ONLINE MULTI-PLAYER

# Unreal
## TOURNAMENT

Dreamcast

DIGITAL EXTREMES

PERFECT LEVEL

EPIC GAMES

SEGA

SEGA NET
THE GAMERS' DESTINATION

MATURE
M
CONTENT RATED BY
ESRB

T-15123N
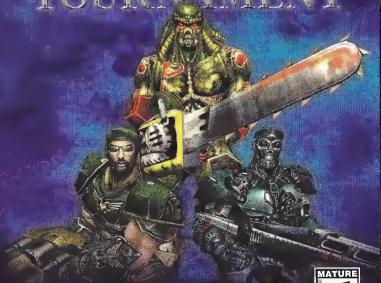
## WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

### CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE and CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in the original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# TABLE OF CONTENTS

# GETTING STARTED

Make sure your Sega Dreamcast™ is properly set up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

Open the Disc Door by pressing the Open Button and insert your Unreal Tournament™ Sega Dreamcast Specific Disc. Shut the Disc Door.

Press the Power Button to start your Sega Dreamcast.

Unreal Tournament is a 1 to 4 player game via split screen (Online, up to 16 players can play simultaneously). Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control parts of the Sega Dreamcast. If playing 1P, all ports are used to control your player. If 2P, 1st Player uses control ports A & B, while the 2nd Player uses ports C & D. For 3P, the 1st Player uses port A, 2nd Player, uses port B, 3rd Player uses port C, and port D is not used. For 4P, Players 1-4 use ports A-D respectively. To return to the title screen at any time, simultaneously press and hold the A, B, X, Y and then press the Start button. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

## DREAMCAST HARDWARE UNIT



**Disc Door**

**Power Button**
This turns the unit ON or OFF

**Open Button**
Press to open the Disc Door

**Control Ports**
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively

# JUMP PACK

Make sure to insert your Sega Dreamcast Jump Pack into Expansion Slot 2 only. The Jump Pack will not lock into place if inserted into Expansion Socket 1 and may fall out during game play or otherwise inhibit play.
Note: To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software.

## DREAMCAST JUMP PACK



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# SEGA DREAMCAST
# CONTROLLER™

Note: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.
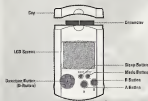
## DREAMCAST CONTROLLER

**Overhead View**



Analog Thumb Pad

Directional Button (D-Button)

A Button
Y Button
B Button
X Button

**Forward View**



Expansion Slot 1

Right Trigger (Trigger R)

Left Trigger (Trigger L)

Expansion Slot 2

**VISUAL MEMORY UNIT (VMU)**



Cap

Connector

LCD Screen

Sleep Button
Mode Button
B Button

Directional Button (D-Button)

A Button

# VISUAL MEMORY UNIT™

To save your progress and configuration, a VMU must be inserted into a Controller in a socket in any port on the Sega Dreamcast. Eight blocks of memory are needed to save your game in Unreal Tournament. During the course of the Tournament, the game will auto-save your progression. Your settings are auto-saved when you exit the Options Menu.
Note: While saving your VMU Specific Game File, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller or other peripheral equipment.
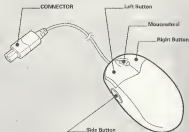
# KEYBOARD

A Keyboard is best used in conjunction with a Mouse. Set your key commands in the Options menu. You can change the key commands to what you feel is more comfortable and highlight accept and press the Enter Key. When using the keyboard be sure that a controller is also connected to one of the other control ports.

DREAMCAST KEYBOARD

# MOUSE

The mouse is best used in conjunction with the keyboard. Set the mouse configuration in the Options menu. Choose the setting you are most comfortable with and select it by highlighting accept and press the Left Button. When using the mouse, be sure that a controller is also connected to one of the other control ports.

DREAMCAST MOUSE
CONNECTOR
Left Button
Mouseovertical
Right Button
Side Button

# PANTHER DC™

The Mod Cotz™ Panther DC is designed specifically for this type of game. In the controller menu, the fourth setting is for the Panther DC.

