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Official Strategy Guide

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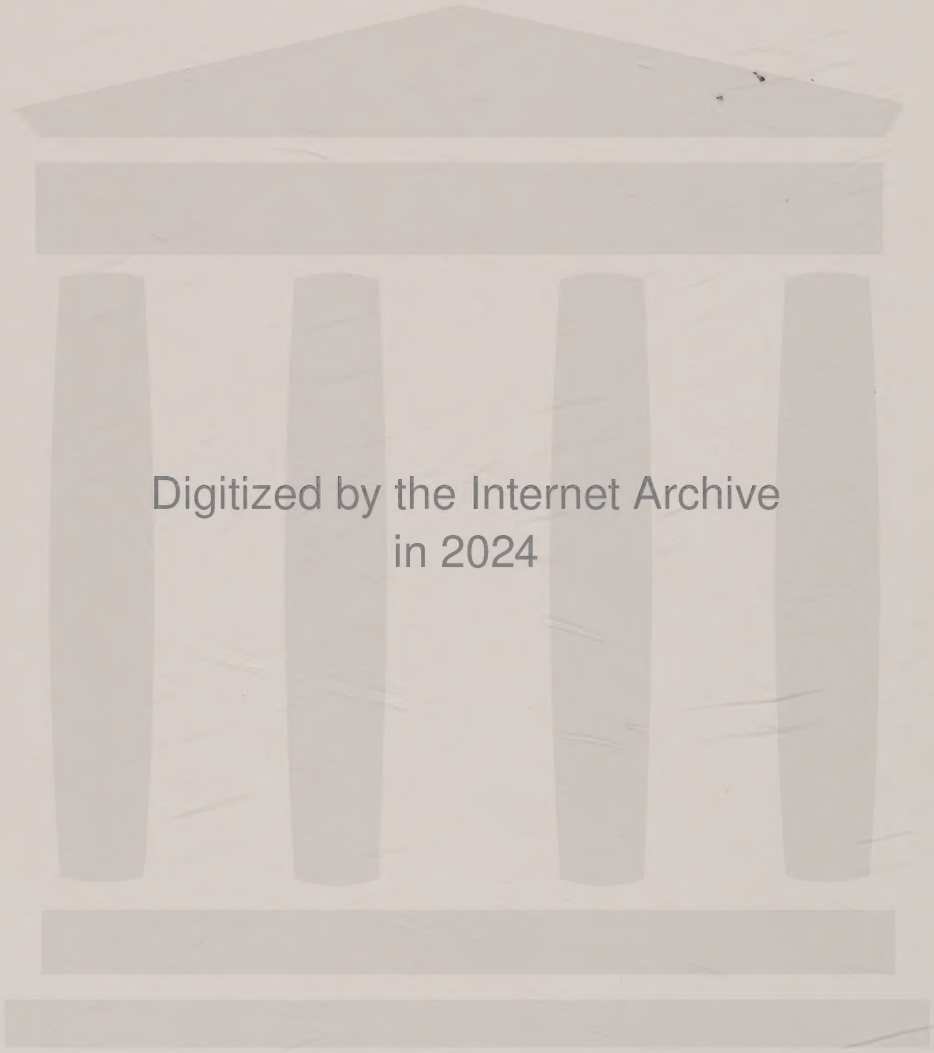
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Thanks also go to Michael Koch, my editor, who got to do all the fun stuff like request information from the developers, get me updates, work with production and the printers, and remind me about deadlines—while juggling lots of other projects. Kudos also to Eric at Akeson Design for his patience during the revisions process. Thanks also to my wife Geralyn who tolerated my late night and early morning writing sessions, while only occasionally accusing me of "playing" instead of "working."

This book is dedicated to my father, who bought me my first ever Apple II Plus, way back in the early 1980's and thus introduced me to the wonderfully addictive and fun world of computer gaming. He obviously had no idea what he was getting me into; he's been a great father and has had a wonderful influence on my life that persists even to this day.

About the Author

Jamie "Thrrrpptt!" Madigan has watched his obsession with computer gaming turn from a hobby to a second job. He has written online strategy guides for *Hexen II* and *Quake II*, and *Blood II—Official Strategy Guide* for GW Press. He lives in St. Louis Missouri with his wife, Geralyn, and his cat, Wolfgang. He is finishing his Ph.D. in psychology and intends to work as an organizational development consultant. Let it be known that Jamie fully enjoyed his uncontested reign as Unreal Tournament Grand Champion of the World while playing pre-release versions of the game to work on this book.

INTRODUCTION

When *Unreal* first appeared a year ago, it set a high mark for computer game technology that developers are still shooting for today. The title featured an immersive single-player experience with stunning environments and wicked enemies. Players were also astounded by the game's computer-controlled adversaries in the Botmatch mode, which was something no other game had offered straight out of the box. The success of the game and its engine are evident not only in the number of copies sold, popular acclaim, and glowing reviews, but also in the demand from other developers to use the *Unreal* engine to build other first-person shooters.

Epic Games took a lot of the player feedback from *Unreal* and used it while developing *Unreal Tournament*. But this is hardly just an expansion pack or even just a sequel. In fact, one could argue a pretty strong case against it being a sequel at all.

Along with a handful of other titles, *Unreal Tournament* is one of the first games to bravely attempt tapping the online gaming market to its fullest potential. Although it contains an extensive single-player mode, this game was developed with multiplayer in mind. Gone are the days of key-and-button hunting and gunning down enemies that apparently have nothing better to do than stand around waiting for some shipwrecked space cadet to come strolling along. In a great example of function driving form, *Unreal Tournament* has been designed with fast-paced, nonstop tournament action in mind. Levels are relatively small with interconnected rooms. Inventories are gone and items are automatically activated when picked up. Doors are much more rare and strategically placed. Long lifts are replaced with instantaneous teleporters. The action just doesn't stop until the round is over.

Unreal Tournament also aims to tap into people's desire to work in teams against the opposition. Free-for-all deathmatching is present, to be sure, but so are four new game modes that require teamwork and coordination. Deathmatch is great, but teamplay games bring a lot of their own.

So sit back, place your bets, and disengage the safety on your Rocket Launcher. The first-person shooter has just climbed another rung on the evolutionary ladder.

How to Use this Book

Information is the ultimate weapon, and this book is the biggest armory you could ever ask for. Part I, *Unreal Tournament* Basics, covers everything you need to know to enter the *Unreal Tournament* arena. You'll find detailed information on the different games, modes of play, setting up your interface, configuring your games, configuring bots, hosting and joining games, making the best use of your weapons and powerups, and more.

Part II, *Unreal Tournament* Time, details the four *Unreal Tournament* games—Deathmatch, Capture the Flag, Assault, and Domination—delivering game rules, descriptions, basic and advanced strategies, and critical intelligence on each game's combat arenas. In essence, Part II also walks you through the single-player tournament).

Part III, *Unreal Tournament* Pros, opens the curtain and takes you behind the scenes to meet the *Unreal Tournament* development team. And if all that weren't enough, there are even appendixes with a glossary of online gaming terms and all the cheat codes you could ever want.s



Part I

Unreal Tournament Basics

If you've played many first-person shooter games before, you could probably dive in and start playing *Unreal Tournament* without too much trouble. Its interface and basic controls are within easy grasp for beginners, and intuitive for experienced players. However, below the surface of the game lies much more than can be gleaned from a simple trial-and-error approach. This part covers the basics of *Unreal Tournament*. You'll learn about everything from setting up a game and customizing your settings to gathering intelligence on your weapons and opponents. The first step towards becoming a Grand Master of the Unreal Tournament begins here.

1



Stake Out the *Unreal Tournament* Universe

So you've got yourself a shiny new copy of *Unreal Tournament*. What, exactly, are you in for? Tons of action, tournament ranking, intense deathmatch, statistics tracking, demanding teamplay, wicked bot enemies, life-saving bot allies, heroic defenses, suicidal assaults, an armory overflowing with devastating new weapons, dozens of new combat arenas, scores of possible game settings—and that's just the beginning! There's more action here than you can shake a sweat-covered mouse at. If you've only played deathmatch, you haven't even begun to experience what *Unreal Tournament* has to offer.

GOING AFTER THE UT EXPERIENCE

Unreal Tournament is really unlike any other game to date; you don't progress linearly through each level, looking for the exit and gunning down mentally challenged monsters along the way. It would be a mistake to approach *Unreal Tournament* like you would other first-person shooters, because it's completely unlike them. Winning this tournament is going to take a few new tricks. Fortunately, I've got a few up my sleeves that I can share with you.

More than Just Deathmatch

In the beginning, there was but single player gaming. And lo, the programmers looked upon it and said "That was fun, but we need more." And thus multiplayer was born. Well, it was a little more involved than that, but you get the idea. Perhaps the simplest form of multiplayer gaming in first-person shooters is deathmatch. Simply spraying gunfire at everything that moves is surprisingly fun. However, while deathmatch will always be a staple game in any multiplayer shooter, fans demand more. You want more strategy. You want more teamwork. You want more complexity. You want more options.

And you've got it. You've got *Unreal Tournament.*

The *Unreal Tournament* Story

Truth be told, there's not much of a story. You're a renowned fighter in the "No Holds Barred" tournament that the government created for population and violence control. The tournament takes place in a variety of arenas across dozens of worlds, everywhere from good old Earth to orbiting space stations to ancient temples on alien worlds. The time has come to launch your attempt at the most glorious title of all: the Unreal Tournament Grand Master. To get it, you'll have to blast your way to the top and climb over the bodies of your opponents to face Xan, the current Grand Master. Not much is known about Xan, other than nobody has ever survived a match against him. He may be a robot, a cyborg, an enhanced human, or simply an incredibly gifted warrior. The only way to find out is to climb over the bodies of your opponents and confront Xan yourself.

The Structure of the Game

At its heart, *Unreal Tournament* is exactly what its name implies: a bloody tournament in which combatants go after each other with everything they've got, vying for the illustrious title of Unreal Tournament Grand Master. Put *that* title on your resume, and you're set for life.

Unreal Tournament isn't just about multiplayer deathmatch. The game comes equipped with an extensive single-player tournament mode that enables you to battle computer-controlled opponents through a variety of game types. Thus, people without Internet or local area network (LAN) connections should still find the game challenging and enjoyable. Those of you plugged into the net or a local network can also combat other players, whether they reside elsewhere in the world or in the next cubicle.

In most tournaments, players are eliminated when they loose a round, and only the best go on to the next round. The same rules apply for *Unreal Tournament*. You fight to survive and make it to the next match. Each round involves a new map with new terrain, weapons, items, and opponents. In general, the further up the ladder you climb, the more numerous and more skilled your opponents become. Each consecutive round has more demanding challenges, ensuring that only the truly skilled and dedicated make it to the final round. There is no saving your game in the single-player tournament; games are automatically saved each time you win a round.



UNREAL VERSUS UNREAL TOURNAMENT

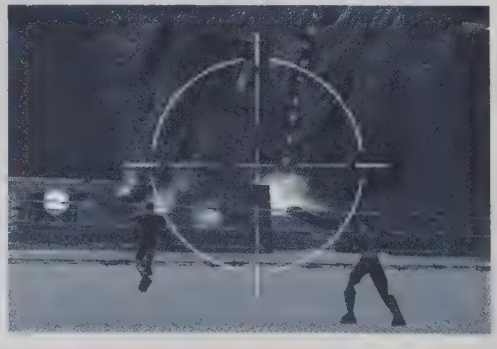
Unreal Tournament is a complete game in and of itself, and has a different focus than its predecessor, Unreal. As part of that focus, several changes were made to the game to make it more like a tournament simulation. There are new weapons, such as the Impact Hammer, the Redeemer, and the Pulse Blaster. Many of the weapons from Unreal are back, but with sleek new looks, sounds, and effects. The Translocator also adds a new level of strategy and entertainment to the game. It can be used both as a transportation device, allowing you to teleport all over the map, and a weapon, allowing you to telefrag opponents.

The maps in *Unreal Tournament* are generally smaller than those in Unreal, and for good reasons. The emphasis here is on intense combat against teams of other players, not exploration and showdowns with a new monster every level. New teamplay options make coordination and cooperation critical for success, instead of simply shooting everything that moves. All you need now are a little bit of thought, a little bit of teamwork, and a little bit of luck to make it all the way to the top.

There are more models, skins, and faces to chose from, offering players variety and individuality. Improved network code means smoother play over the Internet, and tons of configurable game and bot options means almost unlimited variability. On top of all that, *Unreal Tournament's* new graphic user interface allows for easy and intuitive access to menus and options. Even if you think you've played the original Unreal into the ground, you've only just begun to experience the possibilities.

Note

Information on all the new weapons and changes to the classic ones can be found in Chapter 4, Stock Up — The Tournament Armory.



2



Get Ready to Rock and Load—Modes and Games

Time to delve into some more hands-on material. In this chapter, you'll find information on the different modes of play in *Unreal Tournament*, including single-player tournaments, multiplayer games, and practice mode. You'll also find out a little more about the four different types of games in *Unreal Tournament*: Deathmatch, Domination, Capture the Flag, and Assault. And just in case you think you've got it all figured out, you'll also learn about the various game settings. Then, just as you're about to explode into a bloody mess from the anticipation, I'll walk you through the process of starting or joining a game. There's an unreal amount of ground to cover, so turn the page and let's get started!

TRUCK-MODES OF ACTION: GAME MODES

There are three different modes for playing the games of *Unreal Tournament*. If you have access to the Internet or a local area network (LAN), you can play in multiplayer mode where you can combat other real-live gamers from around the globe or down the hall. If you don't have Internet or LAN access, you can still enjoy *Unreal Tournament* in its single-player tournament mode by battling against computer-controlled opponents and teammates with incredibly sophisticated artificial intelligence. You can also throw down with bots in a quick-and-dirty practice match where you aren't constrained by tournament rules. Most of this information is covered in the manual that came with your game, but I'll go into much more detail here and give you a few pointers along the way.



Not up on your Internet/multiplayer lingo? Find definitions for gaming terms like Frag, Bot, and Ping in Appendix A, *The Online Gaming Glossary*.

SINGLE-PLAYER TOURNAMENT MODE

Not everyone has access to the Internet or LAN, and even those that do may not be able to use it all the time. Does this mean these poor lost souls won't be able to wallow in the *Unreal Tournament* experience? Not at all. Thanks to its sophisticated bots and their frighteningly effective artificial intelligence, you can play *Unreal Tournament* offline as well. This makes for great practice and lets you hone those skills so you can show those chumps on the office LAN who's boss.

Single-player tournament mode plays similarly to multiplayer mode, but with a few important exceptions. You enter the game and must be the victor in each match before you are allowed to progress to the next match. Once you have won a few matches in a given game type, you have the option of switching to a new type of game, but you must win *all* the matches in *all* four of the game types to progress to the final Challenge ladder.

It's a long road toward Grand Championship, one that will take you through a variety of game types and into the crosshairs of some of the galaxy's most villainous riffraff. Each of the bot opponents and teammates have their own unique style, personality, and history. The game will brief you on each one at the beginning of a match.

Note

As you progress up the ladder, your foes become more numerous and more skilled. Detailed profiles for each opponent are given at the beginning of each match.

Practice Mode

For those times you don't want to be bothered with the tournament ranking system and want to have more control over game options, there's the practice mode. In this mode of play, you can enjoy a single-player experience with total control. It's very similar to playing on a multiplayer server, but you can do it without lugging around a LAN or tying up the phone line.

Instead of playing against and alongside other air-breathing, cola-drinking gamers, *Unreal Tournament*'s bots keep you company in practice matches. You have complete control over the number and bots and can choose from a number of skill levels and behaviors. You can also control various game settings, such as JumpMatch, weapons stay, time/frag limits, and others.

Note

Complete information on customizing game and bot settings is provided in Chapter 3, Organize the Tournament: Setting Up and Starting a Game. Don't worry. Before you're done with this book you'll know more about bots and game options than any other kid (or adult) on your block.

Multiplayer Mode

Unreal Tournament just begs to be played in multiplayer mode over the Internet or on a LAN. This is what many people come to the game for, though the single-player mode provides plenty of fun, too.

Multiplayer mode is beautiful in its simplicity. Players fight against and alongside each other in a combat arena until certain conditions (usually a certain number of points scored or minutes passed) are satisfied. The game then restarts in a different arena with everyone's scores reset to zero. Multiplayer games are the favorite choice for gamers who want to just jump into the action and have some fun for a few minutes...or hours...or days.

Note

Joining a multiplayer game involves a few steps. Creating and hosting one gives you even more choices. Each of these topics is covered at length in Chapter 3, Organize the Tournament: Setting Up and Starting a Game.



THE GAMES OF *UNREAL TOURNAMENT*

There are several different types of tournament games in which you can gib your way to the top of the heap. If one type of game no longer sets your pulse racing, try another. And another. There are four main types of games that you can play in any of the three modes listed above: Deathmatch, Domination, Capture the Flag, and Assault.

> **Note** Each of these games has its own chapter in Part II of this guide. Look there for extensive information on rules, strategies, and combat arenas.

DEATHMATCH

Ah, the classics. In Deathmatch tournaments, the rules are fairly straightforward: shoot your opponents! Repeatedly! This is the simplest of all the games, and is a favorite to be played over the Internet because it requires little communication and strategy between players. *Unreal Tournament* also offers two variations on classic Deathmatch: Teamplay and Last Man Standing.

In Teamplay deathmatch players are put onto teams. The object is to attack the other teams and frag them more often than they frag you. The team with the highest number of points at the end of the round wins.

Last Man Standing is like classic Deathmatch in reverse. You start out with a certain number of points, and lose one each time you die. The player with the highest number of points remaining wins. In Last Man Standing you want to die as little as possible, while in regular Deathmatch your life is expendable as long as you can kill your opponents.

Domination

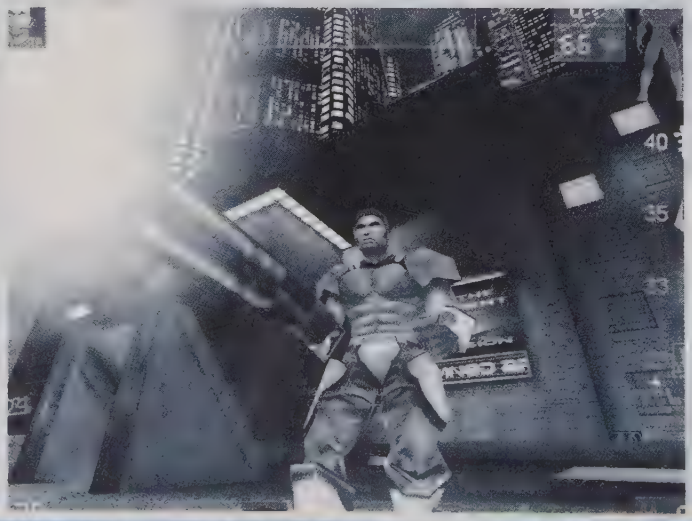
Domination is a team game in which players once again take opposing sides. The goal is to seize and dominate numerous "control points" scattered through a given arena. You can score points by controlling these strategic locations, and the team with the highest score wins the match. You must stay near a control point or risk loosing possession of it, which leads to bloody and fevered battles to maintain domination of a few key locations.

Capture the Flag

Capture the Flag game is a lot like the game by the same name that you may have played at summer camp. Players are divided into two teams. Each team has a defensible base and a flag. The object is to score points by infiltrating your opponents' base, stealing their flag, and returning it safely to the flag in your base. It's simple in concept, but amazingly complex in execution. This game requires much more teamwork, communication, strategy, and cooperation, which makes it very popular with players who are burned out on Deathmatch.

Assault

Assault is another game that requires strategy and teamwork to win. Again, players are split into two teams. One team tries to defend a structure or location while the other team tries to lay siege to it. Points are scored based on whether or not you succeed in your objectives. Scenarios for Assault are many and varied, ranging from a D-Day beach storming under heavy mortar fire to defending a train engine from assailants storming their way up car by car.



3



Organize the Tournament—Setting Up and Starting a Game

Okay, enough overview. Let's get down to brass tacks and tarydium shards. It's time to set up your game so you can get out there and start blowing away your competition for the title of Unreal Tournament Grand Master. This is no small feat, but the game's menu systems make it relatively straight forward. With my help, you'll be climbing the tournament ladder in no time.

SETTING UP YOUR SETUP

You're dying to start a game, and I'm here to help you. But wait! You can't just jump into a game and expect to take the express elevator up the tournament ladder. You've got to do a little pre-work first. Customize your controls, tweak your settings, pick a player class and slap a skin on it, and prioritize your weapons. It sounds like a lot of work, but believe me—it's worth it! Get your setup in order before going in and you'll climb the tournament rankings much faster.

Customizing Your Controls and Weapons

This is one of the key things that separates the great from the gibbed. Having an effective and familiar control setup will allow you to easily maneuver through your environment, as well as quickly switch between weapons and activate items with the punch of a key. If you don't already have one that you like, take some time to experiment until you find one that works for you.

Accessing the Control Customization Menus

After you start *Unreal Tournament*, access the main menu by pressing the Escape key. Click on Options, then select Preferences. This will bring up a box with several tabs across the top. Select the Controls tab, which will bring up another window where you can change your player controls. The fields here are self-explanatory.



Here's my favorite control setup:

Move Forward	W
Move Backwards	S
Strafe Left	A
Strafe Right	D
Primary Fire	Mouse Button 1
Jump	Mouse Button 2
Alternative Fire	Mouse Button 3 (use Space if no Mouse 3)
Use Item	Q
Next Item	R
Next Weapon	F

When using mouselook (under the Input tab on the Preferences menu), this configuration lets me use my right hand on the mouse to look up/down and turn, fire, and jump, while leaving all the other important keys bunched around my left hand. This way my left hand never has to move around much on the keyboard. Some people like to slide their left hand over a little so that they use E to move forward, D to move back, and S/F to strafe left/right. This allows them to assign something to the A button and then quickly tap it with their pinky finger when they need to. Tinker with the setup and practice until it feels natural to you.

You can also assign several other important functions to keys in this menu, such as a different hotkey for the orders menu or any number of different taunts. You can also assign hotkeys to any of the weapons or the camera feeds from each of your teammates.

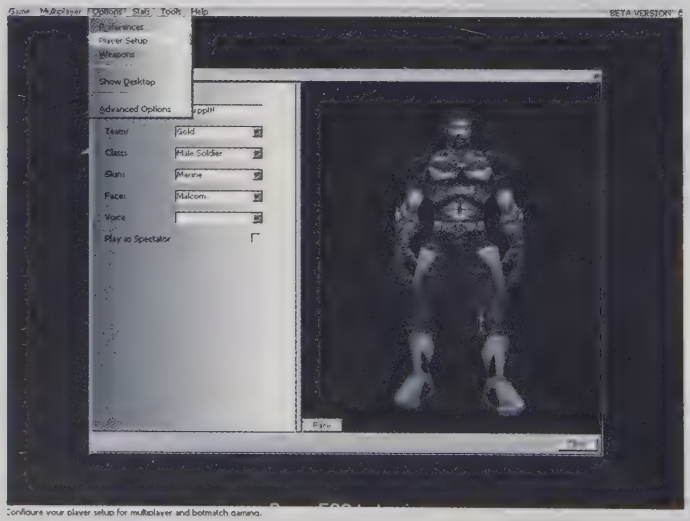
Of Mice and Skaarj

In the end, customizing your controls is mainly a matter of taste, with one big exception: You must learn to use the mouse! Using the mouse to turn and look up and down is critical to your survival. Not only does it allow you to aim much more quickly and much more accurately; it enables you to turn much faster than you could with the keyboard alone. Crank up the mouse sensitivity under the Input tab in the Preferences window until you can execute a quick 180-degree turn at the flick of a wrist. You will leave those keyboard and joystick players choking on your dust (not to mention gagging on your tarydium waste).

> **Tip**
>
> To get a feel for the mouse and your control setup, run through the Deathmatch tutorial. It provides an easy, stress free environment in which to fiddle with things and learn the joys of mouselooking.

Playing with the Player Setup

In *Unreal Tournament*, you can customize your appearance quite a bit. This allows you to express a little individualism instead of being a faceless grunt firing at other faceless grunts. To change your player setup, go to the Options menu, then select Player Setup. You have several options here, all of which are detailed below.



Name and Team

The first two fields under the Player Setup window are pretty self-explanatory. Here you can choose your player's name and default team. Type in a name that you like, then choose which team color you would like to join by default.

Gotta Have Class

The next field allows you to choose from several player classes. Classes, also sometimes called "models" refer to the body you wear in a game. Select the drop-down box labeled Class and make your choice. You can choose from four models: two male and two female. Each class in *Unreal Tournament* looks different, but they are all identical in terms of abilities and gameplay.

> **Note** You can rotate your player model by clicking on the space to its left or right in the right-hand viewing window.

Skinning, Facing and Finding a Voice for Your Class

You can further customize your appearance by choosing from several skins, or coverings, for your player model. Once you've chosen a class, choose a skin of your liking from the Skin drop-down box. This choice is strictly a matter of taste, as it does not impact any player characteristics beyond appearance. As if having different combinations for classes and skins wasn't enough, you can also choose your own ugly (or not so ugly) mug from the Face menu. Finally, you can choose which voice you want to use when issuing orders or taunts.

TWEAKING YOUR GAME PREFERENCES

In order to get things just right, *Unreal Tournament* allows you to tweak a dizzying variety of options. To access the preference menus, click on the Options menu, then select Preferences. Table 3-1 lists all the preferences available under this menu.



Table 3-1 Game Preferences

Tab	What It Does
Video	Sets resolution, color depth, texture/skin detail, brightness, and GUI attributes
Audio	Sets preferences for messages, sound quality, and music/sound volume
Game	Sets weapon hand, view bob, game speed, dodging, weapons flash, and gore level.
Controls	Sets player controls as described above
Input	Sets preferences for joysticks, mouse characteristics, autoaim, and lookspring
HUD	Sets Heads Up Display characteristics
Network	Sets connection speed and statistics logging



Help messages for most of the options under these tabs will appear if you place your mouse cursor over the option.

FINALLY! STARTING A GAME

You've read up on all the *Unreal Tournament* basics. You've customized your controls. You've tweaked your system to perfection. You're finally ready to start a game and kick some tail! You have many options when starting a game of *Unreal Tournament*. Not only can you choose from multiplayer and single-player games, you can choose from a variety of game types, including Capture the Flag, Domination, Assault, and several varieties of Deathmatch. It will take quite a bit of playing before you've mastered them all. This chapter provides you with information on setting up different game types and choosing the options that you like best.

Single-Player Tournaments

Single-player tournaments allow you to compete with computer-controlled opponents for the title of Grand Champion of *Unreal Tournament*. In order to progress up the tournament ladder, you must be the clear winner in each match. Not only do opponents become more skillful and dangerous as you march up the ladder, but you must also satisfy more demanding conditions for victory for each match (usually in the form of higher point totals). At the beginning of each match, you can view a synopsis of the battle arena and each of your opponents.

Once you have won a few matches in a given game type (Deathmatch, Domination, Assault, or Capture the Flag), you have the option of competing in a new game type. However, you must win *all* the matches in *all* four of the game types before you can attempt the special Challenge ladder. This ladder features outrageously skilled bots and unique tournament rules, such as "InstaGib" with the Shock Rifle. If you manage to win enough of these special Challenge matches, you get to face the current Grand Champion, Xan.

To start a new single-player tournament, choose Start *Unreal Tournament* from the Game menu. Or, you can choose Resume Saved Tournament from the same menu to continue your march up the tournament rankings from a previous gaming session.

Practice Sessions

You can also battle against computer-controlled bots in practice sessions where you have complete control over game settings. This is a good way to get in a quick game or practice for multiplayer games without connecting to the Internet.

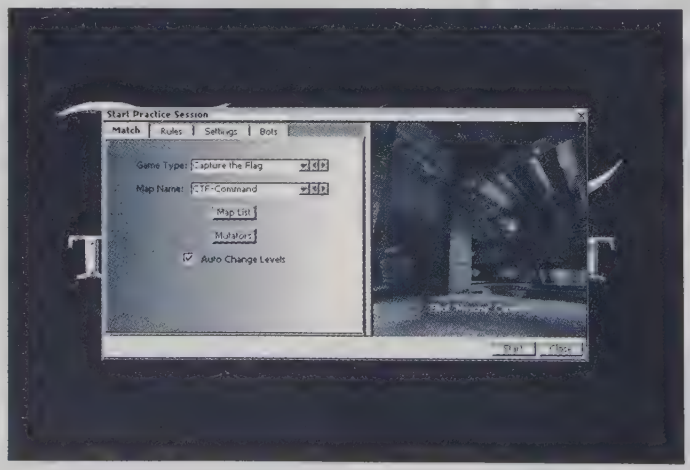
Starting a Practice Session

To start a practice session, simply click on the Game menu, then select Start Practice Session. This will bring up a dialogue box where you can tweak several important game settings.

> **Note**
>
> Unlike single-player tournaments, practice sessions do not automatically save after each match. This doesn't really matter, though, since you can select which arena you want to play each time you start a new session.

Configuring Practice Session Settings

Once you select Start Practice Session from the Games menu, you receive a dialogue box with several settings. The available tabs are listed below, along with brief explanations of their settings.



Match Type

This tab box allows you to choose which of *Unreal Tournament*'s games you want to run. You can also use the Map Name drop-down box to choose which map you wish to start the game with. When selecting your game type, you can choose from:

- **Tournament Deathmatch**—Classic deathmatch with special tournament features
- **Tournament Team Game**—Deathmatch with opposing teams of players
- **Assault**—A team game of territory siege and defense
- **Domination**—A team game where controlling key points on a map earns points
- **Capture the Flag**—A team game where you capture the opposing team's flag
- **Last Man Standing**—A deathmatch variant where the goal is to keep from being fragged

Note

Detailed information on each of these game types can be found in their respective sections later in this book. Look there for rules, strategies, and extensive information about the maps each game uses.

The Match tab also has three other buttons. The Mutators button will take you to a list of game "mutators," which are special settings to add variety to a game. You can activate the chainsaw, make it only take one shot to be gibbed, make no powerups and/or Redeemers available, and make it so that only one weapon type is available. The Map List button allows you to choose which maps will be played during your session, and checking the auto-change maps box will cause the maps to change when the assigned time or frag limit is hit.

