Robert E. Lee, and Abraham Lincoln. Persuasive arguments were made throughout Metropolis's streets, both pro and con, regarding states' rights and the issue of slavery.

Perhaps Metropolis's most magnificent claim to fame in those days was the fact it was the final stop for many escaped slaves on the Underground Railroad. Plaques in the basement of the Tivoli Theater show where escaped slaves would gather and wait for sympathetic ship captains, such as the legendary Captain Black and Josiah Burgess.

Following the Civil War, Metropolis's population nearly doubled in six years. By 1870, the entire island of New Troy was densely populated, and many surrounding boroughs were faced with overcrowding. Again, technology paved the way, and many older buildings were torn down and replaced with clean, efficient new ones. In addition, thanks to the charter of 1869, one acre of parkland was reserved for every 100 citizens, guaranteeing that the city would always have greenery.

The end of the nineteenth century was also marked by turbulence. It was during this period that the city fathers constructed Stryker's Island penitentiary. For the first time in its history, Metropolis had a problem with crime, but it was dealt with quickly—Stryker's put a fear of punishment into the hearts of many criminals. Today it remains one of the nation's oldest working prisons.

As the Industrial Revolution continued to push progress and technological know-how to new levels, Metropolis started at-



tracting attention from inhabitants of other worlds. With the viewpoint that nearly 75 years of fantastic events can give you, it is now apparent that in the late 1800s and early 1900s, Earth and New Troy played host to a multitude of beings we now know as the Apokaliptian, Kalibak (most likely the Hob's Bay Horror of 1884–1887), the alien Psions (the “Green Men of Old Town” reportedly seen in the early subway tunnels), the apparent emissaries from Gorilla City, and an individual who has been since positively identified as the self-styled Lord of Time. Examining Stryker's Island records, it is clear that several visitors from the future visited Metropolis, many of whom, such as Dr. (Arthur) Light, have yet to explain their presence in the past.

Perhaps the best known account of these early adventures within the city was the appearance of the hairless, red-skinned being who has been since identified as a Green Lantern. Dropping from the sky in 1889, this Green Lantern exposed and destroyed a Khundian stronghold on Hell's Gate, lighting up the midnight sky over the harbor with iridescent green bursts. The visitor fell but once in his attack against the stronghold and was aided by a hastily assembled militia made up of Metropolis's four fire companies and 47 Civil War veterans. While the Green Lantern defeated the majority of the Khunds, Major (ret.) John Merriman led the soldiers under his command to a decisive victory over the Khund invasion force.

A second event that nearly cost the city its life occurred shortly after the Hell's Gate occurrence, when the “Wild West” came to town. Together, in pursuit of the creature simply known as the Demon, Matt Savage and the Western hero known as Jonah Hex came into New Troy and foiled whatever plans the creature had. While the definitive account of this tale has yet to be discovered, citizens near St. Christopher's church, where the final battle took place, reported that portions of the neighborhood were briefly transformed into a hellish landscape. Both Hex and Savage left that same night, each by his own route, never speaking to anyone else about the events of that night again.



Following the defeat of the Demon and the expulsion of the Khunds, Metropolis enjoyed a period of relative calm and peace that lasted well into the early 1900s.

A NEW CENTURY & THE CITY STUMBLES

During the 1900s, the city became the first major city in America to boast 100 percent electric homes within its borders. Shortly before this, Metropolis had set a record by being the first American city to have over 1,000 telephones—300 of which were public telephone booths, an innovation developed in Metropolis.

In addition, during the early 1900s, Metropolis's reputation as a city of philanthropy grew, as many a naturalist was funded by grants from either the *Daily Planet* or wealthy individuals.

Great people of the time visited Metropolis upon the invitation of the Metropolis Club (a leading gentleman's club made up of scholars and businessmen or similar groups) or by their own accord. During the vibrant years of the early twentieth century, Metropolis played host to dignitaries such as Karl Marx, Theodore Roosevelt, Mark Twain (who marveled at the city's modern conveniences), Henry Ford (who had a summer residence on Carl Lane in Bakerline), and even England's King George V.

"Even though I was only a little girl, I remember the three days of battles on Hell's Gate. First, it was the Red and Green Man that fought those ugly bastards, and then it was our men and the Red and Green Man, and finally, on the third day, there was a terrific roar, and two ball-shaped things flew up from the island on columns of fire. Our men brought back strange artifacts and weapons as well as tales of horrible things that gave them nightmares for the rest of their lives and strange sicknesses that no doctor could hope to cure."

—Mrs. Katharine Mahanna Johnson, former *Daily Planet* columnist, and author of *My Metropolis: The City's Oldest Woman Remembers*

During the 1910s a period of expansion on the city's western riverfront began that ultimately turned that waterfront into a travel destination, while indirectly redirecting all commerce shipping to the northern end of New Troy island. The riverfront along Hob's River and the area around Hob's Bay became known as the city's most dangerous district, a dark contrast to the prosperity of the southern end of New Troy and the surrounding boroughs.

The Hob's Bay area offered affordable housing to the yard workers and their families, but due to unscrupulous landlords who lived in the more affluent sections of the city, these residents remained stuck in the middle class, owing nearly all of their monthly paycheck in rent and unable to move to more affordable housing across the river due to the abominable public transportation of the era. The crowding and transportation were so poor that a working man who lived in either Racine or New Town would have to leave his house at 4:00 A.M. to get to work at the bay by 8:00.

"Suicide Days"—one of the city's darker episodes occurred in the late 1920s in Hob's Bay, thanks to the unscrupulous businessman Henry Black, a contemporary of the Morgans, Rockefellers, and Vanderbilts. Black convinced hundreds of Hob's Bay residents to invest more than they were able into

unreliable stocks just as the market crashed and the country entered the Great Depression. Fueled by hopeless desperation and the prospect of not being able to provide for their families, many Hob's Bay men committed suicide. The practice of taking one's

The Simon Project Restoration Foundation has been making strides in cleaning up Suicide Slum in Hob's Bay. The Simon Project, a low-rent housing complex, is now much safer than it was 20 years ago, and the improvement efforts have spread to other parts of the area.



own life became so prevalent in Hob's Bay that police patrolman Jacob Van Meter, after reporting a record 45 suicides in one day in October of 1930, commented to a reporter for the *Daily Planet*: "This whole place has gone to hell. It's not a part of any decent city anymore; it's a suicide slum." Unfortunately for the area, that nickname stuck.

As a result of the numerous suicides, as well as the fact that several households had lost their menfolk to World War I, many families were left with only one parent, pushing many women into the workforce for the first times in their lives, and putting children on the street. Crime, homelessness, and poverty rates shot up uncontrollably. It is a legacy the city still battles today.



RECOVERY & WAR

Because of the virtual financial and social destruction of Hob's Bay thanks to the Depression and its effects on the populace, then Mayor William Mertz instituted sweeping reforms for nearly all of Metropolis. First was the establishment of several social work programs designed to aid those in need within the city. Secondly, a peerless public transportation system, consisting of buses, suspended trolleys, elevated trains, and modern subways, was constructed (using laborers who were in desperate need of work), making it possible to travel between any two points in the city in under an hour. Finally, a citywide revitalization program was instituted that once again sought to replace older buildings with modern, more technologically advanced models.

Because of Mertz's programs, Metropolis was well on its way to economic recovery by the time President Roosevelt instituted his "New Deal" policies. Many historians argue that FDR's ideas for the nation were modeled after those Mertz used in Metropolis.

In the slums of Hob's Bay, the blue and golden hero known as the Guardian served as an inspiration and role model to countless young boys, many of whom were orphans. Jubilant to finally have a hero to call its own, Metropolis welcomed Guardian with open arms—exactly the treatment he didn't want. According to an interview at the time, the Guardian only wanted to keep the streets of Metropolis as safe as he could and avoid any kind of glory or attention. Despite his desire, many neighborhoods across the city had Guardian's Pals clubs made up of young boys, eager to fight crime themselves. Each neighborhood developed its own pride and sense of community, which still exist today in most areas of the city.

Although Metropolis had few homefront heroes that it could call its own during the Second World War, the city was



able to defend itself against three separate Nazi incursions. In 1942 Captain Nazi led a battalion of soldiers into the heart of the city intent on kidnapping the visiting Dr. Robert Oppenheimer. In 1944 Baron Blitzkrieg and a U-boat sought to mine Hob's Bay. Late in 1944 it took the combined might of Dr. Occult, Dr. Fate, and the Spectre to defeat the Teutonic villain known as Wotan who was in the city for still unknown reasons.

That's not to say that Metropolis didn't see its share of heroes during World War II. Without fail, you couldn't go a month without seeing a newsreel before the feature attraction at the Warner Theater that told about a Fifth Column group smashed in Hob's Bay by the likes of the Red Bee, or Amazing Man teaming with the Shining Knight to capture a U-boat in the harbor. While the heroes rarely stayed for long, they often visited in happier times, such as the All-Star Squadron's War Bond Parade and the two airshows starring the Blackhawks and their amazing XF51-F1 Grumman Skyrockets. It was a time of pride—pride in one's city, pride in one's country, and pride in heroes. Metropolis boomed during the war years.

THE AGE OF HEROES

To deny that Metropolis's history is intertwined with the super heroes who have populated the world in increasing numbers since the early years of this century is to deny part of the very fabric that makes it unique. Visitors from other cities often say that Metropolis is, if anything, too dependent or welcoming to heroes.

Hogwash.

Heroes stand as examples of the best that we can aspire to be—noble beings who, for one reason or another, have chosen to use their tremendous powers and resources to help,



rather than harm, others. Examples of the best life and humanity have been always welcome in Metropolis throughout its history. Super-powered heroes, metahumans, and aliens are only the latest in a series of ideas and concepts that have appeared in the city and the world. Characteristically not fearing that which we do not understand, the citizens of Metropolis have embraced heroes and the super heroic ideal.

Walk a block in Metropolis today, and you'll find someone who's life has been touched by a super hero in some form or another. Whether it's a World War II veteran who can recall the All-Star Squadron's parade in 1944 to get folks to buy war bonds, or the twenty-year-old who stood watching Superman lead a small cadre of heroes into space to fight Brainiac and felt for the first time a deep pride at calling this city home, the citizens of Metropolis have always lived with costumed heroes (and unfortunately, villains) as a reality of everyday life.

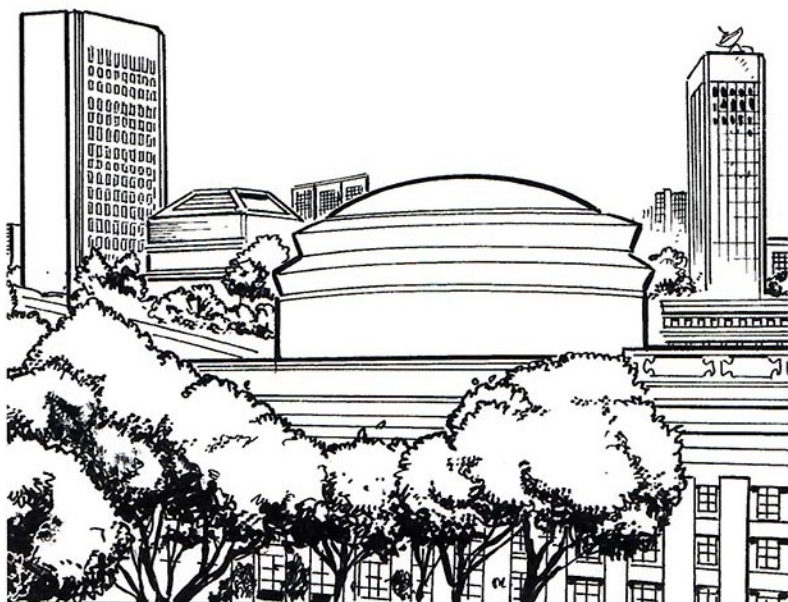
Where will Metropolis's love of its heroes take it? Will we become complacent and unwilling to help ourselves? I truly doubt it. As living in Metropolis has taught us all, no one can accurately predict the future, but I contend that our heroes will continue to lead and inspire us towards the best that we can be.

BOOMTOWN

Following World War II, Metropolis saw growth like never before. A solid economy, combined with the euphoria of the war being over, pushed nearly every citizen of Metropolis towards more: greater strides in science were made, greater social reforms took place, and Metropolis's wealth and respect outstripped that of New York, Gotham, Midway, and all its other contemporaries.

While advances were made in both the arts and education during the postwar era (with four more trade schools and two





technical colleges founded between 1953 and 1957 alone), science and technology once again took the lead in the city, propelling Metropolis decades ahead of its sister cities in terms of technology offered to its citizenry. For a short time in the postwar era, the hero named Captain Comet called Metropolis his home, unofficially (and most likely, unknowingly) acting as a rallying point for Metropolis's colleges and universities to continue to pump out invention after invention, innovation after innovation. Comet, ever bashful in those early days of his career, actually dug the first shovelful of dirt when ground for the expanded campus of the Metropolis Institute of Technology (which later included the country's first active robotics department under the head of Dr. William Magnus) was broken in 1952.

While the postwar era is unfortunately best known in Metropolis for the fire of 1957 that nearly destroyed all of



Bakerline, many citizens recall it as a wonderful, prosperous time. From the Baby Boom period that followed the war, Metropolis can boast eight Congressmen, a dozen hall of fame professional athletes, two Federal Court judges, eight billionaires, and one humble editor and publisher of a major metropolitan newspaper. As an example of the spirit of many citizens of Metropolis, both judges, three of the Congressmen, one billionaire, and the newspaper publisher all came from Suicide Slum. Their desire to better themselves motivated them out of their circumstances.

While the city enjoyed a glorious few years, change was coming. Not change that would alter the skyline, as Metropolis's skyline changes day by day. No, this change would affect the citizens of Metropolis like none other.

TURMOIL

Many historians claim that the entire country lost its innocence when John F. Kennedy was assassinated, and it was certainly true for Metropolis. Some also feel that the loss of innocence began with the forced disbanding of the Justice Society. Here were men and women who represented everything good about the country and American society, men and women who laid down their lives so that people could live in liberty. Then, thanks to unfounded paranoia, these proud men and women chose to retire rather than unmask and expose themselves (and those they loved) to unknown dangers.

Around the world and in Metropolis, the actions by the House Un-American Committee members did more to undermine the confidence in government than the assassination of JFK and others after him. The *Daily Planet* ran a headline shortly thereafter proclaiming the so-called Age of Heroes to be over.



Young people expressed their unease most vehemently. For the first time in anyone's memories, students from the University of Metropolis and Nordham took to the streets to protest against the government, the city, or life in general. As the country entered the Vietnam War, the tensions among the citizens only escalated. For months at a time, students took over Centennial Park and refused to allow the authorities to enter. It was a difficult time for the city, and the scars from this period can still be seen and felt throughout Metropolis.

Despite the troubles of the time, Metropolis continued to grow, adding centers of global communications to its growing list of honors and titles, with WGBS, WGMC, WJAB, and WMET all launching their networks from Metropolis at this time, as well as the *Metropolis Daily News* and the *Metro Eagle* commencing publication, giving the *Daily Planet* some competition.

It was also during this period that Metropolis's radio station count passed the 200 mark. Again, it was as if the city was recreating itself as a living organism, and information was its lifeblood. In addition, resorts, beachfront properties, and amusement parks were built in Senreville on Hell's Gate due to the expiration of a 200-year-old treaty with the Native Americans who once populated the island.

While heroes were once again beginning to appear throughout the country,

"Back in '41, there was an accident down at the shipyards, and for whatever reason, that Green Lantern fellow—the blond guy with the cape—was down from Gotham City. He pitched in and helped, saved damn near 30 men with one giant green hand that put out the fire near the fuel depot. To show our appreciation, me and the boys took him to lunch at Pee Wee's Diner on Third Street—hey, it's not much, but it was what we could afford. It was December 7, and we all heard the news about Pearl just then. I looked at Mr. Lantern and saw in his eyes a rage that was just looking to get out, combined with a real sadness, and then he bolted out the door. That's when I realized—these guys in costumes—they're real people, just like us."

—Joe Marshall,
former shipyard foreman,
Metropolis Shipyards and
Port Authority



more often than not, they thumbed their noses at the rules that crippled the JSA (in particular the action by the House Un-American Committee that required all active heroes to reveal their identities to the government), and continued to wear their masks and operate outside of (and without the blessing of) the authorities. These heroes did nothing to instill much pride in the population. Unlike the shining examples from the Heroic Age, as it was now called, these new heroes were more at home in the back alleys and shied away from the public spotlight. While many of these new heroes, such as Cave Carson, Rip Hunter, and the Metal Men, were throwbacks to the science-wielding heroes of Victorian fiction and were based at the Metropolis Institute of Technology at one time or another, other heroes bolstered the unease of the age.

When heroes such as Metamorpho or the so-called Doom Patrol were seen in the city, there was no feeling of pride such as when the Seven Soldiers of Victory made their triumphant return and flyover of the city. If anything, sightings of these heroes caused apprehension. Even Dr. Magnus' Metal Men caused unease among many Metropolitans—here were science fiction creatures come to life, human, but not quite.

While the Guardian stayed somewhat active in this time, crime—the likes of which Metropolis had never seen—gained a foothold in the city. “Boss” Moxie and his gang of thugs, many of whom were most active in the 1930s and the war years, returned with a vengeance and took control of some of Metropolis’s seedier districts. Many current residents of Hob’s Bay remember the hot Friday night in July when it took 60 Metropolis police officers plus the Guardian to take down Frank Sixty and Professor Thursday.

After that battle, which saw the deaths of 15 officers, the city council began plans that were responsible for the later formation of the Metropolis Special Crimes Unit, the nation’s first police division trained to deal with super-human criminals. It was at this time when then Mayor Arnold Williamson



made the mistake of traveling to Gotham City trying to “re-cruit” heroes to make Metropolis their home. “Williamson’s Folly,” as it is remembered today, was memorialized by the picture of the Atom literally kicking the mayor of Metropolis out of the JSA headquarters in Gotham City. Thanks to the small battalion of reporters Williamson invited along on the trip, the picture landed on the front page of the *Planet*, and Williamson soon became a footnote in Metropolis’s history books.

As apprehension settled in, building in Metropolis slowed and after a period reaching back for more than 50 years in which three new major companies opened or moved to Metropolis every year, no new industry came to the city. For some intangible reason, the City of Tomorrow was slowly sinking into a financial and social depression.

THE SAVIOR OF METROPOLIS

Lex Luthor as a young man had many of the best qualities of Howard Hughes and Andrew Carnegie, with the charisma (and red hair) of a young Robert Redford. While all of Metropolis gathered around their television sets watching the 21-year-old aviation pioneer from Suicide Slum complete his round-the-world, nonstop flight in the LexWing, an experimental plane of his own design, no one knew just what Luthor had in mind for his hometown.

Founding his own company, LexCorp, in a two-office suite in the top floor of the *Daily Planet* building, Luthor didn’t have to wait long to hear from the Department of Defense, awarding LexCorp a \$6 billion contract for 18 LexWings as well as his consultation on revitalizing the United States Air Force.



With this financial security, Luthor first addressed Metropolis from the steps of City Hall, telling the assembled masses that he would never allow any of the contract money to leave Metropolis—all work, from construction to development of new technologies for new aircraft would be performed within the city's borders. The announcement was just what the ailing city needed. With the prospects of high-tech jobs, enrollment in all of Metropolis's colleges and universities skyrocketed, and smaller businesses were once again attracted to the city, eager to be part of Luthor's success, or hoping, like S.T.A.R. Labs, to attract skilled high-tech workers to their own facilities. Shortly thereafter, Luthor himself, only 23, broke ground for the 96-story LexCorp Tower near the old Shuster Customs House, shaped in a characteristic "L."

Luthor bought companies with wild abandon, revitalizing most of them for the better. Before he was 30, Luthor owned diversified holdings in media communications (LexCom), banking, petroleum (LexOil), research (Advanced Research Laboratories, North American Robotics), and manufacturing.

Making good on his promise to keep his money in Metropolis, Luthor became the city's leading philanthropist, founding 50 different scholarship programs, as well as building 15 libraries in some of the city's poorest neighborhoods. There was rarely a week when Luthor's picture wasn't on the front page of the *Planet*, opening a new school, announcing a new foundation, or awarding a scholarship.

Metropolis had found its new hero, and despite the occasional antitrust probe or other successfully defended legal action, Luthor was the city's savior, returning it to its posi-

"I pledge to you, the citizens of my beloved city, that not one penny of this contract will be spent outside of Metropolis. Every cent of this money will be spent within the city's walls and will each go towards building a better Metropolis, a city destined for greatness that others could never before dream of. Greatness that I can take us to."

—Lex Luthor, from his address on the steps of City Hall



tion of greatness—a leader in communication, technology, robotics, banking, and hundreds of other arenas. For the next 14 years, Metropolis grew and prospered. It was estimated that nearly two-thirds of the city's population worked, either directly or indirectly, for Lex Luthor, who was becoming, as he aged, the kindly but stern "Father of Metropolis." Despite this acclaim and adulation, Luthor chose never to run for mayor, an election he would have easily won in a landslide.

LUTHOR'S NAYSAYERS

While Luthor has, by all accounts, assured the growth and financial stability of Metropolis for ages to come, there are those who find fault with the man, some of whom have even organized themselves into "Metropolitans Opposed to Luthor's Control." While this group has purchased full-page newspaper advertisement inquiries into Luthor's and LexCorp's behavior over the decades—including allegations Luthor paid the city council to actively keep heroes out of Metropolis and that his research facility was responsible for the toxic lake that forced scores of Hell's Gate residents from their homes—Luthor has consistently dismissed all charges of wrongdoing personally, rarely ever using a spokesman. While this has led to impassioned shouting matches between Luthor and his vocal opponents, polling data shows that the city's residents have invariably believed Luthor's explanations. Time will be the ultimate judge of Luthor and his legacy.



THE DAY METROPOLIS CHANGED

It is the same around the world. Everyone remembers where they were when they first heard the name "Superman" and saw the picture of the plainclothes Man of Tomorrow gently—and with bare hands—lowering NASA's *Constitution* spaceplane to the ground. It was perhaps, the second most remarkable event ever witnessed in all of human history.

The city went Superman-crazy after that, with his picture (or at least his outline in the sky) appearing on the front page of every Metropolis newspaper for nearly a month. When the groundbreaking exclusive first interview with Superman was published in the *Daily Planet* (the professional journalism debut of reporter Clark Kent), the city came alive with joy, welcoming the new hero. Shown in the interview to be a kind, gentle man with tremendous powers and unshakable morals, the city realized that it—and the world—had a new hero, someone who ushered in the new age of heroes, unmatched since the days of the Justice Society.

Superman's arrival in Metropolis apparently wasn't a source of awe and wonder for everyone. As one of his official acts as a special deputy of the Metropolis Police Department, Superman arrested Lex Luthor for public endangerment and aiding and abetting known felons—charges which were later dropped, but according to some, laid the groundwork for a power struggle between the two for 'control' of Metropolis.

Under Superman's protection, Metropolis has continued to thrive and prosper, with life in the city, if anything,

The Metropolis Corps of Engineers has become proficient at cleaning up after metahuman battles. They did a spectacular job after Superman's battle with Doomsday.

more exciting with the added presence of the Man of Steel.