PANTHER DC GUIDE
(CONTROLLER UP VIEW)
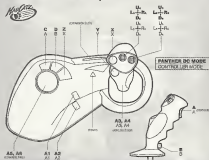
# START PRACTICE SESSION

A Practice Session is identical to playing in the Tournament, but you don't progress up in the ladder when you play. You can also choose and configure your enemies (the computer-controlled "bots"), and play in any available arena you like. Each of the modes has a summary screen where you can set the number of bots, frog and time limits, and the mop you wish to battle on. First select the number of players, then one of the following game types:

**Deathmatch:** This mode is identical to the Tournament, but you do not progress. Cycle through the maps and press the A button when you have found the map you would like to play your practice session on. Then choose the character you wish to fight as and then your team color. The Deathmatch options menu appears when you have chosen a team color. Set the number of bots, their skill and the frog and time limit for your session. Highlight "Play!" and press the A Button to begin your practice session.

**Team Deathmatch:** Similar in scope to normal Deathmatch, this one is played with Red and Blue teams. The match ends when a team reaches the frog limit. As before, pick a map, a character, a team and then set your options.

**Domination:** Same as the Tournament mode of the same name. Dominate your territory by touching the control points to change them to your teams color, then protect it from your enemies.

**Capture the Flag:** Same as the Tournament mode of the same name. Capture your enemy's flag and bring it to your own to score points. First team to the set score limit wins. Select the map, character, and team, then set the game options.

**Mutators:** This menu houses special options for practice maps, such as Low Gravity and Hyperspeed settings or create a game to your liking and have fun blasting your opponents with nothing but Shock Rifles or Rocket Launchers!

# START UNREAL TOURNAMENT

Selecting this option enters you into the Tournament and begins your ascent up the Tournament ladder. Enter in your name then select your skill level and go to "Start" and press the A button. Use the Directional Button to choose your character and then press the A button to accept. Initially, you'll only be able to play the Deathmatch mode, but as you fight your way up the ladder, other modes will become available. After selecting a mode, you'll see the arenas available for you to compete in. The screen after that gives you a look at your competition, complete with names and profiles.

You'll play in several different areas as you progress up the ladder; the first "rung" is a tutorial arena. If you've never played Unreal Tournament or are unfamiliar with this type of game, play the tutorial first. Otherwise, choose the arena above the tutorial. All the modes are described below:

**Deathmatch:** Kill as many competitors as possible and try to avoid being killed by them. The player who reaches the frag limit first (or has the most frags when the time limit is reached) is the winner. Winners advance to the next arena in the ladder.

**Domination:** Two teams (Red and Blue) fight for possession of several control points scattered throughout the map. To take a control point, simply touch it. When a team owns a control point, their score increases steadily until the other team gains control of the control point.

**Capture the Flag:** The players are divided into two teams, Red and Blue. Each team has a base with a flag that they must defend. Points are scored for a team when a team member captures the opposing team's flag, by bringing it back to the team's base while their own flag is safely contained in the home base.

**Challenge:** The challenge ladder is a free-far-all Deathmatch against the hardest enemies in the Tournament in the most exquisite environments, from a Martian spacestation to Xan's personal ArenaShip!

**View Trophies:** As you progress through the tournament, use this option to view all of the trophies you have accumulated, once you've successfully advanced at least one echelon. When you successfully dominate each of the different game modes, you are brought to the Trophy Room and are given a trophy for your efforts.

# NETWORK

Connect to the Internet and fight against others online in the Tournament. To play Unreal Tournament, your Dreamcast must be configured with valid ISP (Internet Service Provider) account information. If your Dreamcast does not contain any ISP information, please insert the Web Browser disc that came with your Dreamcast and input your ISP information. If you don't have an ISP, SegaNet offers super-fast online gameplay. Sign up for SegaNet now at http://www.sega.com. To request a free copy of the Dreamcast Web Browser disc, please call 1-800-500-8946.

When you select this option from the menu, you can input your Internet Account information for dial-up accounts and if you have a BroadBand Adapter, input the information in this menu to connect to the servers.