Game Rules

Here you can set various game rules that will determine how the game plays and under what conditions new arenas will load. The following options are available:

- **Score Limits**—Sets the max individual or team score that will trigger a new arena
- **Time Limit**—Sets the number of minutes before a new map will load if score limit not reached
- **Max Connections**—Sets the maximum number of players allowed in the game
- **Weapons Stay**—Sets whether or not weapons will disappear when picked up
- **Tournament**—Sets whether or not players must announce readiness to start each match

Game Settings

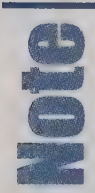
This tab lets you further customize your practice session. You can alter various game settings that can subtly or drastically affect gameplay. Your options are:

- **Game Style**—Sets the game style to Normal (like the original *Unreal*), Hardcore (the default setting with more damage), or Turbo (faster movement)
- **Death Messages**—Sets classic or weapons-based death messages
- **Game Speed**—Allows you to crank up or slow down the game speed
- **Air Control**—Sets how much movement control you have while in the air
- **Translocator**—Decides whether players can use the Translocator device or not

Bot Settings

This tab allows you to configure various settings related to your computer-controlled opponents and teammates. Clicking on the Bots tab brings up a variety of choices:

- **Skill**—Lets you set how skillfully the bots will fight
- **Number**—Sets how many bots will be present
- **Configure**—Allows you to customize bot names and appearances
- **Auto Adjust Skill**—Clicking this will make bots increase or decrease skill to match yours
- **Random Order**—Means that the game randomly picks from all possible bot configurations (class, weapons preferences, camping behavior and so on) when creating the bots for your current match. Turn it off if you want control over your bot's attributes.



For more information on bots, check out Chapter 6, Know Thy Enemy: *Unreal Tournament* Bot-Any 101. You can find in-depth information and advice on configuring bots there.

Multiplayer Gaming

Starting a game of multiplayer *Unreal Tournament* is quite easy. You can play over the Internet or on a local area network (LAN). You have several options for finding games on the Internet, or if you have a fast enough connection (such as a cable modem or ISDN line), you can host your own games.

Hosting a Game

To host a game, bring out the menu by hitting the Escape key on your keyboard. Click on the Multiplayer menu, and select Start New Internet Game. You will then be presented with a dialog box titled Start a Network Game. Here you have several options for customizing your game. You can select a tab to determine the game type, rules, settings, or bots.



The choices you make in setting up a multiplayer game are almost identical to those involved with setting up a practice session. See the preceding section for detailed information on game settings.

Joining an Existing Game

You're not the only one out there with a copy of this game. *Unreal Tournament* allows you to compete with other gamers through the Internet or on a local area network. Finding a game to join is actually easier than creating one. Start by clicking on the Multiplayer menu, then select Find Internet Game. This will open the *Unreal Tournament* game browser, where you can choose from different lists of games:

- **Favorites**—This tab allows you to choose from servers that you have added to your favorites list. These are typically the ones that have given you the best connection and the most fun.



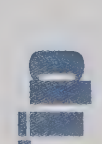
Add a server to your Favorites list by right-clicking on it, then select Add to Favorites from the menu.

- **UT Servers**—Clicking this tab scans the Internet for active *Unreal Tournament* servers playing any type of game. Wait a few minutes for it to complete its search, then look for a server with a low ping. Double-click on that server to join the fray.



To get detailed information on player names, traits, and game settings for a specific server, right-click on its name in the browser and select Info from the sub-menu.

- **LAN Servers**—If you're connected to a local area network (LAN), you can search for active games in your network by selecting the Local Servers tab. Again, double-click on the server to join the game.
- **Populated Servers**—This will bring up only servers that currently have other gamers on them. It will bring up any type of game.
- **Game-Specific Tabs**—The remaining tabs allow you to search the Internet for servers running either Deathmatch, Team Deathmatch, Capture the Flag, Domination, Assault, or Last Man Standing games. There is also a built-in chat client if you want to connect to an *Unreal Tournament* chat area.



Unreal Tournament also supports GameSpy for your game-finding pleasure. GameSpy and GameSpy Lite are shareware programs that automatically search the Internet for *Unreal Tournament* servers and rank them by connection quality. If you don't have GameSpy, you can find out more at www.gamespy.com.

4



Stock Up—The Tournament Armory

Ah yes! This is the good stuff! *Unreal Tournament* features the revamping of many of the favorite weapons and items from *Unreal*, plus several gib-splattering new additions. Even if you've played *Unreal* before, take a few moments to look through this chapter to see what's new. Some of the old weapons and items have been slightly changed, and important new information is waiting within.

WEAPONS OF UNREAL DESTRUCTION

The guys and gals at Epic Games kept what worked for multiplayer *Unreal* and added even more great innovations. Most of your favorites are back, and with the addition of several new means to a massacre at your disposal, you've got lots of choices. Unfortunately, so do your opponents. These weapons and items are all documented in your *Unreal Tournament* owner's manual, but read through this section to find more detail and several gib-splattering tips to get the most use out of them.

Impact Hammer



This is your fallback weapon, but man does it pack a whollop! It requires no ammunition to fire, but you must be right on top of your opponents to affect them. Not ideal, since they probably won't just stand there and let you hammer them into next week. The normal fire mode delivers a series of jackhammer blows that will quickly demolish any foe you can close in on. You can hold down the fire button to prime the weapon and release it when ready. In fact, this is the most effective way to use the weapon. The alternative fire is somewhat less powerful and fires more slowly and can damage you if you you're standing too close to a wall.

Primary fire:	Jackhammer smash
Alternative fire	Less powerful smash with splash damage
Type of damage:	Melee
Ammo used:	None

Note

The "1" key on your keyboard toggles between the Impact Hammer and the Translocator. Press it repeatedly to switch between the two.

Tip

If you really want to impress your friends and neighbors, you can "Impact-Jump" with this weapon. Just aim for the floor at your feet, charge the regular fire, then press the jump key and release the fire key at the same time.

Chainsaw



This trusty power tool will cut through 12 inches of New England pine in seconds, and will do the same to your opponents. It is a last-ditch, but stylish, melee weapon that does great damage when you're right on top of an opponent. The secondary attack mode will allow you to take a mighty swipe at your target, decapitating it with a headshot if you connect.

Primary fire:	Chainsaw attack
Secondary fire:	Decapitating swipe
Type of damage:	Melee
Ammo used:	None



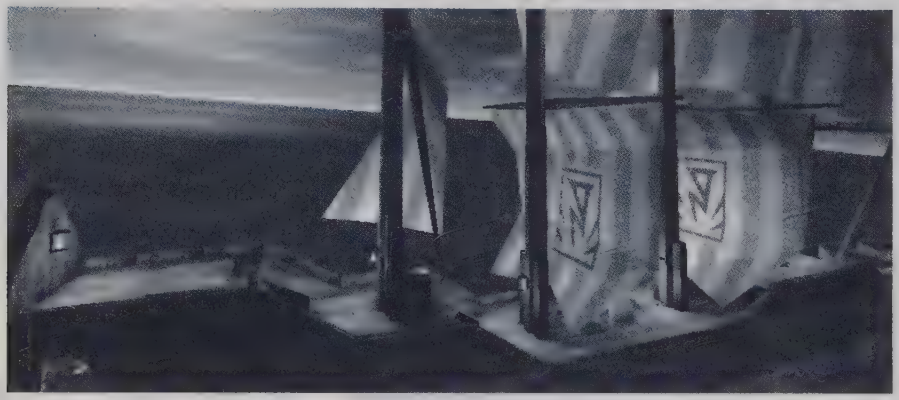
The Chainsaw is typically only available under certain game settings. The person hosting the game must select "Chainsaw Melee" under the Mutators list when setting up the game.

The Enforcer



This souped-up handgun represents your weakest ranged weapon. It has the benefit of delivering instantaneous damage that can't be dodged, so if your aim is good you can probably do enough damage to make yourself dangerous. *Unreal Tournament* also allows you to wield an Enforcer in each hand once you find a second, which can pose a severe health risk to your targets. The alternative fire mode spews out bullets more quickly, but with less accuracy. These pistols use bullets as ammunition, but don't go through them as quickly as some weapons. Each Enforcer comes loaded with two clips of 10 bullets each, and additional clips will automatically be loaded once you pick them up.

Primary fire:	Fires bullets
Alternative fire:	More rapid but less accurate shots
Type of damage:	Instantaneous
Ammo used:	Bullets



Pulse Gun



This blaster weapon has multiple barrels that spin and shoot sizzling bolts of raw energy. You can hold the fire button down to let loose with a steady volley until your energy cell is depleted, at which point you will automatically reload if you have another. Not much can stand up to this barrage before melting into a pile of bubbling goo. The alternative fire mode sends forth pure energy that does less damage but comes out in a constant stream.

Primary fire:	Shoots energy pulses
Alternative fire:	Emits stream of pure energy
Type of damage:	Energy Burst (Instantaneous with alt fire)
Ammo used:	Energy Cells

ASMD Shock Rifle



This multifunctional mining tool splits both rocks and skulls. It uses Shock Cores for ammunition to fire bursts of concussive energy that will literally shake your foes apart. These bolts travel so fast they are almost impossible to dodge. The alternative fire shoots forth a slower energy projectile that detonates on impact, damaging everything in its area of effect. Both the primary and alternative fires can knock a target about if they connect.

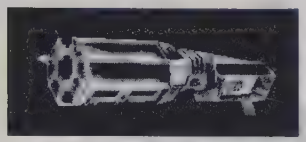
Primary fire:	Instantaneous bolt of energy
Alternative fire:	Slower, explosive projectile
Type of damage:	Energy Burst
Ammo used:	Shock Cores

TIP

Use the Shock Rifle to knock opponents off high ledges or into hazardous environments. Its alternative fire is especially useful for this tactic when you aim it at your opponent's feet.

"The Shock Rifle's primary and alternate fire can be used in a combination that screams style. Fire the slower moving projectile with the alt fire, then follow up with a lightning quick blast with the primary fire just as the projectile connects with it's target. Double shock power!"

Rocket Launcher



The Rocket Launcher's primary fire launches a rocket that speeds in a straight line towards whatever is unlucky enough to be in your crosshairs. Hold that target in your crosshairs for a couple of seconds and the Rocket Launcher will go into heat-seeking mode. When fired in this mode rockets turn and weave to follow their targets as they try to dodge out of the way. The gun's alternative fire pops a grenade that travels in an arc and bounces around the battlefield until it explodes a second later. But wait! There's more! You can "load up" for both the primary and alternative fire mode by holding down the fire (or alt fire) button until you have up to four rockets/grenades locked in and ready to fly. All of them will fire at the same time, scorching the landscape and littering it with the remains of your foes.

Primary fire:	Rocket
Alternative fire:	Grenade
Type of damage:	Explosive Projectile
Ammo used:	Rocket Packs

TIP

If you hold down the secondary fire button while loading up rockets, they will come out in a tight circle for massive damage. Otherwise they will come out in a straight line that does less damage but is more difficult to dodge.

Flak Cannon



Whenever you're up close and personal, it's best to have a Flak Cannon in your hands. This weapon's primary fire spews jagged shrapnel at high velocities that will tear through just about anything. At point blank range, this is probably the deadliest weapon in the game, though it can do splash damage to its wielder. The Flak Cannon's effectiveness quickly diminishes as the distance between you and your target increases, though, so don't waste its ammunition at long ranges. The weapon's alternative mode fires a tight ball of energized shrapnel that detonates on contact and scours its immediate area with razor-sharp metal fragments.

Primary fire:	Scattershot of flak
Alternative fire:	Explosive ball
Type of damage:	Shrapnel Projectiles
Ammo used:	Flak Shells

GES BioRifle



The GES BioRifle fires volatile balls of toxic waste that detonate after a second, damaging anyone standing next to them. Its alternative fire lets you fire a larger ball of goop that creates a shower of smaller balls that explode for more damage. This weapon probably shouldn't be your first choice for intense firefights, since its projectiles are easily dodged at medium and longer ranges. Rather, use it to cover high-traffic areas in deadly "land mines" of toxic waste. It's also good to use when opponents can't run away, such as when they're cornered in a tight room or on a lift. The GES BioRifle uses toxic waste as ammunition, so pick some up whenever you see it.

Primary fire:	Medium rate of explosive globs
Alternative fire:	Hold down to let one giant blob fly
Type of damage:	Tarydium Waste Projectile
Ammo used:	Tarydium Sludge

TIP

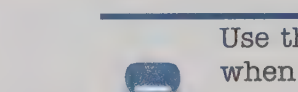
The GES BioRifle is also useful for covering your tracks when being perused by an enemy. Fire it at the ground as you run, leaving behind a deadly trail of explosive goo for your enemy to step into.

The Ripper



The Ripper fires spinning saw blades that ricochet off walls, ceilings, and floors. There's very little that's more entertaining than watching an opponent grope about above his shoulders where his head was a half-second ago. The Ripper's alternative fire sends an explosive disk that causes a small amount of splash damage. Even though the Ripper's blades move very quickly, it can still be difficult to connect with a small, fast-moving target. Use the Ripper to pepper crowded rooms or high-traffic passages with deadly blades rather than trying to cut down an individual opponent.

Primary fire:	Bouncing blades
Alternative fire:	Exploding blades
Type of damage:	Blade Projectile (explosive in alt fire)
Ammo used:	Razor Blades



Use the Ripper to bounce blades around corners when you have an opponent pinned down in a tight spot. This weapon is less useful in wide open spaces, but becomes downright deadly in narrow corridors where its bouncing blades get several shots at a target.

Sniper Rifle



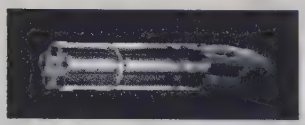
This weapon was built for long-range assaults. Its primary fire mode is moderately effective, firing sniper rounds (which are different than the Enforcer or Minigun bullets) at a relatively slow pace. However, you should really save your ammo for times when you can use the Assault Rifle with its alternative fire mode. Pressing the alt fire puts you in sniper mode where you can zoom in on a target by holding the alt fire button down. Once you're honed in, press the primary fire button and your unsuspecting foe won't know what hit him. You can exit sniper mode any time by pressing the alt fire button again.

Primary fire:	Fires bullet
Alternative fire:	Used to zoom in on target
Type of damage:	Instantaneous
Ammo used:	Assault Rifle Rounds



If you can hit somebody in the head with the Assault Rifle, you'll score extra damage and be rewarded with a congratulatory "Headshot" from the tournament announcer. You can actually do this with any weapon, but it's easiest with the Sniper Rifle or Ripper.

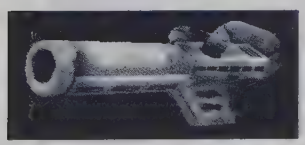
Minigun



This weapon fires bullets at a dizzying speed that can shred an entire head of Wisconsin cheese in seconds. It can also do the same to your opponents. The Minigun uses the same bullet ammunition that the Enforcer uses. Its alternative fire eats through the bullets fast, but delivers death even faster, too. This is an effective weapon because it does damage instantaneously instead of through projectiles that can be dodged. The Minigun is particularly effective for spraying crowded rooms since you just have to hold down the fire button and sweep back and forth. Just watch your ammo supply, because it goes quickly.

Primary fire:	Rapid spray of bullets (with more accuracy)
Alternative fire:	*Really* rapid spray of bullets (with less accuracy)
Type of damage:	Instantaneous
Ammo used:	Bullets

The Redeemer



Oh, sure, the Rocket Launcher is nice, but sometimes you just need to drop a nuclear warhead on your opponents' noggins. For those times, there's the Redeemer. This is without a doubt the most powerful weapon in *Unreal Tournament*; not surprisingly, it's in scarce supply. When you do manage to get your hands on one of these, get ready to score a few points, because you're essentially toting a portable apocalypse. The Redeemer's primary fire lets loose with a single rocket that detonates on impact with whatever it touches, scorching everything in a gigantic blast radius. Anything caught within that radius (including yourself) is likely to come out looking like a used match. The Redeemer's alternative fire is even better. Pressing the alt fire button slows the rocket down, but it activates patented "rocket-cam" technology, allowing you to see and guide the rocket's path! You can actually guide the rocket down corridors, around corners, and through rooms in search of targets! Now that is a satisfying kill.

Primary fire:	Fires rocket
Alternative fire:	Allows you to guide the rocket
Type of damage:	Explosive projectile
Ammo used:	Redeemer Rockets



You won't get many chances to use the Redeemer, so make each one count. Don't waste it on a single opponent if you can help it. Instead look for crowded rooms where you can score several kills with one shot.



Be careful when using the Redeemer's alternative fire to guide the rocket around. You're a sitting duck without being able to move or see your immediate surroundings. Try to find a nice, secluded spot to control your rocket from and try to keep its voyage short.

ITEMS OF UNREAL POWER

There are many different items you can use for defensive, offensive, or other purposes. With the exception of the Translocator, all items in *Unreal Tournament* are automatically used when picked up.

Translocator



The Translocator adds a whole new dimension of strategy and fun to *Unreal Tournament* games. This ingenious teleportation device allows you to instantaneously travel to any point on a given map, even if it already happens to be occupied by another player. Pressing the primary fire button while holding the Translocator will drop a beacon to the ground. Pressing the alt fire button while holding the device will then teleport you to that beacon and replace it in your inventory. You can also pick up the beacon by running over it. If another player is standing on the beacon when you teleport to it, he/she will be telefragged, scoring you a point! You can even throw it at opponents, then immediately teleport into them! Beware, though: other players can move the beacon by shooting it, even relocating it into a hazardous environment such as a lava pool.

Effect:	Allows you to deploy a beacon and teleport to it
Duration:	Unlimited

Tip

When teleporting, hold the alt fire button down while pressing the primary fire button. This will cause you to automatically switch to your previous weapon so that you're immediately ready to rock.



Don't get any ideas about using the Translocator to save you from long falls. Even though you can teleport out of mid-air, you'll still arrive at the beacon site traveling at the same lethal velocity.

Body Armor



This armor provides you with protection from enemy attacks by reducing (but not eliminating) the damage done. It's invaluable to have, and will keep you alive much longer than if you have no protection. Grab it at every opportunity and check its respawn points regularly to keep it out of your opponents' hands. The Body Armor deteriorates as it absorbs damage, but you can rebuild your armor value up to its maximum by picking up more armor.

Effect:	Provides protection from enemy attacks
Duration:	Until used up

Thigh Pads



The Thigh Pads are much more than a bold fashion statement. Like the Body Armor, they provide protection from enemy and environmental attacks. Grab them to increase your armor rating and stay alive longer.

Effect:	Provides protection from enemy attacks
Duration:	Until used up



Denying the Body Armor and Thigh Pads to your opponents is just as important as getting them for yourself. If you're at full armor capacity and find one of these items, do a little damage to yourself with the Shock Rifle alt-fire or the Impact Hammer alt fire and grab the armor. You'll be at full armor again and your opponents will not.

Shield Belt



The shield belt is perhaps the most powerful item that you can acquire in *Unreal Tournament*. It is automatically activated when you pick it up, surrounding you with a protective nimbus. This shield completely absorbs damage from enemy attacks and environmental hazards, leaving you unscathed. But as all good things must come to an end, the shield belt can only absorb a finite amount of damage before being permanently disrupted.

Effect:	Protects from attack and environment damage
Duration:	Until used up

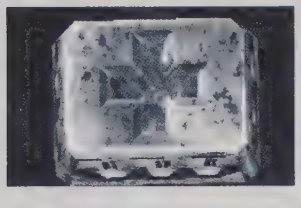
Health Vial



These items give you a little help stanching the bleeding you suffer on account of your quest for the Grand Master title. They don't heal you much (5 health points), but every little bit helps. Better to be at 5 health than at 0. Also, Health Vials can increase your health above normal maximum values.

Effect:	Heals 5 health points, up to 200%
Duration:	Instantaneous

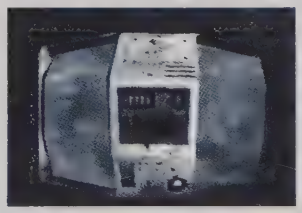
Health Pack



These handy first-aid packs will restore a good part of your health. Grab them whenever you're injured and remember where you saw them.

Effect:	Heals 20 health points, up to 100%
Duration:	Instantaneous

Super Health Pack



Like the combat armor, you should control access to this key item on every level. Also sometimes referred to as "Big Keg 'O Health," this item is rare and hard to get to, but it provides up to a 100 point health boost. Many times, this will be the only thing that saves you from certain death.

Effect:	Heals 100 health points, up to 200%
Duration:	Instantaneous



Like the Body Armor and Shield Belt, you should do your best to keep the Super Health Pack out of enemy hands. If you're at full health, damage yourself and then steal the health pack away.

Scuba Gear



This item is automatically activated once you dive into water and will allow you to breathe without coming up for air. It deactivates once you leave the water, leaving any unused air in its tank to be used later. You have a total of 60 seconds worth of air that counts down as you use it, but it can be replenished back up to 60 seconds by picking up another Scuba Gear.

Effect:	Allows you to breathe under water
Duration:	Total of 60 seconds

Damage Amplifier



This awesome artifact turns you into a killing machine. For the next 25 seconds, damage from your attacks is greatly magnified. However, you can also easily kill yourself with splash damage from your own weapons if you're not careful. The Damage Amplifier is automatically activated when picked up, and will expire within 25 seconds whether or not you make any kills. The Damage Amplifier respawns about every 2 minutes.

Effect:	Enables you to kill opponents with one shot
Duration:	25 seconds

Invisibility



This powerup is great for going on a wild killing spree in crowded games. It makes you almost completely invisible for 45 seconds, but your footsteps, weapons, and other sounds can still be heard. This means you're not totally undetectable, but you'll definitely have an edge over your opponents. This powerup plus the sniper rifle are a deadly combination. The Invisibility respawns every 90 seconds.

Effect:	Makes you invisible
Duration:	45 seconds

Antigrav Boots



These boots boost your jumping ability many times over. You can leap to great heights, gaining access to areas that are otherwise inaccessible. The Antigrav Boots also act to keep you from taking damage when you fall from great heights. Don't get too attached to them, though, since they wear out quickly.

Effect:	Increases jump height and reduces falling damage
Duration:	3 jumps

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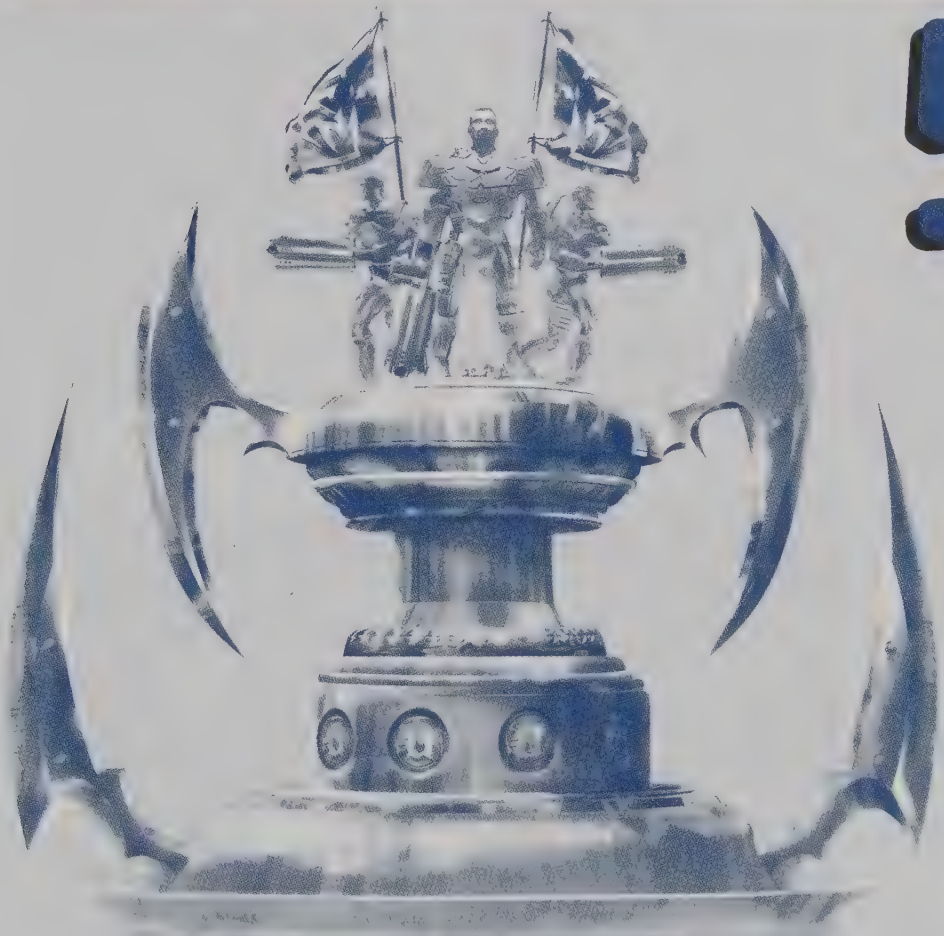


Know Thy Enemy—Unreal Tournament Bot-any 101

Unreal Tournament offers the best artificial intelligence-controlled bots out of any game to date. They're your best friends and your worst enemies. These bots don't just stand there and let you gun them down like most enemies do in first-person shooters. Instead, they act much like human players do. They run, dodge, duck for cover, switch weapons, pick up items, and act in many ways as you or I do. In this chapter, I'll cover everything you need to know about bots, from configuring them for a botmatch or multiplayer game to general strategies and tips for pulling their plugs.

CONFIGURING "JOHNNY" BOT OR "SUZIE" BOT

Unreal Tournament gives you control over a wide variety of bot characteristics and settings. You could probably just run with the default settings, but this section lets you know how to tweak things to keep it interesting.

To configure the bots in your game, access the Start Practice Match box (if you're running a practice session) or the Start Network Game (if you're hosting a multiplayer game). Click on the Bots tab to open the Bot Configuration window. Here you will have several choices.



Note

Actually, configuring bots is a sub-step in configuring a new hosted game or practice session. See Chapter 3, Organize the Tournament—Setting Up and Starting a Game, for more information on this process. Configuring bots is just such an important step it deserves its own section in this chapter.

Base Skill

This drop-down box lets you set the bot skill level. If you're feeling tough, you can crank up the skill so that bots will be better shots and dodge fire more effectively. If you want to tone down the bots to make them easier targets, you can do so as well. Bot skill levels range from the dim-witted "Novice" all the way up to "Godlike".

Minimum Total Players

This option is only available when hosting a multiplayer game. Type in the minimum number of players (both human and bot) you want in your game. The game will spawn bots to fill the match to this number. Enter "0" to disable bots entirely.

Number of Bots

When starting a Practice Session, you type in the number of bots you want in your game here.



If you just want to take a look around a map so that you can learn its ins and outs for multiplayer games, start a practice match and enter zero (0) for the number of bots. This allows you to stroll through the level unhampered while you make mental notes.

Configure

Here you can configure the appearance of each bot. This works much like setting up your player appearance. You can choose a class, skin, and face for each bot. In addition, you can define some key bot behaviors, such as favorite weapon, accuracy level, alertness, how often the bot will camp out to ambush, combat style, and how often the bot will jump around.

Auto-Adjust Skill

Clicking this box will cause bots to automatically adjust their skill level to approximate your own. If you're mowing them down like grass, they'll become more skilled. If, on the other hand, you can't stay alive for longer than two seconds, the bots will automatically lower their skill level.

Random Order

Clicking this box will cause a different bot to spawn each time you start a new arena. It adds a little variety to the game.

RUNNING WITH THE BIG BOTS

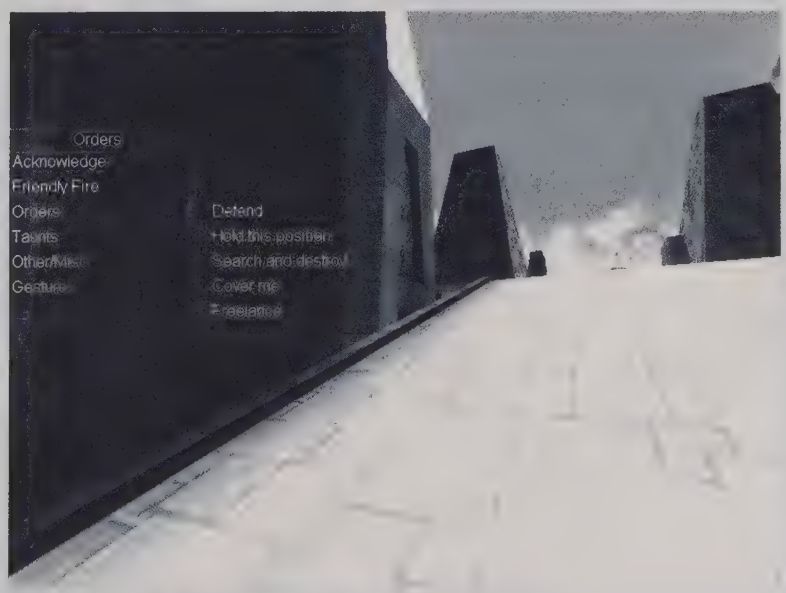
While the bot artificial intelligence in *Unreal Tournament* is good, it's not perfect. Bots have certain limitations that you can learn to capitalize on. But hey, it's only fair—they get a lot more practice than you do. Here are a few general tips for beating the bots:

- **Pick your battles**—Don't try to get in a one-on-one, in-your-face fight with a bot. At higher skill settings, they have much better aim than most players. Instead try to ambush them or pick them off from afar.
- **Chase them down**—Like human players, bots don't always look behind them when they're running down a hallway. Take that chance to shoot them a few times in the back. If you see a bot but it doesn't see you, wait a second to see if it turns away and starts running. Then gun it down.
- **Learn their patterns**—Most bots will run a discernable pattern for each level. Watch closely and learn that pattern. You can then lay ambushes or know when to expect an encounter.
- **Catch up with them at lifts**—About the only time bots stand still is when they're waiting for a lift. This is a great time to get a drop on them. Camping out near a lift with a Sniper Rifle can rack you up a lot of frags.
- **Use traps**—Some arenas, such as "The Pressure Chamber" have traps. Bots are sometimes gullible around these things. Watch for bots wandering into the trap, then spring it.
- **Burn the camper's tent**—Sometimes bots will pick a place to camp out, usually near a powerup like the Shield Belt or Combat Armor. The thing is, they don't know that you know they're there. But you know they don't know that you know; so plan your attack and lob an Rocket Launcher grenade or Flak Cannon alt-fire in to finish them off while they're sitting in one place.
- **Listen to your bot buddies**—In team games your bot teammates will try to give you important intelligence about their situation and the enemy's activities. Listen to them. If a bot tells you the base is being overrun, get back there fast!
- **Learn from your bot buddies**—Bots come pre-loaded with a detailed knowledge of the arena you're playing on. Since we don't have that luxury, take the opportunity to learn from the bots the first few times you play a new arena. They can often lead you to a hidden weapon or powerup you may never have found on your own.