Life in Metropolis, even with the addition of Superman, continued as it had for years, with merges, acquisitions, and new ideas responsible for the ever-changing skyline. After Superman made Metropolis his home, the city's population increased by nearly 20 percent, attributed by many as being a case of "Superman fever." Despite the increase, Metropolis's jobless rate remains at 2.3 percent, beating out all its contemporaries and national jobless rates.

While Luthor and LexCorp continued to pump the financial lifeblood into the city, Luthor's role as the city's favorite son was clearly over, as cancer apparently claimed him. While his "son," who was later revealed to be a clone of Luthor, took his place as head of LexCorp, it all paled in comparison to the daily activities of Superman and was hardly worth mentioning.

The biggest change the cityscape saw after Superman's appearance was due to his battle with the creature dubbed "Doomsday." As later verified by satellite images, the creature burrowed to the surface from an underground prison in the Rocky Mountain region of Idaho. After traveling across the country and nearly destroying the Justice League, Doomsday attacked

"I know that many of us have had strange things occur that have given us our powers. From the others that I've spoken with, there is a general consensus that if Superman hadn't led the way, many would've remained in private life, never coming forward to offer our gifts for the good of all of us."

—*the second Green Lantern, speaking shortly after the formation of the Justice League of America in the Daily Planet Special Edition: The New Age of Heroes*

"I was very happy to see Superman arrive on the scene. While he reminds a lot of us old-timers of folks we knew back in the day with his vision and optimism, he's got...something about him. Something different and special—a charisma if you will, that makes you want to work with him and believe that good will prevail. With him, it's not just an option—it's the way things should...and will be. Something about him just encourages you to be the best you can be. If there's ever a need, Superman can count on the active members of the Justice Society to answer the call."

—*Jay Garrick, the first Flash, speaking on behalf of the Justice Society in the Daily Planet Special Edition: The New Age of Heroes*



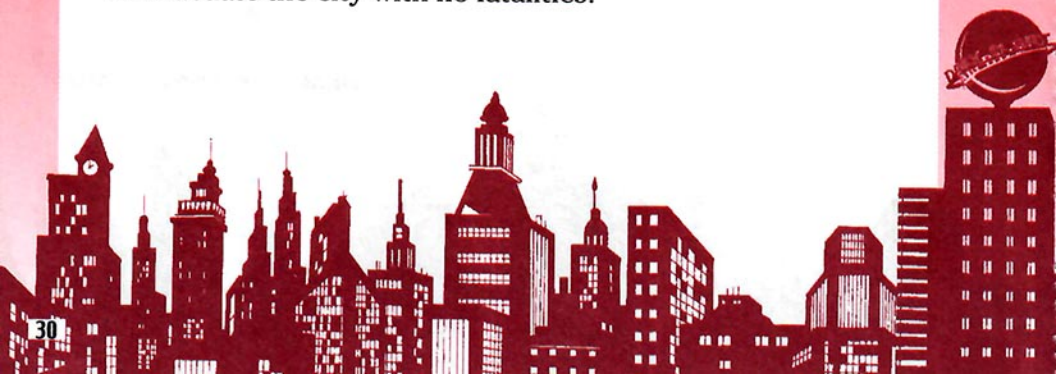
Superman, engaging him in a battle that took him from western Pennsylvania, near Ellwood City, all the way to the heart of Metropolis.

The battle followed a path from the northwest region of Queensland Park, across the West River, and southward, roughly to the center of New Troy, creating a roughly one-half-mile-wide path of destruction as it went, due to the fury of the combatants. Tragically, as was witnessed by billions around the globe on television, the battle ended with both warriors apparently dead, at the base of the *Daily Planet* building.

While the aftermath of the battle led to four "replacement" Supermen and the ultimate destruction of Coast City, Superman's comrades in arms rebuilt the entire destroyed portion of the city shortly after Superman's burial in Centennial Park. This rebuilding allowed the remains of the DEO offices across from the *Planet* be torn down, and the entire area surrounding the place where Superman fell be turned into a park, Planet Square.

Following Superman's return to the living, Metropolis's spirit again soared, and building starts increased dramatically, along with new business startups, especially in the technology sector.

The city's successful repulsions of alien races were the cause of its greatest downfall ever, according to some. "The Fall of Metropolis," the darkest chapter in the history of the city, occurred when errant alien defenses, apparently built and installed by Lex Luthor before his "death," were activated. Instead of firing on any alien "invaders," the missiles for some reason targeted the city itself, reducing 75 percent of the island of New Troy to rubble. Mercifully, the attack occurred on a Sunday when the central business district of the island was nearly empty. The Meta-alter System was activated early by the Metropolis Police Department, so all residents were able to evacuate the city with no fatalities.



Hearings regarding culpability for the destruction went on for some time. Luthor claimed that he was away recuperating; the actual clone responsible for the destruction was insane and acted under the orders from his former physician. However, few Metropolitans complain about the catastrophe because, unlike Rome, Metropolis's New Troy was rebuilt in one day.

While Superman, Guy Gardner, Impulse, Guardian, Wonder Woman, the Martian Manhunter, Maxima, and Captain Marvel rebuilt three blocks worth of buildings in one afternoon, it was only with the aid of the magician Zatanna that the city was able to be fully rebuilt. Zatanna pulled everything that was Metropolis out of Superman and myself. While the history and spirit of the city was taken from this editor's memories, Zatanna used the powers of Superman's apparent total recall of every detail of the city he had ever seen to rebuild the city street by street, and brick by brick. It was magnificent.

I had witnessed Metropolis destroyed by a desperate man's schemes with my own eyes, and then saw it raised from its own ruin, scrap becoming skyscrapers in a few magical moments. It had been Metropolis's darkest days, and although I knew there was a light at the end of the tunnel, I'd almost forgotten how blindingly beautiful that light could be. As the buildings moved into place, folks could almost feel despair replaced by hope. It was a miracle, but then again, Metropolis has always been the city of miracles. Metropolis will always be the city of hope.

And I hope the folks who used to patronize whatever used to be where JJ's restaurant now stands in downtown can forgive me—it was one of my favorite spots as a young man in the city when my wife and I were dating, and—amazingly—it's back where it used to be, looking just like it did forty years ago. One could say it's almost magical.

Since the magical rebuilding of the city that still leaves many residents scratching their heads in awe, Metropolis's skyline has again changed thanks to Lex Luthor, who had been



cleared of all guilt in the city's destruction. Vowing to reclaim the part of the city that had always troubled him, Luthor began a huge initiative to buy out residents within a 20-block area of Suicide Slum, the neighborhood where he grew up. He tore down their homes, replacing them with futuristic buildings based on the designs of some of the world's premier architects. The landmark of Luthor's so-called Hypersector was the Hyperdome, a community center, theater, and 20-story business complex.

Unfortunately, Hypersector came with a tragic cost. During the ground-breaking ceremony for Hypersector, Mayor Frank Berkowitz was assassinated, the first mayor and the first public official ever to be assassinated in the city's 200-plus-year history. While conspiracy theorists have had a field day with Berkowitz's assassination, the grand jury ruling found that Berkowitz was assassinated by a disgruntled individual who had been displaced from his home by the development of Hypersector. While the assassin himself was found dead shortly after Berkowitz was killed, city councilman Bradford "Buck" Sackett, a conservative, was elected mayor in a special election held shortly after Berkowitz's funeral. While less ambitious than Berkowitz, Sackett has instituted several new programs, all aimed at continuing Metropolis's growth well into the twenty-first century.

One of Sackett's first initiatives was to launch a campaign to attract more people to Metropolis. With the city's low unemployment levels, Metropolis's businesses have had trouble attracting enough workers during this period of strong economic growth. An unenviable position that has actually reduced the number of businesses choosing to relocate to Metropolis over the years. Thanks to Metropolis's efficient mass transit system, new residents can live as far away as northern Park Ridge and still commute to work in downtown at the southern end of New Troy. With the help of Sackett's programs, Metropolis's population has risen by another 5 percent in the past two years.





As controversial as Luthor himself, Hypersector caught on very slowly with the city's population because the original residents of the area had to show proof of employment and meet minimum eligibility requirements before they could relocate to where their homes once stood.

Despite the controversy, Hypersector attracted some of Metropolis's self-proclaimed forward-thinkers. It has since become an accepted sight along the Metropolis skyline, a reminder that for the city, the future is always right around the corner.

Using Hypersector as a model of sorts, building, planning, and infrastructure reworking in Metropolis has taken a futuristic bent since Luthor's city-within-a-city debuted. Consequently, elevated highways, sometimes matching the elevated trains 30 stories high, have become the norm. Social planning has taken a "back to work" approach with our city's homeless, returning over 4,000 resi-



dents formerly living on the streets to jobs. The problems with traffic, sprawl, and zoning seen in other cities are no longer issues here.

The most recent change in the city skyline came during the crisis with the extrareality being known as Dominus. Driven nearly insane by Dominus, Superman removed the top seven stories of the LexCorp building, including the characteristic L-shaped penthouse that served as Luthor's private residence, and placed them in low-Earth orbit. While Luthor redirected the building remnants as a means of attack against Superman's Antarctic stronghold, FEMA investigators found traces of toxic substances in the portion of LexCorp tower left standing, suggesting that the upper levels held laboratories forbidden by city zoning since the destruction of S.T.A.R. Labs's downtown facility by the terrorist known as Monarch over four years ago.

Additionally, as he inhabited Superman's body for a time (fooling no native Metropolitans, by the way), Dominus destroyed the UN Special Forces Headquarters in midtown and replaced it with a shining tower that stood well above the city's tallest buildings. Thankfully, this eyesore was destroyed during Superman's final battle with Dominus. The UN recently broke ground on their new headquarters, and the Superman-aided construction is nearly complete as of this writing.

Where does this leave us? Where we as Metropolitans have always stood—facing the future, knowing that this city—in many ways a city of miracles, a city filled with technology and hopes that few ever dreamed existed—is poised where it has always been, at the edge of the future. Metropolis is ready for anything and ready to lead the world boldly to glorious new days ahead. Truly, if the future has a home, if hope and miracles need to be found, one need only look as far as Metropolis.



SUPER-MENACE?

While Superman has been embraced by virtually all segments of Metropolis's population, there are some who insist that Superman is a menace to the city, pointing out that before Superman came, we citizens never saw the likes of Brainiac, Metallo, or Mr. Mxyzptlk. They further contend, if he hadn't made Metropolis his home, the city never would have seen them. Equally disturbing have been the numerous chronically displaced individuals and creatures such as the dinosaurs that rampaged through Suicide Slum, the futuristic Earth-Gov forces that appeared in Bakerline, and the battalion of Nazi SS troopers who held St. Martin's Island in a grip of fear until they were captured and returned to their appropriate time by Superman and Emil Hamilton.

While this may be true, it's an age-old chicken-and-egg argument that has been raised by some members of the public since the Justice Society organized. However, in Metropolis's case, it has special circumstances. Now, thanks to the citywide Meta-alert System, which broadcasts on all media forms, from Internet to television to radio to phones, all citizens of Metropolis are made instantly aware of where the metahuman activity is, who its participants are, and whether or not the participants' activities require evacuation. Thanks to the system, pioneered and developed by Professor Emil Hamilton, Metropolis's casualties due to metahuman activity in the city have dropped by 80 percent, and the last fatality attributed to a metahuman activity was during the all-out attack that Brainiac launched on the Earth, called "Panic in the Sky" by the authorities.

A side to Superman that few outside Metropolis ever see is the concerned citizen, the hero who remains after the threat has been neutralized and the news cameras turned off. On many occasions, when battles have caused great collateral

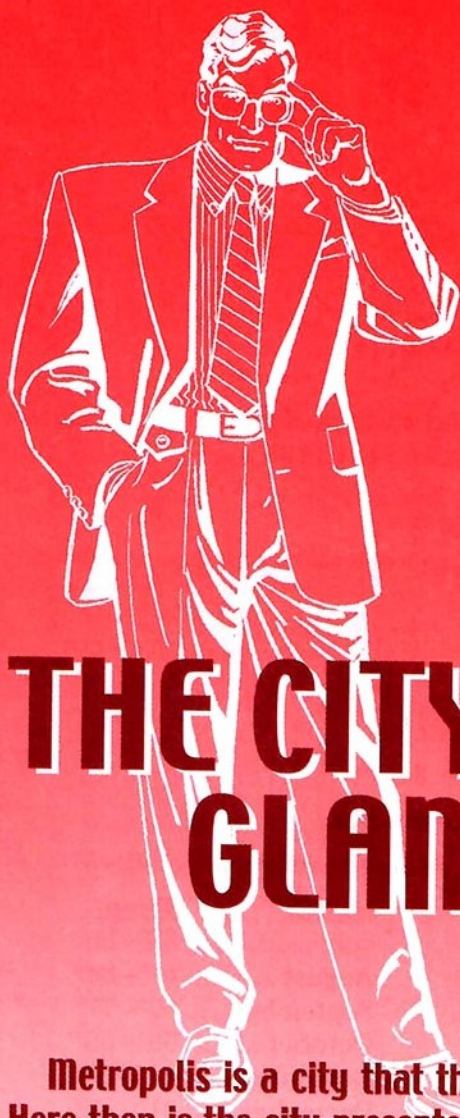


damage, Superman has stayed at the battle site, repairing and fixing buildings, roadways, and other infrastructure of the city. Many business owners and residents have looked on in horror as their homes and workplaces were destroyed during a battle, only to hear reports of Superman remaining on-site until dawn, repairing or rebuilding the structure at superspeed so it's as good as new the next morning. Aided by zero-interest loans from the Wayne Foundation for victims of catastrophic loss (most often delivered by Superman himself), scores of residents have found themselves back on their feet within a week of a disaster.

More troubling, of course, are episodes where Superman has come under the control of outside influences and damaged the city. While opposition to Superman grows during and immediately after these events, it consistently disappears shortly after, as Superman always, even unmasked, makes reparation for damages. Many residents will remember the stunned look on the face of Police Chief Henderson when a young Superman, after suffering from mind control early in his career, offered to turn himself in for his behavior and destruction of property. One can only assume that Henderson and Superman came to an understanding during their subsequent two-hour conversation.

While many continue to protest Superman's presence, and actually get propositions on the ballot (such as last year's Proposition 265, which would have restricted Superman's activity to outside of city limits and allow for zero flyovers unless specifically requested by city officials), the overwhelming feeling towards Superman will always be that of favorite son, a source of tremendous pride for our city.





THE CITY AT A GLANCE

BY CLARK KENT

Metropolis is a city that thrives on information. Here then is the city presented as a series of facts. You'll find that, by the numbers, our city stacks up quite nicely.



POPULATION FACTS

Population: 10,920,000;
5,415,351 New Troy;
1,740,091 Queensland Park;
1,809,983 Bakerline;
849,575 Park Ridge;
615,179 St. Martin's Island;
489,821 Hell's Gate

Population growth: sustained 4% annual growth since 1980

Median income per household: \$41,634.20

Unemployment: 4.2%

Percentage living in poverty: 8%

CLIMATE

Temperature (Fahrenheit)

Average yearly temperature: 54.7°

Summer highs: upper 80s to low 90s

Winter lows: 10s to 20s *Average winter wind chill:* -3°

<u>Month</u>	<u>Temp.</u>	<u>Month</u>	<u>Temp.</u>
January	26°- 38°	July	68°- 85°
February	27°- 40°	August	67°- 84°
March	34°- 49°	September	60°- 77°
April	44°- 61°	October	50°- 66°
May	53°- 72°	November	41°- 54°
June	63°- 80°	December	31°- 42°

Precipitation

Average monthly rainfall: 3.13 inches. *Average yearly snowfall:* 6 inches



GEOGRAPHY

Size: 415 square miles spread over three islands and the mainland banks of Hob's and West Rivers, divided into six boroughs: Bakerline, Hell's Gate, New Troy, Park Ridge, Queensland Park, St. Martin's Island

Highest Point: LexCorp Tower Spire (1,500 feet)

Lowest Point: Sea level, Atlantic Ocean

Time Zone: Eastern. DST.

EDUCATION

Public schools: 1,225 (including elementary, middle, and high schools in all boroughs)

Private schools: 875 (including elementary, middle, and high schools in all boroughs)

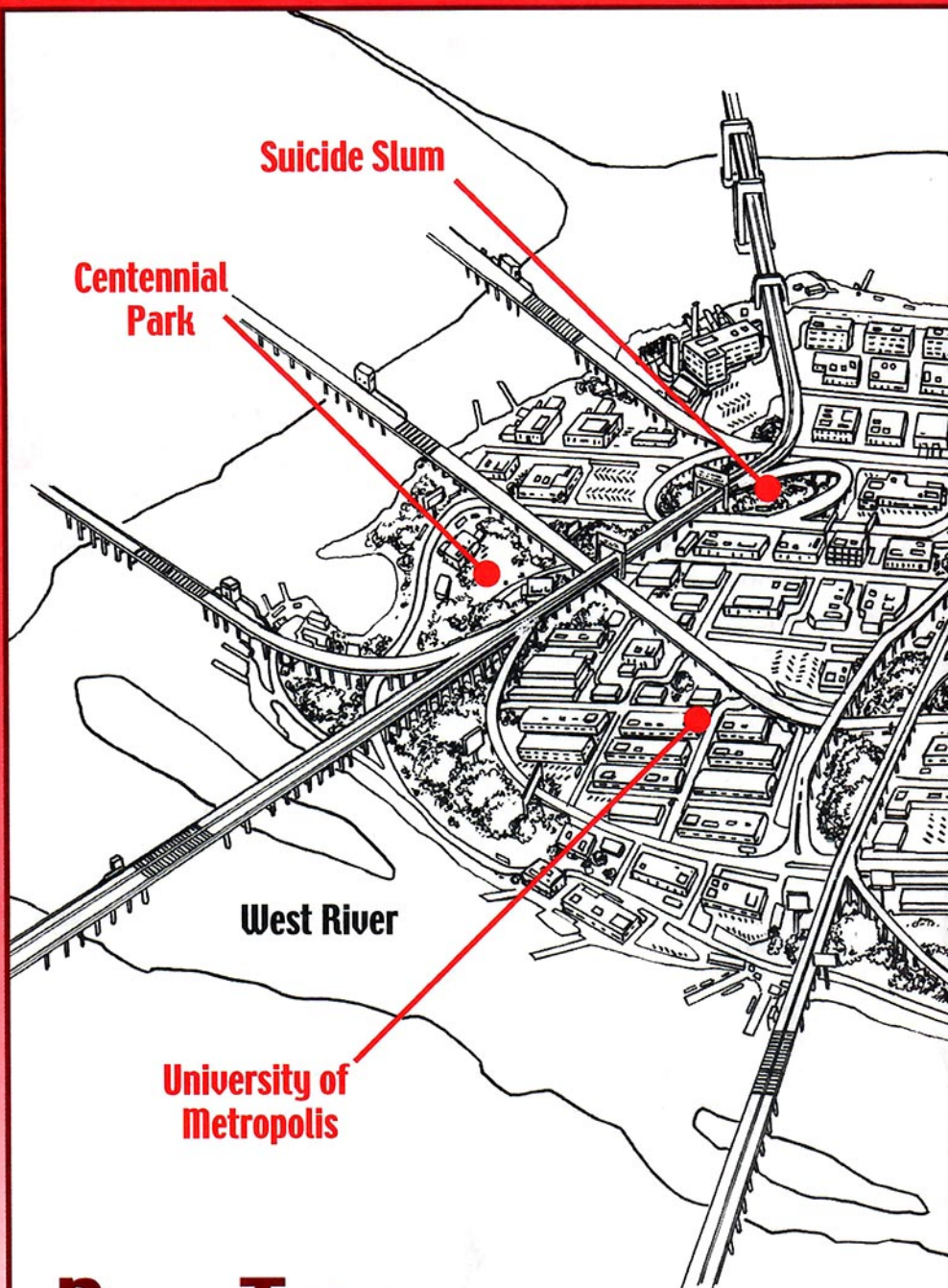
School year begins roughly at the end of August and lasts until the beginning of June.

Colleges and universities: 107 in all boroughs

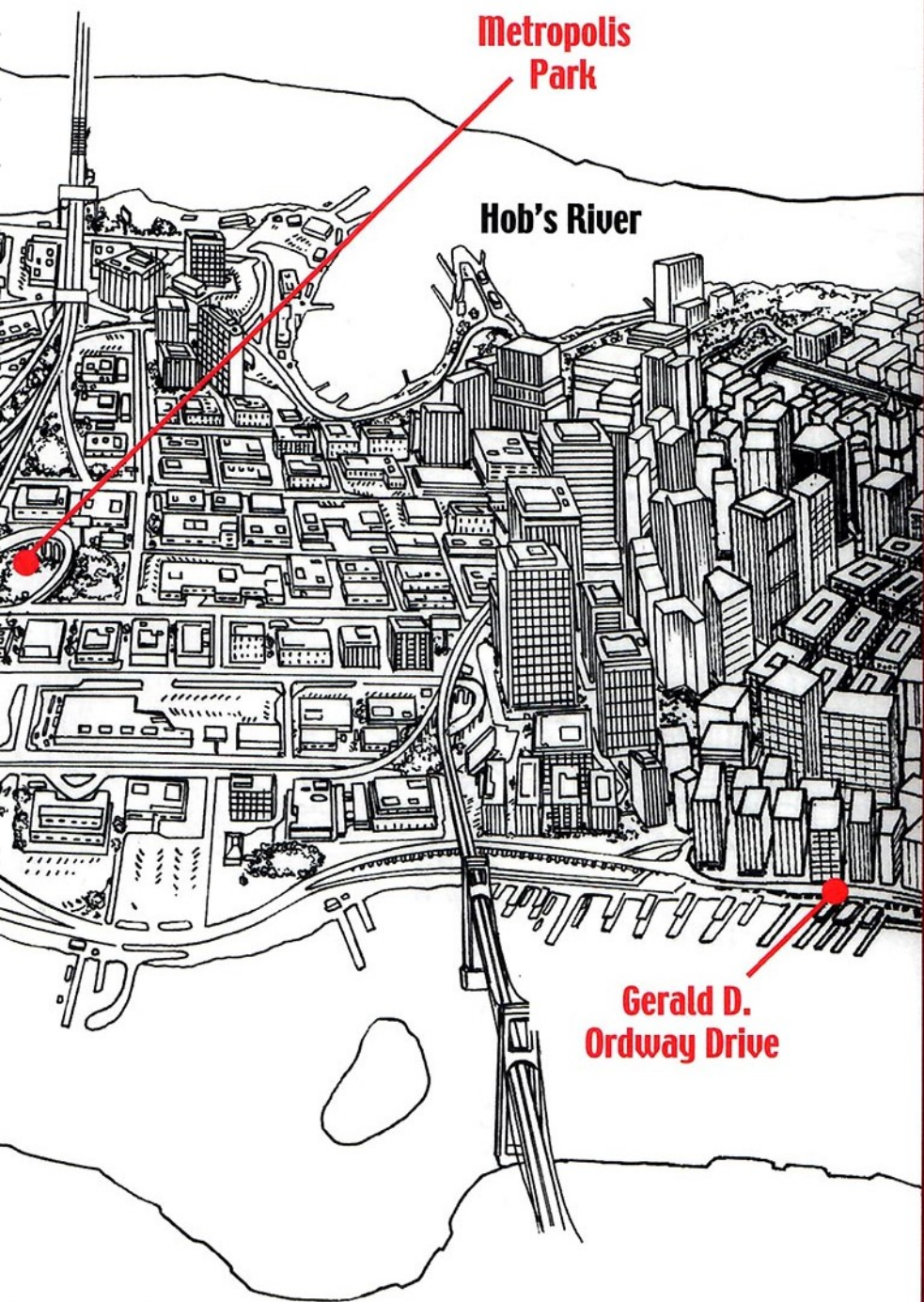
- Top 11 include: University of Metropolis, Metro University of Art, Metropolis Institute of Technology, Metropolis State University, Nordham University, and six local community colleges, each named after the particular borough they are located in.