## Dial-Up Accounts Menu

**Switch Account:** You can input multiple accounts into Unreal Tournament, this option switches between the available accounts.
**Login:** Your personal account name for your ISP.
**Password:** Your personal account password for your account.
**Area Code:** This is optional, enter your ISP's area code here.
**Phone Number:** Enter the number to call your ISP to go online.
**Primary DNS:** The IP address of your ISP's Primary Domain Name Server. Contact your ISP for this information.
**Secondary DNS:** The IP address of your ISP's Secondary Domain Name Server. Contact your ISP for this information.
**Dialing Options:** This opens a menu to customize the way your phone dials to connect.
> **Outside Line Prefix:** Enter the number you dial to get an outside line. (Home users don't need this)
> **Call Waiting Prefix:** Enter the number you dial to disable call waiting if you have the service.
> **Long Distance Prefix:** Enter what you dial to initiate a long distance call. (Only needed if your ISP is long distance)
> **Local Area Code:** Enter the area code you are dialing from.
> **Dial Local Area Code:** Select whether or not to dial your local area code even for non-long distance calls. (ON/OFF)
> **Pulse Dialing:** Select whether or not to use pulse dialing while making calls.
**Connect:** Connect to the active ISP account.

**BroadBand Adapter Menu**
**I.P. Address:** Enter the I.P. Address of your Broadband/LAN account. If you are unsure, try using 0.0.0.0. and leave the other fields blank, this may be able to be determined automatically.
**Subnet:** Enter the Subnet Mask if required for your Broadband/LAN account, contact your Broadband Provider if you are unsure what your Subnet is.
**Gateway:** Enter the Gateway if required by your Broadband/LAN account, contact your Broadband Provider if you are unsure what your Gateway is.
**Primary DNS:** The IP address of your ISP's Primary Domain Name Server, contact your ISP for this information.
**Secondary DNS:** The IP address of your ISP's Secondary Domain Name Server, contact your ISP for this information.
**Login:** Your personal account name of your PPPoE account.
**Password:** Your personal account password of your PPPoE account.
**Connect:** Connect to the Unreal Tournament Master Server List.

# JOIN SERVER

Once connected to the SegoNet servers, you are brought to the Server menu. The list of servers available are displayed here.

**Server:** Displays the servers currently selected for online play. You can sort the servers by NAME, GAME, PLAYERS or PING by pressing right or left to highlight the titles. Press up or down to scroll through the servers and press the A Button to accept and log on to the server. Press the X Button to refresh the server list and press the B Button to exit the menu screen. Use the Left/Right Triggers to scroll through the server list quickly. If you are using the keyboard, use the Page Up/Page Down keys to quickly move through the server list and Home/End keys to move to the Top/Bottom of the list.
    **Server:** This displays the server name. When sorting servers by name, all servers appear in alphabetic order by name.
    **Game:** Displays the game type running on the server. When sorting servers by game, all servers appear sub-sorted by ping time.
    **Players:** Displays the current numbers of players and the maximum number of players the server can host. When sorting servers by players, all servers appear sub-sorted by maximum players and then ping.

**Ping:** Displays the ping for each server in the menu. When sorting servers by ping, all servers are displayed from lowest to highest ping times. (Lower numbers are best)

**Play:** Use your current player information to play against foes online.
**Player Setup:** Brings you to the Player Setup Menu.

# OPTIONS

**Audio:** Change Sound and Music options.
    **Music Volume:** Adjust background music volume.
    **SFX Volume:** Adjust sound effect volume.
    **Stereo/Mono:** Set the sound output to Stereo or Mono.
    **Accept:** Keep the changes made in this menu.
    **Cancel:** Revert to the current settings and returns to the options menu.

**Controller:** Set the options for players 1-4 individually.
    **Config:** There are four control schemes to choose from, pick the one that is most effective for you. The fourth setting is designed for theMad Cotz™ Panther DC™.
    **Slope Look:** Automatically changes your up/down view angle to match the ground angle you are standing on, set ON/OFF.
    **Invert Y:** Changes looking up to looking down and vice versa, set ON/OFF.
    **H Sensitivity:** Adjust the Horizontal Analog Sensitivity.
    **V Sensitivity:** Adjust the Vertical Analog Sensitivity.
    **Auto Aim:** Aim assistance for controllers only. If a mouse or trackball device is plugged in, auto-aim will be disabled.
    **Accept:** Keep the changes made in this menu.
    **Cancel:** Revert to the current settings and returns to the options menu.