- **Gun and run**—Bots sometimes have a hard time keeping track of you when you run around corners or behind obstacles. Not always, but sometimes. Try ducking in and out of cover, wearing your bot opponent down a little each time you come out. They may not be able to figure out how to flush out until it's too late.
- **Turn them down**—Playing against bots set to "Godlike" may be overkill for all but truly gifted players. Don't be afraid to take them down a notch.

ORDERING YOUR BOTS AROUND

One of the great features in *Unreal Tournament* is the ability to give bot teammates specific orders. Unfortunately there's no "Don't kill me!" order for bot opponents. You can, however, order your bot teammates in teamplay games to guard specific locations, attack the enemy base, guard the base, or cover you. You can even give individual orders to each bot, so that you have some attacking, some defending, and some roaming.



To access the bot order menu, press and hold the "V" key. This brings up on your Heads Up Display (HUD) a general communication menu with several options. You can then use your mouse to select different sub-menus. Selecting the "Orders" sub-menu brings up another menu with different types of orders, such as "Assault the Base," "Cover me," and "Defend the base." Simply click on the order you want to give, then click on the name of the teammate you want to give it to; you can also select "All" if you want to give the order to the entire team. With a little practice, you'll be able to dispatch a series of orders quickly and by reflex.



When playing practice matches or single-player tournaments, you can pause the game with the Pause key, issue orders, and then unpause the game by pressing the fire button. This makes things a lot easier and keeps you from becoming a stationary target as you relay orders.





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Know Thy Game—Unreal Tournament Geography 101

So you've got it all figured out now, right? Well, almost. There's still a few basics left to get out of the way before we reach for that first tournament ladder rung. This chapter covers some basic information about the *Unreal Tournament* world as you will come to know it, including the game interface, the battle arena environment, and how to interact with other players. If you've played many first-person shooters before, you may be able to skim this section. If not, you'll probably benefit from a closer reading.

THE GAME INTERFACE

You'll spend the entire game interacting with the *Unreal Tournament* universe through the main screen and your Heads Up Display (HUD for short). Here is a screenshot of a game screen with the standard HUD:



There are several important aspects of the HUD called out with white numbers. Here's a list of the these elements:

1. **Player Messages**—These are messages from and about other players, including death messages. You can send your own message in two ways. You can press "T" (for global messages) or "R" (for teammate-only messages), type in your message, and hit the Enter key. Alternatively, you can select predefined messages from the communication/orders menu by pressing the "V" key.
2. **Crosshair and Game Messages**—In the center of your screen are your crosshairs. Try to keep them centered on something that will die under a hail of ammunition. General game messages will also appear in this area, telling you about time remaining in the match, objective completion, and other critical intelligence.
3. **Health Information**—This provides a readout on your current health (or lack thereof). Try to keep it well above zero.

4. **Armor/Shield Information**—Information on your remaining armor and Shield Belt protection appears in the upper right-hand corner. This information is also displayed graphically by the paper-doll figure in the upper right-hand corner.
5. **Current Weapon Ammo Remaining**—The number in the lower right-hand corner tells you how much ammunition is remaining in your currently equipped weapon.
6. **Ammunition/Weapon Information, Player Information**—The bar across the bottom of the screen gives you at-a-glance information about what weapons you possess and how much ammo you have for them. Also, when you have another player in the center of your screen, information about him/her (name, team, health) will appear in this area.



You can change the contents and layout of your HUD at any time by opening the Options menu, selecting Preferences, then clicking on the HUD tab. Here you can decide which elements of the HUD you want shown.

THE UNREAL TOURNAMENT ENVIRONMENT

There are numerous pitfalls in *Unreal Tournament* waiting to trip you up on your race for the title of Grand Master. In this section, I'll go over the main elements of your environment and provide you with tips on how to make the best use of them and turn dangers into opportunities.

LAVA

You rarely want to mess around with this stuff. Even just dipping your tootsies in means certain death. On the other hand, it's not healthy for your opponents, either. Use the Shock Rifle or Rocket Launcher to knock opponents in and wave goodbye.

TOXIC WASTE

Like lava, you don't want to fall into this stuff. As with lava, pushing enemies into toxic waste will result in a very satisfying kill.

Water

There are various water obstacles and areas in *Unreal Tournament*. Powerups and weapons are often hidden in watery depths, so exploration is a good idea. Just be sure not to stay under so long you drown. Scuba Gear will allow you to stay under water longer.

Heights

Long falls hurt. That's about all there is to it. The battle arenas of *Unreal Tournament* are chock full of tempting catwalks, ledges, and walls, so be careful. Falling from heights does damage. Fall far enough and you'll crater. Jump Boots help soften the damage you take from falling, but even they have their limits.



Use the Walk key (Left Shift by default) to keep yourself from falling off ledges. While holding down this key, you can walk right up to the brink of a ledge without accidentally falling off. You also make very little noise while using the Walk key, which is good for sneaking up on opponents.

Teleporters

These devices transport you from point to point in a battle arena. Don't dally once you've arrived at your new destination, though, since other players teleporting after you will telefrag you if you don't move.

Doors, Levers, and Buttons

The use of these objects is obvious for most of us. What may not be as obvious is that you activate them simply by walking up to them.

Lifts

Lifts or elevators give you access to new areas overhead or down below. Make use of them, but don't stand still while you're waiting for one to come down or up. A stationary player is a dead player. Even if you have to run around in circles, keep moving so you don't get nailed. Also, be careful when standing under lifts, as they may come slamming down on your head to do crushing damage. There's nothing more humiliating than being killed by an elevator.

Air Currents

Air currents only appear on a handful of battle arenas. They allow you to float up or down, essentially flying through the air. Be careful not to be too high up when you move out of them, or a deadly fall is likely.

Tricks and Traps

Many battle arenas have special traps that can be activated by buttons or levers. The results can be comical as you watch unlucky opponents burned, crushed, or blown up, but the best part is watching your frag count climb as it happens. These are some of the most satisfying kills in the game, so take every opportunity to make them.

Guns and Turrets

There are several Assault arenas that have autoguns and turrets that automatically fire at opposing team members. These heavy artillery machines are often key for holding an area against enemy advances.

Low Gravity Areas

Several maps contain areas with reduced gravity. Here you will be able to jump to insane heights, but the prolonged hang time and your limited ability to move while in the air make you an easy target, so be careful. Also take care not to float off the side of a building or into outer space in these areas.

INTERACTING WITH THE NATIVES

Communication is like RAM—you can never have enough. For team games, it's probably the number one strategy that will win tournaments. Communicate by pressing the "T" key and typing in a customized message for all players in the game, doing the same with the "R" key for a private team-only message, or by bringing up the communication/orders menu with the "V" key. Using communication strategically is covered in detail in Part II of this book; however, here are some basic rules and courtesies that I would like to share with you up front.

General Communication Tips

- **Talk often**—Whenever you're doing something your teammates need to know about, let them know. For example, your teammates should definitely know when you're attacking the enemy base, securing your base, seizing a control point, or returning the flag.
- **Provide intelligence**—Whenever you see something your teammates might benefit from, let them know. Getting an Armor Jacket or Shield Belt that you can't use into allied hands is much better than letting the enemy pick it up. Similarly, if you're keeping an eye on the clock's second hand and know it's about time for that Damage Amplifier to respawn, let your teammate know to go get it.
- **Share your needs**—Hey, sometimes it's got to be about *you*. If you need health or ammo, let your team know so they don't hog it. Likewise, don't scarf up every Health Pack or box of Flak Cannon shells you see if your teammates are saying they need supplies. Truly organized teams will communicate what they need through the communications/orders menu.
- **Listen carefully**—This may sound simplistic, but ignoring communications can really be a problem. This is especially true when playing on a server through the Internet without knowing anyone. If your teammates are saying the base is under attack, get back there!
- **Organize raids**—Especially in games like Capture the Flag and Assault, the lone gunman quickly becomes the gibbed gunman. Let others know that you're getting ready to assault the enemy and that you'd like some company. A simple line such as "Meet near blue base Rocket Launcher for a raid!" can quickly gather a crowd.
- **Don't broadcast to the enemy**—For tactical communications, use the team chat channel. By default, this is done by pressing the "R" key, typing a message, then pressing Enter. Regular communication uses the "T" key.

- **Pay attention to location indicators**—In some team games, sending messages to the team chat channel will also reveal one's location. Take note of phrases such as "Underwater Junction" or "Red Entrance" in communication so you can know where the person is.
- **Take command**—If your team has degenerated into an unorganized mob, take the initiative to organize them into a well-coordinated fragging machine. Find a safe spot to camp out, then give orders to teammates, organizing them into roles of defenders, attackers, and supply gatherers.

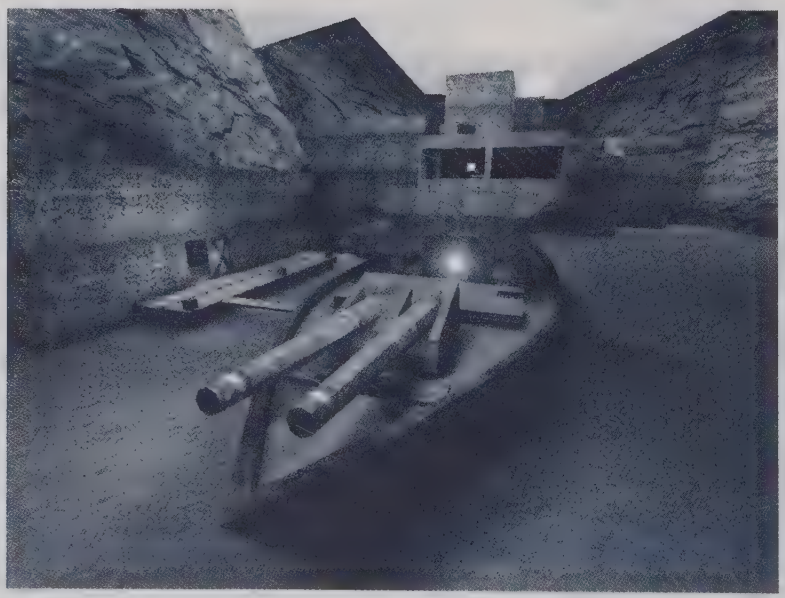


Want to know what your teammates are up to? Activate their live camera feed with the F5 key to get an over-the-shoulder view of their activities and whereabouts. Hit the F5 key again to cycle through other teammates. This is very effective if you're taking on the commander/coordinator role.

Online Netiquette

- **Don't spam**—While communication about the game is good, don't overdo it and mistake a game of *Unreal Tournament* for a chat channel. Flooding communication channels with useless messages benefits nobody.
- **Give credit where it's due**—Whenever someone does a good job or pulls of an amazing kill, let them know about it even if you were the target. A quick "Nice" is all it takes, and you'll be amazed at how good it feels when someone says it to you.
- **Respect private servers**—Sometimes you may hop onto an online server and find out that the players are trying to organize a private match between clans. If they ask you to leave, do so and find another server.
- **Don't complain about other players**—If other players have a faster connection to the server, they enjoy advantages such as less lag and quicker response time. Don't hold it against them. If you don't want to compete with a server full of people with such connections, find another server.
- **Don't complain about campers**—Campers are people who stay in one strategic spot and ambush or snipe at other players using the element of surprise. Many view this tactic with disdain, but don't clog up the chat channels with complaints about it. Instead, do your best to take the camper out and savor the kill. They loose most of their advantage when you know where they are.

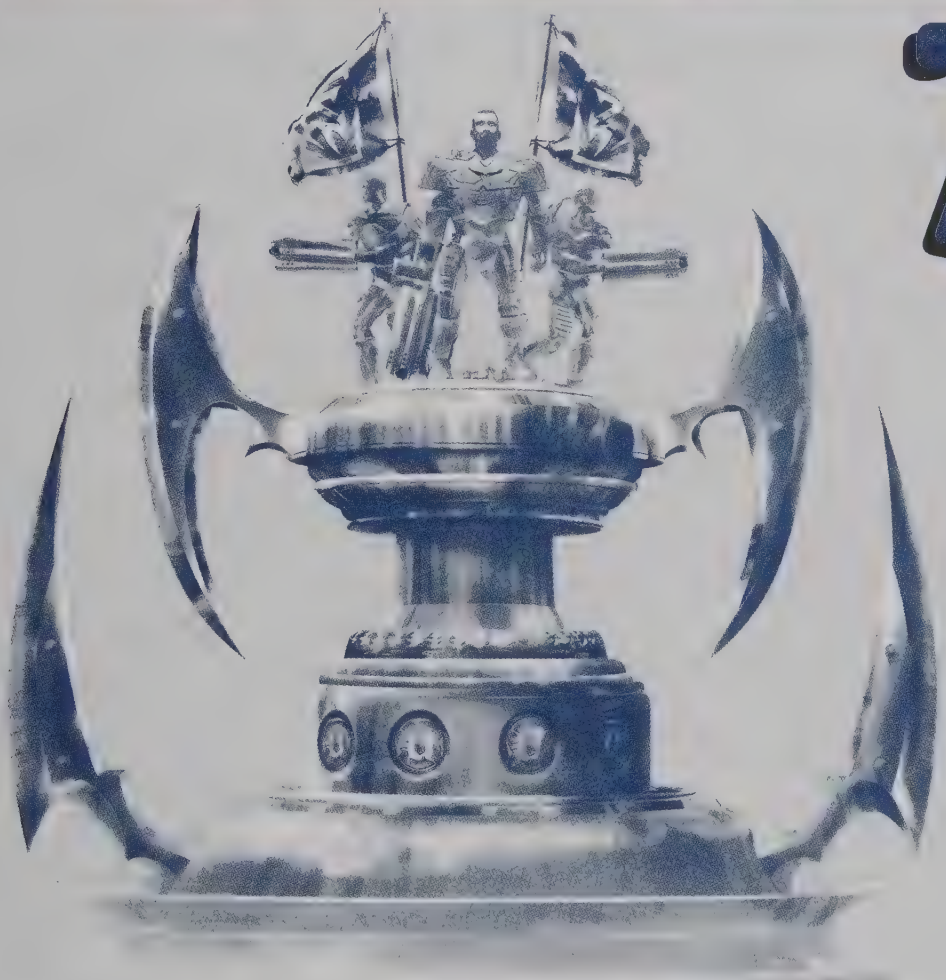
- **Answer questions**—Not everyone will be as incredibly informed as you are after reading this book. If someone asks a simple question, take a second to answer it.
- **Don't frag the lagged**—Sometimes people's connection to the Internet gets bottlenecked and they're temporarily immobilized by lag. The nicer killers out there don't take advantage of such a circumstance. If you see someone who obviously isn't moving or reacting to your attacks, let them go so you can meet again later on more even grounds.
- **Keep it clean**—Hey, talking smack is part of the game, but don't go overboard with profanities. Unless you're playing with a group of people you know well, excessive cursing will be looked down upon and people won't want to play with you as much.
- **Even out the teams**—If you're playing a game with lopsided teams, don't be afraid to switch over if you're on the team with more players. An eight-on-two match isn't any fun for either side. The more populous team will probably find it too easy, and the smaller team will probably get frustrated. It won't take long before everyone on the smaller team quits to find another server, so switch over to keep the game going.



Part II

Unreal Tournament Time

Time to dive in and start climbing that tournament ladder. This part contains exhaustive information on the four types of tournaments: Deathmatch (including Teamplay, Last Man Standing, and the special Challenge ladder), Domination, Capture the Flag, and Assault. You'll find rules and descriptions, general and advanced strategies, and arena-by-arena information—including item location, strategic points and routes, and more—for each game. Essentially, the information provided doubles as a walk-through for the single-player game as well as field guide for multiplayer games—since they are played in the same arenas.



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Deathmatch

It sounds simple enough: kill everything. But if that's all the strategy you use, you're going to end up at the bottom of the heap every time you set foot onto the arena floor. *Unreal Tournament* sports three modes of Deathmatch play: Classic, Teamplay, and Last Man Standing. This chapter provides rules, strategies, and arena information for all three variations. It will also cover the special Challenge deathmatch ladder in the single-player tournament.

DEATHMATCH GAMES AT A GLANCE

Unreal Tournament ups the ante when it comes to deathmatch. Not only do you get loads of weapons, items, and bots to play around with, you get three different types of deathmatch and a load of different settings. Each is a variation on the classic theme.

CLASSIC DEATHMATCH

At its core, Classic Deathmatch is about killing your opponents, in whatever way you can. All combatants enter the arena with nothing but their Impact Hammer, an Enforcer, and their Translocator (if the game settings allow it). All players then run like mad to build up a more powerful arsenal to use against their opponents. It doesn't matter how many times you die or how many times other players die. What matters is how many other players *you* kill. Game rounds last until the round-ending time limit or number of frags is met (as determined by the game settings); at that point, everybody's score will be reset to zero and a new battle arena will be loaded. The individual player with the most points at the end of a level wins that match.

TEAMPLAY DEATHMATCH

This is essentially deathmatch with teams. Players are divided into teams that then try to outshoot one another. As with Classic Deathmatch, it doesn't matter how many times you die, as long as your opponents die more often. On default game settings, your attacks don't hurt your teammates, but this can be altered. The team with the highest number of total points wins each match.

LAST MAN STANDING

In Last Man (or woman, or Skaarj, or Nali) Standing, the object is not to die. Each player starts with a certain number of points. Each time you die, you lose a point. The player with the highest number of remaining points at the end of a match wins that round. This game can be played with no frag or time limits to see who really is the last man standing. This makes it a great game for small numbers of players.

DEATHMATCH RULES

As strange as it may sound, there *are* rules to deathmatch. This is a tournament after all. Each type of deathmatch has slightly different rules, however, so take a moment to learn them so you won't be confused when you enter your first arena.

CLASSIC DEATHMATCH

The simplest of the three games, Classic Deathmatch pretty much revolves around gunning down everything in sight and getting the highest score:

- **Objective**—Kill everything (except yourself) and score more points than anyone else.
- **Scoring**—A point is scored for each person you kill. This includes telefrags and killing people by activating traps. You must land the killing blow; you get no points for *almost* finishing someone off. You lose one point each time you die from your own clumsiness, such as drowning, blowing yourself up, falling from heights, or falling into lava or toxic waste.
- **Ending a round**—A round ends either after a person hits the frag limit or the time limit is reached. Both of these limits are set by the person who creates the game in practice or multiplayer matches, or by the game in single-player tournaments.
- **Winning**—Pure and simple, the person with the most points at the end of the round wins, no matter how many times he/she died.

TEAMPLAY DEATHMATCH

This is essentially Classic Deathmatch with teams. By default, you are unable to harm your teammates, but this can be changed in the game setup by whoever is hosting the server. Both an individual and team score are tracked, but it's the team score that matters most:

- **Objective**—Kill the members of the opposing team or teams and have your team score more points than other teams.
- **Scoring**—Both individual and team scores are tracked in this type of deathmatch, but it's the team's score that matters. You score a point for your team each time you kill an opposing team member. You cost your team a point each time you kill yourself or another player on your team.
- **Ending a round**—Same as in Classic Deathmatch, a round ends either after a person hits the frag limit or the time limit is reached. Both of these limits are set by the person who creates the game.
- **Winning**—You win if your team has more points at the end of a round. It doesn't matter how many points you have, even if it's more than any one player on the opposing team. Your whole team has to have more points.

Last Man Standing

Last Man Standing lets you see who the real tough guy (or gal) is. In this deathmatch variation, you only get to respawn a limited number of times before being put on the sidelines as a spectator. You and your opponents can also dispatch with the weapon and armor hunt part of the game, since you start out with a loaded arsenal (you're only missing the Redeemer) and lots of armor.

- **Objective**—Kill other players while dying as little as possible yourself. Have the most points remaining at the end of the round.
- **Scoring**—Each player starts with a certain number of points. You loose a point each time you die. Killing other players does not add to your score, but does subtract from theirs. If your score reaches zero points, you are reduced to spectator status and cannot fight for the remainder of that round.



Once you become a spectator, you can cycle through the different camera feeds from the remaining opponents by pressing the Fire button. You can also swivel the camera's orientation with the mouse.

- **Ending a round**—As the name implies, the round ends when there is only one player left standing and everyone else's score has been reduced to zero.
- **Winning**—You win a round by being the last man or woman standing. In other words, everyone's score but yours is zero.

DEATHMATCH STRATEGIES

Part of Deathmatch's appeal is that it requires relatively little strategy. You can just find a server, jump on, and start fragging away. Or you can even just start up a game in botmatch or single-player tournament mode and play for a while. Except for Teamplay Deathmatch, this type of game puts little to no emphasis on communication and not a whole lot of emphasis on strategy. There is only one role, one position, and one objective.

That said, there are still some general strategies you can employ to help you scuttle up the tournament ladder. The strategies listed in this section are useful for all modes of play, including multiplayer, single player, and botmatch. They also cover all three types of Deathmatch game: Classic Deathmatch, Teamplay, and Last Man Standing.



If you're truly new to first-person shooters, try starting a new single-player tournament and running the Deathmatch tutorial. It covers all the basics and gives you a stress-free introduction to the game.

Basic Strategies

- **Practice, practice, practice**—It may sound too fundamental to mention, but I'll go ahead and make the point briefly. Masterful players didn't get that way through genetics. It takes a lot of practice to earn the title of Grand Master. Fortunately, the single-player tournament mode and botmatches provide excellent opportunities for honing your skills.
- **Know the level**—Know where every weapon, piece of ammo, powerup, respawn point, lift, and secret location is on the arena you're playing. Again, playing the game in botmatch or single-player mode allows you to leisurely look around and get a feel for the lay of the land. Also, information later in this chapter on each Deathmatch map should prove itself invaluable.
- **Use the mouse**—I've said it before, but I'm going to keep saying it until you do it. Use the mouse/keyboard combination. It allows you to aim more quickly and accurately, as well as turning more quickly. If your frag count doesn't go up after learning the wonders of the mouse, I'll kiss a Skaarj.
- **Run a pattern**—Develop a pattern that takes you from each respawn point to all the good weapons, armor, and powerups. This pattern should be automatic so that you're ready to rock just a few seconds after respawning. Also, watch the patterns run by other players for opportunities to improve your own.
- **Learn from other players**—No matter how good you are, there's someone out there who's better. Here's a trick that helps you learn new patterns, tricks, techniques, and maybe even item locations: follow someone in observer mode. Just make sure you pick the high scorer and not the guy with –6 frags.
- **Be a hog**—Even if you don't need it, try to grab every piece of ammo and weaponry you come across. Having them denies them to your enemies. This is even more critical if the game is set so that weapons don't stay when picked up.
- **Control key powerups**—Powerups like the Super Health Pack, Armor Jacket or Shield Belt can determine whether you win or loose. Try to control access to them at all times. If you're at full health or armor and come across one, do a little damage to yourself with the Impact Hammer's alt-fire, then pick it up. It's critical to keep it out of the hands of your enemies.

- **Prioritize your weapons**—Use the game settings to prioritize your weapons so that your favorite weapons have greater priority. It's really annoying to have to switch back to your preferred weapon after picking up another.
- **Use the right weapon**—In tight corridors, weapons like the Flak Cannon and Eightball Gun are likely to get you more frags than high-accuracy weapons like the Auto-Mag or Sniper Rifle. However, at longer ranges and in open spaces the projectiles from the former weapons are easily dodged. In situations such as these, you're better off with instant effect weapons like duel Auto-Mags, the Sniper Rifle, or the Minigun.
- **Work through the lag**—If you're playing on the Internet through a modem, you'll probably have to deal with some lag. If you're experiencing lots of lag, don't try to use high-accuracy weapons like the Sniper Rifle or the ASMD. Instead, use area effect weapons like the Flak Cannon or Eightball Gun and stick to the closed in areas where they're most effective.
- **Use crosshairs**—Crosshairs allow you to aim much more accurately, especially at long distances. Use small ones that help aim but don't obstruct your view too much.
- **Stick with one target**—Once you've started a firefight with an opponent, don't let up. If you're in a firefight with multiple opponents, target one of them exclusively until he/she is dead before taking on the next. Even an opponent with one percent health can take you out.
- **Don't always hold down the Fire button**—Some weapons like the Minigun or Pulse Gun fire near continuous streams of ammo, so leaning on the Fire button until your foe is dead is fine for those weapons. Other weapons, like the Flak Cannon or ASDM, don't fire continuously. When in a firefight with these weapons, only fire when you've actually got someone in your crosshair. Otherwise your opponent may escape your aim while you're reloading.
- **Don't try to duck under gunfire**—Crouching has its purposes, but avoiding gunfire isn't one of them. Crouching during a firefight doesn't make you much of a smaller target. In fact, it makes you an easier one because it slows you down.
- **Watch your back**—Take a look behind you every few seconds to make sure nobody's creeping up on you. Getting shot in the back is no fun, so make this an automatic habit.
- **Stay away from walls**—Weapons like the Eightball, ASDM, Flak Cannon, and Redeemer can cause splash damage. All opponents have to do is get their projectiles to detonate close to you and you'll go down. Standing next to walls means that projectiles missing you will explode right next to you, still doing damage.
- **Stay out of the water**—You can't move as quickly and you're more vulnerable while swimming; this makes you an easy and tempting target. Even worse, your vision is impaired and you may not be able to tell where an attack is coming from.

- **Never stop moving**—A stationary target is an easy target, and an easy target is a big red smear on the wall. Don't ever stop moving, even to wait for a lift or take aim. Aiming while strafing from side to side is an important skill, and one that can only be done while using the mouse.
- **Strafe**—Use strafe keys to move from side to side, even when running down a hallway. It makes you a harder target for snipers or people chasing you down.
- **Pay attention to sounds**—Sounds are good sources of information about an opponent's location and activities, especially in duels or small groups. Hearing a lift activate, a door open, or a series of items being picked up can instantly let you know where your opponent is and what he or she is doing.
- **Attack from above**—Some players, particularly novice ones, don't look up when they enter an area. If up is where you happen to be, this gives you a couple of free shots. Rain death from above at every opportunity.
- **Be aggressive**—With the exception of Last Man Standing, hiding and running from fights won't win you tournaments. You have to go out there and aggressively get in people's faces to win. Better to get a face full of flak shells than a rear full of tarydium sludge.

Advanced Strategies

- **Watch the clock**—Most powerups respawn after 60 or 90 seconds. Returning to pick them up at regular intervals right as they respawn is critical to controlling the arena's resources. If you can't develop a sense of timing on your own, use a clock with a second hand next to your computer to keep track of time.
- **Aim for the feet**—With exploding projectile weapons (such as the Eightball Gun or the alt fires on the ASDM or Flak Cannon), aim at your target's feet or the wall directly behind them. Getting the projectile to detonate at their feet means they have no chance to avoid the splash damage, even if they jump to the side at the last second.
- **Aim for the head**—Like *Unreal*, *Unreal Tournament* features localized hit damage. Shooting someone in the head does much more damage than hitting them in the torso, so try to line up those head shots.
- **Aim Ahead**—Especially when playing in high lag conditions or when firing projectile weapons, don't aim right at your opponent. Instead, aim a little ahead of where you think he/she will be a second later. This will give you much better chances of connecting.
- **Practice random acts of violence**—If you've got the ammo to spare, fire randomly down halls or into rooms. Every once in a while you'll get lucky and somebody will stumble into your fire.
- **Knock your opponents around**—The Rocket Launcher and Shock Rifle are particularly good for knocking your opponents around. Use these weapons when fighting on narrow ledges or near hazardous environments like lava or toxic waste. An opponent that gets knocked into these is as good as dead and you'll get the point for their demise.

- **Set up ambushes**—Set up an ambush near a weapon or ammo where you can easily predict which way opponents are likely to move. A few shots from the Sniper Rifle or Minigun before your opponent realizes the trap will often win you the battle. Ambushing people as they come up ladders and lifts is also quite effective.
- **Play traffic guard**—Many levels have high traffic areas where people pass through regularly. Littering these areas with GES BioRifle waste or Rocket Launcher grenades will likely score you a few kills.
- **Waste their ammo**—When an opponent opens fire on you with a weapon that uses rare ammo, try to get him/her to waste it. Duck in and out of cover without firing back. He/she may waste all their munitions trying to pin you down. When that happens, get in their face.
- **Fake sounds**—Using sounds to keep track of an opponent's position and activities is a basic skill. Try to foul your opponents up in this regard by faking sounds or activating lifts/doors and then not using them.
- **Feign retreat**—This tactic scores extra for guile and deviousness. Pretend like you're running from an enemy and duck around a corner. Ready a close range weapon like the Flak Cannon or Pulse Rifle, then stop as soon as you're out of sight. As the opponent comes around the corner, let him have it at point blank range. This works well against players with fast connections if you can correctly anticipate when they're coming around the corner.
- **Play chicken**—If you're near death and your opponent is using an explosive projectile weapon like the Eightball Gun or Redeemer, run and get right in his face! This will likely cause him to fire at point blank range. Sure, you'll die, but so will he. Plus, he'll loose a point for killing himself, so his net gain will be zero. Even if your opponent keeps his cool and tries to switch to another weapon, this will give you a couple of seconds to get some shots in or make a run for some health.
- **Use the Translocator**—Don't underestimate the usefulness of this device. Drop your beacon in a secluded area to which you can quickly escape if you're faced with certain death. You can also throw the Translocator up onto ledges or crates that are too high to jump to. Finally, you can try to throw your Translocator on an opponent and immediately teleport into them, scoring a telefrag!
- **Run backwards**—Practice this until it becomes as easy as running forwards. Running backwards means that you can move about and make a run for health/ammo while still firing at your opponents and dodging their shots.
- **Do the bunny hop hop hop**—When engaged in a firefight, jump and weave around like a madman. Jumping makes you an erratic target that's harder to hit. It also often has a psychological effect on your opponent, making them more frustrated and prone to mistakes.