- UMet, MIT, MSU, and Nordham all offer bachelor and graduate degrees in various disciplines, while the Metropolis Community College system offers associate's degrees in a wide range of subjects, as well as certification for teachers, nurses, mechanics, and electricians.

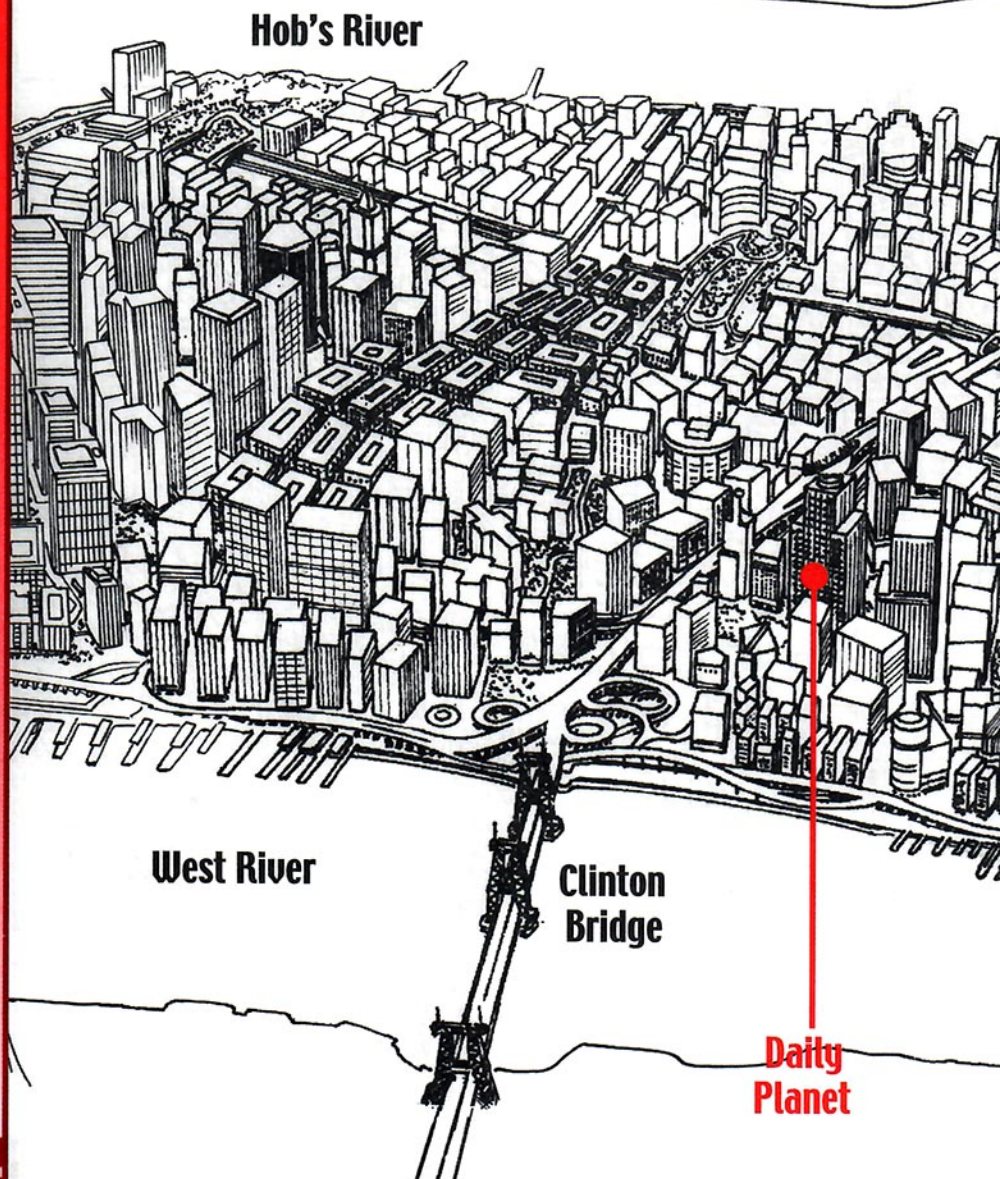


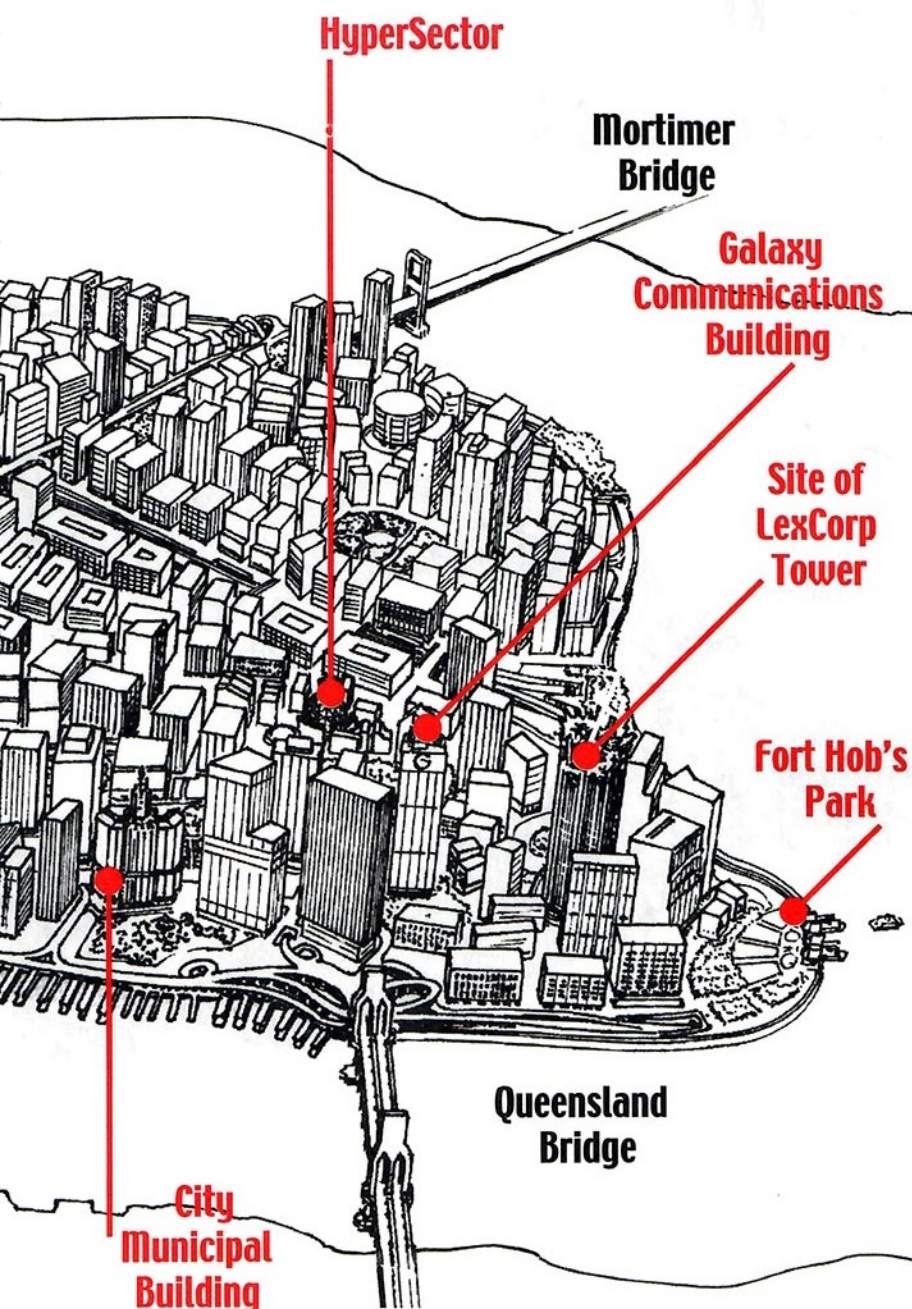


New Troy

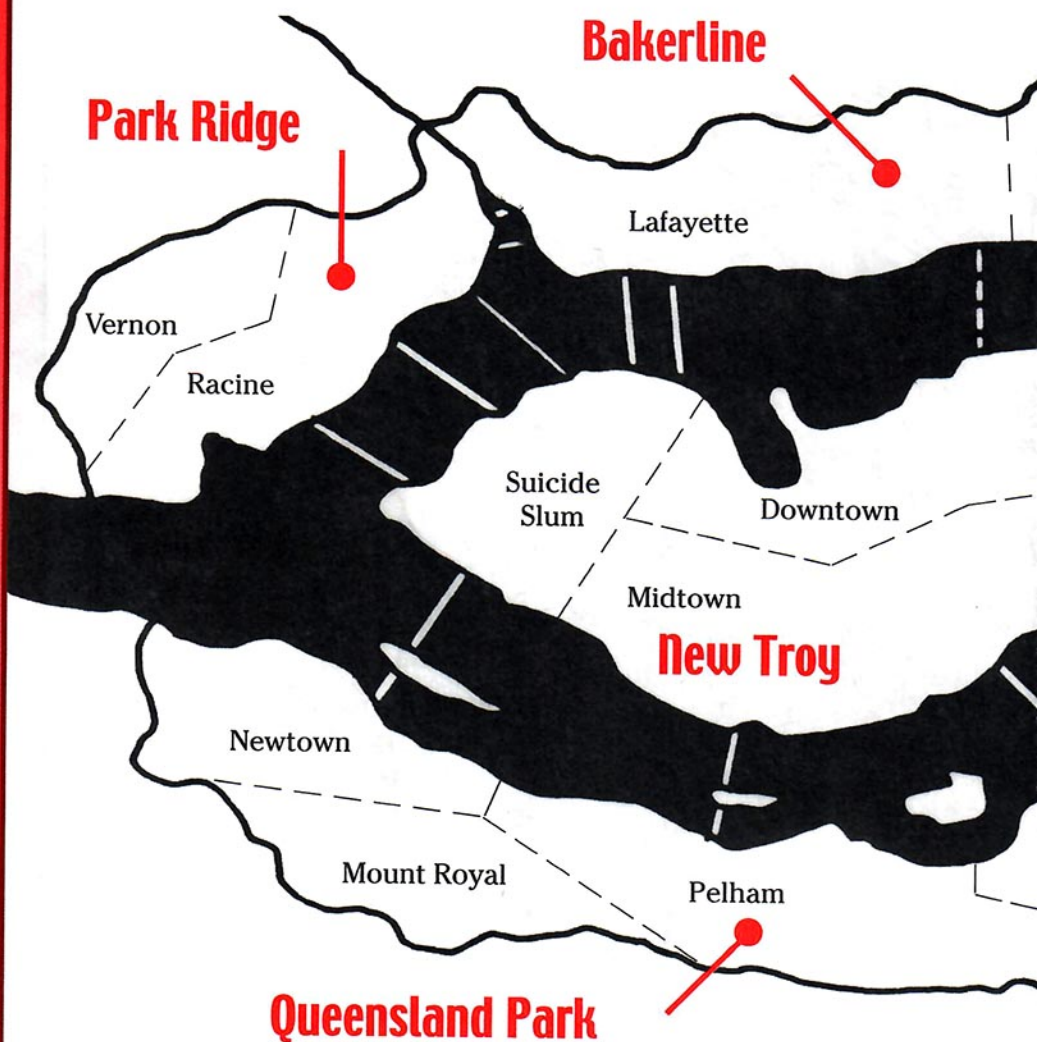


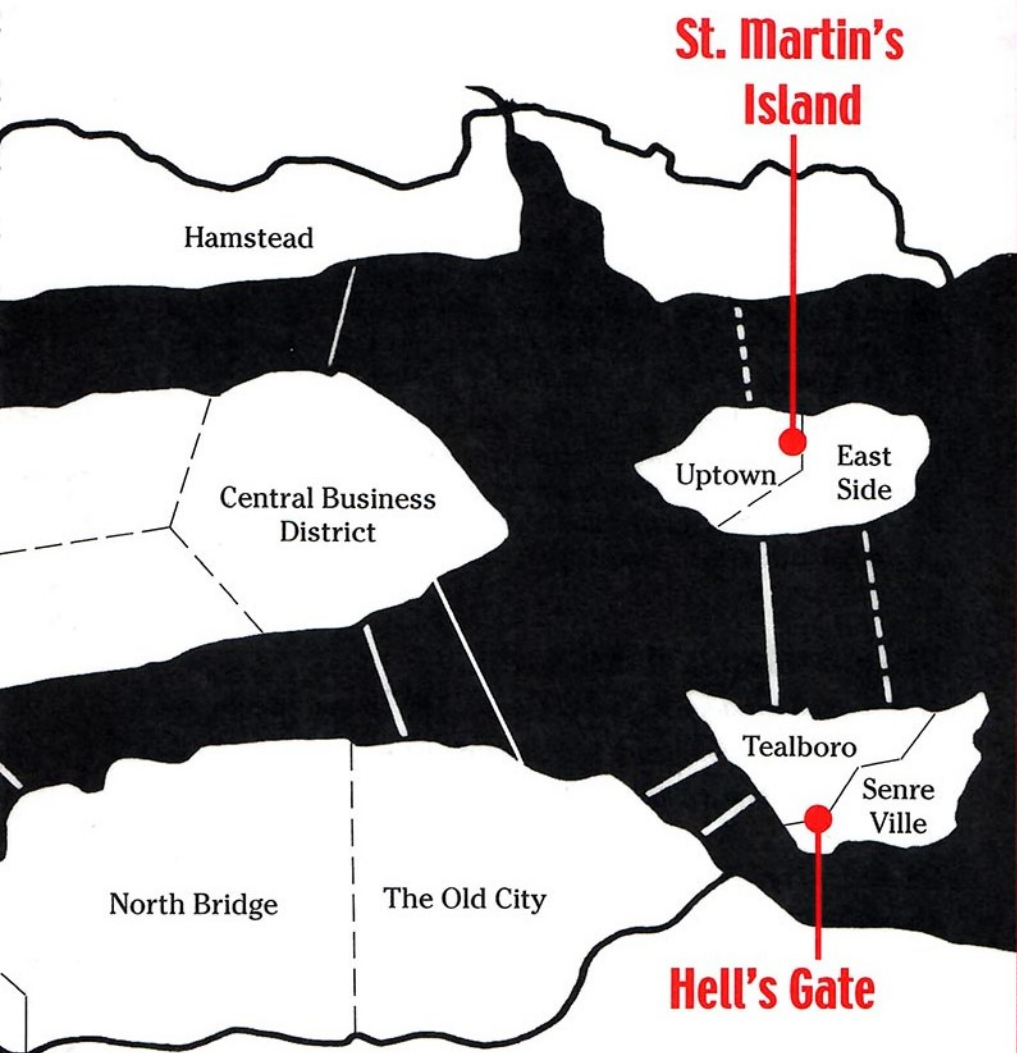
New Troy





Greater Metropolis





COMMERCE & INDUSTRY

Industry

Technology: Led by LexCorp and S.T.A.R. Laboratories, technological and sciences research greatly advance Metropolis's economy. LexCorp and its subsidiaries and holdings provide jobs for nearly 60 percent of the city's population.

Manufacturing: As a result of Metropolis's considerable technological industry, serious demands are made for large machinery and delicate components. Because of this, several robotics and heavy machinery manufacturers have major plants, as well as their headquarters, in Metropolis.

Service: With a large population and great volumes of tourism traffic, substantial numbers of Metropolitans are employed in service sectors, from retail to public service. Service positions are always available, keeping the city's unemployment rate much lower than nationwide averages for a city its size.

Major Employers of Metropolis

LexCorp (all subsidiaries and holdings): 3.55 million employees

Bakerline Naval Shipyard: 14,108 employees

WGBS (including WGBS studio staff and all holdings): 8,136 employees

S.T.A.R. Laboratories: 1,297 employees

The Daily Planet (editorial and production): 670 employees



CRIME

Roughly 1 in 125,000 people will encounter a person-on-person criminal act in Metropolis. The statistics do change when counting citizens who witness a "super-villain crime," based on the more visible nature of metahuman crime.

For the eighth year in a row, Metropolis's crime statistics have continued to drop, thanks to the efforts of the Metropolis police department, Community Watch programs, and a booming economy.

The bright and growing industries in Metropolis aren't without their darker side that the public rarely sees. Embezzlement, extortion, theft, kidnapping—especially of data, designers, and scientists—all happen with frightening regularity. There are some crimes that can't be stopped with a well-placed punch.

1999 Crime Statistics for Metropolis

<u>CRIME</u>	<u>NATIONWIDE</u>	<u>METROPOLIS</u>
Murder and Nonnegligent manslaughter	-8%	-17.8%
Robbery	-11%	-12.0%
Aggravated assault	-5%	-3.0%
Violent crime vs. persons	-7%	-7.5%
Burglary	-7%	-14.6%
Larceny theft	-6%	-6.4%
Motor vehicle theft	-10%	-15.1%
Crimes vs. property	-7%	-9.8%
TOTAL CRIME INDEX	-7%	-9.2%



NOTABLE BUILDINGS

The Daily Planet Building: 37 stories, 542 feet (counting globe), 501 feet to top floor; built in 1921

WGBS Building: 55 stories, 745 feet; built in 1964

LexCorp Towers: 96 stories, 1,301 feet; recently celebrated its thirtieth anniversary

Newstime Building: 66 stories, 894 feet; built in 1913

Old Shuster Customs House: 10 stories, 136 feet; built in 1938





CITY LAYOUT

BY DIRK ARMSTRONG

To call Metropolis a unique city is quite an understatement. While you've surely read about the distinctiveness of its history, industry, and other attractions, there's another arena in which the city is unique—its layout and government. From the outside, Metropolis's city planning and government may look like any other city's; I'm here to guarantee you that's not the case.



METROPOLIS'S BOROUGHES

As nearly everyone in the United States knows, the city of Metropolis is divided into six distinct boroughs—St. Martin's Island, Hell's Gate, Queensland Park, Park Ridge, New Troy, and Bakerline—which are split into various neighborhoods.

The area of Brewer Street and 12th Street is one of the shadier parts of the City of Tomorrow. Here you can find several exotic dance clubs interspersed with seedy bars.

Made famous by television and movies, these six boroughs each have their own distinct personality and, sometimes, accents. Who can forget Donald Durbin's portrayal of Jake, the Hell's Gate blue-collar

worker in Warner Brothers'

1941 hit, *Hell's Heroes*? For weeks following its release, all the kids in Park Ridge were talking like Hell's Gate rough-necks.

Of the boroughs, New Troy, which is made up of the Central Business District, Midtown, Downtown, and Suicide Slum neighborhoods, is the best-known and perhaps most exclusive real estate this side of New York City or Tokyo. The residents of the island borough have a distinct pride in their part of the city. As the center of Metropolis, it has been the scene of more than one showdown between Superman or other heroes and super-powered villains. Many a resident of New Troy can point out cracks in the sidewalk and buildings that were caused by the battle that nearly cost Superman his life. Fur-



thermore, as the bulk of New Troy was destroyed in the infamous Fall of Metropolis, residents of the borough have developed a survivor mentality, something that can motivate the entire city to bettering itself and standing up as a single body.

The dark side of New Troy is Hob's Bay. The neighborhood that sprang up there became known as Suicide Slum during the onset of the Great Depression. While not the kind of place you'd want to wander through alone, some fine establishments and people have come out of there, including the Ace O' Clubs and multibillionaire Lex Luthor.

Nearly as exclusive is St. Martin's Island, containing the Uptown and Eastside neighborhoods, home to three theme parks, numerous public and private beaches, and the estates of many of the city's best known families, such as the Kensington compound. Several housing developments on the island have waiting lists stretching for 10 years or more.

As exclusive as St. Martin's Island is, Hell's Gate is inclusive. Encompassing the neighborhoods of Tealboro and Senre Ville, Hell's Gate has been the site of tremendous turmoil over the years of Metropolis's existence. Residents of Hell's Gate are a stern type with a tough reputation. The population of Hell's Gate is made primarily of long-time residents of Metropolis. Some families living there can trace their island roots back hundreds of years—some have been living in the same houses since the 1800s.

Queensland Park, along the western shore of the West River, is home to the bulk of Metropolis's immigrant population and is divided into the Newtown, Mount Royal, Pelham, North Bridge, and Old City neighborhoods. Several ethnic neighborhoods have developed within the borough, including

Renter's News is available free at all Ten convenience stores and certain street corners. Pick up a copy for an extensive list of Metropolis homes and apartments.



Little Quarac, Chinatown, Little Berlin, and Neo-Tokyo, a settlement of "technogeeks," former high-tech industry workers from Japan who left their country rather than face prosecution for their hacking activities. While recent news from New York, Gotham City, and Los Angeles would suggest that these diverse ethnic groups couldn't live in such close proximity, Queensland Park stands in defiance of that notion. On any given day, the ethnic neighborhoods of Queensland Park look like a melting pot of humanity. Visitors shouldn't be surprised to find a recent German immigrant eating beside a Thai national at a Neo-Tokyo noodle bar.

Continuing around New Troy, Park Ridge, and its neighborhoods Racine and Vernon, is Metropolis oldest incorporated borough, dating back to the early 1800s. In the city's beginnings, Park Ridge was the location of the city's upper class, as well as the summer homes of the elite society of America's Gilded Age, including the Vanderbilts, the Carnegies, the Waynes, and the Luthors. While the borough has lost some

Never overlook the value of the city government when searching for information. They keep records on everything. Birth certificates, death certificates, marriage licenses, business licenses, land assessments, proper ownership records, and more are available for examination by anyone who wants to stop by the appropriate agencies.

of its selectiveness lately with the opening of areas of St. Martin's Island, it remains a powerful and historic region of the city.

Bakerline, meanwhile, has been the home of Metropolis's middle class since the middle class became an economic classification. Within its neighborhoods of Lafayette, Hamstead, and Oaktown, the majority of Bakerline's population



are white collar workers and others who work day to day in New Troy. For the most part, these people can't afford the pricey rent of a downtown apartment, or they want a little more real estate than a potted plant in an apartment offers. A solid, moral community, Bakerline is often heralded by the press as Metropolis's middle ground.