**Keyboard:** Set the options for players 1-4 individually.
    **Key Commands:** To change a key, select on action and press Enter. The next key entered on the keyboard will replace whatever current key presently activates the action.
    **Weapon Select Menu:** Set quick key commands to place a weapon in your hand on the fly.

**Accept:** Keep the changes mode in this menu.
**Cancel:** Revert to the current settings and returns to the options menu.
**Mouse:** Set the options for players 1-4 individually.
    **Config:** Choose from 8 different mouse set ups.
    **Invert Y:** Change looking up to looking down and vice versa, set ON/OFF.
    **Sensitivity:** Mouse tracking sensitivity.
    **Accept:** Keep the changes mode in this menu.
    **Cancel:** Revert to the current settings and returns to the options menu.

**Miscellaneous:** Set the options for players 1-4 individually.
    **Dodging:** Enables double-tapping in a direction to make your character jump
    quickly in that direction, ON/OFF.
    **Vibration:** Enables Jump Pack vibration support, ON/OFF.
    **Auto Weapon Switch:** Enables automatic switching to a better weapon
    when you pick one up.
    **Instant Rockets:** Enable instant rocket fire – you will not be able to fire
    multiple rockets.
    **Accept:** Keep the changes mode in this menu.
    **Cancel:** Revert to the current settings and returns to the options menu.
Any changes mode in the Options menu are auto-saved when you return to the Main Menu.

# HOMEPAGE

**Homepage:** This option will attempt to connect you to the Internet and then to the Online Unreal Tournament Website. If you are not connected to the Internet, you will be brought to the Offline website located on the Unreal Tournament disc and will not be able to access the Online links.

# HUD: HEADS UP DISPLAY

During the game, a variety of on-screen indicators, status meters, icons and messages will keep you abreast of important information and situations. Together, these informational aids comprise your Heads Up Display (HUD) Keep an eye on your HUD to stay in touch with the small details that may end up saving your life. Remember, an aware player is a living player.



1: **Identification:** Identifies the enemy or teammate nearest to your crosshair.
2: **Health Level:** This bar indicates how much health you have.
3: **Armor Level:** This bar indicates how much armor you have.
4: **Frag Count:** This number shows how many kills you've made and also shows your ranking if you are within the top 3 in DeathMatch.
5: **Ammo Indicator:** Shows how much ammo the active weapon contains.

# WEAPONS

### Impact Hammer

**Primary Fire:** Just hold the fire button; it will automatically release when you touch someone.

**Secondary Fire:** Rapid impact; can deflect shots if your timing is good enough.

Originally used as a miner's tunneling device that now pulverizes opponents as effectively as it once shattered rock. Use it to demolish your enemies in one of two ways: hit them with quick repeated strikes, or charge it up and let loose with a single, more powerful attack.

### Enforcer

**Primary Fire:** Normal firing rate.

**Secondary Fire:** Rapid firing rate.

This lightweight yet high-powered handgun is an accurate and potent killer at close or medium range. So easy to handle you can wield one in each hand, the Enforcer's already-quick action can be increased by utilizing the slightly less accurate (but equally deadly) sideways-carriage firing technique.

### Shock Rifle

**Primary Fire:** Instant energy beam.

**Secondary Fire:** Slower energy projectile.

**Combo Attack:** Hit the secondary fire projectile with the primary fire for a more powerful attack.

Emitting searing bursts of pure energy, the devastating Shockrifle is an ideal weapon for medium or long range attacks. The primary fire delivers an instant concussion with pinpoint precision; the secondary fire launches a slower energy projectile.

### Ripper

**Primary Fire:** Ricocheting blades.

**Secondary Fire:** Exploding blades.

A descendent of the Razor Jack, the Ripper features larger blades than its predecessor. The laser-sharp blades ricochet off solid surfaces, making around-the-corner kills not only possible, but easy. The secondary fire causes the blades to explode upon impact, generating a considerable splash radius of damage.