- **Strafe around corners**—Never walk around a corner using 90-degree turns. It leaves you open to blindsiding. Instead, when you come to a corner turn and walk sideways with the strafe key so that you can see any threat waiting for you on the other side.
- **Learn to circle strafe**—This is a very advanced movement that requires the use of the mouse/keyboard combination. It involves strafing in one direction with the strafe left/right key, while using the mouse to turn and keep your crosshairs trained on a target. You can move in a full circle or left to right in a semicircle. This is extremely effective for dodging fire while never letting up the pressure on your target, but it takes a lot of practice.
- **Travel in squads**—For Teamplay Deathmatch games, try to roam the arena in groups. This makes you extremely deadly for the opponent you catch unprotected and alone.
- **Give smart orders**—When playing team games, tell all of your bot teammates to "Cover me." This will get them all to follow you in a group, which makes you much more dangerous to the other side, and greatly increases your chances of survival.

ARENA-BY-ARENA TIPS

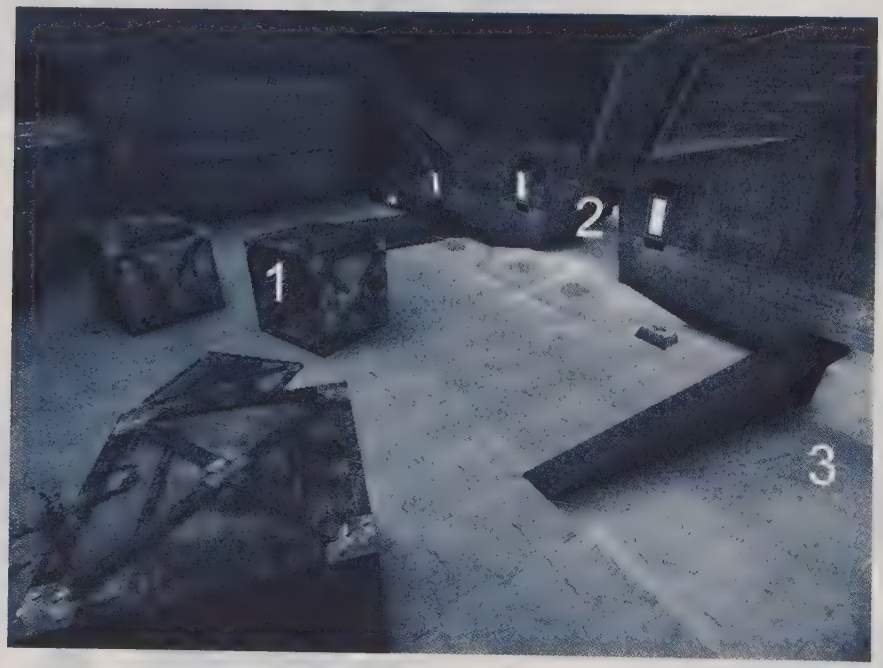
There are many arenas for Deathmatch, ranging from tight levels designed for one-on-one duels or small groups to larger maps designed to accommodate many players. This section provides you with detailed information on each of the battle arenas in the Deathmatch games. In essence, this is a walkthrough for the single-player tournament game. However, all this information will also aid you in battles against other humans, since both game modes use the same maps. Item locations and key points will be presented, along with strategic tips and recommendations.

Oblivion (DM-Oblivion)

In an effort to surprise unaware contestants and generate some pitched battles, combatants in *Unreal Tournament* are rudely awakened from their naps during a jaunt through hyperspace to start their first battle. The very transport ship they ride is a battle arena. This arena is small and ideal for two or three players. There isn't much here, but it makes for a nice easy introduction to the tournament. Your opponent in the single-player tournament isn't too bright, and taking him down isn't much more difficult than shooting Nali in a bucket.

Ideal player load:	2 to 3
Single-player frag limit:	10
Weapons available:	Shock Rifle, Rocket Launcher, Flak Cannon
Items available:	Health Packs

Weapon/Item Locations



This map is small, so all the weapons are just a few steps away. In the main area with cargo crates there's a **Flak Cannon** (1), along with ammo. The middle passage (2) leads to a **Shock Rifle**. Through the passage on the right (3) is a **Rocket Launcher**, with accompanying ammunition through the passage on the left. **Health Packs** are scattered throughout the level.

Key Locations and Routes

Just one, really. The main area with the cargo crates is the best one to control. You have access to the Flak Cannon and four Health Packs are only a few steps away at any time. Try to stick to this area and you should rack up the frags quickly. Bot opponents will go straight for the Flak Cannon most of the time, making them easy and predictable targets. A particularly nasty trick is to hide inside the crate containing the Flak Cannon and then give a face full of flak to whoever comes looking for it. Just be careful, though, since this trick will only work once or twice before a human opponent catches on and lobs a grenade in to take you out.

Stalwart (DM-Stalwart)

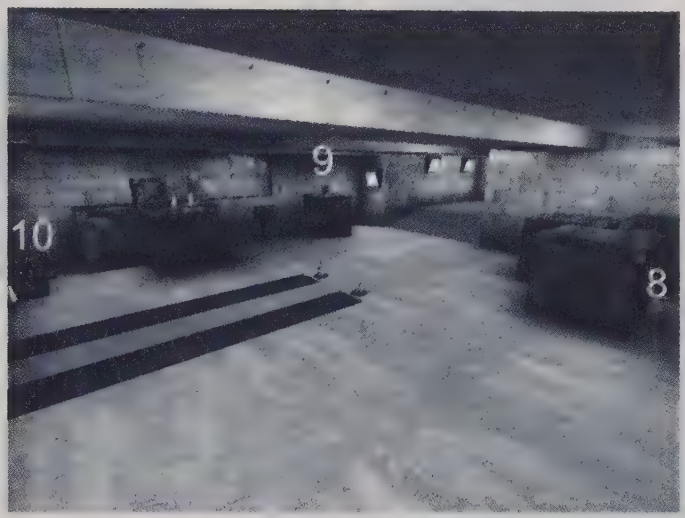
This loading bay area serves as another arena where contestants fresh off the boat (or spaceship in this case) go at each other's throat. Not a very friendly welcome wagon. Tool chests, crates, closets, and even a souped-up space car litter the garage floor, but don't get any ideas about poking around or finding a way to the street outside. Keep your eyes and ears on the battle or you'll stumble and fall off the tournament ladder—dead! This is not a large area, but it is larger than Oblivion.

Ideal player load:	2 to 3
Single-player frag limit:	10
Weapons available:	Shock Rifle, Rocket Launcher, Flak Cannon, Pulse Gun
Items available:	Health Packs, Super Health Pack, Body Armor, Thigh Pads

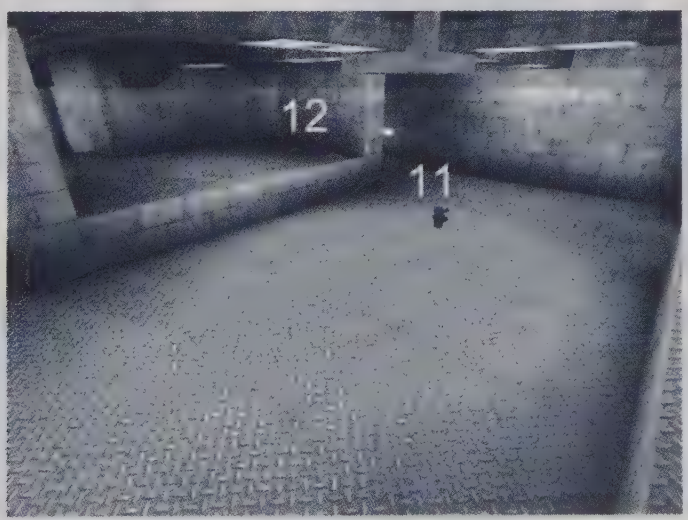
Weapon/Item Locations



There are two loading dock areas, each of which contains important weapons and items. In the first, there is a **Pule Gun** and ammunition (4) next to a stack of crates. Hidden up in the crates is a **Rocket Launcher** (5), but if Translocators are disabled you will have to be bounced up there by a **Shock Rifle** blast or else use the alt fire on the **Flak Cannon** to jump (aim the cannon at your feet, then press the alt fire and jump buttons simultaneously; this is best done while wearing armor). Also in this room is a crate (6) that when hit with an explosive weapon or your Impact hammer will open to reveal a rocket pack and a **Super Health Pack**. The short ramp to the left (7) leads to a **Shock Rifle**.



The other loading dock area contains a **Flak Cannon** (8) hidden behind some crates, with ammunition nearby. There is also some **Body Armor** (9) on top of a crate that will require some fancy jumping from the nearby boxes to acquire. Either jump up with the Flak Cannon alt fire or use the small crate (10) on the left side of the room to jump onto the taller pile, then hop across the tool box to where the Body Armor is.



The central area connecting the two loading docks contains a set of **Thigh Pads** (11), as well as a few **Health Vials** and a ledge leading to the second loading area (12). There are also **Shock Cores** for the Shock Rifle in this area.

Key Locations and Routes

There aren't any key locations in this arena. Controlling the room with the Flak Cannon is a good idea, since this is the most powerful weapon on the map besides the difficult-to-get Rocket Launcher. Unless you're an experienced rocket jumper, getting the Rocket Launcher will probably cost you more health than it's worth. You should make sure to try and keep the Super Health Pack and Body Armor out of enemy hands, since these items will make them very difficult to kill. A player with both is almost guaranteed a good killing spree. Make sure that player is you.

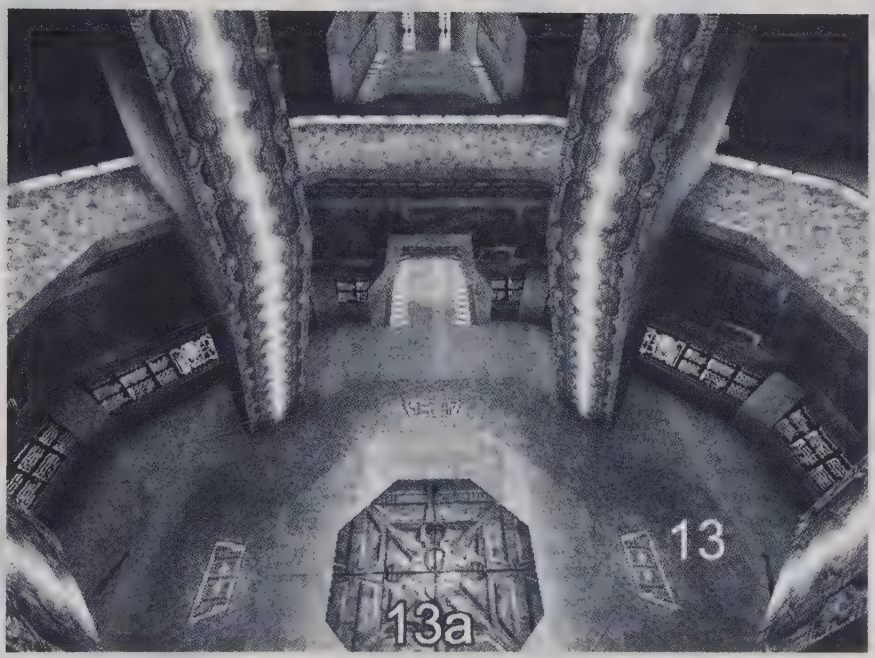
Try not to get caught in the open area with the Thigh Pads, especially if you're playing against bot opponents. If a bot opens fire on you while you're passing through here, lead him/her back to a more enclosed area where they have less room to dodge and you have a better chance of nailing them. Another way to increase your score is to watch for bots going for the Flak Cannon behind the crates. They're easy to pin down in there and can't dodge your grenades or Flak Cannon alt fire. Human opponents trying to jump across to the Body Armor also make nice, tempting targets, since they usually aren't looking out for you while trying to make the tricky jumps.

Fractal (DM-Fractal)

There's nothing too fancy about this arena, but sometimes that's just fine. It consists of a circular pit, flanked by two elevators leading to a catwalk running the circumference of the pit. It was designed for one-on-one duels between determined combatants. There's nowhere to run and nowhere to hide, and only a limited selection of weapons. Expect things to be intense and for the best player to come out on top.

Ideal player load:	2 to 4
Single-player frag limit:	15
Weapons available:	Rocket Launcher, Shock Rifle
Items available:	Health Packs, Shield Belt

Weapon/Item Locations



There are two **Shock Rifles** and ammo (13) in the lower area, on either side of the **Shield Belt** (13a). The two elevators lead to the catwalk overhead, which has some health, two **Rocket Launchers**, and **Rocket Packs**.

Tip

The trap door in the middle of the floor can be opened by shooting any of the trapezoid floor buttons surrounding it. Any opponent falling through will be teleported directly above the sizzling streams of energy in the ceiling, resulting in instant death. Try catching opponents who are running for the Shield Belt with this trap.

Key Locations and Routes

There are none, since you don't have many locations to choose from in this arena. Watch the elevators, though. If you know your foe is coming up an elevator, you can try to time your shot with the Rocket Launcher so that there is a grenade or rocket waiting for him/her. In general, stick to the upper ledge on this level when possible. It gives you more cover to dodge enemy fire and allows you to scoop up all the rockets to keep them out of unfriendly hands. Finally, if things get too hot up on the ledge, you always have the option of diving to safety below.

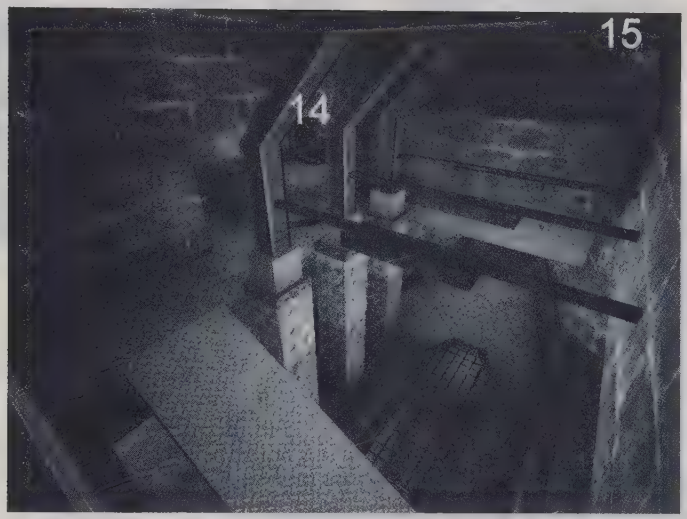
Shoot the buttons on the floor constantly, especially if you see that the Shield Belt has respawned. An opponent falling through the trap will score you a frag and give you a chance to grab the shield belt while they respawn.

Turbine (DM-Turbine)

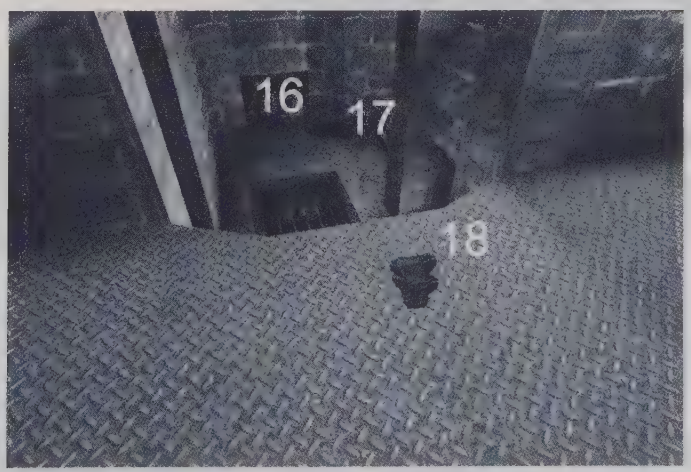
This renovated water purification plant is handy for cleaning out all the blood and gibs that tournament combatants leave in their wake. There are lots of catwalks and levels, meaning that your targets could be only steps away without your knowing. There are many weapons available in this arena, as well as some powerful artifacts. The Damage Amplifier is difficult to get to, but once you've mastered the trick of rocket/flak jumping, you should be able to dominate the map. This is the first large map that you fight on in the single-player tournament, so make sure you don't loose track of your enemies or you'll end up with an unexpected rocket enema.

Ideal player load:	4 to 8
Single-player frag limit:	15
Weapons available:	GES BioRifle, Flak Cannon, Sniper Rifle, Shock Rifle, Pulse Gun, Ripper, Rocket Launcher, Minigun
Items available:	Health Packs, Health Vials, Body Armor, Thigh Pads, Damage Amplifier, Invisibility, Shield Belt

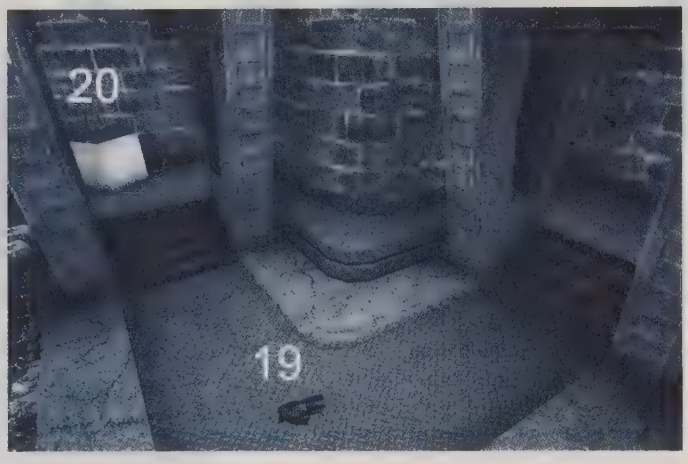
Weapon/Item Locations



There is no definite starting point in this arena, so I'll begin with one of the spawning points where you stand over a grate leading to blue water with a ramp overhead. Go up the short flight of stairs, and grab the **Pulse Gun** and ammo near the ramp. Running up the ramp will score you a **Minigun** and ammo, and be sure to grab the nearby **Health Packs** and the **Body Armor** and **Rockets** in the broken ventilation shaft (14). Also, there is an extremely hard-to-get **Invisibility** powerup (15) here. Getting it will require you to hop onto the ceiling beams beneath it, then jump up to the ledge containing the **Invisibility** powerup, some **Health Vials**, some **Rockets**, and two boxes of **Rifle Rounds**.



Dropping down the ventilation shaft where you scored the **Body Armor** will drop you on top of another grate. Grab the **Shock Rifle** (16) nearby, then run up the stairs (17) and across the metal bridge to score two **Health Packs** and some **Thigh Pads** (18).



Walk forward past the bridge and take the hall to the right when it forks. This will lead you past a **GES BioRifle** to a large watery area with some ammo, a **Flak Cannon** (19), and a **Damage Amplifier** (20) atop a large crate. Getting the powerup will require using the Flak Cannon's alt fire (or a rocket from the Rocket Launcher) to shoot at your feet and propel yourself atop the crate, similar to how you got the Rocket Launcher in the Stalwart arena. Fortunately, there are two **Health Packs** nearby to repair the damage you incur doing this.



Follow the hallway around to the right to an alcove with a **Sniper Rifle** and a box of **Rifle Rounds**. This will place you under the ramp leading up to the **Invisibility** and **Body Armor**. You should probably check to see if they have respawned. Taking a right under the ramp will lead to a room with a crate, a **Rocket Launcher** (21), and a shaft (22) with a short drop to a room with several **Health Vials**. There is a pack of rockets on the left (23), and taking the hallway (24) to the left of the Rocket Launcher leads back around to the Thigh Pads. Following the crawlway to the right out of the room with the ramp and Sniper Rifle will lead to a room with stairs leading up to a ledge. Here you can find the **Ripper** and some ammo.



There is a **secret Shield Belt** near the Ripper. To access it, shoot the section of wall to the left of the Ripper. A secret door will open up, allowing you access to the powerup.

Key Locations and Routes

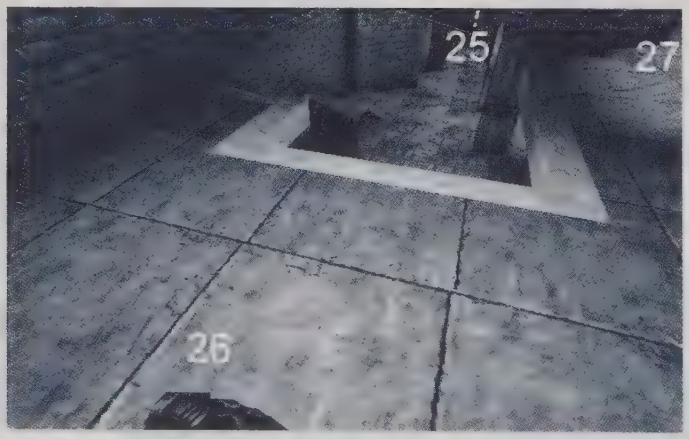
The area with the Body Armor and Invisibility powerup is one of the more important areas to control. You can also camp on the ledge with the Invisibility, ambushing people as they come up the ramp. Another effective ambush spot is in the ventilation shaft with the Body Armor, where you can hide and pop unsuspecting players with the Flak Cannon. Be careful, though, as once opponents know you're there, they can easily lob grenades in to take you out. The area with the Flak Cannon and Damage Amplifier is also important to control, as these two items make a deadly combination. Keep moving on this map. This is the first map where you can seize an advantage over the competition by developing a pattern that quickly arms you and suits you up with armor. Try to develop a route that takes you past the Flak Cannon, the Damage Amplifier, the secret Shield Belt, and the Body Armor. You should know this pattern so that you can easily fall into it no matter where you respawn.

Codex of Wisdom (DM-Codex)

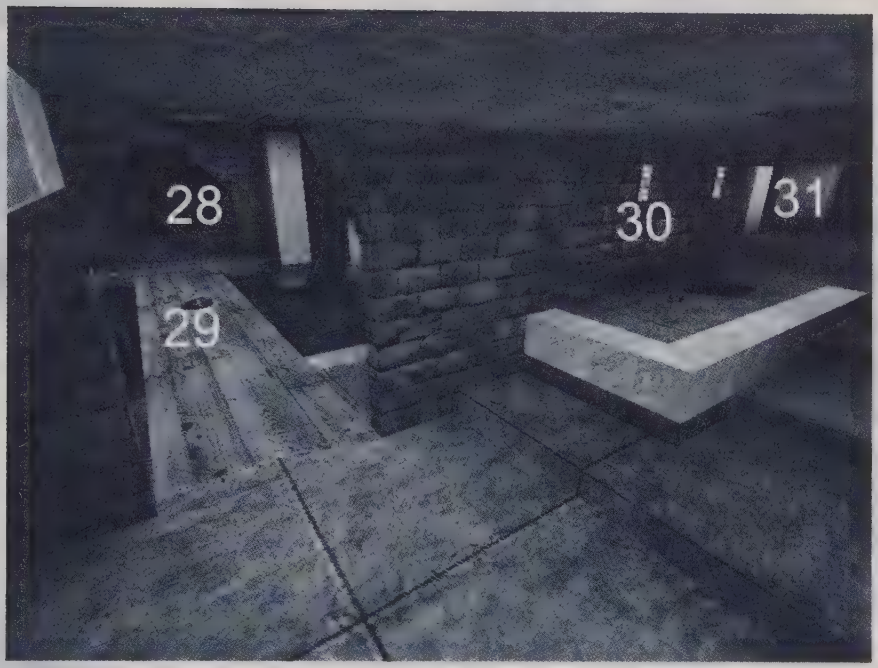
This library turned combat arena is basically split into three levels: lower, middle, and top. It features a lot of twisting hallways and split levels, ensuring lots of nasty surprises and sudden deaths. It also features a good variety of weapons spread evenly throughout the arena. No secret areas, but there are a variety of good patterns to run to quickly collect the best equipment available. Learn them by either watching other experienced players or by playing practice matches until you've got them down.

Ideal player load:	2 to 8
Single-player frag limit:	20
Weapons available:	Flak Cannon, Pulse Gun, Rocket Launcher, Shock Rifle, Ripper, GES BioRifle, Minigun, Sniper Rifle
Items available:	Health Packs, Shield Belt, Body Armor, Health Vials, Invisibility

Weapon/Item Locations



Starting in the lower, largest level, you will find a **Shock Rifle** (25) near a watery trench. Take the short ramp nearby to grab some **Body Armor** (26) and a **Pulse Gun** (27). There are also some **Health Packs** beneath the ledge containing the **Body Armor**. Finally, there is a **Minigun** and ammo on the lowermost level if you go left to the watery area instead of going up the ramp.



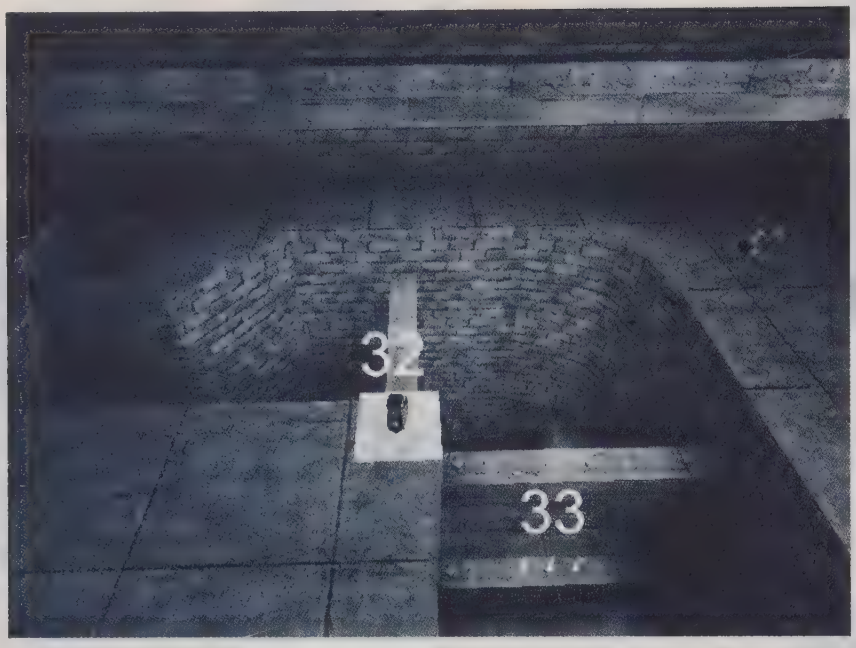
Taking the archway near the **Pulse Gun** in the middle level leads you to the feet of two short staircases. Taking the one straight ahead takes you to a **Flak Cannon** (28) and three **Health Vials**. Opposite the Flak Cannon is a **Shield Belt** (29) on a wooden bridge above lava. Just on the other side of the Shield Belt bridge is a **Ripper** (30), and a **Sniper Rifle** (31). You can also take the green-lit hallway opposite the Ripper to get a **GES BioRifle** and ammo.

TIP

There is a **secret Invisibility** hidden right next to the Sniper Rifle (31). To get it, shoot the section of light brown wall directly behind the Sniper Rifle. This will open up a secret panel, revealing the powerup.

TIP

Near the Pulse Gun, find the stairway next to the four lamps recessed in the wall. Shoot all four lamps to open a secret door near the Shield Belt. Beyond that, you can find a picture of Lead Game Designer Cliff Bleszinski. Shoot the text under the picture to find out just how "fly" CliffyB is."



The lift to the right of the double staircase (after grabbing the Body Armor at the top of the ramp) will take you to the top level. Here you can find the **Rocket Launcher** (32) and ammo. You can also drop down to the rafter below to grab three **Health Vials** (33).

Key Locations and Routes

The middle level is likely to be the most crowded, since it has the most weapons as well as the Combat Armor and Shield Belt. Once you're armed and armored, stay there to rack up some points. It is also relatively easy to control access to the Rocket Launcher, since opponents will be vulnerable as they come up the lift. If you're so inclined or playing a game of Last Man Standing, this is a good place to camp out and let the other players tear each other up. You'll get advanced warning of a player's arrival by listening to the activation of the lift.

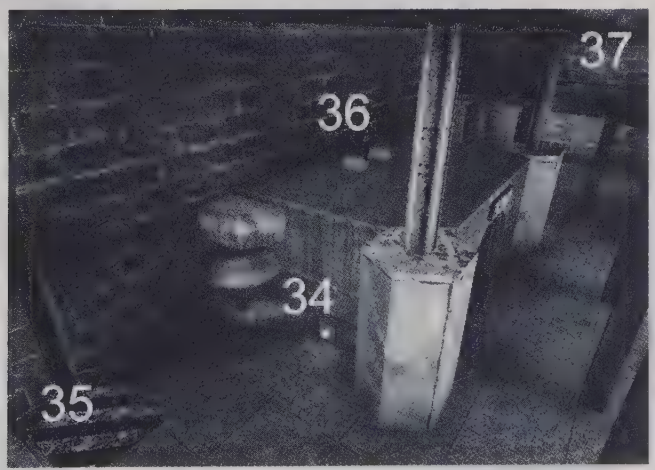
Most players on this map don't know about the secret Invisibility powerup (unless they've read this book, of course). Go for it every time you respawn and use your cloak to round up some powerful weapons without drawing too much attention to yourself. The Shield Belt location is close by, so once you're armed try to stay near it until it respawns and you can nab it. The Flak Cannon is probably the best weapon to have on this level, as it is good in the many tight corridors and its explosive alt fire can get at enemies that are trying to strafe in and out of cover.

Pressure Chamber (DM-Pressure)

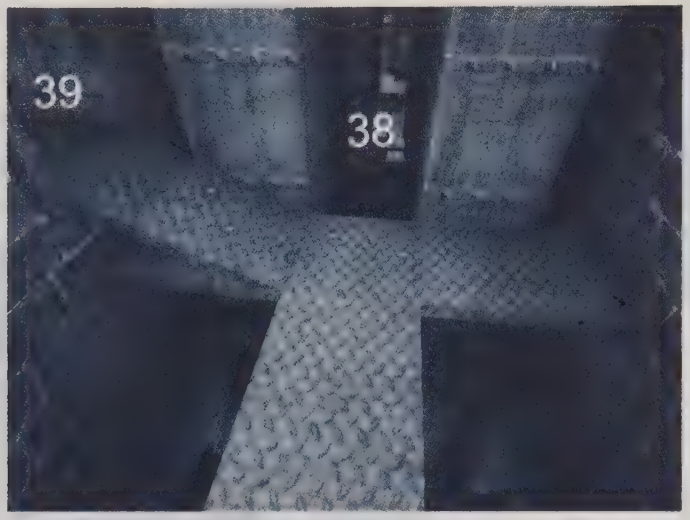
This map is truly the work of a sadist's mind. This arena features a wicked pressure trap that you can use to literally blow up you opponents and watch them pop like overinflated balloons. They'll then pop like a cheap toy. It also features a series of catwalks, long corridors, and medium-sized rooms. Small groups may feel lost in this level, but medium to larger-sized groups of players should feel just right. Be sure you know the secret route to the Super Health Pack so that you can grab it often.