CITY GOVERNMENT

Like most other cities in modern America, the mayor governs Metropolis. Reflecting the federal government, the mayor must answer to the city council, which is made up of 54 council members. These members are elected from the six boroughs within the city.

Queensland Park leads the city in the number of city council seats, followed by New Troy, Bakerline, Park Ridge, St. Martin's Island, and Hell's Gate, respectively.

Mayoral elections are held every four years. City council elections are also held every four years, with 27 members being chosen in the middle of the mayoral term, and then the other 27 selected at the same time as the mayoral election.

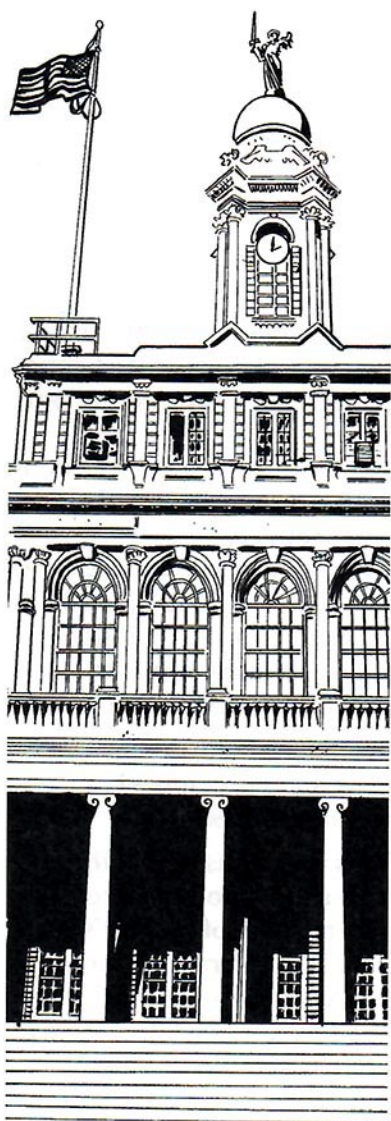
The voting history of the city's six boroughs is as follows:

- Bakerline: liberal
- Hell's Gate: liberal
- New Troy: liberal
- St. Martin's Island: conservative
- Queensland Park: mixed
- Park Ridge: mixed

The voting records of the various boroughs within the city reflect their financial, ethnic, and socioeconomic states. For example, St. Martin's Island is home to some of the city's leading business leaders and oldest, most conservative families. It's always mined by conservative candidates during presidential elections in exchange for the prestige of hosting a presidential vacation if said conservative is elected to office.

Hell's Gate, conversely, is a blue-collar borough. It's home





to many laborers who work on the south end of New Troy in various industries. As such, the workers are traditionally swayed to the liberal cause.

Within the last 10 years, Bakerline has been one of the city's fastest growing regions. For this reason, it has seen a large influx of new businesses and families.

Park Ridge can go either way in an election because of its nearly perfect balance of old money and new ideas. While the bulk of Metropolis's first families relocated to St. Martin's when the city government successfully sued the EPA and changed the designation of 40 percent of the island from protected wetland to developable land, a few influential families remained in Park Ridge. At the same time, Park Ridge has become a favored location for college and university faculty to live. Artists and liberal thinkers have come to call this home.

New Troy is a fast-paced and fast-thinking borough. Liberal ideas, not surprisingly, often win over more conservative ideas.



THE POWER OF THE CITY GOVERNMENT

While the bulk of lawmaking power remains within the purview of the state government, Metropolis's city governmental system is robust. With an immense number of people living in the city, the mayor of Metropolis's powers approach those of a governor of a small state. Because of the recent federal debacle with Gotham City, which resulted in the city being declared a no man's land, Metropolis has taken steps to prevent the same kind of decree from ever being declared against it.

While this much power may seem anathema to residents of smaller cities, it has proven necessary on more than one occasion. This has been particularly true when super-powered villains have invaded the city. Often, there is no time to notify the governor of the situation. In such extreme situations, the mayor of Metropolis can summon the National Guard, declare martial law, and effectively seal off the city.

CITY ORDINANCES

Three times annually, the mayor and the city council grant the public an audience for the purposes of airing issues and topics that they feel strongly about. At that time, the city council can choose to take the concerns into chambers and fast track them for future legislation in the form of city ordinances. For example, a request was made to prevent vendors from setting up booths within Centennial Park. The council acted upon this quickly and passed it as a city ordinance. Another recent ordinance that received such quick approval was a



recommendation that all new mothers be required to take infant CPR courses at their local hospital.

Also, the city council is free to shelve issues, either delaying a vote or outright killing the issue. However, council members know who can vote them in and out, and it's quite normal for all but the most outrageous ordinance proposals from citizens to be at least discussed at a council meeting.

METROPOLIS'S FEDERAL CONNECTIONS

Despite repeated attempts led by the general public and the private sector, the federal government maintains a large presence in Metropolis. This presence has always been a sticking point for the city's conservative mayors, such as the current mayor, Buck Sackett. However, more liberal mayors have welcomed and even encouraged it.

The bulk of the federal presence in the city is, according to its agencies, to aid the populace. These programs have caused many to see its main objective here solely to increase regulations on business owners and taxpayers.

Since setting up shop in Metropolis, the federal government has begun several pilot programs, using Metropolis as a test case before expanding them on a national scale.

Metropolis also has a large contingent of federal law enforcement agencies—the DEO, FBI, CIA, NSA and U.S. Marshalls. In many cases, the agencies' presence within the city limits is greater than in their respective national head-



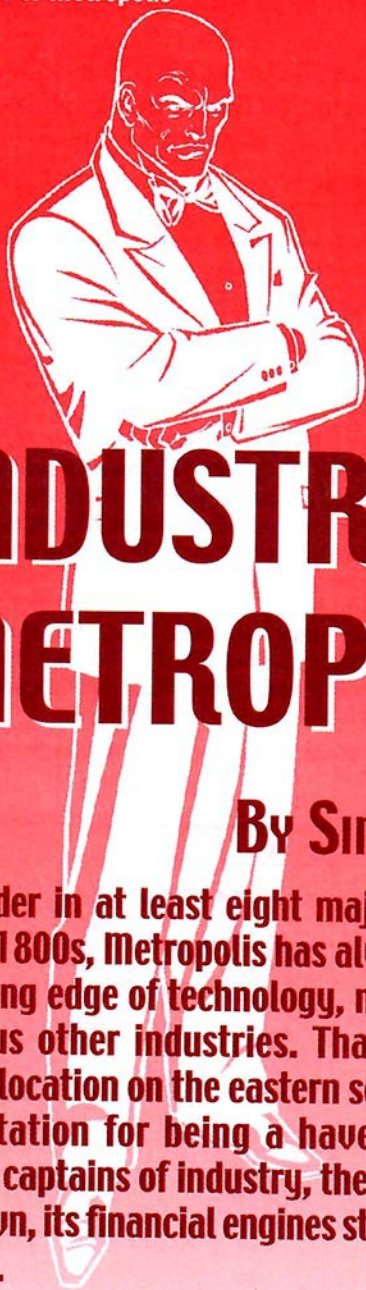
quarters. For example, the DEO has six offices in Metropolis, and two large-scale staging facilities, one in Hob's Bay and another in Bakerline.

GOVERNMENT PERSONNEL

DEO field agent. All stats 2D except: *brawling* 3D, *climbing* 3D, *dodge* 3D, *sneak* 3D, *marksmanship* 3D, *Physique* 3D, *running* 4D, *scholar* 3D (*metahuman activities* +1D) *Perception* 3D, *surveillance* 4D, *tracking* 4D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 24. Equipment: handheld computer, tranquilizer gun (target makes a Very Difficult *Physique*, *resistance*, or *willpower* roll; failure means the victim falls unconscious for 1 hour).

Senator Peter Ross. See *Metropolis Sourcebook*, page 26.





INDUSTRY OF METROPOLIS

By SIMONE DeNEIGE

A leader in at least eight major industries since the late 1800s, Metropolis has always been a city at the cutting edge of technology, manufacturing, and numerous other industries. Thanks to its advantageous location on the eastern seaboard, as well as its reputation for being a haven to many of the greatest captains of industry, the city has prospered and grown, its financial engines stoked by its thriving industry.

With few economic breaks or tax incentives over the years, Metropolis has continued to be known nationwide as a city setting the tone for the industry of the country and many parts of the modernized world. The major factor that has attracted numerous businesses to the area is the abundance of skilled and high-tech workers. Metropolis's fine public school and university systems, supported by numerous industry grants, have made Metropolis's high-tech industrial sectors the envy of every other city in the nation and even the world.

While many think of Metropolis's industrial sector as being owned exclusively by Lex Luthor, significant inroads have been made by other companies in the city, including WayneTech, S.T.A.R. Laboratories, and even the recently re-funded and revitalized Dayton Industries. In addition, areas of the Metropolis industrial and business community not dominated by LexCorp, such as the medical and consumer goods markets, have enjoyed tremendous growth lately. Advances in manufacturing and medicine and a strong economy have helped boost the quality and demand for these goods.



A WORD ABOUT LEXCORP

While many outsiders may scoff that Metropolis is the “city that Luthor built and Superman keeps clean,” the residents of Metropolis do not share their disdain. To many, Lex Luthor is the conscience of the city, a father-like figure to some, a boss and employer to others.

No matter how he is seen, the fact remains that thanks to LexCorp and its holdings, a full three-quarters of Metropolitans are employed. The money earned by LexCorp and its companies gets reinvested every minute of every day in Metropolis, leading many to that “what’s good for Luthor is good for Metropolis.”

This may place the man on a pedestal, but it is not far from the truth.

MANUFACTURING

Heavy manufacturing has been the backbone of Metropolis’s economy for years, thanks to both the naval base and a thriving shipping industry. Metrosteel, Hob’s ForgeWorks, and Perry Limited have been constructing parts

for ships and other large-scale applications for the past 80 years.

These major manufacturing firms are located along the riverbank of Bakerline. Still a relative newcomer to

Josiah Berkeley, one of the owners of Metrosteel in the early part of the twentieth century, loved to create steel sculptures. Some of his best work can be found in parks around the city. There are also smaller pieces in the Metropolis Museum of Art.

heavy manufacturing in the city, LexCorp opened a facility in the Bakerline borough 12 years ago, mainly to build parts for the LexAir fleet, and has since diversified into steel manufacturing, construction of building supplies, and production of components for LexOil's mining efforts.

While the city has thousands of construction firms, these four companies are responsible for most of the city's infrastructure. Indeed, the city's most recognizable landmark, the *Daily Planet* globe, which sits atop the building, was cast by the landmark, the globe which sits atop the *Daily Planet* building, was cast by Metrosteel in 1900 as a centennial gift to the *Planet* from then-owner Josiah Berkeley. The city's other companies then followed, each adding their own signature item on the city's landscape, leading to the saying that "What Bakerline Builds, Builds Metropolis."

AERONAUTICS

Dominated by LexAir, the company founded by Lex Luthor shortly after his record-setting flight of the experimental LexWing around the world, the aeronautics industry of Metropolis has been good to the city for over 15 years, beginning with the Department of Defense contract awarded to Luthor after that initial flight.

Currently, the bulk of Metropolis's aeronautics industry is located in Secord Park, an industrial incubator near Metropolis International Airport. Here, LexAir has their corporate office, testing hangars, and developmental laboratories. While LexAir is still the major player in the region, Ferris Aircraft has recently

"During the Luthor Invitational air show at Secord Field years ago, Luthor and a pilot from Ferris, some guy named Jordan, did an aerial ballet, they called it. It was incredible—two fighter planes charging at each other and then missing each other by a hair as they shot straight upwards. One of the best sights I've ever seen, and I've been back to the show every year since."

—Dean McElwain,
Park Ridge



opened a testing facility in Secord, and the two companies have worked jointly on several experimental projects, including the latest version of the Traffic Alert and Collision Avoidance System (TACAS 2.0) and Pegasus I. This experimental magnetic-induction launching system for spacecraft has a sloping, kilometer-long track that accelerates spacecraft to 950 kilometers an hour. The actual track is located north of the city, in the flats before the foothills of the Kirby Mountain range.

Smaller aeronautic firms have opened facilities at Secord, all meeting some degree of success. Most recently, Project Cadmus acquired lab space at Secord and made some of its experimental flying technology available to graduate engineering students from the Metropolis Institute of Technology in the form of a contest. The students (who must be recommended for the project by the president of MIT) are offered the chance to examine and then reverse-engineer any portion of the craft's systems in a new application. Those who rise to the challenge receive a cash award and a four-year contract with Project Cadmus.

LEXAIR 747-400 PASSENGER PLANE

Size: 211-foot wingspan; 232 feet long

Crew: 2 cabin crew, plus 4 stewards

Passengers: 524

Cargo Capacity: 27,467 cubic feet

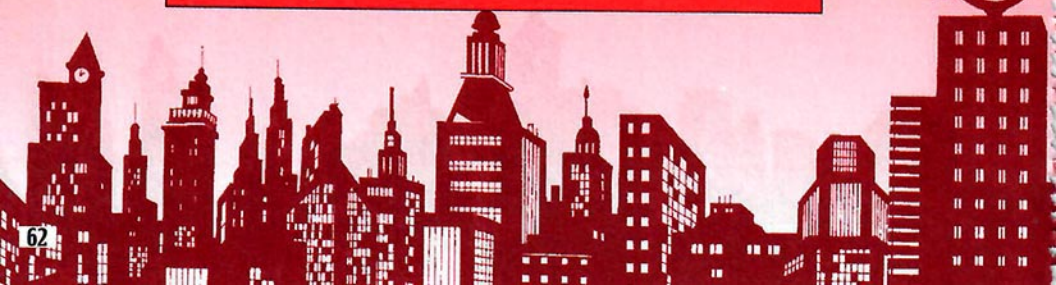
Maneuverability: 0

Speed: 565 mph (cruising)

Passive Defense Value: 15

Base Damage Value: 10Dx10

Body Points: 150



SHIPPING

Thanks to its location and the natural harbor of Hob's Bay, Metropolis has been one of the eastern seaboard's major ports since the mid-1700s. Today, Hob's Bay ship traffic is almost exclusively LexCom-owned ships, which transport over two billion metric tons of cargo every month. Cargo is then moved to locations inland by truck and train.

Hob's Bay has 57 berthing piers, each with a variable amount of warehouse space and facilities. Piers 1 through 40 are owned and operated by LexCorp, while the city owns and operates Piers 41 through 57.

Handling over 14 cargo ships per day, Hob's Bay is one of the Atlantic seaboard's busiest ports. In addition, 26 commercial piers are located on the western side of New Troy. These piers are used by local ferries and cruise ships. A much higher-rent district than Hob's Bay, there is virtually no cargo traffic at these piers.

At the request of the EPA, LexCorp has constructed special "safe berths" for ships hailing from unknown ports or those without LexCorp's BallastClear technology, which kills all organic life in a ship's ballast tank and prevents xenobiotic contamination of Hob's Bay. The safe berths house ships for

The waterfront has steel mills, docks, and many warehouses. Most have been rented by shipping companies, who fill them with containers of books, toys, timber, and other goods. Other warehouses lie empty—some waiting to be rented; some abandoned and in need of structural repairs.



24 hours as their ballast water is flushed and cleaned. As all ships coming into Metropolis's ports are required by city ordinances to have xenobiotic-clear ballast water, cargo ships have been forced to either adopt the BallastClear technology or wait 24 hours before unloading their cargo. Such efforts by the city will hopefully prevent an outbreak of parasitic organisms in Metropolis waters and the waters of surrounding regions, as all are still vital fishing grounds.

HEALTH & MEDICAL

A relatively new field in Metropolis, the city's health and medical businesses have progressed steadily but slowly, led by Cornelius/Krieg Pharmaceutical. Recently it received a jumpstart with the relocation of Tyler Chemical and WorldPharmCo's Gotham labs to Metropolis following the Gotham City earthquake. Both companies have quickly made themselves at home, taking advantage of the large number of available, well-educated workers. In addition, all three companies, in friendly competition, have founded scholarships at all of Metropolis's colleges and universities, encouraging students to pursue chemistry and pharmacology.

The medical industry of the city has also been helped by

In addition to S.T.A.R. Labs and Project Cadmus, universities and corporations have unusual research projects. While S.T.A.R. Labs, Project Cadmus, and universities more closely watched than the privately funded projects, any of them could be dangerous if they got out of hand.

the declassification of Project Cadmus, one of the government's formerly secret genetic laboratories located in the Kirby Mountains north of the city. While the main Project Cadmus facility remains in the mountains, three Project

Cadmus remote labs have opened in Metropolis. Each is staffed by researchers looking to turn Project Cadmus's advances in genetics and cloning into products and medicines that will benefit the health and welfare of all humankind.

Of course, the University of Metropolis's Medical College is still regarded as one of the finest in the nation. It consistently wins awards for excellence in research in human, metahuman, and extraterrestrial medicine.

TECHNOLOGY

As home to LexCorp's LexComp computer branch, Project Cadmus, and regional offices of WayneTech, Kord Research and Development, Dayton Industries, and S.T.A.R. Labs, as well as over 200 other high-tech firms, Metropolis leads the nation in high-tech jobs and output.

This combined with LexCon, the nation's leading electronic and high-tech trade show, held every spring at the Metropolis Convention Center and Towers, gives the world ample reasons to look to Metropolis for advances in industrial technology as well as consumer electronics.

While the bulk of the high-tech focus in Metropolis is on computers and applications, firms developing robots and artificial intelligence have a strong presence in the city. Led by LexCorp, five companies dedicated to producing robots of various shapes and sizes for a variety of functions have opened shop in the city within the past five years. Due to

"Without the research done on metahuman systems and physiology at the University of Metropolis's College of Medicine, there's no way the doctors could've known that I had been poisoned by the radiation from Brainiac's ship during his siege on the city two years back. Thankfully, they figured out what was wrong with me and fixed me up—I lost my hair and 24 pounds, and my skin turned deep orange before I got better, but I'm alive now because of them."

—Ross McKinkle,
National Guardsman,
Bakerline



artificial intelligence-equipped industrial robots escaping on three separate occasions, city ordinances were passed that limit such companies to the city's more remote areas, such as eastern Park Ridge and western Queensland Park. No company producing artificial intelligence-equipped robots is permitted to operate in New Troy.

S.T.A.R. Labs is another major player in the city's technology scene, providing jobs for over a thousand residents in its main Queensland Park laboratory facility, offices downtown, and in Second Park. While S.T.A.R. Labs does not manufacture any of the technology it creates or refines, it does sell licenses to other companies, who then may produce items utilizing

the technology. Given its pure research approach to science and technology as well as its dependence on license fees for its operating budget, S.T.A.R. Labs is one of Metropolis's most security conscious businesses, often requiring a four-day waiting period to acquire a visitor's pass.

Due to an explosion at S.T.A.R. Labs's downtown facility three years ago that threatened to cause a melt-

down in the facility's nuclear generator, the city council passed a law requiring all businesses in the borough of New Troy to be powered by city electricity or solar power. Unable to meet its energy needs with either option, S.T.A.R. Labs moved to

Many of the buildings in the Queensland Tech Corridor have all been specially designed to withstand volcanic eruptions and earthquakes of magnitude 8.0 or higher. Although Metropolis doesn't typically experience natural disasters, there are plenty of super-powered fights that would put Mother Nature's worst events to shame.



its current location in Queensland Park. Here it is a focal point for several smaller technology start-ups, which have formed a technology/industrial park around the S.T.A.R. Labs complex.

Consumer electronics in Metropolis are represented by a number of companies, the largest of which is GoTronics (formerly GoToys). Thanks to their success with their *King's Feud* game—both as a board game and as a video game—as well as savvy business leadership, GoTronics has become a leader in personal high-tech audio, computers, and of course, numerous forms of entertainment.

COMMUNICATION

Metropolis is the media capital of the country, with many newspapers, television, and Web-based information sources located within the city limits. As such, a sizable portion of the city's economy derives from communications, both on a local and national level. Lining the outer edges of the Queensland Tech Corridor, which is centered on S.T.A.R. Labs, Metropolis is currently home to 18 different communication firms that do everything from designing better cellular phones to increasing the efficiency of fiber-optic lines to building full-range stereo speakers the size of a quarter. This is one of the city's fastest growing sectors.

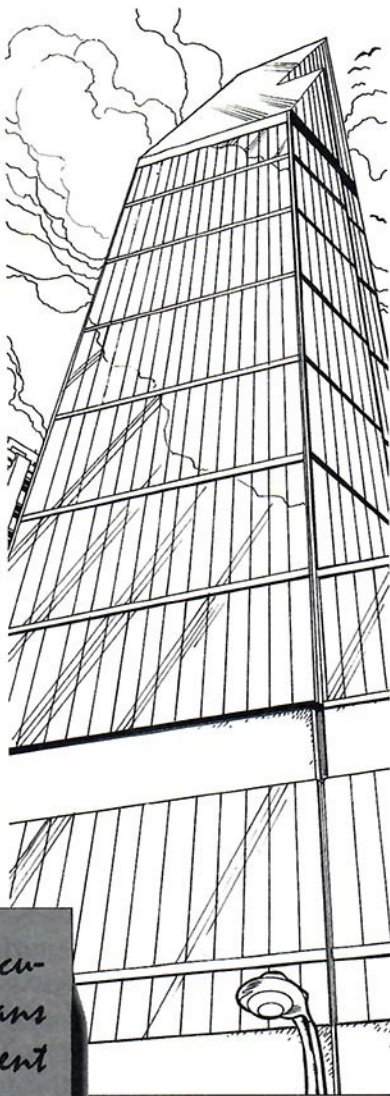
Metropolis also has its share of publishing houses, from tiny vanity presses to international firms. Although most of the actual printing, particularly of books, is done in other parts of the country, a wide variety of print media originates here, including, books, magazines, and newspapers in many genres and numerous languages. Among the top Metropolis publishers are LexPublishing, Primo Publishing, the *National Whisper*, and the *Daily Planet*. (Refer to "The Media" chapter for further discussion of this industry.)



BANKING

While LexCorp Tower dominates the downtown Metropolis skyline, other buildings house regional headquarters for national banking firms and investment groups. Led by the Luthor Financial Group, which covers personal and professional finance and investments, the city's banking community is second to none in the nation, easily securing Metropolis's position as the wealthiest city in the country and the third wealthiest in the world.

Six other major banks and investment firms are headquartered in Metropolis: BankUSA, Washington Savings, the Franklin Group, Wayne Financial, Savage Banking Group, and Queen Investments. Each has its own building within a six-block radius of LexCorp Tower.



It's no secret that some executives live outside their means and find ways to supplement their incomes. One bank executive has is rumored to have dealings with organized crime.

The city has its own mercantile exchange that dates back to the 1800s. It is located in McTierny Hall, three blocks north of LexCorp Tower, on the fabled "golden row" where all the companies represented by the Dow Jones industrial average have corporate offices, provided by Lex Luthor himself. It is rumored that when a company falls off the Dow Jones index, as many have recently, representatives from the companies that replace them often pass the departing companies' workers on their way out, and the office signs are changed within two hours of the announcement.

Thanks to the long-standing bull market, Metropolis's banking community has seen an amazing growth in the last four years, and its rate continues to astound analysts.