### Rocket Launcher

**Primary Fire:** Launches rocket-propelled grenades that explode on impact.

**Secondary Fire:** Throws non-rocket-propelled grenades that explode after a few seconds.

Arguably the most popular devastation tool in the Tournament, the rocket launcher is an extremely versatile medium- to long-range weapon. Hold and release the primary fire to launch one to six rocket-propelled grenades in a spread formation; the grenades will explode on impact. Press and hold the secondary fire to launch a tight circular formation. Use the secondary fire alone to kick out one to six unpropelled grenades that will detonate a few seconds after deployment. Skilled users can take advantage of the Rocket Launcher's heat seeking feature. To use it, keep your crosshair on your opponent until it changes into a red X, then unleash your missiles and watch them home in on their prey.

### Flak Cannon

**Primary Fire:** Fires chunks of hot jagged shrapnel.

**Secondary Fire:** Lobs a shrapnel grenade that explodes on impact.

This portable enemy blender can deliver instant death at any range. While the rate of fire is slow, the Flak Cannon's destructive power is formidable. The primary fire discharges a

concentroted explosion containing several pounds of jagged metal shrapnel. At point-blank range, the result is usually lethal. The secondary fire lounches a shrapnel grenade that explodes on impact. Few opponents survive a direct hit from a Flak Connon grenade.

### BioRifle

**Primary Fire:** Fires clumps of toxic sludge.

**Secondary Fire:** Hold and release for a larger clump of toxic sludge that bursts into multiple clumps upon impact.

This unconventional close- to medium-range weapon is more deadly than it appears at first glance. The primary fire spews clumps of toxic sludge that clings onto solid surfaces, and float in water. They explode after a few seconds (or when touched by another object or passerby), causing considerable damage. Some competitors cover the floors, walls and ceilings of narrow hallways with the stuff while running backwords to trop unwary pursuers. Press and hold the secondary fire to load up and fire an enormous blob that will literally splosh apart when it hits a surface, spreading smaller hunks of the dangerous substance across a wide radius.

### Sniper Rifle

**Primary Fire:** Normal rifle shot.

**Secondary Fire:** Zoom in on target.

The fact that its basic design has remained virtually unchanged for decodes testifies to the Sniper Rifle's timeless and universal functionality. The primary fire deols out an extremely robust rifle round capable of abruptly ending a competitor's quest for the title of Grand Champion. The secondary fire zooms in on your target, allowing you to save time, effort and ammunition by terminating them with a single shot to the head. Press and hold the secondary fire to zoom; press secondary fire again to return to normol view.

### Minigun

**Primary Fire:** Normal firing rate; more accurate.

**Secondary Fire:** Faster firing rate; less accurate.

As simple as it is dangerous, the Minigun features a rotating barrel assembly and an unmatched rate of fire. If the primary fire isn't fast enough for you, try the much faster (and less accurate) secondary fire. Good oim is the key to mostering the Minigun. With a little proctice you'll be reducing your opponents to helpless bullet cotchers at every opportunity.

### Pulse Gun

**Primary Fire:** Rapid fire plasma bursts.

**Secondary Fire:** Steady stream of plasma.

Powerful rounds of burning plasma, o high rate of fire and a vicious secondary attack make the Pulse Blaster a very popular mid-ronge weapon. The primary fire riddles targets with glowing bursts of plasma; the secondary fire emits a steady stream of the incondescent green substance. The pulse blaster uses clips containing 50 rounds, which must be replaced after they are emptied.

### Chainsaw

**Primary Fire:** Forword thrust.

**Secondary Fire:** Side-to-side sweep.

Based on an antique wood-cutting tool, the choinsow is a devastating melee weapon capable of instantly inflicting massive damage. The primary fire employs a thrust maneuver, while the secondary fire sweeps the blode from side to side (on ideol move for decapitations). Note: The Chainsaw is only available on certain maps.