Ideal player load:	6 to 8
Single-player frag limit:	20
Weapons available:	Rocket Launcher, Shock Rifle, Minigun, Pulse Gun, Sniper Rifle, Flank Cannon, Ripper
Items available:	Health Packs, Shield Belt, Super Health Pack, Body Armor, Thigh Pads, Damage Amplifier

Weapon/Item Locations



The pressure chamber has a **switch** (34) on either side that will slam the doors to the chamber shut and decompress the room, gibbing anyone caught inside. Many people will be tempted to go inside, since there is a **Shield Belt**, **Damage Amplifier**, and **Rocket Launcher** within. Take every opportunity to slap the button on the chance that you can catch someone going after them. There is a lift (35) that will take you to the catwalk above, where you can jump on top of the pressure chamber to get some **Health Packs** (36) or walk across to get a **Minigun** and ammo (37).



Following the hallway to the left of the pressure chamber will take you to another, taller, lift. Take it up and follow the red iron catwalk. You can either jump from the catwalk to a platform (38)-which contains a **Flak Cannon**, **Thigh Pads**, **Health**, and various ammo-or you can climb up into the green-lit tunnel (39), which leads to several **Health Vials** and eventually a **Super Health Pack**.



A third lift in the area will take you up to another catwalk, where you can find a **Pulse Gun** (40) and a short staircase leading to another **Rocket Launcher** (41). This path also eventually leads to a room with a **Ripper** on a catwalk overhead and a suit of **Body Armor** on top of a large crate. Drop down from the catwalk to the top of the crate to get it.

Key Locations and Routes

The pressure chamber is by far the most key position in this arena. Hit the button every time you pass it to see if you can catch anyone inside. There are very few more satisfying kills in the game. If you're feeling lucky and you know there are no enemies nearby, you might want to risk dashing into the chamber if the Shield Belt and/or Damage Amplifier is there. Otherwise, you can fire at your foes from the catwalk overhead. You can also feign retreat and then nail your vulnerable enemies as they come up the lift.

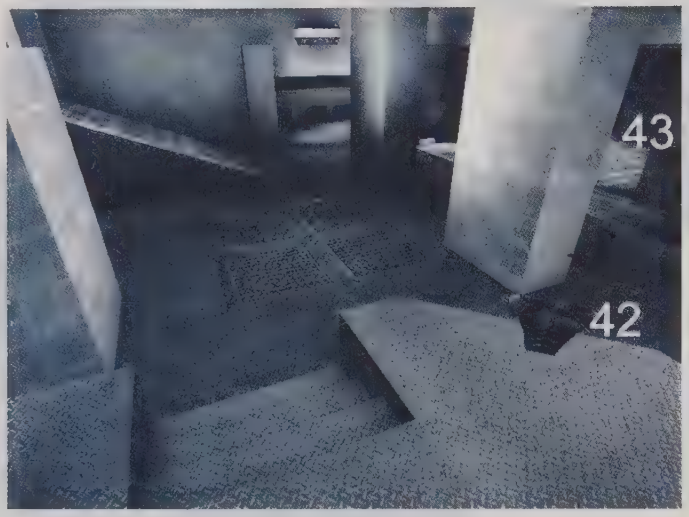
Develop a pattern that takes you through the watery tunnel to the Super Health Pack and out to the catwalk containing the Flak Cannon and Thigh Pads. With these three items, you're an (almost) unstoppable gibbing machine. Just be ready to exchange the Flak Cannon for another weapon in the larger hallways and rooms, as the weapon looses its potency at medium to long ranges. A much better choice for gunning down enemies in the distance would be the Shock Rifle or possibly the Rocket Launcher. The long tunnels on the ground floor quickly turn into killing grounds if you can find opponents running them down with their backs turned to you.

Grinder (DM-Grinder)

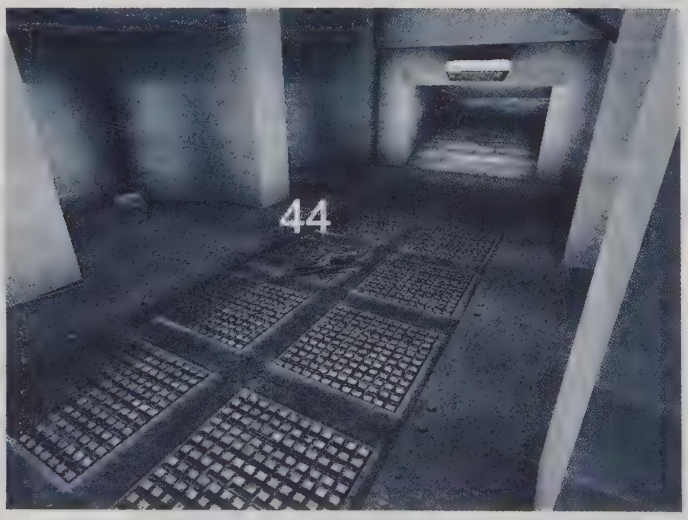
This industrial complex is one of the larger arenas, with three basic areas: the shop floor, middle catwalks, and upper catwalks. Don't get lost here. Study this guide carefully and take a few practice runs through in practice mode to make sure you can quickly orient yourself whenever you respawn. Each area contains a good mixture of items. This arena is best for larger groups of players since it is so big and contains such a variety of items. Like many other levels, there is are couple of key powerups to be dominated in order to keep your opponents from taking over.

Ideal player load:	2 to 6
Single-player frag limit:	20
Weapons available:	Rocket Launcher, Ripper, GES BioRifle, Shock Rifle, Flak Cannon, Minigun
Items available:	Health Packs, Body Armor, Health Vials, Damage Amplifier, Thigh Pads

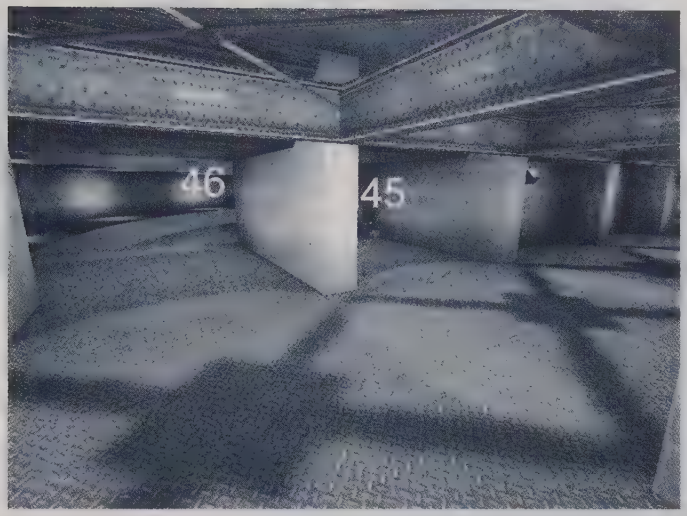
Weapon/Item Locations



Starting out in the lowermost level, you will find a medium-sized room with a grate over molten lead. Here you will find a suit of **Body Armor** (42), as well as an entrance (43) to a hallway with hardwood floors, a **Flak Cannon**, and ammo.



The lower area also contains a circular lift leading up to a **Shock Rifle** and ammo. Past that is another rectangular room with a grated floor, holding a **Rocket Launcher** (44), some **Health Packs**, some ammo, and a hardwood ramp leading up to the middle level. If you go right instead of taking the ramp up, it will take you to a room with some crates, a **Ripper**, and some more health.



The middle level contains a long hallway with a **Minigun** and ammo tucked away in an alcove (45), and a pair of **Thigh Pads** (46) at the far edge of the ledge overlooking the lower level room with the crates and Ripper.



The upper level contains a **GES BioRifle** and ammo (47) at the top of the steep ramp, as well as a **Damage Amplifier** (48).



If you respawn on the bottom level, head directly for the circular lift and grab the Shock Rifle. Then hop across the elevator shaft and run up the ramp to grab the Damage Amplifier. This is the quickest route to it.

Key Locations and Routes

There are no particularly important locations in this arena. The lower area is good for getting yourself well armed, as it contains both a Flak Cannon and Rocket Launcher, as well as a Body Armor. However, you are vulnerable to attack here from multiple points overhead. After you have equipped yourself, try to stay topside as much as you can so that you can shower those below you with explosives. This is particularly effective if you can score the Damage Amplifier.

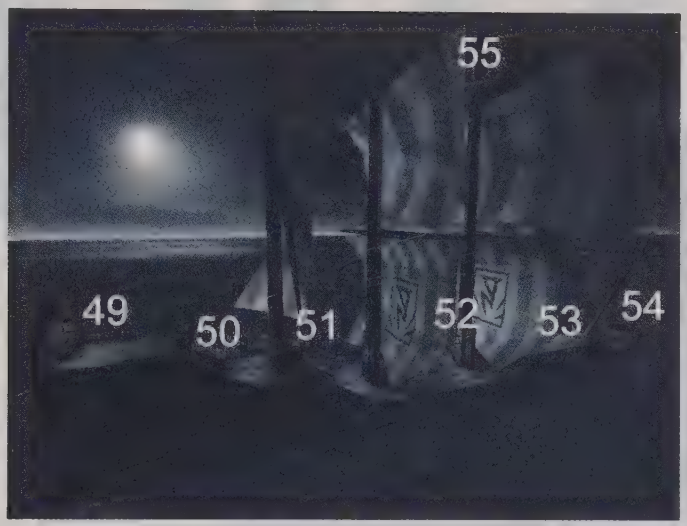
One good way to get kills on this arena is to grab the Rocket Launcher and catch opponents going for health or weapons set in small alcoves. When you see them standing at the corner of two walls, you can hardly miss with the Rocket Launcher, since it causes splash damage. This technique also works well with the alt fires from the Flak Cannon or Shock Rifle.

Koos Galleon (DM-KGalleon)

This is definitely one of the more interesting arenas in *Unreal Tournament*. Opponents duke it out aboard a replica of an ancient galleon, fully equipped with captain's quarters, cargo hold, and crow's nest. Needless to say you'll drown if you fall overboard. Lots of Antigrav Boots make it easy to move from level to level, and almost *all* the powerups in the game are present in this arena. There is also a hidden Redeemer on this map, for those that know the trick to getting it.

Ideal player load:	6 to 8
Single-player frag limit:	25
Weapons available:	Rocket Launcher, Redeemer, GES BioRifle, Ripper, Shock Rifle, Flak Cannon, Minigun
Items available:	Health Packs, Body Armor, Health Vials, Damage Amplifier, Invisibility, Super Health Pack, Antigrav Boots, Shield Belt

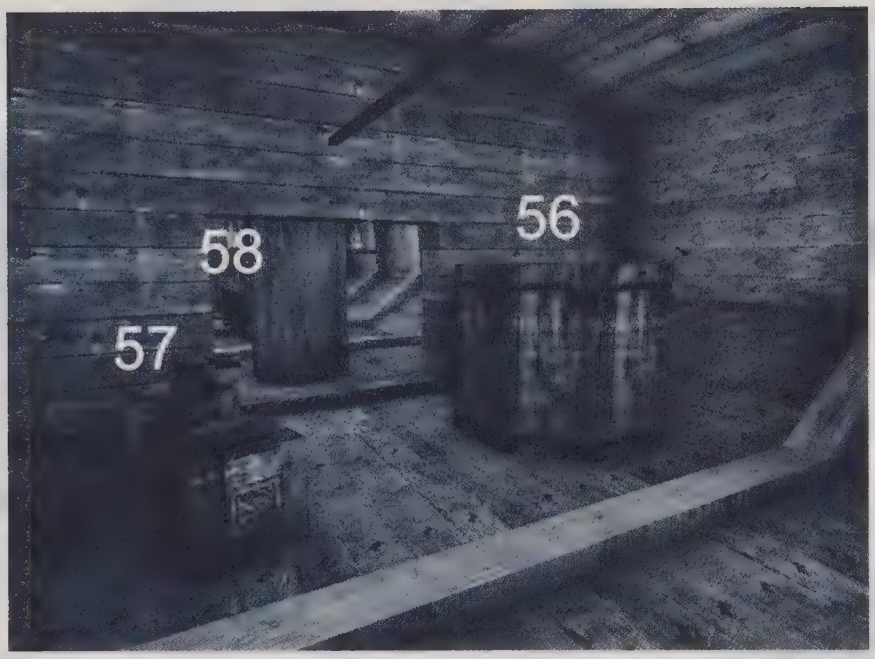
Weapon/Item Locations



Beginning with the back of the ship, there is a **Rocket Launcher** (49) and ammo near the helm. There is a door beneath the helm (50) that leads to the captain's quarters where you can find some **Body Armor** and ammo. There is a **Super Health Pack** (51) under the first mast, but you'll need the **Antigrav Boots** from under the third (52) or elsewhere on this level to get it. At the front of the ship are some **Health Vials**, as well as a **GES BioRifle** (53) and a very hard-to-collect **Invisibility** (54). There is also a **Redeemer** hidden up in the crow's nest (55) of the main mast.

Tip

To get the Redeemer, you need to get the lift to come down and pick you up. To activate the lift, shoot the torch at the base of the main mast (52) until it comes down. Then ride up, grab the Redeemer, and use its alternative fire to guide a missile down to a crowded area for big points. You can then throw the switch in the crow's nest to lower the lift again.



The entrance to the crew's cabin is below the Captain's cabin, but only contains some **health**. There is also some **Health**, ammo, **Health Vials**, and a **Shock Rifle** scattered throughout the middle lair of the ship. More importantly, there is a hole in the floor leading down part of the cargo hold, where you can drop into a vat of water with a **Shield Belt** (56). Once you get out and towel yourself off, you can also grab a **Flak Cannon** from the nearby crate (57).

You might, however, want to wait and drop down into the cargo hold at another point so that you can land on top of the crate holding the **Damage Amplifier** (58) in the next room. Alternatively, the plethora of **Antigrav Boots** make it relatively easy to jump up to the **Shield Belt** or **Damage Amplifier** from the cargo hold floor. Also make sure you grab the **Minigun** and ammo from the front of the cargo hold before looking for more action.

Key Locations and Routes

The crow's nest is a sniper's dream, and the addition of the Redeemer makes it a fun place to hang out and blast your foes to oblivion. This is especially true if nobody else knows how to access it. Dominate the Redeemer and crow's nest, for letting the weapon fall into enemy hands almost guarantees them points.

Otherwise, stick to the cargo hold, where you can quickly grab the Flak Cannon, Minigun, Damage Amplifier, and Shield Belt whenever they respawn. Occasionally work your way up to the middle deck so that you can drop down on the Damage Amplifier and Shield Belt, unless you have the knack of rocket jumping up to them. Less scrupulous players may also have fun ambushing people as they come up the various lifts, but watch your back.

Ice Station Zeto (DM-Zeto)

This remote outpost was converted into a tournament arena after its original inhabitants declared it unfit for the living. Apparently it's quite fit for dying. Combatants would face certain death if they were to go out into the sub-zero environment outside its walls, so they have only one chance at survival: killing their opponents. This arena features lots of twisting and curving hallways and lifts, meaning that you can easily loose track of your target. Ambush lies around every corner, so keep a loose trigger finger and don't ever stop moving!

Ideal player load:	4 to 12
Single-player frag limit:	25
Weapons available:	Flak Cannon, Minigun, Ripper, Shock Rifle, Pulse Gun, Rocket Launcher
Items available:	Health Packs, Body Armor, Thigh Pads, Shield Belt

Weapon/Item Locations



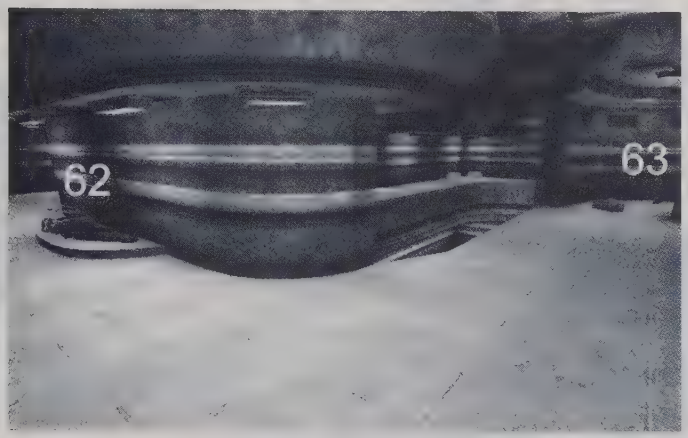
A **Rocket Launcher** (59) can be found hidden behind a blue-green pipe shown in the screenshot, above a suit of **Body Armor** (60). The door above the Body Armor (61) leads to a room with a **Ripper**, and the hallway opposite the door leads to a ledge with some **Health** and a **Pulse Gun**

Tip

This is a rare case where the Rocket Launcher and Armor are so close together. Always try to grab them both for a super power boost!

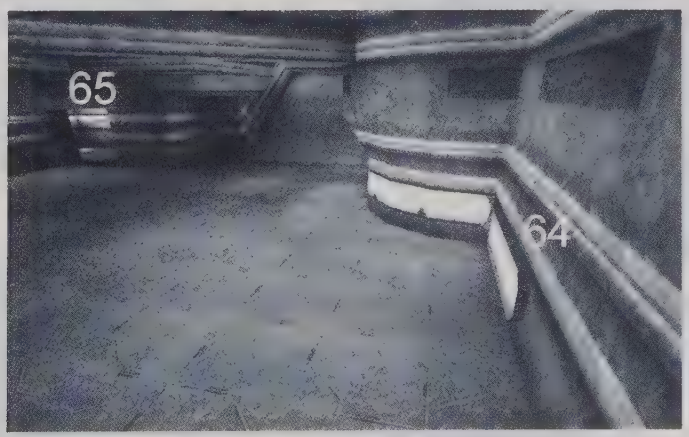
Note

In the room with the Rocket Launcher, jump over the pipe to the left and touch the wall for a Super Health pack.



The door near the **Ripper** leads to a hallway where you can quickly gather up some more weapons: A **Minigun** (62), a **Flak Cannon** (63), and a **Shock Rifle** down below. There is also ammo for all these weapons nearby. The walkway with the **Flak Cannon** also leads to another **Ripper**.

The hallway opposite the **Body Armor** leads to a maze like area with a **Shock Rifle** and ammo, a **Flak Cannon** and ammo, a **Pulse Gun** and ammo, and a circular lift leading back up to the catwalks overhead.



There is a **secret Shield Belt** located on this map that most players won't know about. Find the room with the red glowing pillar in the center, at the bottom of a ramp near where you find the Ripper. There will be a **Shock Rifle** and **Shock Cores** in the corner. **Press against the lighted panel** (64) shown in the screenshot. This will open up the **secret passage** (65) ahead on your left. Grab the Shield Belt inside!

Key Locations and Routes

The area with the rocket Launcher and Body Armor is a key area that is likely to be high traffic, since it is central to so many other items. If you've got a fully loaded Rocket Launcher or Flak Cannon, you should hang out here and fire down on other players below as they come by to check for the Body Armor. This is dangerous, though, as the area's multiple entrances and twisting hallways make it easy to sneak up on you from this location.

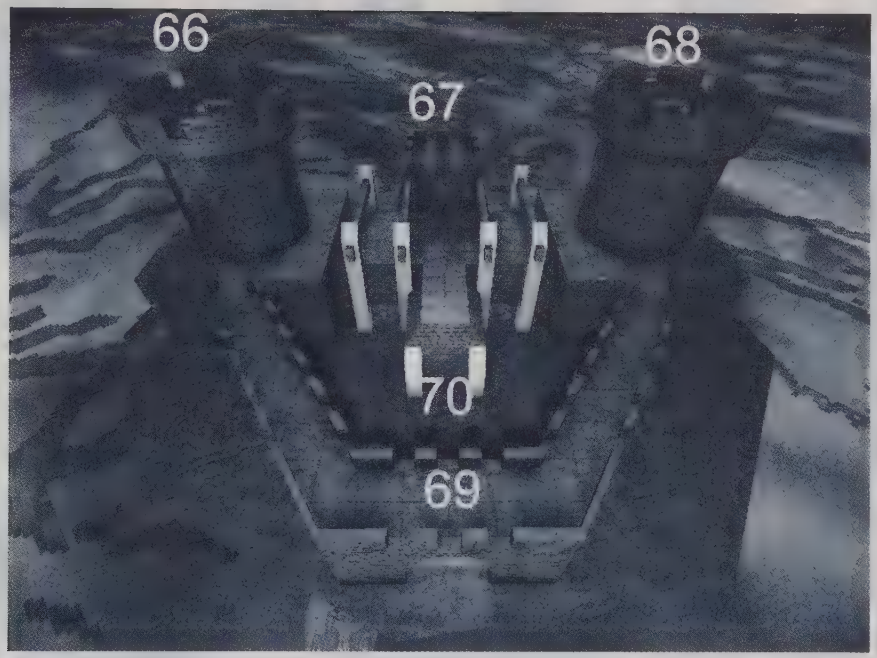
The best advice on this level is to keep moving, while constantly checking back on the Body Armor and Thigh Pads. Also try to stay on the upper catwalks as much as you can, since the higher location gives you an advantage over players below. It's very difficult to dodge splash damage from a Rocket Launcher, Shock Rifle, or Flak Cannon when your opponent is firing at you from above. When you've got a break in your action, make your way over to the secret Shield Belt. Again, not many players are likely to know about it, which means you have better chances to dominate it. Just try not to give the secret away.

Barricade (DM-Barricade)

This arena is a medieval castle floating above an intense electrical storm on an alien world, split into two main areas: inside and outside. Two twin towers overlook a courtyard and castle wall from high above, offering snipers and assailants the opportunity to quickly find anyone wandering out in the open. Unless you stick to the inside, falling off the edge of the island is a constant risk given the presence of Rocket Launchers and Shock Rifles. If you can help it, stay away from the edges of the map to keep from being knocked off the edge to a painful death below. This level is most suited for medium-sized groups, as it becomes crowded with higher numbers of players. Note also that the jump boots are pretty valuable on this map. They get you out of all sorts of tight spots.

Ideal player load:	6 to 12
Single-player frag limit:	25
Weapons available:	Rocket Launcher, Ripper, GES BioRifle, Sniper Rifle, Redeemer, Pulse Gun, Shock Rifle, Flak Cannon
Items available:	Health Packs, Antigrav Boots, Body Armor, Health Vials, Shield Belt, Super Health Pack

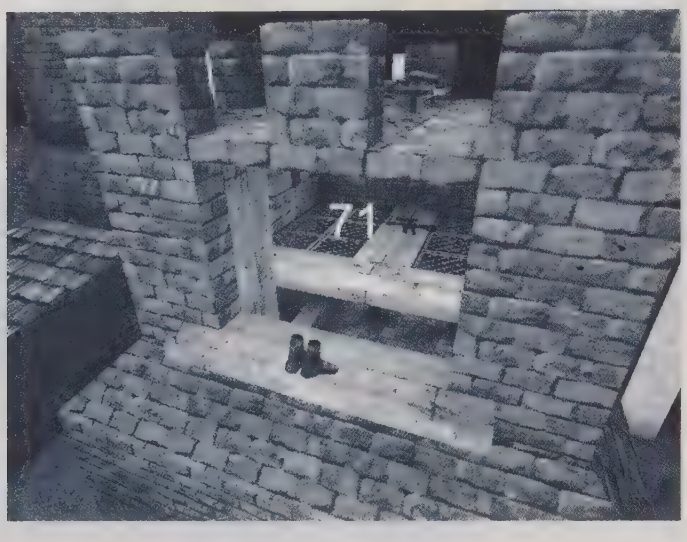
Weapon/Item Locations



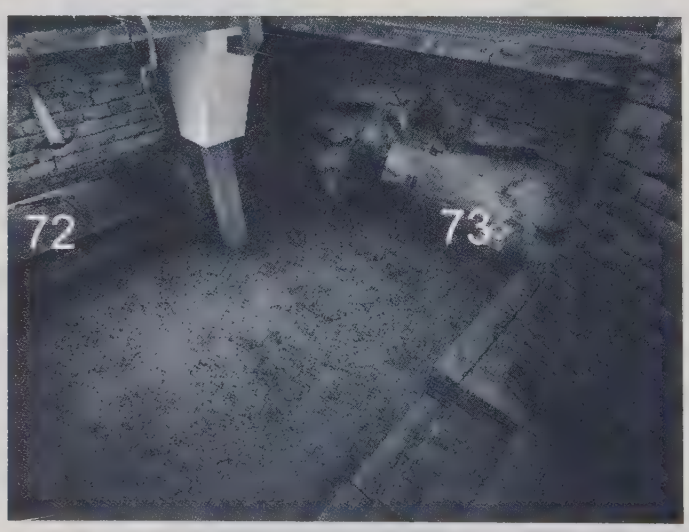
The main outside area contains this arena's most powerful weapons and powerups. The top of the tower on the left (66) contains a **Shield Belt**, some **Health Vials**, and ammo. The shorter rooftop in the middle (67) hides a **Redeemer**, while the top of the tower on the right (68) holds a suit of **Body Armor** and some **Health**. The wall around the front of the castle has a **Rocket Launcher** and **Antigrav Boots** (69). There is a **Ripper** at the base of the left tower and a **GES BioRifle** at the base of the right tower. The courtyard inside the castle walls holds a **Pulse Gun** (70), while there is a **Shock Rifle** and ammo hidden behind the castle outside its walls.



Getting the Redeemer: You have a number of ways to easily grab the Redeemer when it respawns. First, you can use the Antigrav Boots to jump up to the rooftop from the castle wall. Or, you can jump down to it from the top of one of the tall towers flanking it. As a last resort, you can jump up with the aid of the Flak Cannon or Rocket Launcher.



Inside the main structure there is a lift leading up to the interior of the building atop which the Redeemer rests. Here you can find a **Sniper Rifle** (71) and some **Antigrav Boots**. You can use the boots to jump up to the Redeemer, or you can use the Sniper Rifle to snipe at people in the courtyard below. There is also a ledge beneath the Sniper Rifle that contains some **Health** and **Health Vials**.



Near the lift leading up to the right-hand tower, there is an archway leading down past some **Health Vials** to the castle's basement. Here you can find a **Shock Rifle** (72), various **Health**, two pairs of **Antigrav Boots**, and a **Super Health Pack** (73). There is also an **Invisibility** powerup nearby, but it is teetering on a very narrow plank above the raging electrical storms below. It's risky to get if there is anyone nearby. Finally, you can also find a **Minigun**, **Ripper**, **Rocket Launcher**, and various ammo in the basement area as well.

Key Locations and Routes

The towers and the basement are the key areas to dominate in this match. The towers each contain a useful powerup as well as easy access to the Redeemer. If you're having trouble finding your prey, head to one of the towers where you can see most of the map and grab the powerups when they respawn. Hanging out in the basement will also keep you near a stockpile of weapons and the Invisibility powerup, as well as keeping you relatively safe from whoever grabs the Redeemer up top.

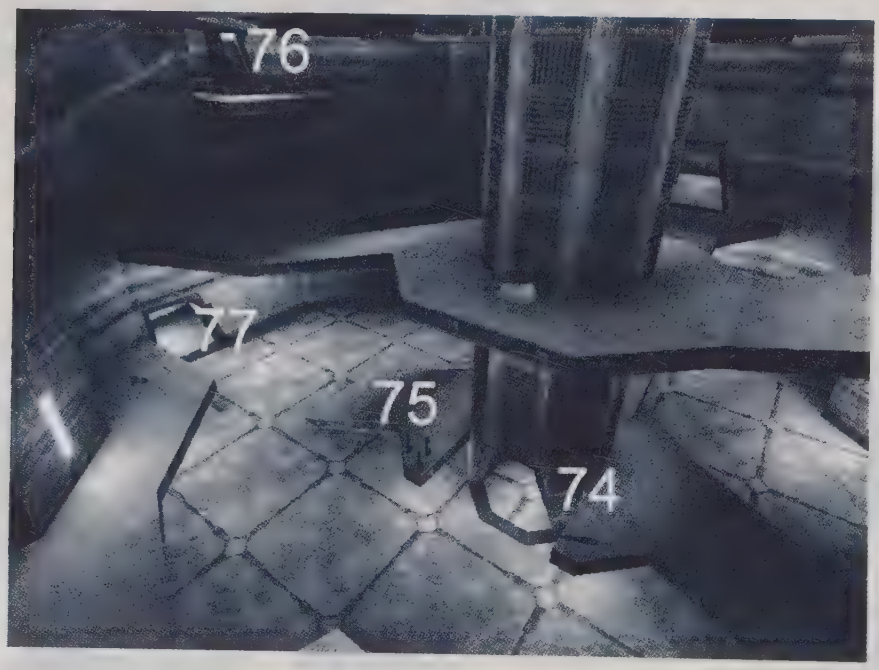
Dominate the Redeemer on this map. Frequenting the two towers is a must to remain at full health and armor, and don't forget to glance over at the guard house roof to see if the awesome weapon has respawned. Don't spend too much time running around the castle wall, as it makes you an extremely easy target for snipers in either of the towers or someone with the Redeemer.