"By opening this building, I not only cut a ribbon, but I also offer an alternative for the citizens of Metropolis and their money. Your city is the pride of the East Coast, and the world. As such, I am proud to both build this building and offer its services to you. Now let's get to cutting!"

—Bruce Wayne,
CEO of the Wayne
Foundation and Wayne
Financial, on the opening
day of the Metropolis
WF Building

KRYPTONITE & ITS EFFECTS ON HUMANS & KRYPTONIANS

Kryptonite is a radioactive substance created when the planet Krypton, home to the Kryptonian race, exploded. Chunks of the stellar matter drifted throughout the universe. Some eventually traveled to this galaxy and landed on Earth. One of these pieces was even attached to the birthing matrix Superman was sent to Earth in.



As a radioactive substance, kryptonite gives off invisible particles that are harmful to most living beings near it. Any human who comes into contact with kryptonite for an extended period of time will grow sick and, eventually, die.

In humans and similar races, kryptonite causes a permanent loss of 1 Body Point every three months of continuous contact. (Body Points lost from kryptonite radiation cannot be healed.) For every six months of continuous contact, the character must make a successful *Physique* or *resistance* roll, or contract radiation sickness. The character loses 1D in his *Physique* for every year he has the sickness, until his *Physique* reaches 0D and he perishes. It's up to the Narrator to determine additional effects on the character.

If the radiation poisoning was localized to a specific limb (for example, from wearing a ring with kryptonite in it), the effects of the radiation may be stopped by amputation within three years of contracting radiation sickness. There is a 30 percent chance that the operation was successful (roll the Wild Die; if a critical success or critical failure is rolled, the process was successful) and the radiation poisoning was removed. Kryptonite radiation sickness is terminal after three years.

For Kryptonians, the effects are much more drastic and manifest themselves much quicker. Any Kryptonian who is exposed to kryptonite radiation immediately feels weak and nauseous. Initially, he loses 10D in *Physique* and one-quarter of his maximum Body Points (not one-quarter of the Body Points he currently has). After the first exposure, the character takes 1 point of damage every round and loses 1D from his *Physique* every five minutes until the source of radiation is removed. If the character is reexposed to the radiation before both his *Physique* is back to normal and he has regained the Body Points he lost due to the radiation, the character succumbs to the effects as if the exposure had not been interrupted.



In the case of a clone who contains the genetic material of a Kryptonian, such as Superboy, the effects are not as severe. The character still feels weak and nauseous, but there is no initial reaction to exposure and he only loses 1D in his *Physique* every 10 minutes.

Kryptonite radiation cannot pass through lead. Therefore, encasing either the character or the kryptonite in lead stops the exposure.

INDUSTRY PERSONNEL

Bruce Wayne. See *Batman, DC Universe Roleplaying Game* rulebook, pages 138–140.

Professor Emil Hamilton. See *Metropolis Sourcebook*, page 16.

Lex Luthor. See *Metropolis Sourcebook*, pages 50–52.

Project Cadmus personnel. See *Metropolis Sourcebook*, pages 23–26.

S.T.A.R. Labs personnel. See *Metropolis Sourcebook*, pages 27–28.

Scientist. See *Narrator's Screen's* book, pages 39.

Security guard. See *Narrator's Screen's* book, pages 39.





THE MEDIA

By CATHERINE GRANT

Metropolis is a city built on information. Since its inception, the free flow of ideas has always been one of the cornerstones of Metropolis's society. It has allowed the city to grow and be recognized as the home of some of the greatest thinkers of the last 200 years.

Metropolis has long been recognized as the center of all media, from print to radio to television. Here then, is how the media of Metropolis breaks down.



NEWSPAPERS

Print communication had its advent in Metropolis early on with the *Daily Planet* and, later, the *Daily Star*. While the *Daily Planet* has grown in the ensuing years to become a major newspaper with a global audience and circulation, the *Daily Star* has remained a smaller paper, aimed at the Metropolis regional audience and covering local topics.

Together, the papers reach an audience of over two million within the city limits. They are still seen by the majority of Metropolitans as their major source for news and information.

The remainder of the print news of Metropolis is covered by the *Daily News*, the *Metropolis Star*, and the *Metro Eagle*—each with its own target audience and speaking for a specific portion of the population.

Metropolis also is home to the infamous *National Whisper* tabloid. This sensational rag gained notoriety for publishing the fabricated Wonder Woman/Superman pictorial which showed Wonder Woman and Superman in an intimate setting on a mountain top in the Alps. While the *Whisper* was exonerated from any blame, paparazzi photographer Simon Nelson was found guilty of fraud and is still in prison.

Of the newspapers within the city, only the *Daily Planet* can boast of never missing a single issue since its start on January 1, 1793. Even when the city was destroyed during the Fall of Metropolis, the newspaper was able to publish thanks to its backup presses located in Queensland Park.

The *Planet's* record was broken early last year when the

"The day after Superman was killed, I was in the crowd that ran around getting a copy of each Metropolis paper. Everybody wanted one with a special Superman cover. I've got all of 'em now, but I didn't realize he would come back to life and make 'em pretty much worthless."

—Sam Marin, Hob's Bay resident



newspaper was bought and dismantled by Lex Luthor in an attempt to consolidate his media holdings. Although the *Planet* languished for six months, it was eventually restarted when Luthor, convinced he had made a bad investment, sold the

newspaper to former editor-turned-publisher Perry White.

Since its presses have started up again, the *Planet* is as proud a publication as ever. It

continues to publish timely and well-researched articles, in keeping with its enduring tradition of quality journalism.

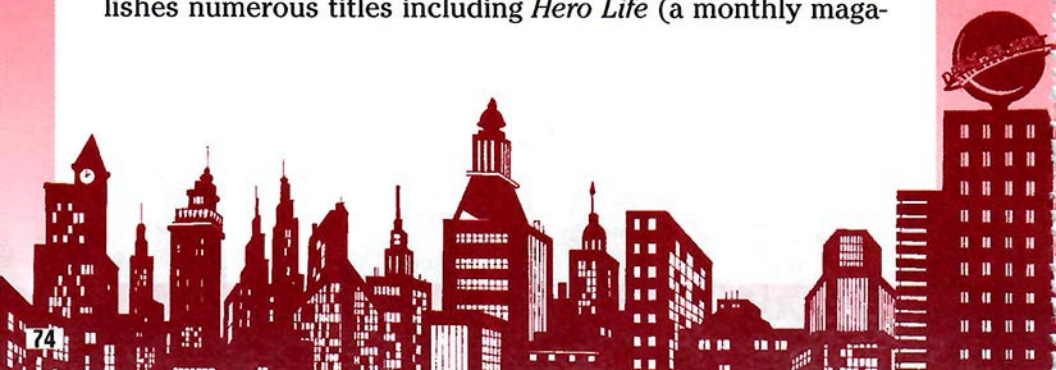
The Metropolis Newspaper Guild gives annual awards, including the Special Award of Excellence.

MAGAZINES

Ask anyone in the nation what the three leading newsmagazines are, and the answer will always include *Newstime*, which is based in Metropolis. Winner of the Baldy Award for best newsmagazine from 1994 to 1997, *Newstime* has become a leading national periodical of popular opinion and thought, with editorials written by luminaries such as Lex Luthor, Alan Scott, Wonder Woman, every sitting Justice League chairperson, and every president since Lyndon Johnson.

Published by Colin Thornton, *Newstime* is best known for its balance of conservative and liberal opinions. As such, the magazine and Thornton have sponsored presidential debates in every election since 1972. Traditionally, the debates are held at the University of Metropolis, with Thornton serving as moderator.

The city is also the home to Galaxy Publishing, which publishes numerous titles including *Hero Life* (a monthly maga-





zine featuring articles and interviews with some of the best-known super heroes in the world), *Sports Scene*, and *Galagirl*.

Not to be outdone, LexPublishing offers readers almost two dozen different magazines ranging from high fashion (*Couture*) to computer technology (*Bitstream*, *e-People*).



RADIO

Metropolis is home to over 300 radio stations, 100 AM, 200 FM. Metropolis's WMET went on the air in the late 1930s and quickly became the city's leading radio news source.

Along with WMET's coverage of World War II, which won the station awards and admiration from those at home and overseas, WMET has been on the scene of virtually every major news story in the city. From Lex Luthor's historic news conference after he piloted the LexWing around the world to the first appearance of Superman, WMET is known throughout the city as the voice of Metropolis.

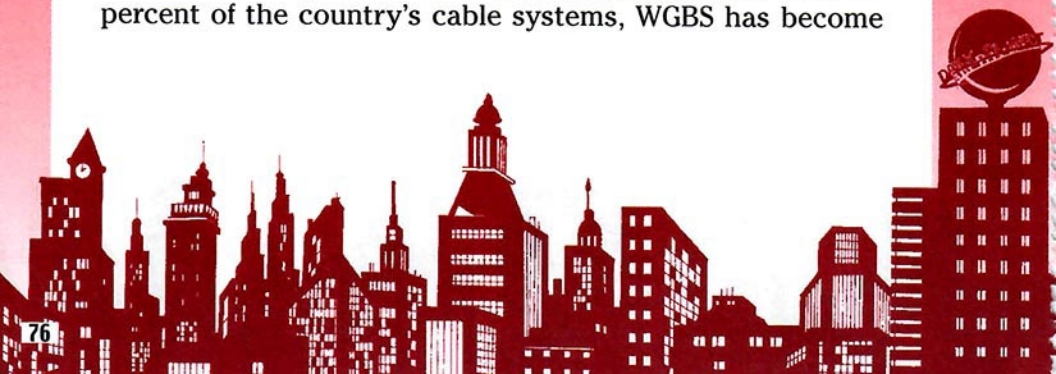
Metropolis's FM stations are recognized around the world for setting the tone of the modern music scene, as well as landing key interviews with some of music's most notorious recluses. Metropolis's best-known FM stations include: WCAR, WGBS FM, WJUR, WKSL, and WALT. For a full directory of the city's radio stations, please consult the Metropolis telephone book, volume 1.

TELEVISION

While most of the major networks have offices in the Metropolis area, the city is the home to WGBS, the home-grown success story that has gone on to become a global phenomenon.

Beginning as a simple local television station that served the needs of the community, WGBS, under the guidance of Morgan Edge, grew quickly, outstripping local network affiliates in the coverage of regional and national news.

Since coming into its own and being carried by over 80 percent of the country's cable systems, WGBS has become





one of the leading independent television stations. It has bolstered its reputation through a commitment to provide at least 30 hours of original programming a week, from *Perspectives*, the award-winning interview series hosted by Catherine Grant, to *Jumpin'*, a popular urban comedy airing on Thursday evenings. WGBS proudly aired the *Uncle Oswald Show* for 20 years, and it is currently home to the *Whitty Banter Show*.

The most exciting phase of WGBS's continued growth came last year with the debut of GNN, the Galaxy News Network. This 24-hour cable and Internet news channel with offices in



24 countries around the world and video feed from over 1,500 independent videographers replaced the former Galaxy Information Network.

By being both online and on the air, GNN can respond quicker than almost any other news channel. Thanks to GNN's lightning-fast response, the channel

was the only one to report live on the recent meeting in downtown Metropolis between Superman and the son of Mongul. Although the national networks misidentified him as the original Mongul, GNN gave the full story, relating who the son of Mongul was and reminding everyone that Mongul had been killed during a supernatural crisis two years ago.

In addition to WGBS and GNN, Metropolis is also home to WLEX, the broadcasting arm of LexCom. While WLEX is only carried by just over half of the nation's cable systems, it has shown amazing growth in the past three years. But despite its increasing national popularity, WLEX still has a questionable reputation in the eyes of many Metropolitans. While most trust the station's news implicitly, some claim that the station will never provide fair and objective reporting where Lex Luthor is concerned. This issue was raised most recently when WLEX didn't cover the showdown between Luthor and William Odetts, who refused to sell his land to Luthor in order for Hypersector to expand. WLEX has offered no comment on its lack of coverage of this news item.

Metropolis is also the home of Sun Broadcasting, owned and operated by the flamboyant Englishman Henry King, who recently gained fame when he descended to the bottom of the Marianas Trench in the Pacific Ocean. While it has not fared as well in the communication wars of the late twentieth

Everyone loves "Good Morning, Metropolis" on WGBS with Betsy Lord! The show helps many people start their day on a bright note.



century, Sun is still a player in the Metropolis media scene, offering an edgier brand of entertainment, talk show, and lifestyle shows.

Station and programming line-ups are available daily in the *Daily Planet* and the *Daily Star*.

THE INTERNET

With the advent of the Internet and the World Wide Web, Metropolis has led the charge to find new paradigms of news reporting and communication within its borders.

The first fruits of this experimentation and exploration can be found at LexCom On-line, a 24-hour-a-day, seven-day-a-week Internet news service that accumulates and processes news from other sources around the world. Once gathered, the news is presented in a digest format, giving readers a comprehensive view of a particular topic.

While LexCom On-line at one time paid journalists to gather and compile the news, it has since switched to an efficient artificial intelligence system. In many cases, the computer system works just as well as a human being. Sometimes, however, there are glitches. For example, recent reports about the ethnic cleansing in Quarac included numerous references to the *Hugga Tugga Thugees*, a children's show. Apparently, the name of a character on the show matched the name of a Quaracian general who has been implicated in numerous international crimes. Not programmed to make judgement calls about information appropriateness, the LexCom On-line system reported that General Rompi experienced a "not so sunny day and committed genocide, killing 420 men, women, and children, along with Lolly, Pop, Ruffi, and 16 fluffy-fluffy baa-baas."

The system is being revamped, and LexCom On-line version 3.0 is expected soon.



Additionally, LexNet and Systely, two of the nation's largest ISPs, are headquartered in Metropolis. LexNet has announced that it will soon unveil 3D-C, a Web-browsing program that projects a three-dimensional representation of the Web, thanks to LexCorp technology.

THE FUTURE

Metropolis has numerous startups moving communication forward at the speed of light, with viewers receiving the daily editions of electronic newspapers, personal news assistants communicating the news to users from a computer-generated image of a human head—not to mention advances in regular television and broadcasting. In Metropolis, tomorrow comes sooner than you think.

MEDIA PERSONNEL

Simone DeNeige. See *Metropolis Sourcebook*, pages 12–13.

Morgan Edge. See *Metropolis Sourcebook*, page 45.

Catherine Grant. See *Metropolis Sourcebook*, page 15.

Lois Lane. See *Metropolis Sourcebook*, pages 18–19.

Clark Kent. See *Superman, Metropolis Sourcebook*, pages 33–35.

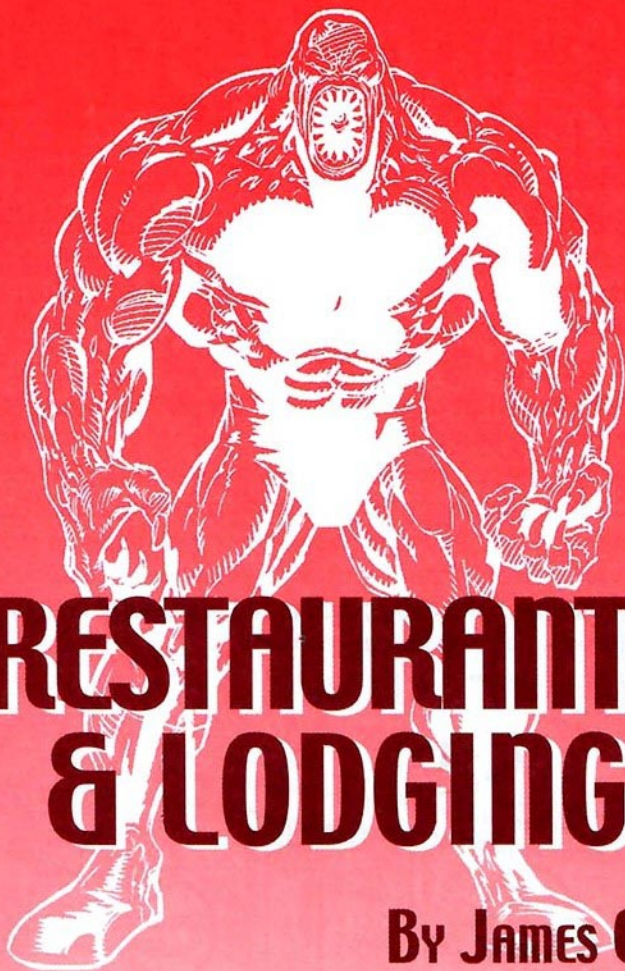
Jimmy Olsen. See *Metropolis Sourcebook*, pages 22–23.

Reporter. See *Narrator's Screen's book*, page 39.

Ron Troupe. See *Metropolis Sourcebook*, pages 37–38.

Perry White. See *Metropolis Sourcebook*, page 38.





RESTAURANTS & LODGING

BY JAMES OLSEN

If you're looking for the best places to eat or sleep, Metropolis has got you covered. We've got eateries and lodgings galore, from the sublime to the ridiculous. Here're some of the best that the city has to offer.



RESTAURANTS

Ace O' Clubs

One of Metropolis's most colorful establishments with one of Metropolis's most colorful residents as its owner. The Ace O' Clubs is one of Superman's favorite eating places—just ask the owner, Bibbo, Superman's biggest fan.

Cost: \$ **Rating:** *

Food: A full menu that offers hamburgers, BLTs, and a selection of beverages, domestic and imported.

Olsen's Notes: Not for the weak of heart (or body), the Ace O' Clubs is often frequented by some of Metropolis's finest (usually because of a disagreement between the management and the clientele). Although its reputation precedes it, Bibbo will make sure that anyone who comes to his place will have nothing but the best service he can provide.



Bessolo Bistro

Located in the heart of Queensland Park, the “Bess” has been a hangout for generations. Every four years, it becomes one of the town’s meeting places as national news networks want to see what the common man thinks about the presidential election.

While the Bess has gone noticeably upscale since it opened, lunch, dinner, and breakfast are still served there seven days a week to both blue and white collar workers, as well as more than a few local celebrities. Many come to enjoy its friendly atmosphere and historic Metropolis memorabilia.

Cost: \$\$ **Rating:** **

Food: Home cooking featuring hearty American fare. Breakfast, lunch, and dinner available; breakfast served all day.

Olsen’s Notes: Try the meatloaf! It’s the best you’ve had since your mom’s! And don’t miss the apple pie with cheddar cheese.

Big Belly Burger

Another chain that started right here in Metropolis, Big Belly is, right beside Superman, the pride of the city, with enough loyal patrons year in and year out to keep competition limited.

Chef Mike, the owner of the chain, still works at the downtown Big Belly, located just one block east from the *Daily Planet*. Most days, you can catch *Planet* columnists and staffers grabbing a quick lunch.

Cost: \$ **Rating:** ***

Food: Burgers, fries, chicken, and other typical fast-food fare

Olsen’s Notes: The Triple Belly Flopper followed by the Chocoholic Shake is a piece of Heaven on Earth.



Carlisle's Bakery

The "cake store" to long-time residents of the city, Carlisle's originally opened in 1864 after Arthur Carlisle returned from the Civil War and declared that he would never again take arms against his fellow man. Carlisle was a longtime friend of the Luthor family, and thus Carlisle's became the baker for the family's celebrations, traditionally providing the cake for every Luthor wedding. The tradition continues to this day, with Carlisle's secretly preparing the cake for Luthor's recent nuptials.

A touch exclusive, Carlisle's is a historic stop on many city tours.

Cost: \$\$\$ **Rating:** ***

Food: Cakes, mostly. A few other delicacies, including pastries and cookies, are available.

Olsen's Notes: Had a slice of a Carlisle cake once—tasted like I was eating a piece of Heaven.

Chez Joey's

One of Metropolis's finer dining establishments, Chez Joey's is known throughout town as the home of the signature 16-ounce filet mignon served, still sizzling, in front of you on a 500-degree plate. Fresh seafood is also a feature, as well as excellent Desserts by Shari, which Joey's ships worldwide.

Chez Joey's is also famous for its generous servings and fabulous open kitchen that allows guests to watch their dinner being prepared. The restaurant also features Metropolis's most comprehensive wine cellar, with over 200 labels in stock.

Perfect for a formal dinner, a romantic getaway, or a late-night dessert, Chez Joey's is Metropolis's premier fine-dining address.

Cost: \$\$\$\$ **Rating:** *****

Food: Filet Mignon, seafood. World-renown desserts.

Olsen's Notes: The Joey filet followed by a slice of the truffle cheesecake is sure to impress your date.



Dooley's Bar & Grill

Dooley's has long been the after-hours home to many employees from downtown banks, law firms, television stations, and newspapers. In fact, Dooley himself dubbed one room the "news room" thanks to reporters from the *Planet*, the *Star*, *WGBS*, and the *Whisper* frequenting the bar so much.

Dooley's is a bar, but children accompanied by parents are welcome to eat there prior to 8:00 p.m.

Cost: \$\$\$ **Rating:** ***

Food: Bar fare featuring appetizers, sandwiches, and ribs.

Olsen's Notes: Try the Headliner Wings—the best hot wings this side of Buffalo—but don't forget something to drink!

Dynasty

Metropolis's best Asian restaurant, Dynasty features Chinese, Japanese, Korean, Vietnamese, and Thai food in its five "dynasty" floors. While it may sound intimidating, each floor has the feel of its own restaurant with wonderful ambiance. Located at the southern end of Chinatown on New Troy, Dynasty is best known as the location where Hong Kong action star Wong Lee quieted a near riot in the kitchen by talking to the chefs rather than hitting them. That intervention is rumored to have been responsible for starting Lee's movie career in the United States.

Cost: \$\$\$\$ **Rating:** ****

Food: Asian delights from Southern and Eastern Asia.

Olsen's Notes: Never miss an opportunity for General Tso's Chicken!

Jerk Pit

Jerk Pit is an authentic Caribbean jerk restaurant located near Little Jamaica in Queensland Park. While it was opened at the back of the owner's house, the restaurant proved so



successful that the house became the restaurant, and the owner found a new (and bigger) place to live.

Known citywide as the staring place of the springtime Carnival, the Jerk Pit is quickly becoming one of Metropolis' trendier spots. Check it out for lunch and dinner.

Cost: \$\$ **Rating:** ***

Food: Authentic jerk-seasoned chicken and beef with special seafood entrees available as well.

Olsen's Notes: Try Jerk Chicken Delight with a Coconut Milk chaser.

Karl's Pump and Brew

Built inside what used to be an auto repair shop, Karl's is famous for its wings, ribs, and steaks. Guests can be seated in the Hot Rod Room, Cycle Central, or under the Lift, where a genuine Tucker sits. This classic car was restored by Mickey "The Mechanic" Cannon, who used to work there when the restaurant was an auto shop.

Cost: \$\$\$ **Rating:** ***

Food: Great wings, sandwiches, steaks, and ribs. Thursday night is seafood night.

Olsen's Notes: Great atmosphere and food. Check out the joint on Friday and Saturday nights for Karl's Garage Band Weekends, featuring some of the best in the local music scene.