### Redeemer

**Primary Fire:** Launch miniature nucleor warhead.

**Secondary Fire:** Launch and guide miniature nuclear warhead.

The first time you witness this miniature nuclear device in action, you'll agree that it is the most powerful weapon in the Tournament. Launch a slow-moving but utterly devastating missile with the primary fire; but make sure you're out of the Redeemer's impressive blast radius before it impacts. The secondary fire allows you to guide the nuke yourself with a racket's-eye-view. Keep in mind, however, that you are vulnerable to attack when steering the Redeemer's projectile. Due to the extreme bulkiness of its ammo, the Redeemer is exhausted after a single shot.

## OTHER ITEMS

### Translocator

The Translocator is a portable teleporter. It functions as a weapon, a defensive device and a mode of movement.

The Translocator consists of two parts, a source module and a destination module. Throw the destination module with the primary fire button; then press the secondary fire button to instantly teleport to the spot where the destination module landed.

If you throw the destination module close enough to an enemy and then teleport there, you can "telefrag" your opponent, killing him and getting his weapon. This requires some skill to accomplish but it is extremely gratifying to pull off and results in an instant kill.

In Capture the Flag games, translocating while holding the flag will cause you to drop the flag. The Translocator is only available in certain game modes.

### Health Pack

Replenishes a decent amount of life, up to your normal maximum.

### Keg O' Health

The Keg O' Health gives an unnatural amount of health, for more than is normally capable.

### Health Vial

Each health vial gives you a small amount of life, but can raise it higher than normally possible, similar to the Keg O' Health.

### Thigh Pads

These lightweight accessories provide a small amount of protection.

### Body Armor

This gives a considerable amount of protection.

### Shield Belt

This handy accoutrement not only holds your pants up, it's also the most powerful defensive device in the Tournament. Picking this item maxes out your armor, creating quite a defense against your adversaries.

### Damage Amplifier

Dramatically increases the power of all weapons. The Damage Amplifier's effects last for thirty seconds and cause the user's weapon to glow green.

**Invisibility**

Makes you virtually invisible for a short time.

**Anti Grav Boots**

Picking up the boots enables you to jump much higher than normal. While in the air you have limited control over your flight trajectory. Once picked up, the boots last for 3 jumps, so take advantage of them while you can.

# BOT COMMANDS/TAUNTS

During the game, you can select from a menu of messages which you can say during the game. Simply press the START Button while playing to open the Pause Menu and select Bot Orders, then select the orders you want to give to your team. Press the A Button while highlighting your selection to execute the command. You can give individual team members orders by getting them in your sites, so that their name appears in your HUD then selecting what orders to execute. Team Commands are only available in Domination and Capture the Flag modes of gameplay.

The following is a list of the categories and their respective messages:

**BOT ORDERS**
Defend
Hold this position
Attack
Follow me

**TAUNTS (Keyboard Only)**
Wave (Default J)
Taunt (Default K)

# GAME TIPS

Be sure to learn how to command your teammates around by using the orders menu. Telling some of your buddies to attack while some defend or cover you proves invaluable in the Tournament.

The moment a match starts, you are equipped with your impact hammer and enforcer. These are good guns to start with, but there are much more effective weapons strategically placed throughout the battle arenas! Go and grab one before your foes do! Remember to keep moving, because a moving target is harder to hit than a stationary one. Strafing is a great way to avoid getting shot while keeping your crosshair on your enemy. Use it or lose it!

Some weapons such as the Rocket Launcher cause an explosion that creates "splash damage." Use splash damage to hurt your enemies by aiming near them or at the ground in front of them. A couple good splashes will take out your opponent in no time.

Many weapons are great for close combat, while others are better suited for long distance play. For instance, the Flak Cannon is great in close quarters while the zoom of the sniper rifle makes it the ultimate long-range gun.

Many of the weapons that explode and cause splash damage will damage you if they explode too close to you. Be careful where you shoot, or you could lose paints!

While playing with a controller, you can turn the Auto-Aim option on in the Miscellaneous menu. With this option on and only with a controller, this feature can greatly help you climb up the tournament ladder.