Liandri Central Core (DM-Liandri)

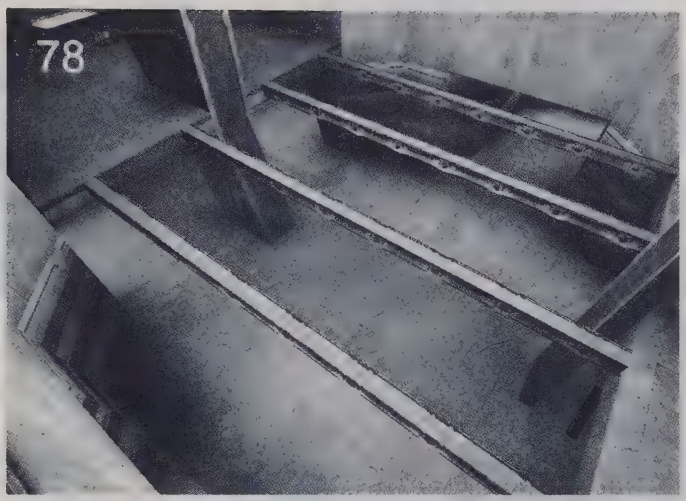
The old Klaris geothermal core was once used for cheap energy by harnessing the power of the planet's heated core. Now it is used for cheap entertainment by harnessing the power of bloodlust. Force fields keep the heat and pressure outside at bay, but it's nearly as intense inside. This is a medium-sized arena, with a large central area split into different vertical areas by a series of ramps and catwalks. There are also a few side hallways and rooms containing extra weapons and powerups, as well as a balcony that's good for sniping. The array of catwalks and hallways can be a bit confusing at first, so take the time and the patience to learn how to get to the best weapons and powerups quickly, without a lot of backtracking and wrong turns.

Ideal player load:	2 to 14
Single-player frag limit:	30
Weapons available:	Flak Cannon, Rocket Launcher, Minigun, GES BioRifle, Pulse Gun, Shock Rifle, Sniper Rifle
Items available:	Health Packs, Body Armor, Shield Belt, Damage Amplifier

Weapon/Item Locations



The central area contains three weapons: a **Shock Rifle** (74), a **GES BioRifle** (75), and a **Pulse Gun**, all with ammo nearby. There is a **Body Armor** and a **Rocket Launcher** just inside the doorway at the top of the ramp opposite the **Shock Rifle.** That doorway also leads to a flight of stairs terminating in a balcony with a **Sniper Rifle** (76). The archway (77) on the ground floor directly underneath this balcony leads to a round hallway with a **Flak Cannon.**



The archway on the catwalk closest to the ground floor leads to a teleporter taking you directly to a **Shield Belt** (78). You can also drop down from this powerup and grab a **Minigun** and ammo. The nearby hallway leads to a room with a **Rocket Launcher** and a lovely view of a magma lake. This room can also be accessed by the topmost catwalk from the central room.



There is a **hidden Damage Amplifier** (79) on the stairway leading to the sniping balcony. It is located up on the narrow ledge between the stairs and the wall. If the Translocator is disabled in your game, you will have to use the Rocket Launcher or Flak Cannon to jump up to it.

Key Locations and Routes

The central room with the catwalks is obviously the one to see the most action. Upon respawning, grab whatever weapon is closest, then make a run for the **Rocket Launcher** and **Body Armor**, which are right next to each other. From there, see if you can make it to the teleporter leading to the **Shield Belt**. Once you're equipped, head back to the central room and look for some targets



You can also snipe at people with the Sniper Rifle from the balcony in the top of the central room most players don't tend to go there, and the action may be intense enough that you don't get noticed right away.

Conveyor (DM-Conveyor)

This industrial complex was turned into an *Unreal Tournament* deathmatch arena after several workers were killed by unsafe working conditions. Needless to say things have only gotten worse and there won't be any safety awards handed out any time soon. There are several environmental hazards here, but the real danger comes from other players getting their hands on the various powerups present in this level, not to mention the Redeemer. This is a large level, so you have to keep moving to find your foes unless you're playing on a particularly crowded server. The best weapons and items are all spread out, so limiting yourself to one area or item will allow your competition to neutralize your advantage by gaining their own.

Ideal player load:	6 to 12
Single-player frag limit:	30
Weapons available:	Flak Cannon, Minigun, Ripper, Shock Rifle, Rocket Launcher, Sniper Rifle, Redeemer, GES BioRifle, Pulse Gun
Items available:	Health Packs, Body Armor, Thigh Pads, Damage Amplifier, Super Health Pack, Health Vials, Antigrav Boots

Weapon/Item Locations



In the room with the circular vat of molten metal, there is a **Damage Amplifier** (80) on a narrow beam above the deadly hazard. In the nearby control room there is also a **Minigun** (81) and ammunition, as well as some **Health Vials**. Stairs in the control room also lead to a **Super Health Pack**. Finally, there is a pair of **Thigh Pads** (82) tucked away in the ledge opposite the **Damage Amplifier**.



Also on the ground floor, there is a **Ripper** just before you come to the point where the conveyor slopes upwards to the second floor. At this point there is a lift to the right of the conveyor, and a ramp on the left leading past some **Antigrav Boots** (83), five **Health Vials** (84), and a **Pulse Gun** with ammo.



There is also a hidden Shield Belt near here. Run underneath where the conveyor slopes up until you come to a short ramp to a metal platform with twisted railings. The Shield Belt is underneath the platform, behind the ramp.



One of the side rooms on the second floor contains a **Redeemer** (85) hidden up on a pipe suspended from the ceiling. You'll have to climb up the series of shafts and pipes in the room to get to it, but it should be worth it. This room is located near where the conveyor runs under the machine with the green gas.



The lift to the right of the sloping conveyor on the ground floor will take you all the way to the catwalks at the top of the arena. Here you can find a **Flak Cannon** and ammo (85), as well as some **Body Armor** (86), and a **Sniper Rifle**. It also has a pretty good view of the action below.

Key Locations and Routes

The control room area with the Damage Amplifier is probably the most important area to visit regularly, since you have a chance of nabbing *both* the Damage Amplifier and the nearby Super Health Pack. Periodically check in on the Redeemer, as it works particularly well on this level's open spaces. Finally, the catwalks at the top of the arena are also a good place to make a bee-line to when you respawn. You can grab a Body Armor and a Flak Cannon here, and rain death from above down on those in the levels below. As usual, you have an advantage over other players the higher up you are, so keep off the ground floor unless you're making a run for weapons and armor.



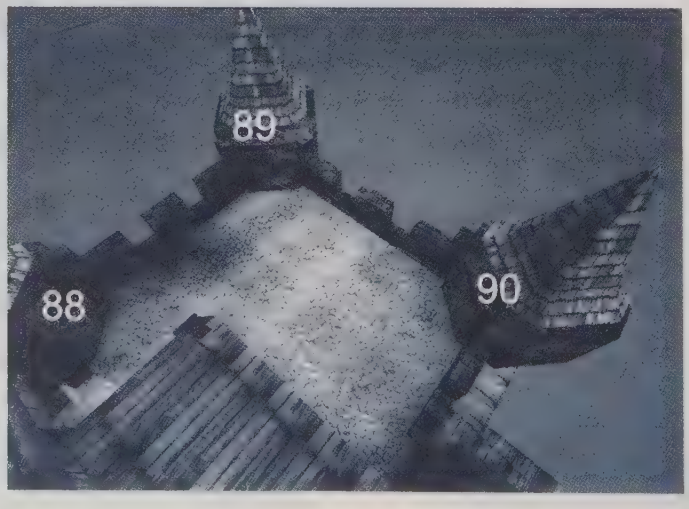
There is a dark corner opposite the lift in the upper catwalks that you can hide in. From here you can snipe at people as they come up the lift. Just listen for the sound of the lift activating so you can be ready for them and they'll never know what hit them.

The Peak Monastery (DM-Peak)

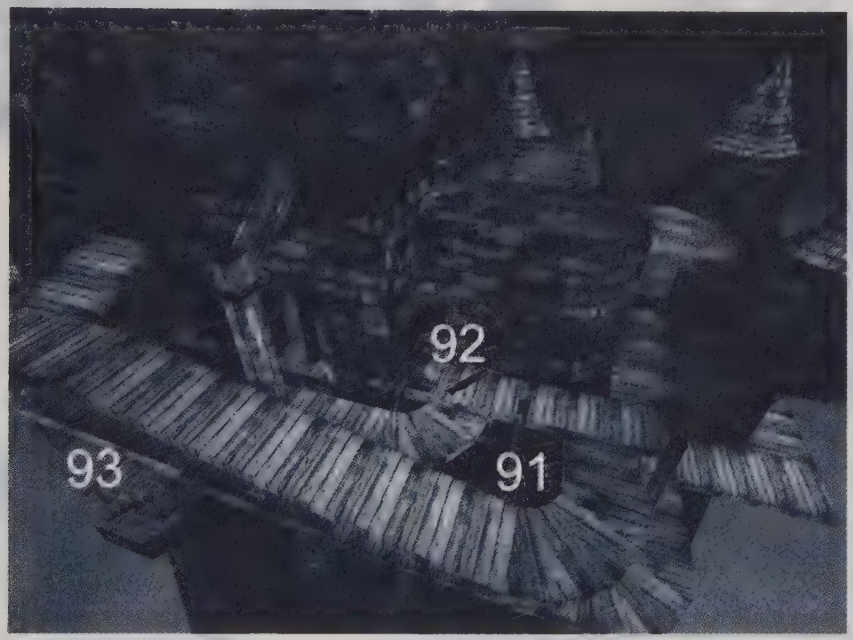
This abandoned mountaintop monastery has been transformed from a place of meditation to a place of tournament competition. Rickety wooden ramps and catwalks provide a narrow margin of safety around the deadly fall that awaits those that get too careless. And with all the enemy fire and frantic pace, you can expect to fall a lot. This arena has indoor and outdoor areas, with almost every weapon and powerup in the game. This is literally the peak of the single-player deathmatch ladder, presenting the most difficult environment and the most skilled opponents before you move on to the special Challenge ladders. If you can dominate on this map, you know you're good.

Ideal player load:	6 to 12
Single-player frag limit:	30
Weapons available:	Flak Cannon, Minigun, Ripper, Shock Rifle, Rocket Launcher, Sniper Rifle, Redeemer, GES BioRifle, Pulse Gun
Items available:	Health Packs, Body Armor, Thigh Pads, Damage Amplifier, Super Health Pack, Health Vials, Antigrav Boots

Weapon/Item Locations



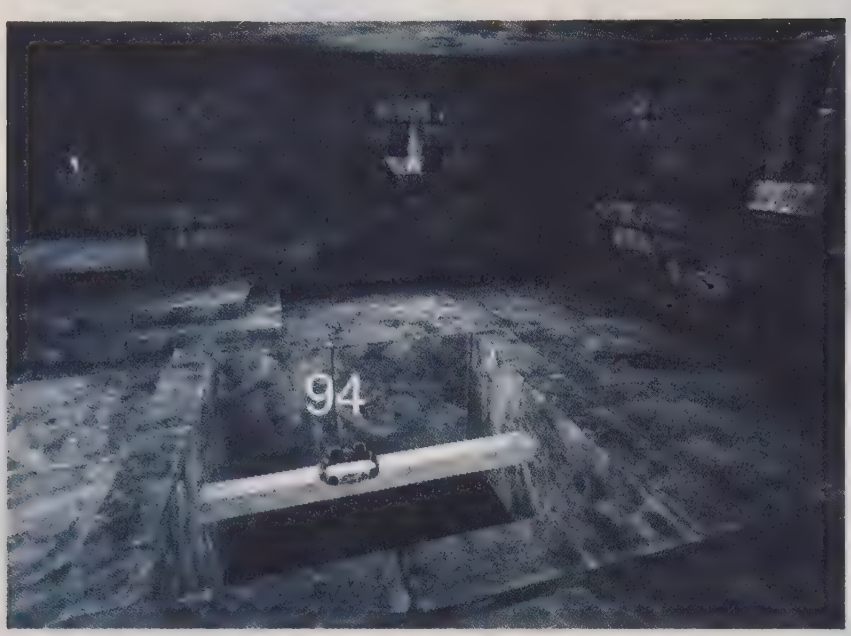
Each of the three towers in the courtyard contains something of interest to would-be Grand Champions. Tower #1 (88) has a **GES BioRifle** and ammo, Tower #2 (89) has a **GES BioRifle** and ammo, and Tower #3 (90) harbors a **Super Health Pack**.



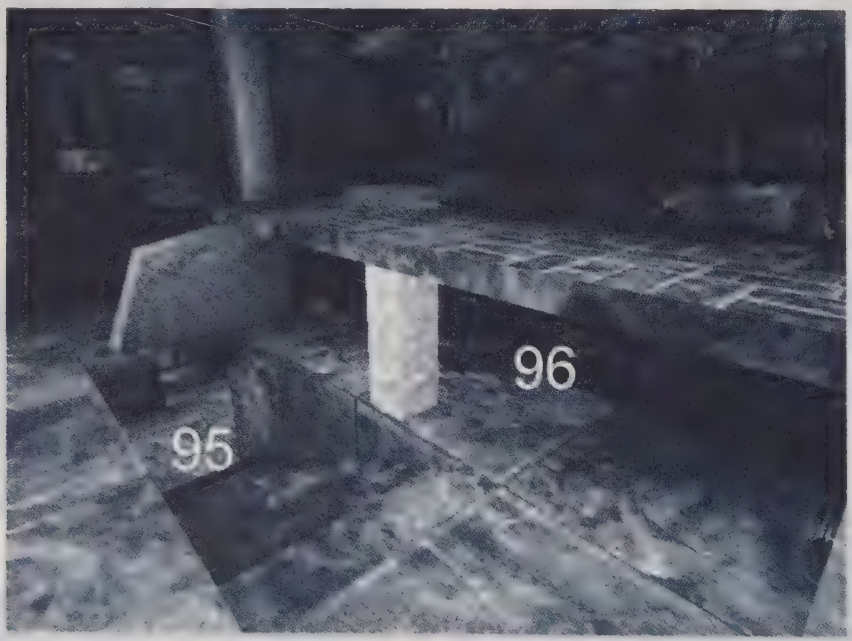
The wooden ramps surrounding the building have various items littered along them, such as **Thigh Pads**, **Antigrav Boots** (91), a **Minigun** and ammo (92), a **Ripper** (93), and a **Rocket Launcher**.

Tip

Grab the Antigrav Boots and race up the wooden ramps to the top of the structure. Then jump straight up to the rooftops to score a **hidden Damage Amplifier**!



The lowermost level of the monastery contains a **Shock Rifle,** a few pieces of ammo and **Health**, and a **Shield Belt** (94) resting on a narrow beam over a bottomless pit. Grab it quickly and don't linger!



The short flight of stairs (95) near the **Shield Belt** leads up to a **Flak Cannon** (96) and some ammo. There's also a doorway near here that leads out to the courtyard area with the three towers where you can arm yourself and maybe grab the **Super Health Pack**. The top floor of the structure is a square room containing a **Pulse Gun**, some ammo, and a suit of **Body Armor**.

Key Locations and Routes

The courtyard with the three towers is probably the best place to rush to right after respawning. It also makes an excellent killing ground if you can get higher up with a loaded Rocket Launcher. Once the area is clear, clean out all three of the towers, then step off the edge of the nearby wooden walkway to the level below. Grab the Antigrav Boots, then race up the ramp to the top of the monastery, jump onto the roof, and grab the Damage Amplifier. From here you can either rain down damage-amplified toxic waste from the BioRifle, or use the remaining charge from your Antigrav Boots to hop down into the middle of the action. The Flak Cannon room also tends to get high traffic, so you may want to hang out there if you're well armored or have the Shield Belt. Close quarters plus the Flak Cannon equals lots of points.

If you find yourself falling too often, try to stay off the wooden catwalks. Sticking to the courtyard with the three towers and the main building with the Flak Cannon and Shield Belt should get you into plenty of action. Let the other players plummet to their deaths below and drive their scores below zero as a result.

Note

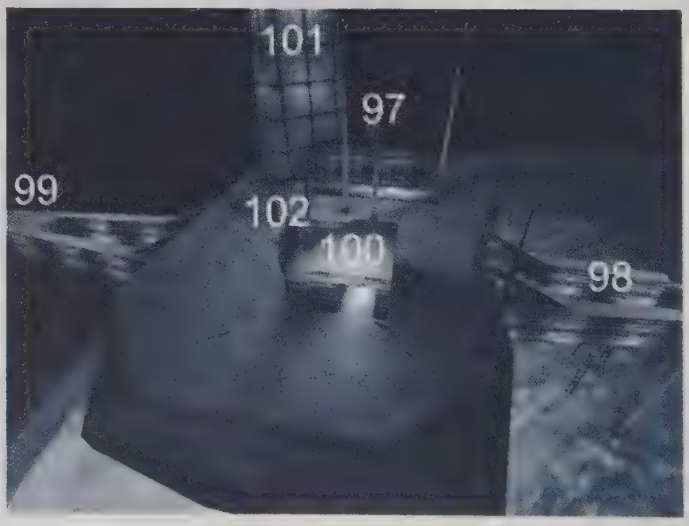
If you are playing the single-player tournament, you will attain the rank of Deathmatch champion after winning on the Peak Monastery. You must then attain the same title in Domination, Capture the Flag, and Assault before you can fight on the four Challenge Maps that follow. The descriptions of the arenas that follow are for multiplayer and practice session modes only. In the single-player tournament, these Challenge maps have special rules and all the items and weapons described in the following pages will not be present.

Phobos Moon (DM-Phobos)

This is an arena set on an orbiting space station. It consists of both an indoor area and an outdoor area. When you're outside, don't look up at the sights if you're prone to vertigo, because it's a dizzying spectacle. Falling off the edge would be even worse, as it is a several-mile fall to the surface below. Lots of open areas means that good aim is a must, and you can rest assured that by this point your opponents have it in spades. This is a larger arena, good for medium to large groups of combatants. In the single-player tournament, you will face highly skilled opponents using special Challenge ladder rules.

Ideal player load:	4 to 8
Single-player frag limit:	15
Weapons available:	Pulse Gun, Ripper, Sniper Rifle, Shock Rifle, Minigun, Rocket Launcher, Redeemer, Flak Cannon
Items available:	Health Packs, Body Armor, Antigrav Boots, Damage Amplifier, Health Vials, Super Health Pack, Shield Belt, Invisibility

Weapon/Item Locations



The exterior of the space station contains three docking bays, numbered one through three. The dangerous tip of each bay holds a powerup. Bay #1 (97) holds a **Body Armor** and **Antigrav Boots**, as well as a **Redeemer** up above. Use the boots to jump up to the beam and grab the Redeemer. Bay #2 contains a **Shield Belt** (98), and Bay #3 contains a **Damage Amplifier** (99) and **Sniper Rounds**. The rooftop area also holds one **Sniper Rifle** in the middle (100), as well as another in the sniper's tower (101). Finally, there is a beam (102) near the center of the rooftop where you can drop down to the interior, as well as some **Health Vials** and a **Ripper** nearby.

Tip

To get in the sniper's tower, you must first activate the elevator from the interior of the station by pressing the button on the wall near the lift. This will take you all the way to the top. When you're ready to come down you can either jump down or press the button on the wall next to you.



The interior of the station is a series of ramps, stairways, and catwalks littered with weapons, ammo, and health. You can find a **Rocket Launcher** (103), a **Ripper** (104), a **GES BioRifle**, **Minigun**, and **Health**. You can also find the lift leading up to the sniper tower.

There is a **secret Invisibility** powerup and **Antigrav Boots** hidden on the lowest part of the interior area, at the top of a short flight of stairs across from the Rocket Launcher. Shoot the gray steel wall (105) to open a secret door and grab the item.

Key Locations and Routes

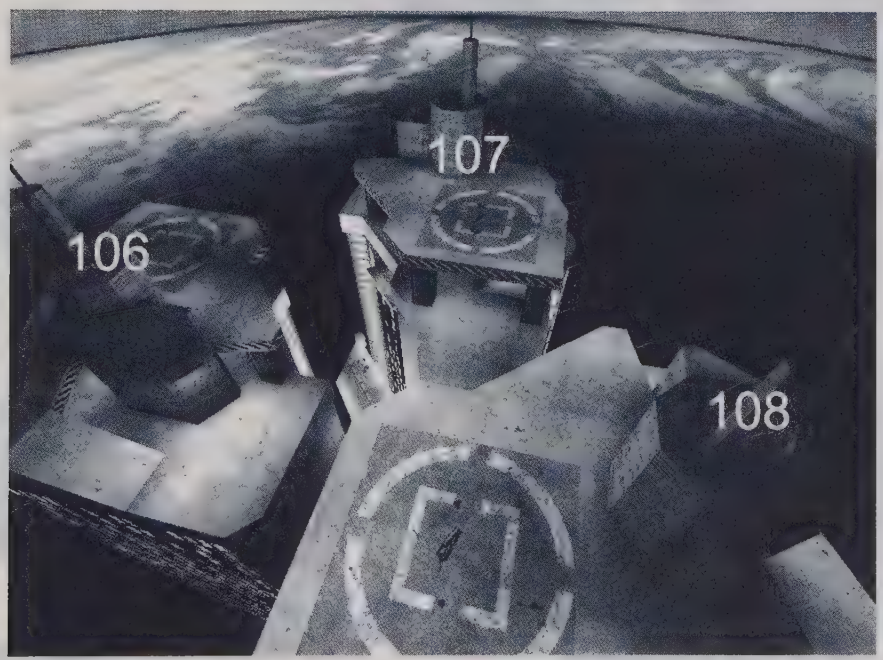
The outside area holds access to multiple powerups, but it is dangerous because of the possibility of falling overboard. Nevertheless, you should be able to find one or two upon respawning unless the game is very crowded. However, getting greedy and going for all of them is likely to send you tumbling off into space. You can also camp out on the sniper tower and try to take out people going for the powerups. Finally, the inside area is stocked with weapons, but the multiple levels, lifts, and twists make it difficult to find people there until you are face-to-face with them. Stick to the inside area if you're having problems with lag or drawing a bead on moving targets in an open area.

Morpheus (DM-Morpheus)

This arena is set atop a "galaxy scraper" superstructure that reaches an unimaginable 12 miles in height. Parts of this map are low gravity, but less careful players might find themselves floating off into space if they don't control their jumps correctly. There are several good locations for sniping, and most encounters in this arena are likely to start out at long range. Try to take advantage of your opponents' helplessness when they are making the long, low-g jumps. You can also get up to the minute rakings by watching the scrolling marquee signs in each of the towers.

Ideal player load:	3 to 6
Single-player frag limit:	15
Weapons available:	Pulse Gun, Ripper, Sniper Rifle, Shock Rifle, Minigun, Rocket Launcher, Redeemer
Items available:	Health Packs, Invisibility, Body Armor

Weapon/Item Locations



This arena basically consists of three towers. Each of these buildings contains a rooftop with a weapon and a powerup (or the **Redeemer**), and an interior with **health**, a weapon, and ammo. The first tower (106) has a **Pulse Gun** in its interior, and a **Minigun** and **Body Armor** on its rooftop. The second tower (107) contains a **Ripper** and ammo in its interior, with a **Rocket Launcher**, ammo, and **Redeemer** on its rooftop. Finally, the third tower (108) contains a **Sniper Rifle** in its interior, and a **Shock Rifle** and **Invisibility** powerup on its roof. There is also a section of street with a **Rocket Launcher** and **jump pad** in between the three towers.

Tip

The Invisibility and Sniper Rifle are a deadly combination in this arena, especially since opponents have limited mobility while making the long jumps between towers. They'll be sitting (or rather floating) ducks for your sniping pleasure



Don't forget that most of this arena is low gravity. The interiors of the towers are normal gravity, but once you step outside you'll be in for some serious hang time and long jumps. Don't let yourself float off the edge and to your death below.

Key Locations and Routes

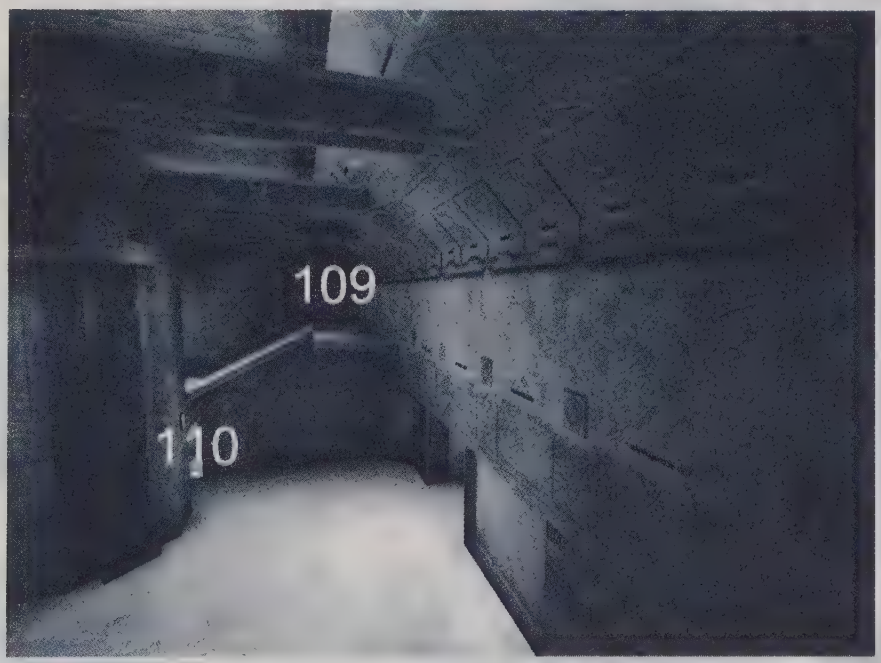
There really aren't any key locations on this map. You can either stick to the interior of the towers where there's less chance of falling to your death, or you can take to the air in the low-gravity environment outside. You might want to stick close to the third tower, since it contains the two most powerful weapons on this map: the Rocket Launcher and the Redeemer. Stay away from the scrap of street and jump pad down in the middle of all the towers. The Rocket Launcher isn't worth the risk, and you're a sitting duck with death on all sides of you when you're down there.

Tempest (DM-Tempest)

This is the largest of all the arenas, ideal for large groups of players, since smaller groups will spend more time looking for other players than actually fighting. The huge size of the arena and the many interconnected rooms mean that there's more than one way to get to any area, so develop a pattern that works for you and takes you to all the best weapons and powerups. This is the personal training ground of the current Unreal Tournament Grand Champion, Xan Kriegor, so you know it's well suited for combat. If you're playing in the single-player tournament and can beat this level, you're ready for the final confrontation with Xan himself.

Ideal player load:	4 to 16
Single-player frag limit:	15
Weapons available:	Pulse Gun, Ripper, Shock Rifle, Rocket Launcher, Flak Cannon, GES BioRifle, Sniper Rifle, Minigun
Items available:	Health Packs, Body Armor, Damage Amplifier, Shield Belt, Thigh Pads, Invisibility

Weapon/Item Locations



The room with the ramp running up around its edges holds some **Health**, some **Health Vials**, and a **Shield Belt** at the top of the ramp (109). There is also a **Rocket Launcher** on the ledge nearby, underneath the **Shield Belt** (110).



The room with the yellow-lit stairs leading down contains a **Shock Rifle** and ammo. The stairs (111) lead down to an area with some **Health Vials**, a **Ripper**, a **GES BioRifle**, some ammo, and some **Thigh Pads**.



There is also a **secret Damage Amplifier** powerup near the yellow-lit stairs. To get to it, you'll need to use the nearby Antigrav Boots to jump up to the rafters (112).



The doorway underneath the **Shield Belt** leads to an area with a **Ripper** (113) up on a ledge, some **Health Vials**, and some **Body Armor** (114) down on the floor below. There is also a lift (115) that will take you up to the catwalk with the Ripper. Following the catwalk near the **Health Vials** will take you to a room with a **Minigun**, a **Flak Cannon**, and a **Sniper Rifle** within easy reach, all with ammo and **Health** nearby.

Key Locations and Routes

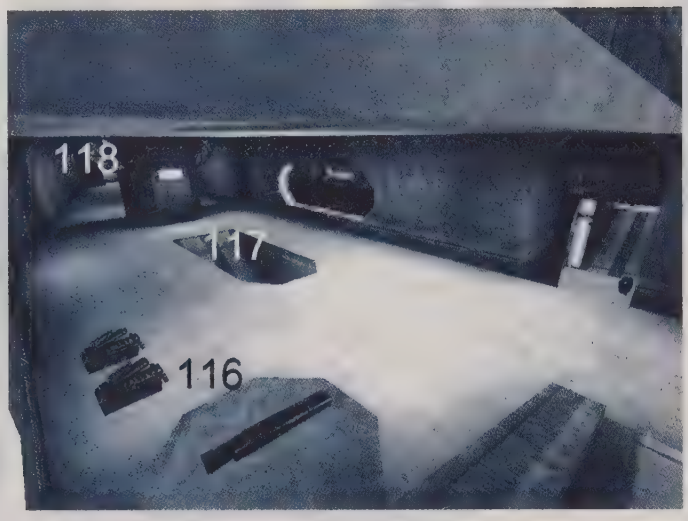
Learn the fastest way to the Shield Belt room from any respawn point. This is because you can grab the Shield Belt and Rocket Launcher within seconds, and then drop down to snag the Thigh Pads. This entire level is interconnected, and you can move from almost any point to almost any other point within seconds if you know the way. The other room to move through frequently is the one with the Minigun, Invisibility, and Body Armor powerup. All these items will probably be in high demand, so check for them often.

HyperBlast (DM-Hyperblast)

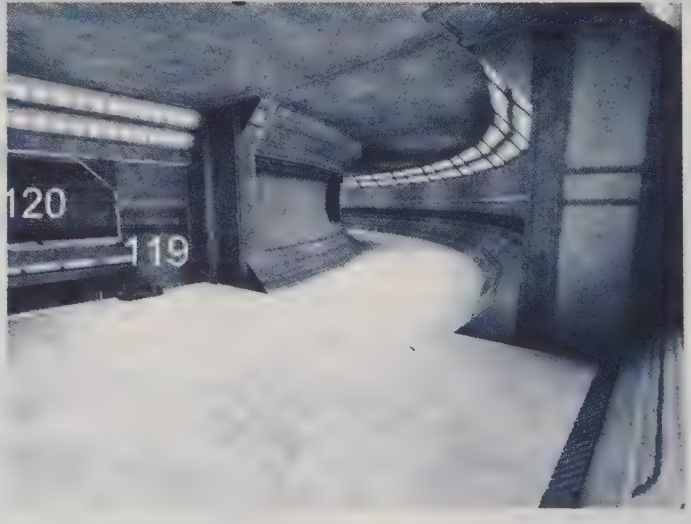
This is the final match in the single-player tournament. You must face the current reigning champion, Xan Kriegor and survive. Xan is an incredibly dangerous enemy with lightning fast moves and uncanny marksmanship, so battling him is going to be the ultimate test of your abilities. The battle takes place aboard a cargo ship in the middle of a hyperspace jump. You can go outside, but the ship's artificial gravity is not present there, and a miscalculated jump could send you to your doom. This is a fairly small arena, best suited for duels or small groups. .