Kurtzberg Bakery

A traditional German bakery located on Clinton Avenue, Kurtzberg is famous for its rolls, breads, and pastries. In fact, it's often been said that Thanksgiving without a pumpkin pie from Kurtzberg's isn't Thanksgiving. The business manager bears that out, reporting that orders for the holidays begin coming in around mid-August, and are usually capped by late September.



Cost: \$ to \$\$\$ depending on order **Rating:** ***

Food: Baked goods and other treats.

Olsen's Notes: Get there early in the morning if you're looking for fresh doughnuts! They open at 5:00 A.M.

LeMarvin Bistro

One of Metropolis' hipper spots, LeMarvin is located in Park Ridge, just next to the exclusive Twin Oaks shopping center. The place for fine dining outside of the hustle and bustle of downtown, LeMarvin features candlelit ambiance and private dining rooms for its VIP guests. Even Lex Luthor himself is rumored to eat there at least twice a month.

Cost: \$\$\$\$ **Rating:** ****

Food: The finest steaks and seafood available in the city.

Olsen's Notes: My *Daily Planet* expense account didn't allow me to actually eat there, but I've heard the salmon and steak plate cannot be beat.

Mo's Café

A Downtown Metropolis institution, Mo's Cafe is noted for its service and great MoJoe coffee, which is roasted and ground on the premises. Serving only breakfast and lunch dishes, Mo's has always been the place for workers in Hob's Bay to grab a quick bite between shifts. Mo's reached the peak of its popularity during the second World War. It was slated to be demolished in the late 1970s before a private group of investors bought it and lovingly refurbished it to its original

condition. They even hired the daughter of the original owners to operate it.

If you want to beat the breakfast rush, get there early—it's not

I heard that Mo's Café has a hidden room in the basement that connects to the sewer system. It once was used to smuggle liquor and other goods throughout Metropolis during the Roaring Twenties. The room is reportedly walled up now.

unusual for all of Mo's 38 booths and 50 spots at the counter to be filled by 7:00 A.M.

Cost: \$\$ **Rating:** ***

Food: Full service breakfast menu with lunch specialties.

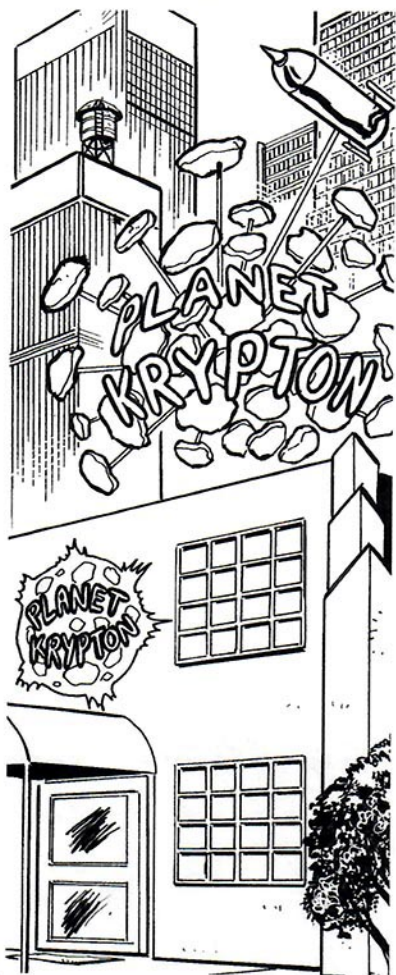
Olsen's Notes: The Hob's Hammich—a ham, egg, and cheese sandwich—is the way this photographer likes to get his day started, along with a steaming cup of MoJoe coffee.

Planet Krypton

Planet Krypton is by far, the coolest eating house this side of Mars for those into the hero-watching game. While Planet Kryptons have been popping up all around the country, Metropolis's is the first and, by all accounts, still the best.

For the newcomer, plan to spend at least three hours plus the time you spend eating. The interior of the restaurant houses the most complete collection of super-hero and villain replicas ever assembled, including Batman's Batarangs, Hawkman's visor, and a wide array of weapons from super villains of all styles and shapes.

Be warned before you go—the Planet Krypton experience is heavily hero oriented, from waiters dressed as members of the Justice League to



themed meals such as the Big Barda Burger, the Man of Beef and Supershake combo meal, and the Titano Tower (a six-inch high sandwich with world-famous banana spread). Servings of all entrees come available in three sizes: Atom (for kids), Teen Titanic (for medium appetites) and Super (for big eaters). Planet Krypton is also the exclusive distributor of Lobobrew Beer, micro-brewed on the premises and based on a recipe from the abrasive alien known only as Lobo.

While the restaurant was recently damaged when the Challengers of the Unknown accidentally made it their landing pad, renovations have been completed and Planet Krypton is looking better than ever! Be sure to check out the 53 separate video monitors that automatically tune to hero coverage around the globe, as well as Planet Krypton's exclusive JLA Mooncam—a camera aimed at the JLA Watchtower on the moon when it is in phase.

Cost: \$\$ **Rating:** ****

Food: Wide menu of savory appetizers, salads, sandwiches and entrees from seafood to steak.

Olsen's Notes: Unless you've got a cast-iron stomach, avoid Firestorm, the Nuclear Wings, at all costs—youch!

Silas's Deli

Located on Broadway in the heart of the theater district, Silas's is Metropolis's answer to New York delis, featuring 50 different sandwiches named after Metropolis theater and

"My friends and I were getting burgers at Planet Krypton, y'know? And just then I thought this waiter looked a little too beefy to be just another guy in a Superman suit acting as a burger jockey. I saw him talking to the owner of the place for like five minutes, when the Superman-dressed guy walks out the door, and—I swear—flies away. It was really him! I guess he was getting his cut—my friend told me that Superman was born on a planet called Krypton! I guess they pay him for the name or something."

—Cassie O'Brien,
student at Maggin High
School



movie stars of the 1940s and 1950s. While seating is limited (most customers order take out), be sure to check the walls for authentic Swannies—autographed sketches of celebrities by noted artist C. Swan.

Looking for a quiet time at Silas's? Good luck—thanks to its central location, the deli is usually packed with people from lunch until closing.

Cost: \$\$

Food: Deli-style sandwiches, salads, and soup.

Rating: ***

Olsen's Notes: For a spicy meal, go for the Nancy Nolan with Silas's signature seasoned fries. Delicious!

HOTELS

Visitors to the city will discover a wide array of hotels, motels, and bed-and-breakfasts throughout the city. They range from the world-class Metropolitan, located downtown and featuring spectacular views of Hob's River and Centennial Park, to Mae's, a bed-and-breakfast in Queensland Park, famous citywide for its proper English teas every day at 4:00 P.M. sharp.

The most expensive hotels tend to be near the southern end of New Troy, while those located in Queensland Park, Park Ridge, and Bakerline tend to be more mid-range in their prices. The resorts on St. Martin's Island range from extremely affordable to very expensive.

Hotel and motel chains are well represented within the Metropolis area with a heavy concentration by the city's two airports. Reservations can be made at any Info Hub or at the Metropolis Visitors Bureau located downtown adjacent to the Planet Square.

"After a long week, I love to run to the Abbey for the Saturday Getaway day spa. Five hours later, I'm a new woman and ready to head back into the trenches."

—Catherine Grant,
WGBS



The Abbey

Located on St. Martin's Island, the Abbey is known as a getaway spa for visitors the world over. Features include 64 rooms, a full spa, and workout room.

Berkeley Lodge

Near Perez Park, this hotel features three pools connected by an ingenious system of locks and dams, allowing guests to swim in all three on the first, third, and fifth floors without leaving the water once! Eighty-six rooms.

Blake House

A privately run bed-and-breakfast in Bakerline, it has 16 rooms, each with a fireplace, desk, king-sized bed, and full telecommunication hookups.

Centennial Hotel

Situated one block north of Centennial Park, this hotel features world-class service and dining as well as 154 luxurious rooms and suites. Ideal for any occasion, the Centennial was made famous during the "Final Night" crisis when it opened its rooms and its kitchens to local residents who had no where else to turn. Superman himself was present afterwards when the mayor presented the Centennial with a commendation.

Delmere

Standing out among its neighbors on a quiet street in Queensland Park, this 1920s-era building features rooms with period furnishing, as well as gas lights in all the corridors and rooms. The hotel has 35 rooms.



The Executive Suite

Located downtown, three blocks from LexCorp Towers, the Executive is where the traveling businessman stays while in Metropolis. Each of its 75 suites features full virtual offices, including digital assistants. Also included in the rooms are T1 lines, faxes, laptops, and 24-hour free Web access.

Hotel Grosvenor

Rebuilt from the ground up in the early 1990s, this hotel has been returned to its 1950s decor and elegance. The hotel offers two restaurants—a formal dining room and a 1950s style café, complete with thick milkshakes and fries—and 65 rooms.

Hotel Metropolitan

Located downtown, the premier four-star hotel in Metropolis has 200 rooms, three luxury penthouses with private gardens, and its own conference center. The site of the LexCom Corporate Meeting every year, this hotel is best known today for its starring role in 1947's *Star Hotel*, which featured Nancy Nolan and Robert Cain.

The Landmark

Its name says it all. Designed by the world-famous architect Floyd Wighte, the Landmark sits on three sculpted acres in Park Ride, near the junction of the Hob and West Rivers. Its veranda, which seats over 200 on its multiple levels, is the ideal spot to watch the sun set over the city. The landmark has 120 rooms, each one with a unique design.

Floyd White made the Landmark Hotel more than just a great spot to visit. There are secret passages, stairs that go nowhere, and hidden rooms. Most of these require special passkeys, which can be obtained for an additional fee. Clerks keep tabs on what's going on in these places through security cameras.

RESTAURANT & LODGING PERSONNEL

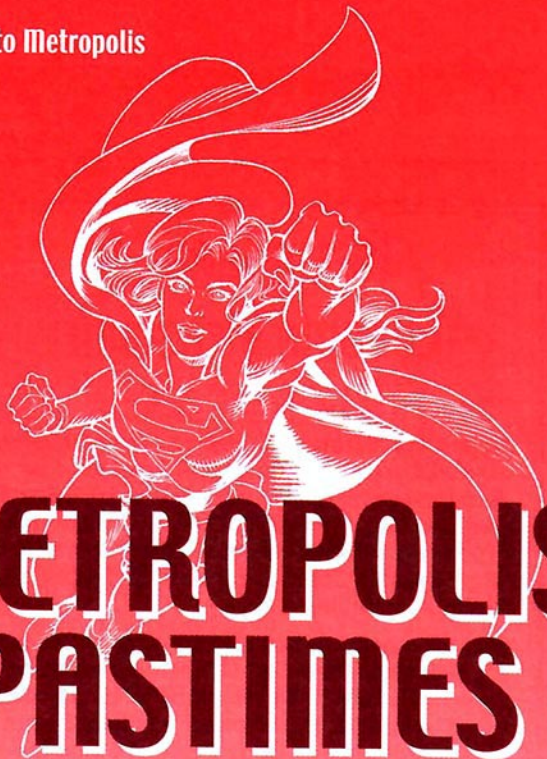
Bibbo. See *Metropolis Sourcebook*, page 12.

Desk clerk. All stats 2D except: *lifting* 4D, *scholar* 3D (*local area*, *local restaurants*, *hotel services* +2D each), *computer ops* 3D, *surveillance* 4D, *charm* 5D, *command* 5D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 16. Equipment: hotel keys.

Housekeeper. All stats 2D except: *catch* 3D, *lifting* 4D, *know-how (cleaning)* 6D each, *surveillance* 4D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 14. Equipment: cleaning supplies, uniform.

Server. All stats 2D except: *catch* 3D, *lifting* 4D, *resistance* 3D, *scholar (restaurant's menu)* 3D, *know-how (serving, cleaning)* 4D each, *charm* 4D, *persuasion* 3D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +2. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 15. Equipment: uniform.





METROPOLIS PASTIMES

By Ron TROUPE

While Metropolis is a city that hums with the pulse of commerce and business on a microsecond-to-microsecond basis, it is still a place where people can find thousands of ways to spend their free time, from taking in a show that would rival anything in either New York or London to riding a horse through Centennial Park on a quiet Sunday afternoon. Here are the *Planet Guide's* picks for the best ways to spend some leisure time in Metropolis.



PROFESSIONAL SPORTS

Nearly since each was sport created, Metropolis has been the home to professional baseball, football, hockey, and basketball teams, many of which have won titles and championships time and again, often times rivaling Pittsburgh's claim to be the "City of Champions."

Baseball: The Metropolis Meteors (NL) play at Schwartz Field, a traditional baseball park in the style of Baltimore's Camden Yards, located in Queensland Park. The Meteors have won the World Series in 1969, 1980, and again in 1994, beating their cross-town rivals, the Metropolis Monarchs (AL), who play in the thoroughly modern Metrodome in Bakerline. The Monarchs have won the championship in 1968, 1973, and 1988. Ask any resident of Metropolis which team they like best, and they usually answer, "The Meteors or Monarchs— whoever's winning."

Football: Doubling up on names, Metropolis's professional football (NFC) team is also called the Meteors. Legendary in the late 1980s thanks to running back "Rock" Brandon, the Meteors have won the Super Bowl once, in 1989, the year Brandon retired. The Meteors also play in the Hyperdome.

Basketball: The Metropolis Generals, an expansion team from the early 1990s, surprised everyone in the sport by rocketing to a championship win in 1994, after only two seasons of play. The Generals play downtown in the Metropolis Garden, located near the LexCorp tower.

Hockey: The Metropolis Mammoths and their mascot Wooly are probably the best-known team during the winter months in Metropolis, due to their dynamic gameplay and on-ice ac-



robotics. Often called “the Globetrotters of hockey,” the Mammoths have only won the Stanley Cup once, in 1996, but consistently have sold-out games thanks to the wonderful effort they make.

PARKS

Because of the charter of 1869, Metropolis’s park and playground area, covering nearly 20 percent of the city, rivals that of New York City, with New Troy’s famous Centennial Park easily the largest of the city’s parks. While the Superman Memorial, one of the top five best-known sites in the world is no longer a tomb, the city has chosen to keep the monument standing as a tribute to the world’s greatest hero.

Depending on their size, Metropolis’s parks offer visitors a variety of activities, including boating, horseback riding, bicycle trails, hiking, picnicking, swimming, golfing, skating, various intramural sports, concerts, craft classes, and more.

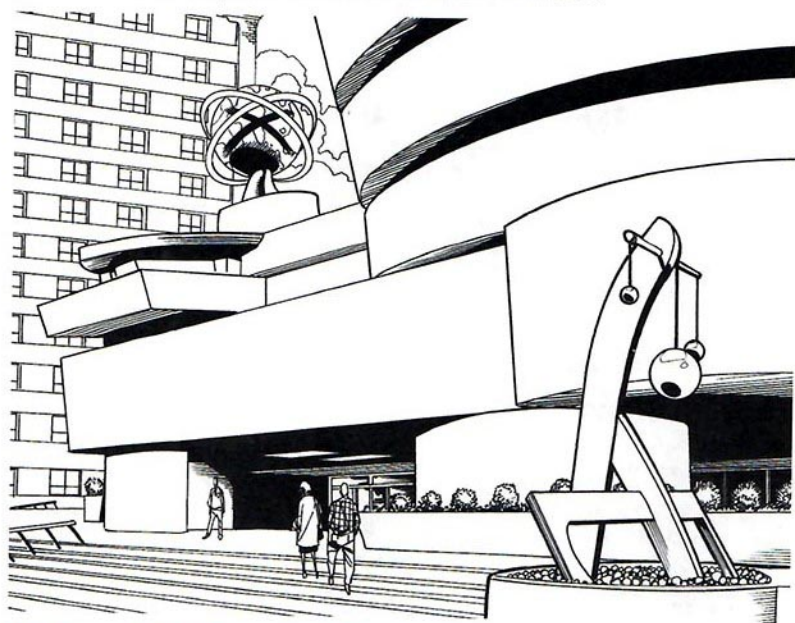
Not to be missed by any visitor to the city is Oceanside Park on St. Martin’s Island, an old-style amusement park in the tradition of Coney Island filled with nostalgic rides and games along the boardwalk.

Along with Centennial and Oceanside, Metropolis’s major parks include Perez Park in midtown New Troy, Siegel Park, Queensland Park, Maggin Gardens, and Washington Park along the West River.

You should be especially careful visiting the Metropolis riverside parks, where fog off the river can hide all manner of creatures. Although Project Cadmus has assured the public that all escapees were rounded up after their breakout some months back, my unofficial sources say otherwise.

MUSEUMS & GALLERIES

Offering art and antiquities collections nearly as impressive as those in the classic Louvre, the National Gallery of Art, or the Smithsonian, culture lovers should plan to spend hours wandering through the city's fine galleries and museums. Here is a quick list of some of the finest.



Metropolis Museum of Art (New Town)

Some of the finest collections of Monet, Rembrandt, and Picasso's works can be found here, as well as some of the top



conceptual art and statuary by today's best new artists. Recent features have included collections of hero sculpture by the likes of Moore, Shifflett, and Masters, as well as impressionist work by Anna Rundi.

The museum is supported by a grant from LexCorp.

Hours: M-S 10:00 A.M. until 7:30 P.M. Closed Sunday.

Metropolis History Museum (Business District/Waterfront)

When you need information, you could go to Metropolis's impressive libraries or museums. If that doesn't quench your curiosity, you might try the more sophisticated information brokers in Tech Street. For the scoop on the underside of Metropolis, there's no better place to start than Hell's Gate. If you're new at this, you might go first to the Ace O' Clubs and work your way out from there.

Whether you're wondering how Metropolis fits into the country's history, or just why the bell in the steeple of St. Christopher's Cathedral glows pale orange at night, the Metropolis History Museum is the place with the answers.

Situated near the site of the original Fort Hob, the Metropolis History Museum is a unique, interactive guide to the city's history that casts the visitor in the role of the investigator looking for answers to the city's mysteries.

Of particular note is the multimedia "Metropolis and Her Forgotten Heroes" display, chronicling Metropolis's lesser-known heroes that briefly appeared in the city in the mid-1960s.

Hours: M-S 9:30 A.M. until 8:00 P.M. Closed Sunday.



Jules Verne Extraterrestrial Museum (Siegel Park, Downtown)

Containing artifacts, geological samples, and realistic 3D representations of alien worlds, this gallery is the highlight of many visitors' trips to Metropolis. Contained within its four stories, visitors can find relics of ancient life from Mars donated by the Martian Manhunter; the Tamaran Memorial Garden, featuring native flora from the destroyed planet, donated and maintained by Starfire of the Titans; and a virtual-reality walkthrough display of Superman's home planet, Krypton. As the displays are always changing, a visit to Metropolis's "E.T. Museum" is never the same twice.

Also of note is the Verne Lecture series, which the museum founded with Metropolis University's School of International and Alien Relations. Former speakers in the series have included Superman, J'onn J'onzz, the Darkstar officer Ferrin Colos, the Green Lantern Tomar-Tu, the New God Lightray, and the Daxxamite, Valor (before his abrupt disappearance).

The Verne Museum is privately funded.

Hours: M-F 9:00 A.M. until 7:00 P.M. Saturday and Sunday 10:00 A.M. until 6:00 P.M.

Metropolis Museum of Natural History (Queensland Park)

Founded by Theodore Roosevelt, the Natural History Museum of Metropolis contains 12 reconstructed dinosaur skeletons, as well as cloned, miniature woolly mammoths and sabretooth cats, thanks to a grant from S.T.A.R. Labs. The museum also contains relics from Metropolis's colonial and reconstructionist eras.

The museum is also the permanent home of the Thomas Curry Trust's collection of artifacts from Atlantis. Of special



note is the children's display "Magic and Me: Magic Throughout History," which is "hosted" by an uncannily accurate, and nearly unsettling in its realism, audio-animatronic of the popular stage magician, Zatanna.

Hours: M-F 8:30 A.M. until 8:00 P.M. Saturday and Sunday 10:00 A.M. until 5:00 P.M.

The Julian Gallery (St. Martin's Island)

Home to one of the world's foremost collections of rare antiquities donated by the controversial archeologist/explorer Lori Lemaris, the Julian is also the site of the Julian Research Foundation, dedicated to learning more about ancient cultures by studying items from shipwrecks. The hero known as Aquaman has also donated artifacts to the Jullian's collection.

Hours: M-F 12:00 P.M. until 6:30 P.M. Saturday 1:00 P.M. until 6:00 P.M. Closed Sunday.

Lena Luthor Science Explorarium (Hypersector)

Named after Lex Luthor's daughter, this recent addition to Metropolis is the most advanced science museum of its kind in the world, boasting hands on displays that allow children and adults to create functioning robots, splice genes, and clone simple animals as well as experiment with cryogenics, electricity, holograms, and fully immersive, 3-D virtual reality. After only one year, the United States Science Educator Coalition has nominated the Lena Luthor Science Explorarium as the best science museum in the country.

The Explorarium is also the home to the Scott VMAX Theater, a fully digital, 3-D theater whose movies are projected onto an 80-foot screen. The theater was made possible by the generous gift of Gotham broadcasting magnate Alan Scott.

Hours: M-F: 8:30 A.M. until 6:30 P.M. Saturday and Sunday 10:00 A.M. until 6:00 P.M.



STAGE & SCREEN

Ranking third behind New York and London for number of theaters, Metropolis's reputation for excellence in live stage performances is well deserved. Countless legends of the stage have acted some of their finest roles on the stages that line Metropolis's own Broadway.

A complete theater directory can be found in Metropolis telephone directory. Current show times appear daily in the *Daily Planet* and the *Daily Star*.

Of the over three dozen theaters in Metropolis, there are several that deserve special mention.

Cain Theatre **(675 Broadway)**

Named after Robert Cain, the leading man of hundreds of plays and musicals in the 1930s, the Cain Theatre is best known today for its traditional 1930s look and rumors of two ghosts—a tall, thin man and a shorter fat man—that supposedly haunt the orchestra pit. The Cain is a stop for many Broadway touring shows.

Shuster Hall **(326 Broadway)**

Metropolis's largest theater, the Shuster is the city's home to large Broadway shows. Having been in use since 1938, the Shuster can boast performances by the likes of Olivier, Langusto, Guinness, and nearly every well-known star of the American and British stage.

"I remember seeing 'Thermidor' at the premiere at the Morpheus with Rita back in the day. Others were touching the absinthe, but I wasn't even trying the stuff. I swear to Heaven I saw...things in that Theatre. I can't describe them properly, but man, were they odd—like a floating head and a little girl with frogs and fish floating around her."

—*Millionaire philanthropist Oliver Queen in Metropolis Underground: The 60s in the City of Tomorrow.*



Metropolis Theater (1900 Broadway)

Home to the *Whitty Banter Show*, the "Metro," as it's called by the natives, has always been a home to live television performances, and that tradition continues every day at 11:30 P.M. when the *Whitty Banter Show* is broadcast nationwide on WGBS. Tickets for the *Whitty Banter Show* are free, but reservations should be made at least three months in advance to guarantee seating on any preferred date.

Warner Theater (Corner of Broadway and Broome Street)

Metropolis's old-style movie theater, the Warner has remained contemporary by maintaining its wonderful façade and interior reminiscent of the early decades of this century while replacing its audio and visual components with com-

pletely digital components. It now serves as a cutting-edge test theater for many international premiers. Production schedules of many films have been

delayed so that the

Warner would be available for the premiere.