# ADVANCED TECHNIQUES

## SPREES

If you manage to kill 5 or more opponents without dying, you will be on a Killing Spree. You'll get a verbal notice and your enemies will receive a warning telling them that you're doing well. If you kill 10 or more foes you are on a Rampage. There are many Spree levels, see how high you can get!

## MULTI KILLS

When you take someone out, you have 3 seconds to take someone else out to score a Multi Kill. The various levels of Multi Kills are:

    Double Kill
    Multi Kill
    Ultra Kill
    Monster Kill

## HEADSHOTS

A precise shot with the Ripper or Sniper Rifle can frag an opponent in one hit, if you aim high. If you take someone out by blowing their head off, you'll get a message letting you know you nailed a Headshot!

## DODGING

In Unreal Tournament, you can dodge by tapping a movement key twice in any direction. Turn this feature on in the Options menu. If you do not like this feature you can turn it off, but be advised, many great players who learn to this technique became Unreal masters.

| MAP LIST | MAX PLAYERS ONLINE OR BOTS | MAX PLAYERS SPLITSCREEN | MAP LIST | MAX PLAYERS ONLINE OR BOTS | MAX PLAYERS SPLITSCREEN |
|---|---|---|---|---|---|
| **DEATHMATCH** | | | Oblivion | 4 | 2 |
| Agony | 6 | 2 | Outskirts | 6 | 3 |
| Babylon | 4 | 3 | Paladin | 4 | 4 |
| Barricade | 8 | 4 | Pantheon | 6 | 3 |
| Blackparty | 6 | 3 | Phobos | 2 | 2 |
| Brickyard | 4 | 2 | Pressure | 8 | 4 |
| CanyonFear | 4 | 3 | Sector9 | 4 | 3 |
| Codex | 8 | 4 | Singularity | 6 | 4 |
| ColdSteelPressure | 4 | 4 | Sorayama | 4 | 4 |
| Core | 4 | 3 | SpaceNoxx | 6 | 3 |
| Curse | 8 | 4 | Stalwart | 6 | 3 |
| Damnation | 4 | 4 | StalworiXL | 8 | 4 |
| Deck 16 | 4 | 4 | StationControl | 6 | 3 |
| Depot | 4 | 3 | Underlord | 4 | 3 |
| Dust | 4 | 3 | | | |
| Flux | 4 | 3 | | | |
| Gearbgox | 4 | 3 | **CAPTURE THE FLAG** | | |
| Girder | 4 | 3 | Command | 8 | 4 |
| Google | 4 | 2 | Caret | 8 | 3 |
| Halberd | 6 | 3 | Dreary | 8 | 4 |
| Healpod | 6 | 4 | EternalCave | 8 | 4 |
| Hyperblast | 4 | 4 | Face2 | 4 | 2 |
| Industrial | 4 | 4 | Face | 8 | 4 |
| Infernal | 6 | 4 | Gauntlet | 8 | 2 |
| Instinct | 4 | 3 | Lavagiant | 8 | 4 |
| Lizardri | 4 | 4 | Niven | 8 | 2 |
| Loathing | 6 | 3 | Phalanx | 6 | 4 |
| Malevolence | 8 | 4 | Sepulchre | 6 | 4 |
| Megaplex | 4 | 3 | Spirito | 6 | 4 |
| Morbias | 4 | 2 | Stormfront | 6 | 4 |
| Morpheus | 6 | 3 | Sundial | 6 | 4 |
| Nebula | 4 | 3 | | | |
| NeoTokyo | 4 | 3 | | | |

| MAP LIST | MAX PLAYERS ONLINE OR BOTS | MAX PLAYERS SPLITSCREEN |
|---|---|---|
| **DOMINATION** | | |
| Cinder | 8 | 3 |
| Coagula | 6 | 4 |
| Condemned | 8 | 3 |
| Georbolt | 8 | 4 |
| Ghordhen | 8 | 4 |
| Hood | 6 | 4 |
| Lament | 6 | 4 |
| Olden | 8 | 2 |
| Osiris | 6 | 4 |

# CREDITS

## SECRET LEVEL GAMES

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Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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