Ideal player load:	2 to 8
Single-player frag limit:	15
Weapons available:	Flak Cannon, Ripper, Rocket Launcher, Minigun, GES BioRifle, Pulse Gun
Items available:	Health Packs, Health Vials, Body Armor, Shield Belt, Invisibility

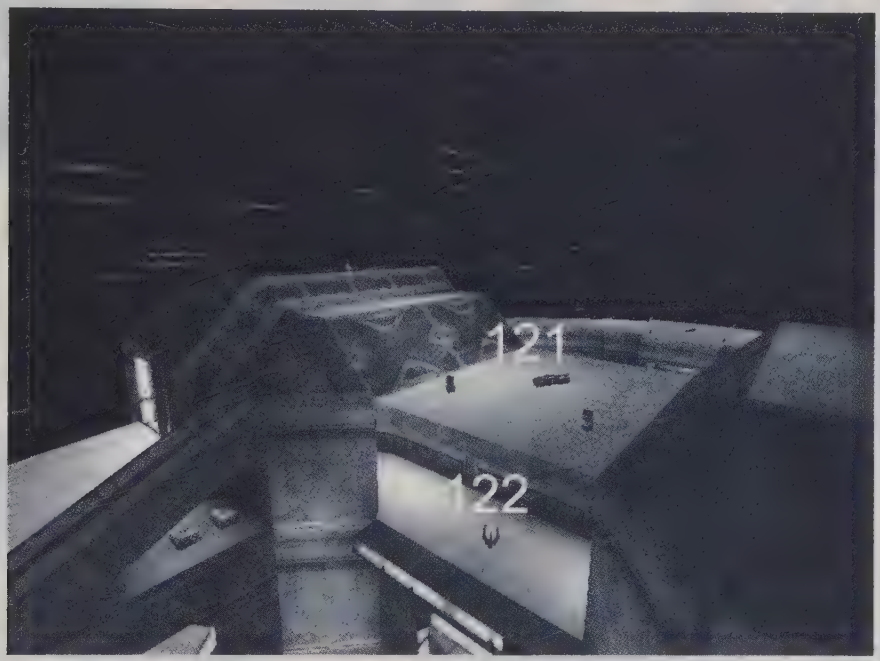
Weapon/Item Locations



The ship's cargo hold is split into two sections and contains a variety of items, health, and weapons. There is a **Minigun** and ammo (116) in the left half of the hold, as well as a suit of **Body Armor** in the short hallway joining the two hold areas. The right-hand hold area contains a **Ripper** and ammo. The ramps (117) lead down to the lower cargo area, which contains a **Flak Cannon** and a **GES BioRifle**, complete with ammunition. The yellow teleporters (118) give you a quick way to travel between the two parts of the hold.



The circular area in the center of the ship contains several **Health Vials**, as well as the important **Shield Belt** (119). There is also a **Pulse Gun** opposite of the **Shield Belt** (120).



The ship's exterior holds several **Health Packs**, as well as a **Rocket Launcher** (121) and a **Shock Rifle** on the top of the ship. You can get to the top by either jumping or running up the sloped section. Finally, there is an **Invisibility** powerup (122) near the observation window at the front of the vessel.

Be careful when outside the ship! This is a low-gravity area, and if you accidentally jump (or get knocked) off the ship, you'll be sucked into the vacuum of space.

Tip

Xan dynamically adjusts to how well you're doing. So watch your back if you start to win — he'll put extra effort into the fight to come from behind!

Key Locations and Routes

Since this arena is small, there are not too many key areas. After arming yourself in the cargo hold area, try to stick to the circular center of the ship, where you can scoop up the Health Vials and the Shield Belt as they respawn. This will go a long way towards keeping you alive. Going for the Rocket Launcher on the top of the spaceship is risky, but will reward you with the powerful weapon.

Beating Xan in the single-player tournament on this map is not an easy task. Make sure that you dominate the Shield Belt and Health Vials in the circular central area—keep them out of Xan's hands! Stick close to this area unless you're making a run for some weapons or the Body Armor in the cargo hold. Your best chance of beating Xan is to use splash damage weapons like the Flak Cannon or the Rocket Launcher, since he moves so erratically.

Listening to sounds is critical on this level when you're battling Xan. Since there is only one other opponent on the map, listening to sounds can instantly reveal the location and actions of the reigning champion. If you hear the "ching" of the Body Armor, you know where he is. Same with the whir of the Shield Belt, the chime of the Health Vials, the low buzz of the Invisibility, or the clank of any of the arena's weapons. Knowing where Xan is before you see him is one of they keys to beating him.

As mentioned before, stick to the center of the ship with the Health Vials and Shield Belt. Here you have quick access to several weapons as well as the Body Armor. Don't venture out onto the low gravity hull of the ship unless you're feeling very lucky. Xan is simply too good a shot and will probably send you spinning into space with the Shock Rifle or Rocket Launcher.

Beating Xan is tough, just like it should be. Keep trying and you'll eventually get him, adding the final trophy to your impressive collection.

Note

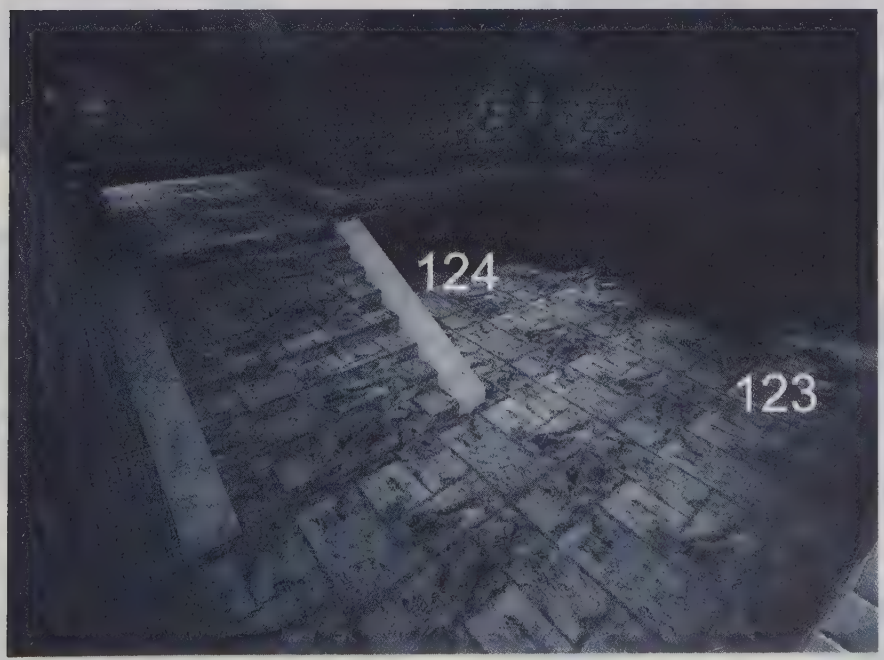
The maps that follow are extra Deathmatch maps that are available in multiplayer and practice mode. You won't play them in single-player tournament mode.

Curse (DM-CurseII)

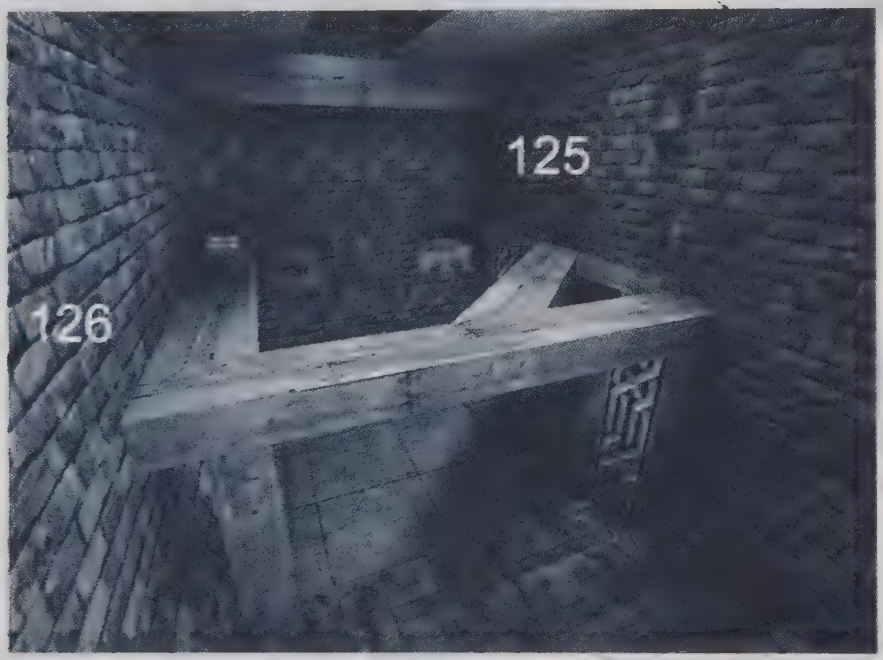
This is another gothic structure with stone hallways and many twists and turns. The overall structure of the arena is square, but with several different levels and an outside rooftop courtyard. Combatants should not have too much trouble finding each other on this map, but may have difficulty keeping a bead on a fleeing target due to all the twists and turns.

Ideal player load:	4 to 12
Weapons available:	Shock Rifle, Flak Cannon, Sniper Rifle, Ripper, Rocket Launcher, Minigun, GES BioRifle
Items available:	Health Packs, Shield Belt, Health Vials, Thigh Pads, Antigrav Boots

Weapon/Item Locations



In the room with a short flight of stairs leading up to a ledge, there is a **Flak Cannon** (123) overlooking a hallway, and a pair of **Thigh Pads** hidden under the stairs (124). The archway opposite the stairs leads to a hallway with a **GES BioRifle**, some ammo, and some **Health** atop a ledge. To get to the items, follow the hallway until you come to another short flight of stairs, run to the top of them, then hop to the ledge on your left. There is also a **Rocket Launcher** and ammo opposite the stairs leading to this ledge.



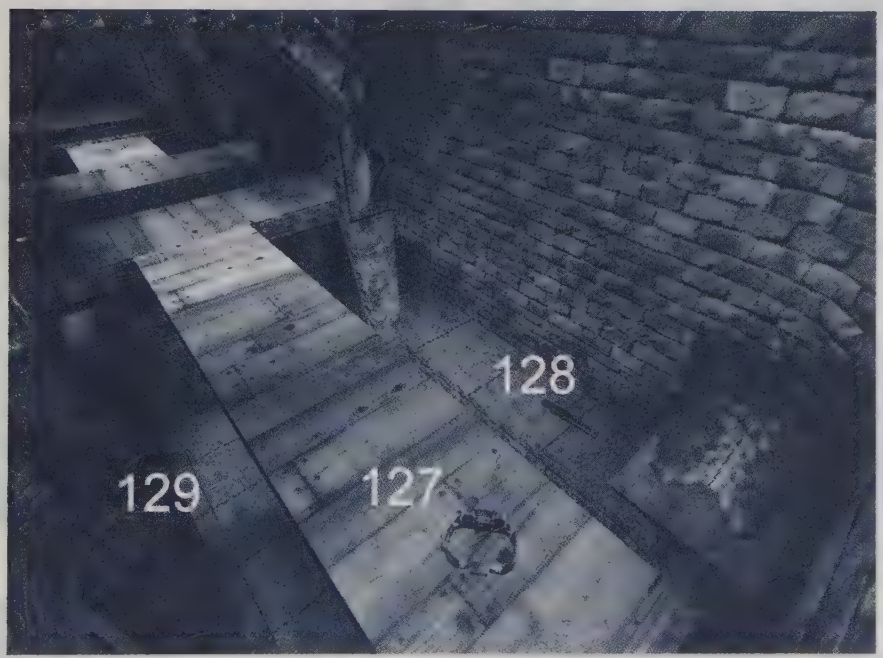
There is also a short flight of stairs near a set of wooden rafters, atop which rest some health. You can access the rafters by the crawlspace near a **Sniper Rifle** with several holes in the ground (125).

Tip

There is a **hidden cache of ammo** here. The section of wall up in the rafters opposite the crawlspace is illusionary, and hides a small nook (126) where you can find the ammo. Most players aren't likely to know this exists, so check for it often.

TIP

The ammo cache nook is also a great place to snipe at people crawling along the rafters looking for the health or the ammo, as you can see *out* the illusionary wall when inside. Just grab the nearby **Sniper Rifle**, set the magnification with the alt fire to about half its max, and go for the headshot. They'll never know what hit them.



The catwalk at the top of this level holds a **Shield Belt** (127) and easy access to a **Minigun** and ammo (128). Use the **Antigrav Boots** (129) in the alcove on the bottom level to jump up to it. There is also a **Ripper** on the bottom level around the corner from the boots. There is also an outdoor courtyard on the uppermost level where you can find some **Health Vials**, a **Shock Rifle**, ammo, and some **Health**.



If you have some juice left in your Antigrav Boots, you can hop to the top of the wall in the courtyard, where you can find some ammo and some good places to snipe at people going for the Shock Rifle.



Key Locations and Routes

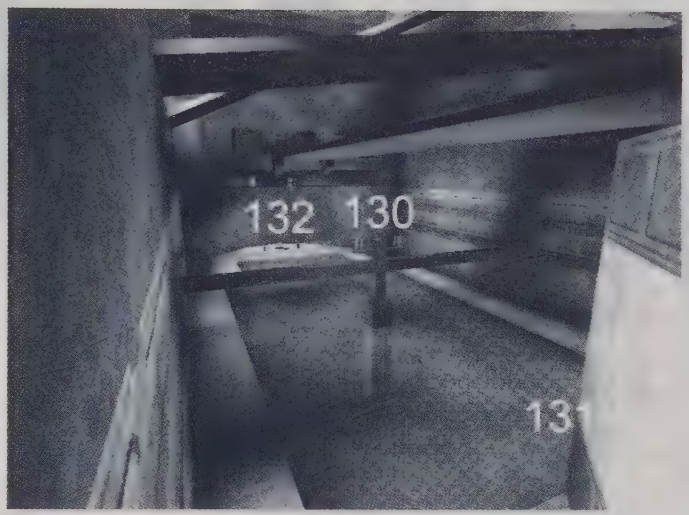
You should make your way from bottom to top when you respawn on this level. Quickly grab the Flak Cannon and Thigh Pads to keep yourself alive, then check for the Damage Amplifier. Once you're here, you can either go for the Rocket Launcher or Shield Belt, depending on whether or not it's about time for the Shield Belt to respawn. The room with the Flak Cannon is likely to see a lot of traffic, both for its weapon, armor, and central location. Otherwise, once you're stocked up keep moving and listening for clues to the location of your opponents.

Deck 16 (DM-Deck16][)

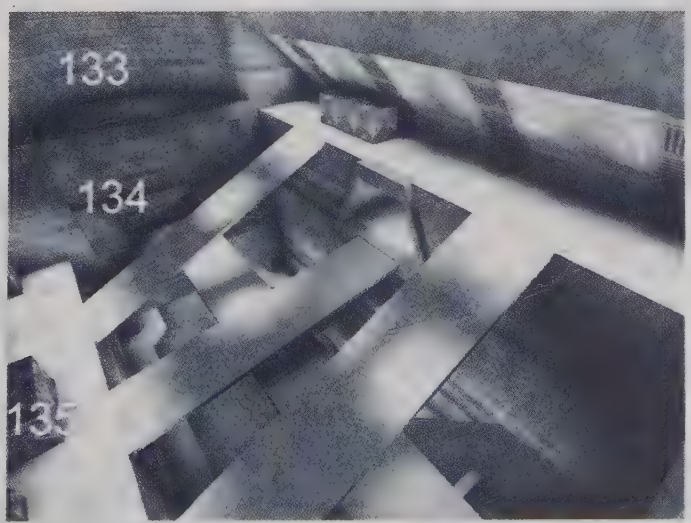
This is a larger map set inside a huge space frigate. There are lots of items available here, and lots of ways to die. Controlling access to the Shield Belt and Redeemer are important on this level if you want to keep your foes at a disadvantage. This map is broken down into three general areas: The lower deck with the toxic waste pool, the upper deck above the waste pool with the ramps and crates, and the foredeck with hallways and lifts. There is a mix of large open spaces and more enclosed hallways, so a variety of weapons is called for.

Ideal player load:	2 to 16
Weapons available:	Sniper Rifle, Rocket Launcher, Flak Cannon, Shock Rifle, GES BioRifle, Ripper, Redeemer, Minigun, Pulse Gun
Items available:	Health Packs, Shield Belt, Antigrav Boots, Health Vials, Body Armor, Thigh Pads, Damage Amplifier

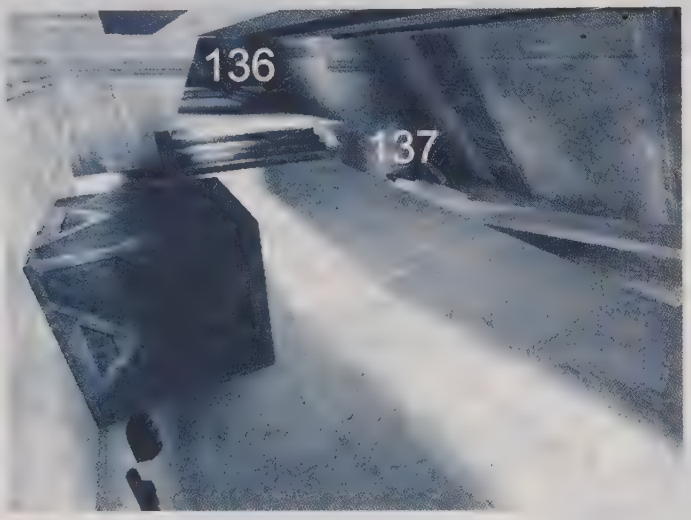
Weapon/Item Locations



The lower deck with the toxic waste pool holds a number of key items. You can get the **Shield Belt** and **Health Vials** (130) either by dropping down onto one of the narrow beams from the deck above, or grabbing the **Antigrav Boots** from the alcove (131). With the boots, you can take a running jump right out of the alcove to place you perfectly on top of the **Shield Belt**. You can then proceed to the **Rocket Launcher** and teleporter (132) opposite the **Antigrav Boots**. The teleporter will take you to a small room containing a **Redeemer**.



Above the lower deck are a series of catwalks and ramps. You can jump across to a ledge containing an **Sniper Rifle** and ammo (133), drop down to the ramp below, then jump across to the **Damage Amplifier** (134). There is a **Pulse Rifle** (135), a **GES BioRifle** and ammo, and a **Minigun** and ammo in this area as well. There is also a set of **Thigh Pads** hidden behind the crate near the Sniper Rifle ledge.



One of the ramps leads to a foredeck with a **Rocket Launcher** on a blue-lit shelf (136) and a room full of toxic waste with some **Health Packs** and a ramp leading down to a **Flak Cannon** (137).



Running up the short flight of stairs near the **Minigun** leads to another side area with two lifts leading down to a storage room behind the Redeemer teleporter. Here you can find a suit of **Body Armor** and a **Shock Rifle** (138), some **Health Packs**, and various ammunition. You can also turn right at these lifts to get a **Ripper**, or left to get an **Sniper Rifle**.

Key Locations and Routes

The large open upper deck area with the three ramps and catwalks is the key area on this map. Being here not only lets you quickly spot and zero in on your enemies, you're also seconds away from the Shield Belt when it respawns. Just be careful not to get knocked into the toxic waste pool by a rocket or Shock Rifle blast.

The Redeemer room is also a good place to stay, since you can ambush opponents using the teleporter before they can react. It also helps to keep the ultra-powerful weapon out of enemy hands.

The cargo area behind the Redeemer teleporter is not necessarily a good place to hang out, since it can be entered from three directions, and you can only look in one of them at a time. Just stay there long enough to grab the Jacket Armor each time it respawns.

Fetid Sewers (DM-Fetid)

This is a claustrophobic level set in misty sewer tunnels. It has many tricks and ways to get around, with several hidden and difficult-to-reach powerups. For this map in particular, it's probably a good idea to load it in a practice session and learn your way around before trying to take on human opponents or a team of bots. The tight tunnels with many twists and turns mean that the element of surprise is rampant on this map. It also means that the Ripper's bouncing blades are particularly effective.

Ideal player load:	2 to 6
Weapons available:	Flak Cannon, Ripper, Rocket Launcher, Minigun, GES BioRifle
Items available:	Health Packs, Damage Amplifier, Health Vials, Thigh Pads, Antigrav Boots, Body Armor, Shield Belt, Super Health Pack

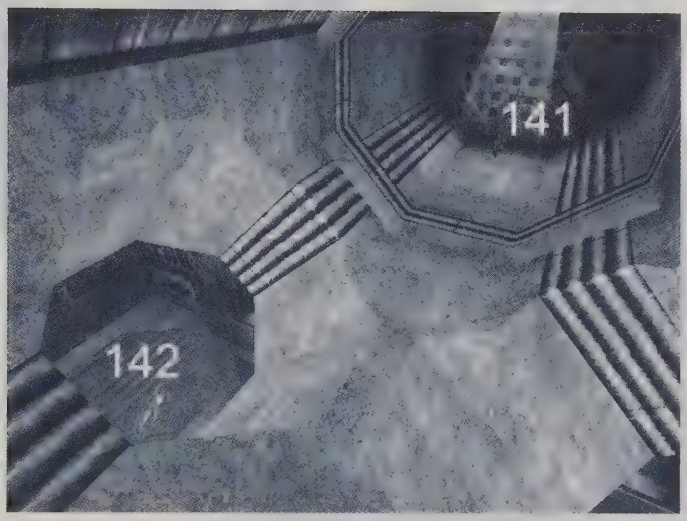
Weapon/Item Locations



Though they overlap to some degree, there are basically three areas in this arena: the lower tunnels, the middle tunnels, and the upper tunnels. The lower levels contain a **Ripper**, a **Flak Cannon**, and a **Rocket Launcher**. The middle tunnels are numbered one through four. The trench labeled "2" is by far the most important, as it offers easy access to several weapons and powerups. First, there is a **Minigun** and ammo (139) at the top of the slope underneath the "2" sign. Second, there is a hidden lift (140) to the left of the **Minigun** that will take you to the upper tunnels. Here you score some **Health Vials** and **Antigrav Boots**.

Tip

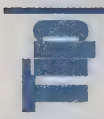
There is a **secret Super Health Pack** hidden near the "2" sign. You'll find it behind an illusionary wall directly opposite the sign. Simply run up the green-lit slope directly across from the "2," and you'll pass through the wall and grab the powerup.



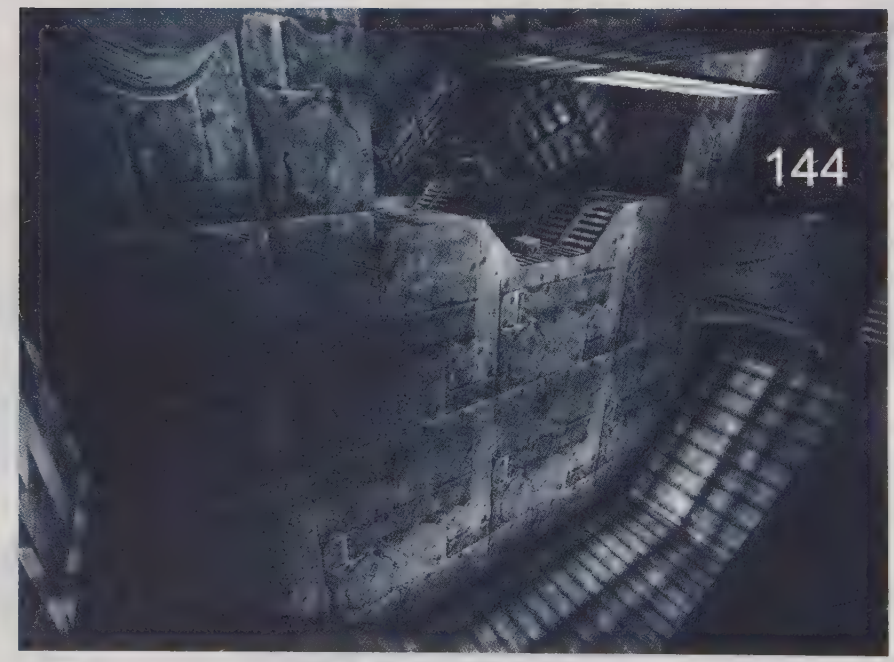
Being careful not to waste the charges on your **Antigrav Boots**, you can drop down from the upper tunnels to the middle tunnels where you can grab some **Thigh Pads** (141). You can then drop down to the left to grab a **Rocket Launcher** (142), or down to the right to the #2 tunnel to check for the hidden **Super Health Pack** again. If you go for the Rocket Launcher, you can first pick up some **Body Armor** by falling down to the lip of the broken pipe just above the Rocket Launcher.



There is a **Damage Amplifier** hidden in the ceiling near the #2 pipe. To get to it, first grab the **Antigrav Boots**, then run along the pipe where you get the **Body Armor** until you can see the #2 sign (just above the hole in the pipe with the **Rocket Launcher**). Jump from above the Rocket Launcher to the *top* of the angled green-lit pipe (143). Then run up the pipe and grab the **Damage Amplifier**. You can also grab a **GES BioRifle** by jumping to the other angled pipe on the opposite side of the Body Armor.



The GES BioRifle is downright deadly in the confined quarters of the lower tunnels. Use it liberally there to rack up your score.



You can also use the Antigrav Boots to score a **Shield Belt** and **Razor Blades** (144). Go to the #1 pipe and run down into the green-lit trench opposite its sign. Then use the boots to jump up to the *top* of the broken pipe opposite the sign.

Key Locations and Routes

Always try to stay near the #2 pipe, as it contains easy access to the Minigun, the hidden Super Health Pack and the lift leading up to the upper tunnels. Go from there to the upper tunnels to grab the Antigrav Boots and stock up on armor and Health Vials. Use the Antigrav boots to get either the Damage Amplifier, the GES BioRifle, or the Shield Belt, depending on which one is due to respawn. Once you're equipped and armored up, rush down to the lower tunnels with either the BioRifle or the Ripper and rack up some frags. Then repeat the pattern.

Bots on this map tend to stay in the lower tunnel area, running back and forth looking for opponents. This makes them very easy to kill, especially if you're suited up with the Rocket Launcher and Body Armor. Simply run around in the tunnel and half the time you'll catch them with their backs to you. Gun them down and repeat.

Gothic (DM-Gothic)

An old gothic cathedral might not be the first thing that comes to mind when one thinks of *Unreal Tournament* battlegrounds, but the location scouts for the Lilandri corporation had a vision. This arena's dark, brooding atmosphere is perfect for the competition. It features a series of large interconnected rooms, and is generally one level, with the exception of a couple of balcony areas and an attic. It is usually reserved for larger groups of combatants, but members of smaller groups might feel also feel a rush as they try to hunt down their prey.

Ideal player load:	6 to 10
Weapons available:	Flak Cannon, Ripper, Rocket Launcher, Minigun, GES BioRifle, Redeemer, Shock Rifle, Sniper Rifle
Items available:	Health Packs, Damage Amplifier, Health Vials, Thigh Pads, Body Armor, Shield Belt, Super Health Pack, Invisibility

Weapon/Item Locations

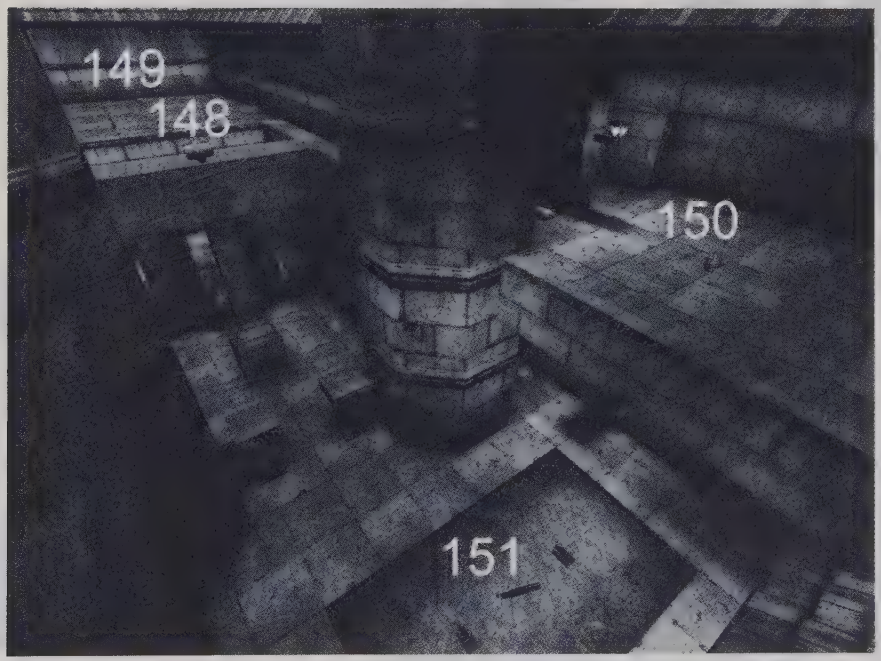


One key area to get used to visiting is the room with two short parallel staircases leading down underneath a balcony with a **Rocket Launcher** and teleporter (145) that leads to the attic area. The staircases under the Rocket Launcher lead to the **Redeemer** room, where you can pick up the massive weapon. The other short stairs (146) that flank the Rocket Launcher's small balcony lead to a larger balcony area where you can find health, a **GES BioRifle** and ammo, as well as an entrance to the attic area. Here you can grab some **Body Armor** and a **Sniper Rifle** and rounds.



The archway beneath the **BioRifle's** balcony leads to another room with several exits and a **Minigun** and ammo (147) hidden behind two pillars. The exit opposite the Minigun leads to a room with four **Health Vials** tucked in cubby holes. The exit from that room leads to a room with a **Flak Cannon**, ammo, and some **Health**.

The open door leading out of the Flak Cannon chamber leads to the outdoor courtyard. Here you can grab a **Damage Amplifier** and **Health Vials** from inside the small tower. Check this area often!