Every December 15 through 25, the Warner hosts charity, black-tie gala showings of *It's a Wonderful Life* and *Miracle on 34th Street*.

Morpheus Theatre (Corner of Broadway & Fiddler's Green Avenue)

Home to an eclectic collection of live events, readings, stage shows, and artistic films, the Morpheus has earned a reputa-

Zatanna gets all of her magic supplies from the Top Hat on Broome Street.



tion in the United States and Europe as the primary theater for avant-garde films, including Jean-Paul LeFleut's 1998 award-winning *Dream Lord*, the classic *Ramadan*, and the disturbing psychological thriller *Thermidor*, which starred a pre-Elastic Girl Rita Farr in the early 1960s. Like the Cain, the Morpheus Theatre has long been rumored to be haunted.

SHOPPING

In many ways, Metropolis has surpassed New York as the shopping mecca for the entire country, rivaling some of Europe's finest cities in terms of exclusive merchandise and shops. Anything and everything under the sun can be found within the city limits, and as the age old saying goes—if you can't find it in Metropolis, it isn't worth having.

On the whole, downtown shopping is organized into districts, while malls and shopping centers ring the perimeter of the city. Each shopping district has one or two historic, key stores that are seen worldwide as leaders in their field.

Antique shops abound in Queensland Park. A particular favorite is the Golden Goose. All manner of rarities turn up there.

The districts usually begin their day at 4:00 A.M., with sales between 4:30 and 7:00 A.M. made only to retailers. Beginning at 8:00 A.M., the district warehouses and shops open to the public.

Each of Metropolis's six boroughs has its own major mall.

Fashion

Centered on the world-renowned downtown shop, Mr. Leonard's, the Metropolis fashion district is subdivided into



the shoe district, the garment district, and the fur district. All districts are located within a three-block radius of 1700 Ontario Avenue, three blocks east of Perez Park.

While fashion shows comparable to those of Paris are held seasonally, the district is also the home to the spring "Tux grab," when the previous season's tuxedos are offered for sale at nearly 80 percent off retail prices.

Other clothing shops to check out while you're in town include: DKMS Clothes (urban and hip-hop wear by the country's top designers), Mr. Mike's Gentleman's Clothier, Abel Fashions and Hosiery, and Vivienne's. All are world famous for their selection and service.

Jewelry

Anchored by Digby and Sons and Schwartzennoff's, Metropolis' jewelry district lies adjacent to the fashion district,



nearly coming to the edge of Ordway Drive, along the west side of New Troy island. Originally, what is now the jewelry district was a Dutch settlement. It has been known since the late 1700s as the country's finest jewel market.

Larry Minson Jewelers joined the two original shops in the late 1800s. The three shops have worked in concert to ensure Metropolis' place as a leader in the world's gemstone and fine jewelry marketplace.

Between the three stores, everything from raw gemstones to estate jewelry to custom settings and designs are available. It is rumored that Digby's created the wedding rings for the Luthor wedding, as well as three of the seven ruby lenses needed by Steel for the defense system of the Justice League's moon Watchtower.

Art

Located in the northwest section of New Troy, the city's art district is known for its fine galleries and many dealers in rare and unusual art. While the bulk of the dealers offer paintings, many sculpture and antique dealers can be found in the area as well.

Leading galleries include the Simmons Gallery, Turley Gallery, and the renowned Schaffenberger, home to the finest impressionistic work of this legendary master.

IFE Gallery is a fine place to find African and African-inspired artwork. The variety and quality is excellent. The proprietor, Lenda Troupe, sister of former Daily Planet reporter Ron Troupe, has extensive knowledge of this field.

Consumer Electronics

As Metropolis is the national leader in electronics production and distribution, the high tech retail district of Metropo-



lis is a bustling thoroughfare. The so-called Tech Street (actually Tesla Avenue) is located along the border of Metropolis University and encompasses roughly two streets and five blocks. Here, you'll find the Kord Retail Outlet, along with outlets for WayneTech and LexCorp items.

You'll also run into plenty of Met U's computer science stu-

Tech Street offers an impressive array of gadgets and pieces for gadgets. Tekhed is one of the better places to start a quest for the perfect tech accessory.

dents milling along Tech Street, looking for deals and spare parts for class projects and other tinkering they're up to, all trying to become the next Lex Luthor. If your wallet can afford it, and if you're tech savvy, a trip

to Tech Street is definitely worth your while—after all, can a place where they consider DVD players old hat be all bad?

RELIGION

Even in a city as devoted to the future and technology as Metropolis, churches of widely varied denominations play a large role in the lives of citizens.

Thanks to the abundance of immigrants that keeps Metropolis thriving, all Christian, Islamic, Hindi, and Jewish visitors to the city will find a church or other place of worship to suit them. The city also boasts three centers of worship for visiting extraterrestrials; these centers can be quickly modified to suit any pressure, temperature, or atmospheric needs.

Of particular interest to many of Metropolis's visitors is the Metropolis Chapel of United Faiths. This sanctuary hosts weekly services in several religions. It was recently made famous when the *Daily Planet's* star reporters Lois Lane and



Clark Kent exchanged their wedding vows there.

Many other religions also have spiritual centers in Metropolis, including the Church of Brother Blood, the First Church of Superman (which is not affiliated nor approved of in any form by Superman himself), and a temple dedicated to the Greek gods, built by Wonder Woman in 1947.

If you are not able to find a place of worship to suit your needs in the Metropolis telephone directory, please direct your inquiries to the Metropolis Ecumenical Office in City Hall.

The Metropolis All-Faith Shelter, directed by Reverend Smith, and Fairmont House, a shelter located on 114th Street, are among the numerous organizations in Metropolis that offer wonderful social services. Anyone who is homeless, outcast, or "between jobs" can find a warm meal, bed with blankets, and a kind ear here.

HERO WATCHING

Since the appearance of Superman and other heroes years ago, "hero watching" has become a popular pastime in Metropolis. While a quick guide for hero watching and a short checklist of common Metropolis heroes is included in the back of this *Planet Guide*, there are a few locations where visitors and residents are more likely to spot a hero or two.

Chapel Hill Cemetery (Park Ridge)

The final resting place for many members of the Justice League and Justice Society, as well as other heroes who have



"I was working security at the gates when they came back and had the funeral for the dead Justice Society members. I remember as a boy wanting to grow up to be just like them, which is probably why I became a cop. While the service was pretty rough, what really got to me was seeing Wonder Woman crying afterwards. That's when I pretty much lost it myself."

—Todd McDevitt,
Sergeant, Metropolis
Police Department, in
The Heroic Ideal: Life
and Death Among the
Super Heroes.

fallen in battle, Chapel Hill Cemetery has become a popular tourist attraction. The cemetery contains the remains of many heroes, including the Crimson Avenger, Hourman, the Atom, Tomorrow Woman and Dr. Mid-Nite. There are also memorials to heroes who gave their lives so that we may all live, including the second Flash and the second Green Lantern (later known as Parallax), and Metamorpho.

At Chapel Hill Cemetery loud noises and large groups are not allowed. Due to security reasons, the cemetery is closed to the public during memorial services for heroes.

Hours: M–S 7:00 A.M. until 5:00 P.M. Sunday 12:00 P.M. until 5:00 P.M.

Galaxy Communication Building Rooftop Observation Deck

Let's face it. Most heroes in today's world fly. In order to spot them, you have to get up to their level. While Superman is the most common hero seen traveling over the city, sightings of Wonder Woman, Supergirl, Green Lantern, Superboy, Steel, and the Martian Manhunter are not uncommon.

Thanks to the five digital cameras that constantly scan the Metropolis skyline for heroes and villains, visitors to the observation tower can expect to see, on an average, two heroes a week. All cameras are outfitted with LexCorp's Zoomtrack technology, which causes the camera to zoom in on the individual as it follows him or her across the sky.

Hours: M–S 8:00 A.M. until 11:00 P.M.



The *Daily Planet* Building

While not a location where heroes constantly gather, Superman has been spotted several times near the *Planet* building, and his long-time friendship with Lois Lane and his pal, Jimmy Olsen, are well known, so odds for a Superman sighting are good near this structure.

Also of note to hero watchers is the *Planet* building's lobby, which features both the World Room with information stations scattered around a 15-foot-diameter globe, as well as a multimedia presentation that reenacts Superman's fateful battle with the creature called Doomsday that ended in front of the *Planet* building. The presentation, which depicts Superman's "death," the destruction of Coast City, and Superman's subsequent return to life may be too intense for younger viewers. Parental discretion is advised.

Hours: M-S 9:00 A.M. until 5:00 P.M.

PASTIMES PEOPLE

Minister. All stats 2D except: *computer ops* 3D, *research* 3D, *scholar* 3D (*religion* +1D), *artist (sermons)* 4D, *surveillance* 3D, *charm* 3D, *command* 4D, *interrogation* 3D, *persuasion* 4D. Speed: 30. PDV: 1. Unarmed BDV: 1D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 15. Equipment: Bible.

Theatre ghost. All stats 2D except: *Reflexes* 0D, *Coordination* 0D, *Physique* 0D, *languages* 3D, *scholar* 3D (*plays* +2D), *artist* 4D, *know-how (Telekinises)* 3D, *bluff* 4D, *charm* 4D, *intimidation* 3D, *persuasion* 4D. Speed: 30. PDV: 0. Unarmed BDV: 0. *Physique/lifting* bonus: 0. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 14 (mental/spiritual damage). Powers: Telekinesis 5D.



CITY TRANSPORTATION

By CLARK KENT

It's a big city. Ask 10 Metropolitans how to get from point A to point B within the city limits, and you'll get 10 different replies, using five different methods, from walking to driving to taking the train.



With so many options available, visitors to the city can be a little overwhelmed—Metropolis is the largest city in the United States with the overcrowding problems to match. As with other metropolitan areas, the worst travel times for tourists are between 8:00 and 9:30 a.m. and 4:30 to 6:30 p.m.

Visitors can utilize the wide variety of Metropolis's transportation systems, or they can visit one of the travel information centers operated by the city, located at major airports, at the Metropolis Central Bus Station on South Bessolo, and downtown at the Planet Subway Station.



WALKING

While a quick look downtown during lunch or rush hour will reveal tens of thousands of Metropolitans walking, it's a secondary form of transportation within the city. That's not to say that walking should be shunned for motorized transport—many of Metropolis's most beautiful quarters can only be seen by strolling through gardens and porticos. First-time visitors to the city, however, will be overwhelmed by the sheer size and distance one would have to walk to see a mere tenth of what Metropolis has to offer.

That said, the city has recently undergone a revitalization process wherein hundreds of walking trails and sidewalks have been laid throughout the suburbs and even downtown. One of the most popular has been Metropolis Overstreet Mall. This is made up of shops in many different downtown buildings that are connected by enclosed walkways high above the streets.

Additionally, in conjunction with the Downtown Fitness Club, many of the walkways and paths have fitness suggestions along the way, urging walkers to measure their heart rate and stop to stretch. The program has been a rousing success with the citizens, and the pathways are usually filled with walkers at most hours of the day due to Metropolis's round the clock work schedules—nearly every hour of the day is someone's lunch break.

CAR

Most visitors to Metropolis are better off not driving through the downtown portion of the city, at least during their first visit. Because of the large number of one-ways and



roundabouts, driving in downtown areas is best left to taxis and buses. If you're going to give it a go anyway, be advised that while the posted traffic limit is usually 25 miles per hour, the actual average speed during rush hour in Metropolis's downtown is 12 miles per hour. Most Metropolitans only use their car to get out of the city, not go into it.

Efficient expressways ring the area surrounding downtown, and even first-time visitors to the city can use these with ease. Equally easy to navigate are the streets and freeways throughout the six boroughs. Fair warning though—Metropolis's traffic officers do not accept "I'm from out of town" as a valid excuse for poor driving or parking violations.

As always, buckling your seatbelt in a moving car is the law.

TAXI

The best way to travel in the downtown areas of the city, Metropolis's taxis are all centrally dispatched and monitored through one of seven different lines licensed to operate within city limits. While many visitors may balk at the number of major taxi lines in the city, their presence keeps the prices low thanks to competition.

All taxi drivers who are licensed to operate a cab are required to take a 30-hour training course that instructs drivers how to find the shortest distances between any two points in the city. Drivers are fined if they do not follow this rule. Unlike other cities, Metropolis keeps its cab companies tightly regulated and forbids drivers to drive damaged taxis. As a result, Metropolis's cab drivers are some of the safest automobile drivers in the country, with an extremely low accident rate.

Taxis are available near all major downtown sites. They can also be requested by phone.



RAIL

Metropolis's high-speed light rail is the envy of many cities its size thanks to its use of magnetic levitation, resulting in a low expenditure of energy. Developed by the Metropolis Transit and Rail System in conjunction with S.T.A.R. Labs, the system produces zero emissions while it travels at over 90 miles an hour.

The train system is located primarily outside the downtown portion of the city, but it is connected to the subway system via several transfer stations. At the outskirts of Metropolis, the system makes transfers to national passenger rail lines. As with subways and buses, express lines to the airports are available at specific stations.

SUBWAY

The most popular way of getting around the city just happens to be traveling under it. Metropolis's subway system was completed in the early 1920s. It features some of the deepest stations and most frequently used tunnels in the world. The subway has over 500 stations, each clearly marked above ground with the Metropolis Subway logo.

Subway trains run every day, including Christmas, beginning at 3:00 A.M. up until 12:00 A.M., although service may change on holidays or other special occasions. Fewer trains run on Sundays.

"The wife and I were at the Bessolo Street station, and BOOM! Right then, she goes into some serious labor, and the only hospital is what, 15 blocks away, so we push through the turnstile without paying—sue us. I look up for some help, and here comes the subway ticket guy vaulting over the turnstiles. I figure he's gonna bust us, but he's been seeing that we're having problems, and offers to help. Turns out he's studying to be an EMT. Well, long story short: 30 minutes later, we have a brand new baby boy thanks to that ticket guy, Todd. Yeah, the kids are gonna tease little Todd Bessolo Ryder about his name when he gets to school, but hey, without his 'Uncle' Todd he may not have made it all."

—Will Ryder, 30,
Queensland Park

Subway crime is rare, but care should always be taken riding the subway alone or late at night.

Special express lines are opened at 6:30 A.M. from all major subway transit hubs in the six boroughs, while these same lines are used in reverse beginning at 3:30 P.M. With the aid of these lines, commuters can usually be in the city in less than

45 minutes from any point within the areas surrounding New Troy.

The E train is a citywide train that serves Metropolis's two major airports and can be accessed via transfer from any station within the city.

A final note: Metropolis's subway system is user-friendly (voted easiest to use every year since 1992), and

subway ticket agents can al-

ways be counted on for courteous service and quick help.

Not all of the subway tunnels are in use anymore. The former Gold Route was closed for repairs years ago. Some say the repairs were never finished because it's haunted. Others believe that there's a dimensional rift that S.T.A.R. Labs couldn't close.

BUS

Best reserved for longer journeys that are not time-sensitive, Metropolis's buses are clean and efficient. However, like taxis and cars, they can quickly become snarled in rush hour traffic congestion.

Each bus stop in Metropolis has a complete listing of the major bus routes throughout the city as well as a local street plan with each nearby bus stop letter-coded. As with any bus line, be sure to ask the driver if you're traveling on the right



bus. You can also request a free transfer between uptown, downtown, and crosstown buses.

When touring the city, a travelcard for the Metropolis bus system is your best bet. Available through the Metropolis Visitors' Bureau, the cards allow you to get on and off Metropolis's three central bus lines as many times as you'd like during the day. The major bus routes travel by many popular tourist sights and stops. The routes include Red, traveling through downtown and the business districts; Blue, traveling from downtown to Queensland Park; and Yellow, traveling from downtown to Bakerline and Park Ridge.

Night buses run on the major routes from 11:00 pm. until 6:00 A.M. Night bus service is reduced during the week and increases on the weekends.

"I saw Superman fighting Brainiac once, and a MetBus got caught in the middle. The driver helped get everyone off the bus, and just in time too—that robot guy Brainiac lifted up the bus and threw it at S-man. Didn't stop him though—Supes came back and kicked Brainiac's butt."

—Rick Hannon,
45, Park Ridge

METROPOLIS PORT AUTHORITY

Being a seafaring city, much of Metropolis is accessible via waterways and boat service. Ferries run between New Troy and the other boroughs throughout the day. They are extremely popular with commuters, especially those living or working on Hell's Gate or St. Martin's Island. Of special note to tourists are the New Troy/Queensland Park and the New Troy/St. Martin's Island lines. The Queensland Park line offers one of the closest views of Stryker's Island Penitentiary, and the St. Martin's Island line provides a beautiful view of



the Atlantic ocean, and dolphins often swim alongside the ferry in late spring and summer. Also, riders on the St. Martin's Island line have, on occasion, seen the Atlantean king called Aquaman swimming towards New Troy when he has needed Superman's aid.

While the bulk of the MPA ferry fleet is made up of propeller-driven boats, the Metropolis Port Authority also operates four hovercraft that are rotated through all ports and ferry lines. A full schedule of the MPA ferry service is available at most subway and bus stations; both services connect with the ferry system at waterfront stations.

AIRPORTS

Metropolis's two major airports, Metropolis International and Berkowitz Airport, are both connected to the city's transportation system, and each offers a wide variety of services and amenities. Metropolis International provides so many services within its 2,00,000 square foot complex that many awestruck arrivals are surprised to learn that the city is still miles away.

The two airports offer banks, restaurants, shopping, clubs, and nightlife. Neither airport ever closes or even approximates a light flow-through of passengers.

Both airports are served by all major American, Canadian, and European airlines, with Metropolis International providing the bulk of the international flights and connections. Berkowitz Airport is the national hub of LexAir, with flights to New York, Atlanta, Dallas, Denver, and Los Angeles leaving every hour between 4:00 A.M. and 4:00 P.M.

Three other airports serve Metropolis. They are mostly used for private flights and business purposes. These airports are: Metro City Airport in Bakerline, LexAir Park in Queensland Park, and the exclusive Aerie on St. Martin's Island. The three



smaller airports offer shorter flights for business travelers to the eastern business corridor as well as connector service to the major airports.

The city's two major airports, LexAir Park, and the Aerie have extensive helicopter facilities as well.

TRANSPORTATION VEHICLES

Subway Train

Size: 51 feet long per car

Crew: 2

Passengers: 180 per car

Cargo Capacity: personal belongings only

Maneuverability: not maneuverable

Speed: 62 mph (maximum)

Passive Defense Value: 9

Base Damage Value: 7Dx5

Body Points: 180 per car

Note: Each car has two doors in each side. Cars are typically linked together in multiples of five.

Bus. See *DC Universe Roleplaying Game* rulebook, page 98.

Delivery truck. See *DC Universe Roleplaying Game* rulebook, page 100.

Helicopter. See *DC Universe Roleplaying Game* rulebook, page 99.

Small plane. See *DC Universe Roleplaying Game* rulebook, page 100.

Taxi. See full-size car, *DC Universe Roleplaying Game* rulebook, pages 98–99.



EMERGENCY SERVICES

By LOIS LANE

Emergency services in Metropolis are without peer. Without the noble individuals who provide emergency services, the city might have long ago been nothing more than a crater in the ground, a smoking wreck. In addition to Superman and other super heroes, these men and women are true heroes of Metropolis—ordinary people, reaching deep within themselves to help and risking their lives to protect the citizens and visitors of this great city.



METROPOLIS POLICE DEPARTMENT

The finest law enforcement agency in the nation, the Metropolis police department has an outstanding arrest record—over 90 percent of all crimes reported result in arrest and subsequent prosecution. Another six percent of reported crimes are solved within two years.

The Metropolis police department also ranks highest in national satisfaction and popularity polls with citizens. It has earned high marks from all communities and groups with the city for its active community service and crime prevention programs. Among its numerous projects, the department sponsors several neighborhood watch programs, after-school activities for at-risk youths, drug awareness programs, crime prevention programs, and “town hall” meetings.

Unlike many law enforcement agencies across the country, Metropolis police officers report higher than average job satisfaction, an aspect of the department that has led to low attrition among the ranks. Many officers retire after 20 to 25 years with the department, and sergeants retiring with over 30 years of experience are not uncommon.

Currently, Metropolis has more than 43,680 uniformed officers with an extensive support staff spread among 118 precincts. Thanks in part to their diligence and the department's Resident Police Program, which encourages officers to live in the neighborhoods they patrol, crime in the city has been steadily declining for the past five years in all major categories, according to FBI national crime statistics.

Under the command and direction of Commissioner William Henderson, the Metropolis police department has remained at the cutting edge of law enforcement technology. It



is currently the only city with over 85 percent of its patrol officers using nonlethal stopping devices, such as subsonic generators that produce disorientation and nausea, rubber bullets, "flash" rounds in their service revolvers and similar technologies.

Metropolis Special Crimes Unit

A division of the Metropolis police department, the Special Crimes Unit (or S.C.U.) was formed to deal specifically with the unique circumstances of metahuman threats. The S.C.U. handles all situations for which regular patrol officers are not equipped, including tracking down escaped metahumans and apprehending super-powered villains in Superman's absence.

Inspector Margaret "Maggie" Sawyer and her executive officer, Inspector Daniel Turpin lead the Special Crimes Unit. Together, the two veterans of the Metropolis police department have forged the S.C.U. into a superb metahuman response team, answerable only to Commissioner Henderson.

The S.C.U. is composed of recruits from sworn officers within the police department who must pass a series of psychological profiling and other tests before un-

"The dog was barking like crazy, so I went out to see what was going on and before I knew it, this big ugly monster came at me from the woods behind our house. Before I could even duck, the S.C.U. came outta nowhere and stopped him cold. They told me later that the thing had escaped from S.T.A.R. Labs, but I didn't care. They stopped it before it could get me and my family. Yeah, Superman's great, but the S.C.U. are real people, you know? They're the real heroes in this city."

—Gus Bristow,
Bakerline

Several security firms in Metropolis have followed the S.C.U.'s lead in hiring super-powered individuals to supplement their forces. Loom Security Corporation was among the first to add metahumans to its teams.

dergoing extensive physical and mental training. The training includes over 200 hours of technical skills and education regarding all known meta-human threats, both inside and outside of Metropolis. Particularly grueling for the recruits is the oral quiz. Nicknamed the "meta exam" by recruits, the exam asks more than 200 questions covering the specific powers of over 450 metahuman criminals. In order for candidates to graduate to active duty, they must pass several virtual reality simulations, which test the recruits' abilities in real-life situations. Of every 100 S.C.U. recruits, statistics indicate that only one will make it to graduation. The final result is a small, well-trained Special Crimes Unit that works closely together under the most strenuous circumstances.

While the S.C.U. prefers to keep the details about its armor and defensive weaponry confidential, it is known that they have retained the services of John Henry Irons, the former weapons engineer of the JLA, to design battlesuits



and nonlethal metahuman combat gear. Rumors about the battlesuits being tested against Superman have circulated through the department. Reportedly, the suits stood up to Superman's might for nearly a full minute. Irons and Sawyers were reportedly pleased with the results, as it gave them a chance to test the limits of the prototypes.

Due to Superman's unpredictable schedule, the S.C.U. is the city's first line of defense against super-powered threats. Under the leadership of Sawyer, the unit has repeatedly proven its worth to skeptics. The Metropolis S.C.U. has been so successful that other law enforcement agencies across the country—including Honolulu, San Angelo, Central City, and Los Angeles—have emulated its basic design and training.

While it may seem glamorous, life in the S.C.U. is certainly not without risk. Since its creation, 12 of the unit's members have been killed in the line of duty, a rate four times that of on-duty deaths among regular police officers.

Crime & Personal Protection

There is a slim likelihood that a citizen of Metropolis will ever be affected by crime or violence while living in the city. The risks of having one's pocket picked or purse snatched in the rougher parts of Metropolis are actually quite small; police statistics show that petty thefts are most likely happen in the crowded streets downtown. All visitors and new residents are reminded by the Metropolis police department that Metropolis is a cosmopolitan city that attracts millions of tourists—and thieves—every year. Common sense is always the best defense against theft and injury. Citizens and visitors are advised to travel in groups and avoid dimly lit or isolated areas. Always remember to keep valuables close to your person and out of sight. When leaving packages in cars, be certain to keep them locked in the trunk of your car to avoid tempting would-be thieves.



METROPOLIS FIRE DEPARTMENT

As you might expect, the fire company in Metropolis is unlike any other fire department in the country. Given the nature of the arson- and fire-causing individuals in the city, the Metropolis fire department leads the field in relying on state-of-the-art fire abatement equipment.

The fire department has all manner of units, including engines, hook-and-ladder trucks, rescue units, and marine units. The fire department also maintains the city's Hazardous Materials (or Haz-Mat) Response Team. This unit can contain and neutralize plasma, radiation, toxic chemicals, molten substances (including metal, glass, and rock), anti-matter and level four biohazards for short periods of time.

The Metropolis fire department is housed in 14 separate precincts throughout the city. This allows for a response time of under three minutes for most common emergencies and no longer than nine minutes for toxic spills, depending on the substance and location of the specific response team. If needed, all of Metropolis's fire abatement equipment and active personnel can be on the scene of a fire within 35 minutes, as seen during the conflict with Dominus and the fire it sparked downtown.

"It was right after that big fight Superman had with Brainiac or one of them alien guys—I don't know; it could've been that nut Lobo for all I know. Anyway, a canister of some weird goo fell off a S.T.A.R. Labs truck and cracked open. Everything it touched was changing into something else—the street turned into a dirt path, a dog got too close and was a skeleton the next second, and a newspaper that it ran over read the date 20 years earlier. Those guys from the fire department just came along and scooped it up like it was nothing—first in a metal canister that rusted as soon as the goo hit it, but then they got it in a rock tube. Me? I would've run the other way if I had to get it—those are some brave guys."

—Doyle Murphy, barkeeper



METAHUMAN INCIDENTS & EMERGENCIES

The Metropolis police and fire departments encourage all citizens and visitors of Metropolis to purchase the latest volume of the *Metropolis Sourcebook*. The

sourcebook provides brief descriptions of the powers and appearances of many well-known metahumans. This makes it easier for emergency callers to identify super-human criminals and aid authorities. An abridged version of the sourcebook, the *Metropolis Super Being Index*, is included at the back of this travel guide.

The Metropolis Special Crimes Unite regularly offers seminars on dealing with metahuman activities. As common sense dictates, you should never approach a hero or super-powered criminal during a crisis or battle situation.

If assistance is required, citizens can call 9-1-1 from any telephone or any Infohub kiosk located throughout the city.

"I used to be with a squad in Gotham before the 'quake. Now that was a bad place when the crazies decided to burn it. Working here...while it's more challenging in terms of the types of fires we fight, it's, I don't know...saner, somehow, you know? You're not about to start putting out a fire only to have to scatter because some clown-faced freak has decided that red blood looks good on yellow fireman's coats. Here, you rarely get a minute to rest, but we do all we can to keep the city safe. It's a great job and a great city. I'm proud to work here."

—Adam Carl, Precinct 4, Metropolis Fire Department



9-1-1

In 1983, Metropolis became the first city in the world to require 9-1-1 operators to ask callers, "Is this a metahuman-related emergency?" That simple question, according to police sources, has saved the lives of more than 350 patrol officers, who otherwise would have been dispatched to deal with metahuman threats ranging from Metallo on rampage to the coma-inducing nanotech clouds of Brainiac.

While the police don't mind some responsible aid from concerned citizens, they disapprove of reckless vigilantes. If you really want to help, call the police first.

A 9-1-1 call can be dialed from any telephone (including pay telephones), cellular phone, or communications hub throughout the city. Additionally, the Metropolis police department maintains call boxes on street corners and along public highways in "trouble spots" throughout the city. These call boxes are preprogrammed to contact a special, dedicated line at the Metropolis police department's communication center when the handset is picked up. The call boxes also alert visitors that they have ventured into a less desirable parts of the city.

As with all emergencies, please speak clearly and give all the information requested, including the address, nearest cross street, people involved, and whether anyone is injured. For fires, you should also state what materials are burning, if you know, and any special symbols or numbers on safety signs.



The average response time for genuine emergency calls placed by a call box or to 9-1-1 is one and one half minutes to three minutes, depending on the nature of the emergency. The maximum response time is five minutes, assuming no extraordinary circumstances or disasters.

AMBULANCE SERVICE

Coordinated through the Rucka Midtown Station that is located seven blocks north of the *Daily Planet*, the Metropolis Rescue Squad is made up of professionals and volunteers with EMT or paramedic training. Connected through computer and audio/video links with the Rucka station are 35 satellite stations, each with full emergency room facilities, which were added after the so-called Fall of Metropolis. In the event of a massive citywide emergency such as the Fall or the recent earthquake in Gotham City, the satellite ambulance stations can be utilized as triage centers.

Each satellite is the homebase for two ambulances. Metropolis Rescue Squad ambulances are outfitted with the most advanced lifesaving apparatus, including defibrillator pads, artificial blood transfusion equipment, and Palmdoctor diagnosis aides developed by S.T.A.R. Labs. These handheld com-

Naturally, there are several law firms in Metropolis that specialize in metahuman-related incidents. Attorney Frank Peck is the most vocal and visible of these.

puters can identify and diagnose over 4,000 human medical conditions within 30 seconds based on the patient's vital signs and a blood sample. S.T.A.R. Labs is actively working to expand its database to include known extraterrestrial ailments.



STRYKER'S ISLAND

Located in the East River midway between New Troy and Queensland Park is Stryker's Island Maximum Security Correctional Facility, one of the toughest prisons in the nation. While the original buildings on Stryker's date back to just after the Civil War, the island has been used to house Metropolis' reprobates for at least 200 years.

Original settlers to the region described the island now called Stryker's as a place even the natives avoided due to what they called the "soft-talkers" who lived in the shadows of the forests, whose touch could turn a man into a simpleton, unable to remember his name or recognize the face of his wife.

The first residents of Stryker's Island were debtors, placed on the island to work the small municipally held farmsteads there until they produced enough crops to pay off their debts. In the case of Jebediah Stanton, the punishment meant living the rest of his life on the island, eventually helping to construct the first buildings of what would one day become known as Stryker's House, a correctional facility for the city's criminals.

Since its founding, Stryker's has been home to tens of thousands of criminals, from the tamest (such as Edward Robinson, who broke into homes of single women to steal their shoes and had amassed over 20,000 pairs by the time he was caught) to the infamous (such as Bloodsport and other powerful but non-metahuman criminals) that are apprehended in Metropolis.

The prison, like many in United States, is continually overcrowded, often with four prisoners sharing a room designed for two men. As investigative reports by *the Daily Planet* and WGBS have shown, the effects of overcrowding are worst at mealtimes, with the so-called C shift of prisoners eating dinner at 10:00 P.M. because of crowded mess hall conditions. The city government has attempted to deal with the over-



crowding issue at Stryker's, but its options are limited. It is reluctant to enforce mandatory release programs common in other cities, because of the risk these criminals pose to the general population.

Facilities

Stryker's has 2,456 cells designed to hold two prisoners each. Reportedly (such records are held confidentially by wardens) the prison has 108 solitary confinement rooms buried in the island itself. The location of some of the solitary cells was revealed during an investigation following the cave in and drowning deaths of four solitary confinement prisoners four years ago.

The prison has 14 cells equipped with S.T.A.R. Labs—designed neural impellers. These tranquilize metahuman prisoners prior to their transfer to the Slab or Belle Reve prisons. Ferries leave for Stryker's every hour on the hour from the 14th Precinct Station, located at the end of Fairchild Street, in New Troy. Final ferries leave Stryker's at 8:30 P.M.

In 1989, Warden Brian Westwood asked for and received a ruling from the Supreme Court that possession of "costumes and accessories" by criminals had no valid psychological benefit. Subsequently, all prisoners who come into Stryker's wearing costumes or possessing lethal accessories are stripped of such objects and must wear prison greys. Attire of costumed criminals is destroyed on premises, while weaponry and other technology is handed over to S.T.A.R. Labs for study and destruction.

The prison employs 450 full-time guards. Forty-five of that number have successfully completed S.T.A.R. Labs and S.C.U. metahuman training courses.



The Rumors

Like fairy tales told to children to make sure they behave, rumors regarding Stryker's have cropped up over the years. Most of them have been proven false by Roy Raymond Jr., host of a "Behind the Bars: Inside Stryker's Island" broadcast on WGBS last fall. Some of the discounted rumors included:

- The existence of a tunnel burrowed under the East River to Queensland Park.
- A hangman's noose on public display in the mess hall.
- The bones of Jebediah Stanton lying on a bunk in cell 0001.
- Electrified bars on the cells of C shift prisoners.
- Occult symbols carved into the floor in the prison chapel.
- Superman's secret hideout underneath Stryker's

Rumors substantiated by Raymond included the following:

- Personal effects of Anthony Anicetti, the only man to ever escape Stryker's and live, are still being held in the prison stores—in anticipation of his capture and return. (If he is still alive, Anicetti is over 90 years old).
- A tunnel was dug between the walls of the prison from the fourth floor into the ground and towards the East River, only to come up in the guardhouse near the front gate.
- Metal fragments were embedded four feet into a wall by the metahuman known as Shrapnel while he was being held at Stryker's awaiting transport.
- Stryker's gallows still stand in the prison exercise yard.

Raymond could not prove or disprove the appearance of shadowy men within the halls of A Block, nor the story that a "phantom block" of Stryker's—the F Block, which was destroyed by fire in 1932—appears from time to time, and prisoners and guards who unknowingly walk into it have never been heard from again.



EMERGENCY SERVICES

PERSONNEL

Emergency medical technician. All stats 2D except: *brawling* 3D, *climbing* 3D, *dodge* 3D, *driving* 3D, *running* 3D, *swimming* 3D, *medicine* 5D, *science* 3D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 19. Equipment: medical bag (contents can prevent infection or stabilize patient; +2D bonus to *medicine* skill roll), *Palmdoctor* (+5D to *medicine* skill roll for diagnosing human ailments).

Firefighter. All stats 2D except: *brawling* 3D, *climbing* 3D, *dodge* 3D, *catch* 3D, *leap* 3D, *resistance* 3D, *running* 3D, *swimming* 3D, *medicine* 3D, *scholar (firefighting)* 4D. Speed: 30. PDV: 2. Unarmed BDV: 3D. *Physique/lifting* bonus: +1. Hero Points: 0. Villain Points: 0. Character Points: 2. Body Points: 22. Equipment: fireproof jacket, boots, and helmet.

Chief William James Henderson. See *Metropolis Sourcebook*, page 17.

Police officer. See *Narrator's Screen's* book, pages 38–39.

Inspector Margaret Sawyer. See *Metropolis Sourcebook*, page 28.

Inspector Daniel Turpin See *Metropolis Sourcebook*, pages 28–29.

S.C.U. officer. See *Metropolis Sourcebook*, pages 29–30.

Criminal. See *Narrator's Screen's* book, pages 38–39, and 55–56.

You can also find information about typical crimes that occur in Metropolis in the "Stock Encounters" chapter of the *Narrator's Screen's* book.



SPECIAL SERVICES

Along with its more traditional emergency services, Metropolis is also home to several specialized teams. Most notable among these is the New Troy Search and Rescue Company. This group, made entirely of volunteers, specializes in locating survivors and victims of disasters such as earthquakes, fires, floods, tectonic shifts, or dimensional realignments. NTS&R has seen duty as far away as Turkey, Mexico, and Taiwan, as well as California, North Dakota, and Coast City, among other locations, in response to natural, human-made, and alien-created disasters.

The city also has a DEO office and staging area, an FBI office, a U.S. Marshall office, and numerous help lines for other problems and conditions, such as suicide prevention and rape. All are listed in the Government and Community Services pages in the front of the Metropolis telephone directory, volume 1.



METROPOLIS METAHUMAN INDEX

BY DAILY PLANET STAFF

Even before Superman came onto the super hero scene in Metropolis, hero watching was becoming a pastime of many people around the country and the world. With the advent of the Heroic Age, roughly 10 years ago, hero-watching clubs have sprung up in nearly every major city on the planet (with the exception of Gotham City), each with members anxious to catch a glimpse of their favorite super hero. While some pundits trivialize the activity, calling it little more than glorified bird watching, hero watchers' numbers are unquestionably growing. Currently, membership in Eye Spy, Metropolis's leading hero-watching organization, has passed the 1,000-member mark.



The rules for hero watching are simple: each hero and villain has an occurrence rating (OR) and danger rating (DR). The occurrence rating is based on the hero's or villain's relative visibility within the city on a scale of 1 to 5. A common individual gets an OR of 1, while a rarely seen super person has an OR of 5.

The danger rating depends on how risky it is to be within spotting distance of the hero or villain. The DR also has a 1-to-5 scale associated with it, as shown in this table:

<u>DR</u>	<u>Risks</u>
------------------	---------------------

- | | |
|----------|---|
| 1 | No risks under noncombat circumstances; approachable; watch for flying bricks, cars, people, energy beams, etc., while in battle. |
| 2 | Generally reserved; approach only in appropriate situations (scheduled autograph or media sessions); same battle precautions as DR 1. |
| 3 | Erratic behavior, but viewable at a distance; do not approach under any circumstances; some battle precautions as DR 1. |
| 4 | Viewable at a distance; do not approach subject under any circumstances; flee scene when engaged in battle. |
| 5 | When spotted, get out of the area and to a safe location before calling the police. |

When you spot a hero or villain, mark the date and place in this book. There is also a page where you can make notes of your sightings.

To determine your level of hero-watching skills, add together the rankings of the super beings you've seen. This total measures how good you are at hero watching. To find out how you rate against other hero watchers, contact one of the local hero-watching organizations (which can be found in the Metropolis telephone book under "Hero Watching").

Reminder: Hero watching can be a fun and enjoyable pastime when proper caution is exercised. While some super heroes may be approached for autographs, the Metropolis police department nonetheless advises a minimum safe watching distance of 100 yards. The Metropolis police and fire departments actively discourage civilians from nearing sites of super being conflict, and they will arrest civilians who do not obey officers when told to disperse from the scene of an incident. Always err on the side of safety when it comes to super beings. Many buildings have opened their roofs to hero-spotting clubs. Those interested can inquire at the Metropolis Visitor Center for locations.

Listed here are the super beings that a visitor to Metropolis is most likely to spot during a stay in the city. In the interest of safety, we have listed super villains so that visitors

can identify potentially dangerous beings. If a super-powered villain or any costumed criminal is seen, please call the Metropolis police department's 9-1-1 emergency line as quickly as possible without placing yourself in further danger.

Before making any extended stay in Metropolis, make sure that your insurance policy covers metahuman-related incidents. If not, you might want to consider purchasing to get special travel insurance with a superpowers rider.



SUPER HEROES

Alpha Centurion



Date: _____

Place: _____

Occurrence Rating: 2

Danger Rating: 1

Ranking: 30

Aquaman



Date: _____

Place: _____

Occurrence Rating: 4

Danger Rating: 2

Ranking: 60

Captain Marvel



Date: _____

Place: _____

Occurrence Rating: 4

Danger Rating: 1

Ranking: 50

Eradicator



Date: _____

Place: _____

Occurrence Rating: 5

Danger Rating: 3

Ranking: 80

Flash

Date: _____

Place: _____

Occurrence Rating: 3**Danger Rating: 1****Ranking: 40****Gangbuster**

Date: _____

Place: _____

Occurrence Rating: 5**Danger Rating: 2****Ranking: 70****Green Lantern**

Date: _____

Place: _____

Occurrence Rating: 3**Danger Rating: 1****Ranking: 40****Guardian**

Date: _____

Place: _____

Occurrence Rating: 4**Danger Rating: 1****Ranking: 50**

Steel



Date: _____

Place: _____

Occurrence Rating: 2

Danger Rating: 1

Ranking: 30

Strange Visitor



Date: _____

Place: _____

Occurrence Rating: 5

Danger Rating: 1

Ranking: 60

Superboy



Date: _____

Place: _____

Occurrence Rating: 3

Danger Rating: 1

Ranking: 40

Supergirl



Date: _____

Place: _____

Occurrence Rating: 3

Danger Rating: 2

Ranking: 50

Superman



Date: _____

Place: _____

Occurrence Rating: 1

Danger Rating: 1

Ranking: 20

Supermen of America



Date: _____

Place: _____

Occurrence Rating: 2

Danger Rating: 1

Ranking: 30

Wonder Woman



Date: _____

Place: _____

Occurrence Rating: 3

Danger Rating: 2

Ranking: 50

SUPER VILLAINS

Atomic Skull



Date: _____

Place: _____

Occurrence Rating: 4

Danger Rating: 3

Ranking: 70

Bizarro



Date: _____

Place: _____

Occurrence Rating: 4

Danger Rating: 3

Ranking: 70

Brainiac



Date: _____

Place: _____

Occurrence Rating: 4

Danger Rating: 4

Ranking: 80

Cyborg



Date: _____

Place: _____

Occurrence Rating: 5

Danger Rating: 5

Ranking: 100



La Encantadora



Date: _____

Place: _____

Occurrence Rating: 3

Danger Rating: 1

Ranking: 40

Maxima



Date: _____

Place: _____

Occurrence Rating: 5

Danger Rating: 2

Ranking: 70

Metallo



Date: _____

Place: _____

Occurrence Rating: 2

Danger Rating: 3

Ranking: 50

Mongul



Date: _____

Place: _____

Occurrence Rating: 5

Danger Rating: 4

Ranking: 90



Mxyzptlk



Date: _____

Place: _____

Occurrence Rating: 5

Danger Rating: 5

Ranking: 100

Parasite



Date: _____

Place: _____

Occurrence Rating: 3

Danger Rating: 4

Ranking: 70

Prankster



Date: _____

Place: _____

Occurrence Rating: 4

Danger Rating: 3

Ranking: 70

Riot



Date: _____

Place: _____

Occurrence Rating: 3

Danger Rating: 3

Ranking: 60

Rock

Date: _____

Place: _____

Occurrence Rating: 4

Danger Rating: 4

Ranking: 80

Superman robots

Date: _____

Place: _____

Occurrence Rating: 5

Danger Rating: 1

Ranking: 60

Toyman

Date: _____

Place: _____

Occurrence Rating: 4

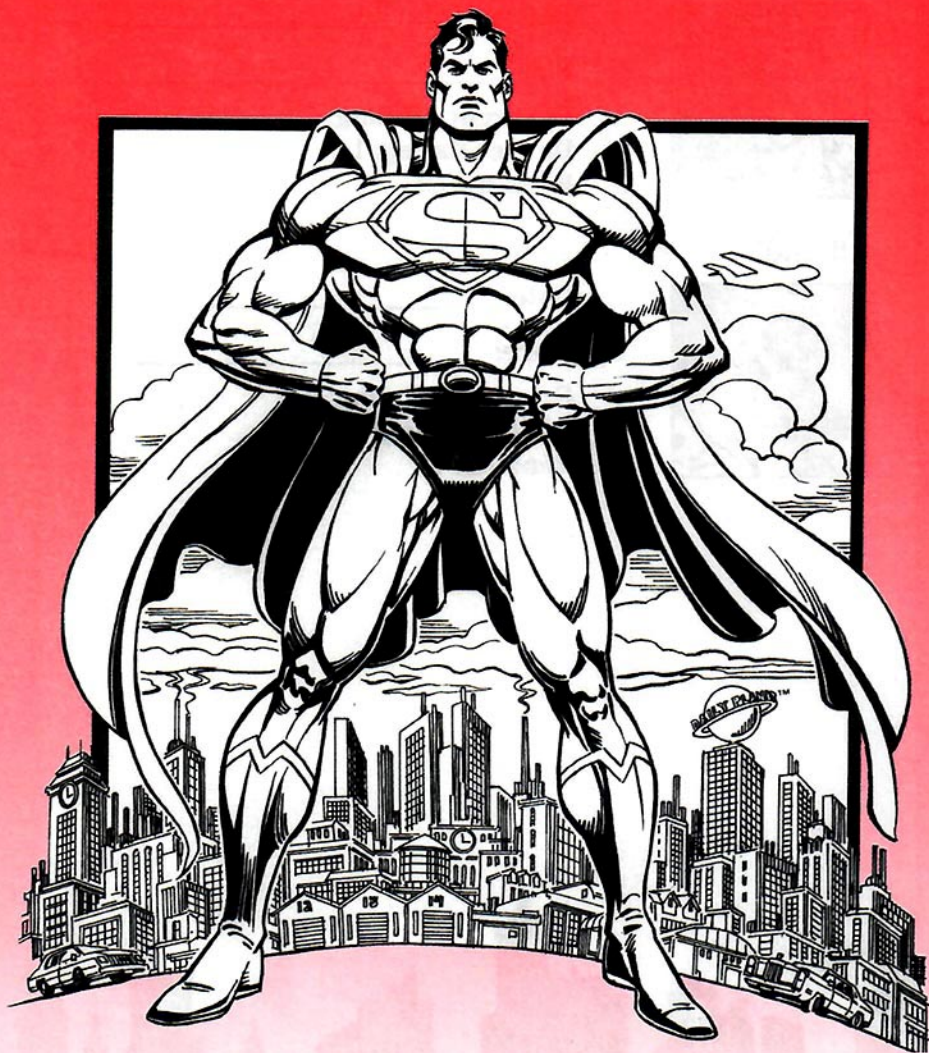
Danger Rating: 3

Ranking: 70



METROPOLIS

HOME OF SUPERMAN, THE MAN OF STEEL.





TM

The Daily Planet Guide to Metropolis is the initial book in the travel guide series to the DC Universe produced by the staff of the Daily Planet. Everything you want to know about the City of Tomorrow is contained in this volume.

Discover the best restaurants, hotels, parks, places to live, and things to do in the city. Learn the history of the city, and get a Metahuman Index to get you started on the exciting pastime of hero watching. If that doesn't satisfy your curiosity, the staff has also included quick notes that offer even more insights about the greatest city on the planet!

This travel guide looks at historical Metropolis, before Brainiac's attempt to take over the city.

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