Another outdoor area bathed in purple light is accessible from another teleporter (near the Thigh Pads) or an archway near the Minigun room. If you take the teleporter, you will arrive on the outdoor balcony where you can grab some **Health**, a **Super Health Pack** (148), a **Shock Rifle** (149), and an **Invisibility** powerup (150). Dropping down to the ground below will get you another **Minigun** (151).



The last area in this arena lies opposite the staircase leading into the **Minigun** room. In this area you will find two sloping ramps flanking a set of **Thigh Pads** and a teleporter (152). The teleporter leads to the outside balcony. The ramp on the left leads to a **Ripper** and ammo, while the ramp on the right leads to a **Pulse Gun** and ammo. Both ramps can be used to access a ledge with **Health Vials**, a **Shock Rifle**, and some **Health**.

Key Locations and Routes

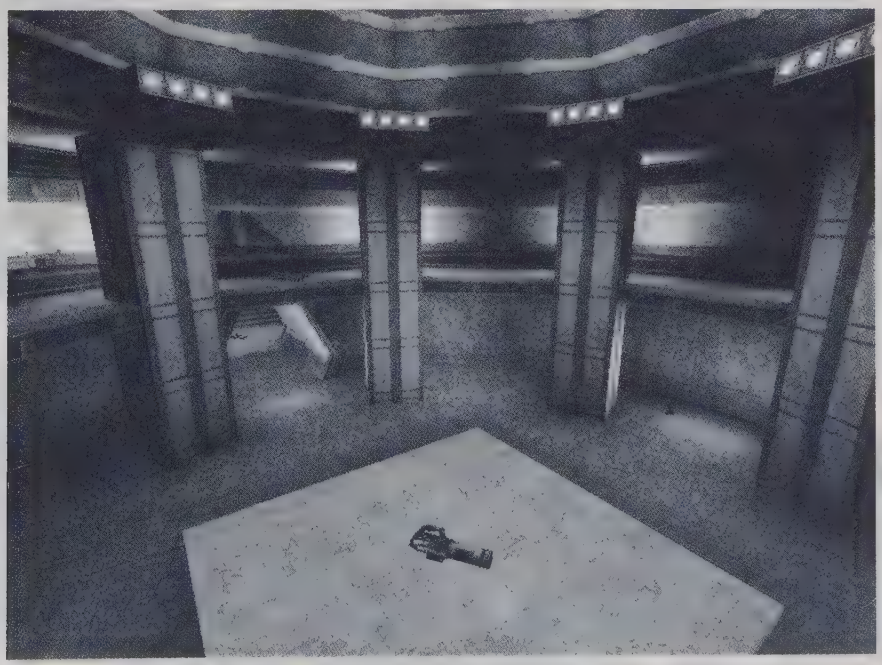
The two rooms most likely to see intense action are the Redeemer chamber and the courtyard with the Shield Belt and Damage Amplifier. You should go there looking for action when you're ready to take it on. When you respawn, you should immediately head to one of these two locations, picking up weapons along the way. Once you have the Redeemer, use its alternative fire to guide the missile to one of the larger, more crowded room to score multiple points. If you get the Shield Belt and Damage Amplifier, switch to the Minigun if you have it and take out as many foes as you can before it runs out. The attic area with the Body Armor is also important in this map, but it is relatively out of the way and you'd probably be better served by the Redeemer or Damage Amplifier if they've respawned.

Morbias (DM-Morbiasii)

Sometimes the simplest arenas can be the most fun. This map is essentially a large, circular room with a ridge running around its circumference, accessible by two lifts from the main floor. Perfect for duels or intense games of Last Man Standing, expect the fighting on this map to be intense. There isn't even any health.

Ideal player load:	2 to 6
Weapons available:	Rocket Launcher, Redeemer
Items available:	None

Weapon/Item Locations



There isn't much to describe here. There are two **Rocket Launchers** on the ridge running the parameter of the main floor, one **Rocket Launcher** near each lift, and a **Redeemer** in the middle. **Rocket Packs** can be found scattered about, both on the ground floor and the ridge.



Key Locations and Routes

There are none to speak of. Try to stay on the overhead ledge, as it gives you the option of diving over the side when you get low on health or you see the Redeemer respawn.

Pyramid (DM-Pyramid)

This is a relatively simple arena consisting of a four-level pyramid. Players travel between the layers by using a central air shaft. Dropping off the ledge of the pyramid is, of course, fatal and not at all recommended. Due to the large number of weapons on this level, it makes for a fast and fun match between even large numbers of players. Just be prepared to die a lot.

Ideal player load:	2 to 8
Weapons available:	Pulse Gun, Ripper, Shock Rifle, Rocket Launcher, Flak Cannon, GES BioRifle
Items available:	Health Packs, Body Armor, Antigrav Boots, Damage Amplifier, Shield Belt

Weapon/Item Locations



The bottom level of the pyramid contains some **Health**, a **GES BioRifle**, and a **Rocket Launcher**. The second level holds a **Flak Cannon** and a **Pulse Gun**. The third level houses a **Ripper** and a **Shock Rifle**.



Use the GES BioRifle to send globs of toxic waste floating up into the central column of air used to travel between levels. In crowded games, this can mean multiple kills.



Use the *jump* and *crouch* keys to move up and down while in the pyramid's central column. This is much easier to do than looking up/down and using the Forward button.

There are also four powerups hidden beneath the pyramid, but getting them is very risky. There is a **Damage Amplifier**, a **Shield Belt**, some **Antigrav Boots**, and a **Body Armor** floating around in the currents of air beneath the pyramid. To get them, simply float down below the bottom level. But be careful and stick as close to the ceiling as you can, or you'll drop to your death below.



Key Locations and Routes

There are really no key locations or patterns on this level. The bottom level of the pyramid holds the level's two most powerful weapons, so you might want to stay close to it, though it's never far away. It's generally not worth the risk going for the powerups below the pyramid; you're too easy a target, and too many falls could actually put your score in the negative.



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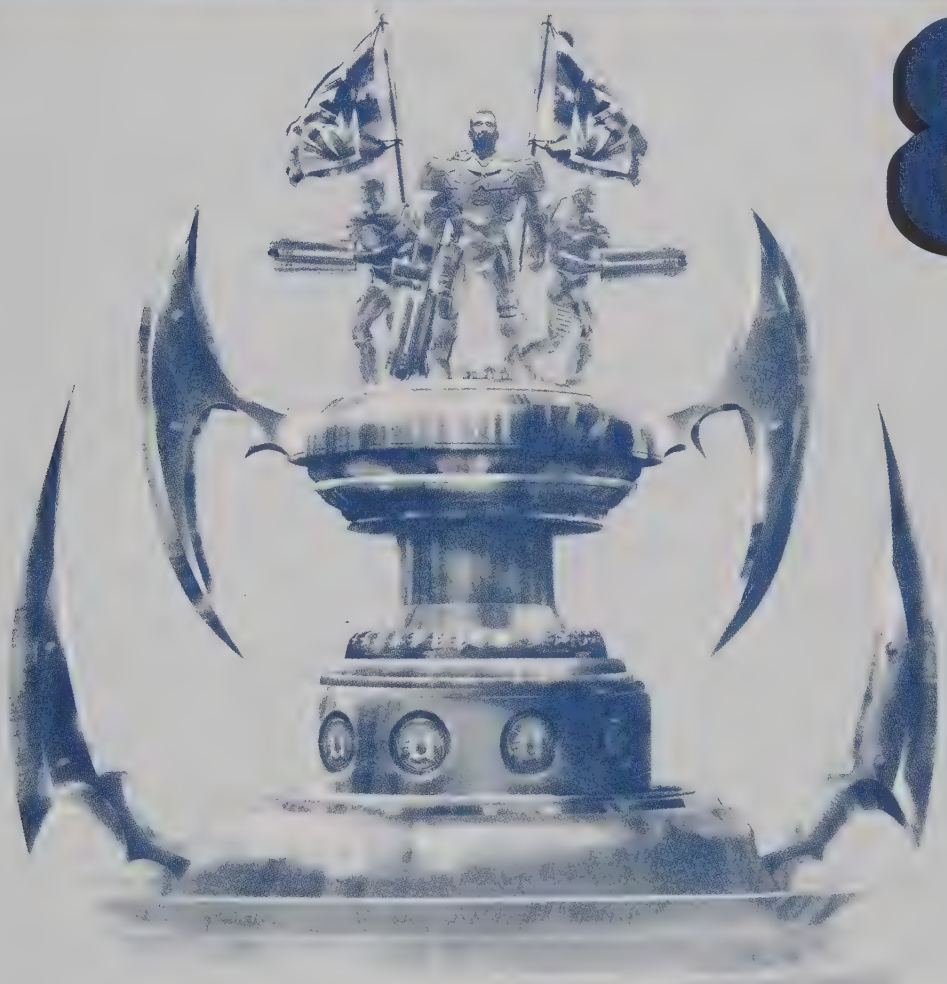


Domination

d you ever play King of the Hill when you were a kid? The idea was that you found some mound of dirt and everybody fought to be the guy who stayed on top. The longer you could fight off your rivals, the better you were. The winner was usually some Neanderthal kid who shaved by the time he was in the 4th grade, but it was still fun. And it was good practice for *Unreal Tournament*'s Domination. There are several "hills" in Domination, and you blast your opponents to Kingdom Come instead of pushing them, but the idea is the same: dominate a certain spot for as long as you can. Sound interesting?

DOMINATION AT A GLANCE

As with all the other team games in *Unreal Tournament*, players are split into two teams: red and blue. Scattered throughout the arena are "control points" that your team must claim and dominate in order to win. Otherwise, this game plays like a game of Teamplay Deathmatch. The difference is that the overall goal is to dominate the control points more than it is to kill your opponents (though the two usually go hand-in-hand). This creates a game that is constantly fluxing between offense as you try to capture control points, and defense, as you try to maintain control of them. Things get intense around control points, and the tide of the game can change very quickly.

DOMINATION RULES

As with most games, the team with the most points wins the game. But scoring points here involves more than just blowing your opponents away. This is a game of territory and defense:

- **Objective**—The objective of Domination is to score more points than the other team. This is done through capturing and retaining control of the control points scattered throughout the arena.
- **Scoring**—Team points are scored in one way: maintaining possession of control points. To do this, you must first run through a control point. This changes it to your team's color, both in the game and on your HUD. But just running through a control point isn't good enough; you have to prove that you can hold it. Once the color is changed, you gain one point for every four seconds that you control that point. Once an opposing team member runs over the control point, you loose possession of it and you stop accruing points until you change it back.
- **Ending a round**—A round ends once the game's point or time limit is reached. At that point a new arena is loaded and both teams' scores return to zero.
- **Winning**—The team with the most team points at the end of the round wins. Individual points scored from frags have no meaning in Domination.

DOMINATION STRATEGIES

Got the basic idea? Good! Because this game is a bit more complicated than your basic deathmatch free-for-all, it requires a few new strategies to dominate your opponents.

Basic Strategies

- **Guard the control points**—This is a game of *control*. The objective isn't to see how many times you can make a control point change colors. Rather, you should make sure you keep it your color as long as possible. If you come across a control point with nobody guarding it, claim it and stay put. Holding it off for even just a few seconds means more points for your team
- **Use human guards**—Because humans typically make better guards. If you're playing in a mixed game, make sure the humans take the defensive role. The bots are better at offense anyway.
- **Aim for the control points**—When defending a control point, your opponents' behavior is fairly predictable: they'll probably try to use the strategy listed above and try to disrupt your possession of the point. Since you know where they'll be headed, lay down a volley of rockets or other ammunition for them to have to walk through on their way there. Many times they won't make it. This is especially effective in high lag situations where drawing a bead on a moving opponent is virtually impossible.
- **Fetch, boy! Fetch**—Support your control point guards by getting them better weapons. Go find that Flak Cannon or Rocket Launcher, then bring it back to them and drop it for them with the semicolon (;) button. That's what teamwork is all about!
- **Leave supplies for guards**—If you're not on guard duty, don't sweep in to a control point room and scoop up all the health, weapons, and ammo. The guards need those more than you do. You've got the whole arena to roam; they've got to stay close to the control point to do their job.
- **Set up crossfire**—When guarding a control point, fire at attackers from different angles. This will help ensure that their attempt at the control point is a short-lived one. Dodging one stream of fire is relatively easy; dodging two or three is a lot harder.
- **Run short-range recon**—If you have a guard to spare for a particular guard point, run short-range recon. You can look for incoming enemies and let the others know about powerup respawns and the defenses around other control points. This is also a great chance to fetch more powerful weapons for the guards.

- **Disrupt the other team**—Do everything you can to disrupt the other team's domination of a control point. Jump on any control point you come across and change it to your team's color. Even if you can't hold onto it, you may still rob the team of several points while they try to deal with you.
- **Switch off for supply replenishing**—Control point guards will often need to regain health and ammo. Just make sure that everyone doesn't go do this at once. Take turns restocking instead of leaving a control point totally undefended. It only takes a second for someone to disrupt your possession and set you back several points.
- **Communicate your needs**—If you're on defense, let your teammates know what you need. Tell them if you're low on ammo or health, or if you need a better weapon. They may not know otherwise.
- **Attack in groups**—Just like CTF and Assault, the most successful raids are done by groups. The most that a single attacker is likely to do is disrupt possession of a control point that is well defended. A group of three or four players, however, can take possession of it and guard it long enough to start racking up points.
- **Kill before recapturing**—If someone sneaks in and manages to disrupt your possession of a control point, concentrate on killing them first before reclaiming the point. You have two seconds before they start scoring points, so try to eliminate their threat before throwing your life away on changing the control point back. If, however, the two seconds is almost up and you still haven't managed to get rid of them, try to disrupt their possession to keep them from earning points.
- **Watch all entrances**—Some control points are positions so that they can be assaulted from two or more directions. Put more guards on these points and have each guard watch a different direction for enemy attackers.

Advanced Strategies

- **Use the Translocator to surprise defenders**—Some control points are normally assailable from only one direction. On many arenas, however, there may be an alcove or dead-end hallway near the control point where you can drop a Translocator beacon. You can then teleport back later if the control point falls into enemy hands. Most defenders won't be watching that direction, so you'll get a few free shots. Many times that's all it takes since the enemy may be weakened from fighting off previous defenders.
- **Order bots to freelance**—At the beginning of each match with bots as your teammates, take a second to order all of them to freelance. This will cause the bots to go around looking for control points to secure. Sometimes they'll even guard them, too.

- **Load up the Rocket Launcher to clear defenders**—Many defenders clump around the control point in tight groups. Loading up your Rocket Launcher with six rockets, then dashing around the corner and firing them all at once can often clear out entire packs of defenders.
- **Spread out**—To avoid falling prey to the Rocket Launcher offensive trick above; spread your defenders out a little. Not everyone has to stand directly on top of the control point; give each other some room and you'll rob the enemy of the chance to capitalize on splash damage weapons like the EightBall or the alt fires from the ASDM or Flak Cannon.
- **Use a decoy**—If you can assault a control point from multiple directions, send a decoy to draw fire in one direction while another group moves in from behind or the flanks. Catching defenders by surprise and quickly award you possession of the control point.
- **Use powerups wisely**—Who gets a powerup like the Super Health Pack or Shield Belt should depend on how many control points your team possesses. If you have all or most of them, let defenders have these items, since it will help them retain control and keep scoring points. If, however, the enemy has all of most of the control points, Give the powerups to the attackers so that they have the best chance of knocking the enemy defenders down.
- **Always use the Damage Amplifier on offense**—This powerup is of limited use to defenders since it wears down in a relatively short period of time. On the other hand, attackers can quickly use it to capture other control points.
- **Use the Shock Rifle to knock away defenders**—Many control points are situated atop catwalks, ledges or other precarious places. Aim the ASDM or the Eightball Gun at defenders' feet to knock them over the edge. If it doesn't kill them, it will give you a few seconds to claim the control point while they climb back up. In addition, you're now in the defensible position.
- **Use the Redeemer on offense**—When it comes to bang for your buck nothing beats the Redeemer. This weapon is best used on offense when trying to seize control points. Use the alt-fire to guide the rocket around a corner and have it dive into the ground right at the defenders' feet.
- **Suicide redemption**—Still, the Redeemer can be well used for defense in certain situations. If the game has *friendly fire %* set to 0.00, you can use the Redeemer to defend a control point. Sure, you'll die from the enormous splash damage, but your teammates will just get knocked around a little. Only do this as a last ditch against larger groups of enemies, though, since using it to take out a single attacker is overkill (pun intended).

- **Suicide splash**—Another effective suicide technique is to stand on top of the control point and blast any attackers at point blank range with an area effect weapon. The effect isn't as dramatic as the Redeemer suicide defense, but it works against a single attacker. Just be sure you have other defenders there to pick up the pieces after you frag yourself.
- **Use the Translocator for health/ammo/powerup runs**—If you're on defense and need to make a run to replenish your supplies, drop a Translocator beacon down at the control point before taking off. You can then cut the length of your trip in half by teleporting back after you're restocked.

ARENA-BY-ARENA TIPS

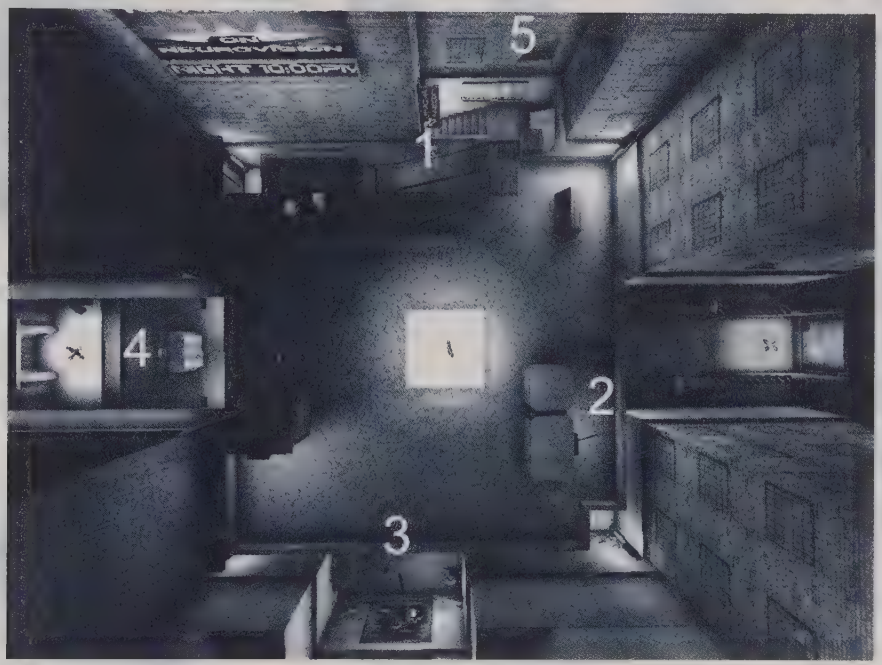
There are fewer Domination arenas than there are Deathmatch arenas, but there are certainly still enough to provide quite a challenge and a long trip up the Domination championship ladder. Most arenas have three control points, which must be dominated by up to four teams. Sometimes the control points are close together, sometimes they are on opposite ends of the map. The many different combinations of control point placement, terrain, item placement, and enemy behavior ensure that every arena requires some modification in your strategies, so that only those who have truly mastered the game will be able to make it all the way to the top.

CONDEMNED (DOM-CONDEMNED)

This relatively small map is set in an urban jungle with concrete walls, alleys, and a strategic rooftop. The feeling is gritty and the action is particularly intense, especially with larger groups of players. Expect control points to change hands often and most strategy to go out the window for all but the most veteran players. There is, however, a secret powerup and a few key strategies that will allow you to take control of the mayhem and come out on top.

Ideal player load:	6
Single player score limit:	100
Weapons available:	Shock Rifle, Rocket Launcher, Minigun, GES BioRifle
Items available:	Health Pack, Shield Belt, Antigrav Boots, Super Health Pack

Weapon/Item Locations



There is a **GES BioRifle** and ammo near the ramps leading to the rooftop (1), where you can find **Health** and a **Shock Rifle** (2). There is also a **Minigun** and ammo (3) near the inside stairway leading to the rooftop, where you can grab a **Rocket Launcher** and ammo. There is a **Shield Belt** (4) near the **Arturo's control point**, but you must drop down from the rooftop above to get it. Another **Shock Rifle** and a pair of **Antigrav Boots** await near the **Garage control point**.



Use the Antigrav Boots or Translocator to jump up to the **Super Health Pack** (5), or just jump from the metal ramp leading up to the rooftop.

Control Point and Defense Strategies

The rooftop control point is definitely the most strategic. If you control it, you can access the other two control points below, or attack their defenders with relatively little fear of them shooting back at you. There are also four Health Packs near the rooftop control point to keep defenders healed up, but they must constantly be looking out for attackers with the Rocket Launcher coming up the inside stairs. Those trying to lay siege to the rooftop should try to come up both entrances (the stairway and the fire escape) at once to maximize their chances of success.

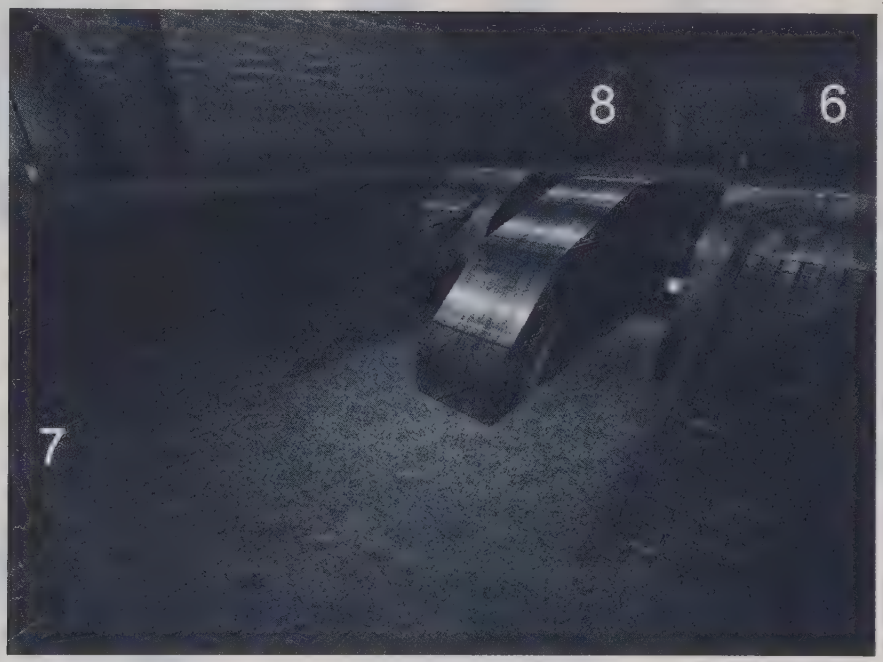
The Arturo's and Garage control points are vulnerable to attacks from the Rocket Launcher and GES BioRifle since they back up to walls. Defenders should not stand directly on top of them for this reason. Whenever you make a run for these control points from the rooftop, be sure to drop a Translocator beacon before you jump down, so you can teleport back up quickly once the control point is secured or if things get a little too hot.

Ghardhen (DOM-Ghardhen)

This industrial area is the setting for another Domination arena, but this one requires a little more strategy to win on. It is divided into three areas: the upper, central, and bottom areas, each of which contains a control point. You can move between the areas using lifts, ramps, or stairs, and there are also two side hallways where you can pick up some heavy artillery. The control points are not as easy to move between, and still difficult to defend since attack can come from any reason. There are, however, only a few paths between points in this arena, so if you know the layout by heart you can quickly surmise where your opponents and teammates are at any time.

Ideal player load:	4 to 6
Single player score limit:	100
Weapons available:	Shock Rifle, Rocket Launcher, GES BioRifle, Ripper, Flak Cannon, Pulse Gun
Items available:	Health Pack, Antigrav Boots, Super Health Pack, Damage Amplifier

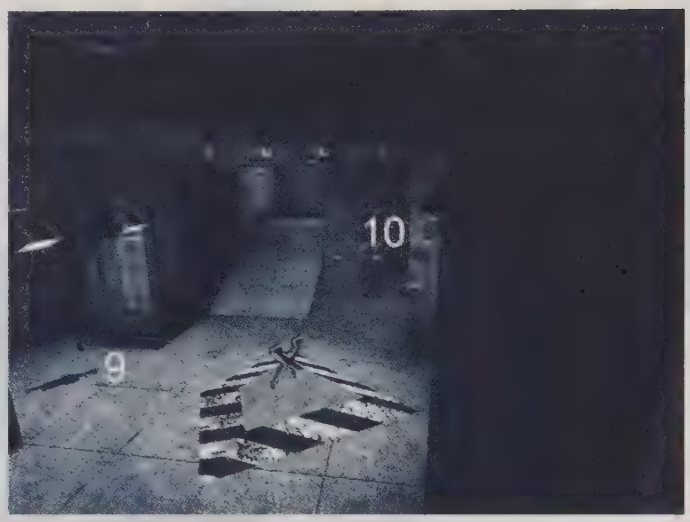
Weapon/Item Locations



The upper area only contains some health, but the middle room contains a **Ripper** (6), a **Pulse Gun** (7), and a lift leading up to the **upper control point** (8). There is also a lift near the **Pulse Gun** leading up to the room with the **central control point**. The two doorways on either side of the room lead to the side hallways where you can grab either a **Rocket Launcher** and ammo or a **Flak Cannon** and ammo behind the large circular doors. The hallway with the **Flak Cannon** also contains a **GES BioRifle** and ammo at its end.



There is a **secret Super Health Pack** hidden up on the rafters in the side room with the Flak Cannon. Use the Antigrav Boots or your Translocator to get up to it. A **secret Damage Amplifier** is similarly hidden in the room with the Rocket Launcher.



The ramp to the left of the **Pulse Gun** in the middle area leads down to the lower area and the **bottom control point**. You can also access this area from the **central control point** room, and the **Rocket Launcher** side hallway. Here you will find a **Shock Rifle** (9) and **Antigrav Boots** (10).



Use the Antigrav boots to jump up to the rafters and grab a **Flak Cannon**, some ammo, and some **Health**. This is also a good place from which to pounce on attackers going for the bottom-level control point.

Control Point and Defense Strategies

The top-level control point is on a balcony overlooking the central area. You can get to it either by taking the lift from the central area (to the left of the Pulse Gun) or by taking the lift near the GES BioRifle in the side hallway. This is probably the easiest control point on this map to defend, since attackers must come into your view long before they can touch the control point. Also, they can only come from two directions, and you have a good view of the ones coming up the lift from the central area.

The central control point is behind bulletproof glass below and across from the Top Level point. You can access it via a lift in the central area, either of the side hallways, or the ramp leading up from the lower area. This makes it difficult to hold, since you cannot see all the entrances at once. Expect this point to change hands regularly.

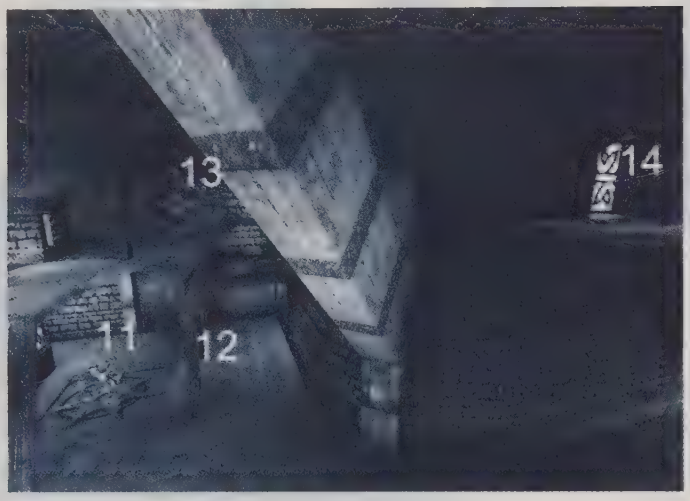
The bottom-level control point is in the basement, but can be accessed from almost any of the other areas on the map. This makes it almost as hard to defend as the central control point. Keep moving in this area and try to guard it in at least pairs. There are also several dark corners where you can drop a Translocator beacon inconspicuously, so that you can quickly teleport to this room when it falls to the enemy.

Cryptic (DOM-Cryptic)

This reconditioned practice arena offers intense action, since it is easy and quick to travel between the control points. Attacks can come from multiple directions, ensuring that holding a control point is a difficult and frantic undertaking. There are basically two halves of this map, joined by a hallway and a teleporter. A wooden catwalk runs above the floor of each half, offering access to weapons and powerups. If you have enough people on your team, use some as supply runners gathering the good weapons and dropping them for the defenders—it's a key to winning. This is also one of the first levels where someone who is skilled at using the Translocator to get around can make a big difference, bypassing the need for lifts or ramps.

Ideal player load:	6 to 12
Single player score limit:	100
Weapons available:	Ripper, Flak Cannon, Shock Rifle, Rocket Launcher, Pulse Gun, Minigun
Items available:	Health Pack, Body Armor, Thigh Pads, Shield Belt

Weapon/Item Locations



The first area contains the **Iron Star control point** (11) underneath the wall painting with glowing red eyes. There is a lift behind the control point that will take you to the catwalk overhead, or you can use a Translocator from the floor below (12). Once on the catwalk, you have access to a **Pulse Gun** (13), ammo, and health on the first ramp, as well as a **Shock Rifle** (14) on the ramp a little further down on the catwalk. The hallway to the left of the top of the lift leads to the other half of this map, as does the stone doorway beneath the Pulse Gun. You can score a **Minigun** and ammo if you take the ground floor passage, or a **Rocket Launcher**, **Health**, and ammo if you take the above ground catwalk route. Finally, taking either the catwalk or the main floor all the way to the right will lead to the **Daemon Head control point**.



The other half of the map contains the third **Gargoyle control point** (15) on the main floor, as well as a **Flak Cannon** (16) and **Ripper**. The wooden catwalk in this area, accessible by a lift, leads to a pair of **Thigh Pads** (17) and a **Shield Belt** (18). The door next to the Gargoyle control point leads to a teleportation chamber linking the Daemon Head and Gargoyle control points, but since the arrival point is up in the air, you can only use it to go one way. You can also grab some **Health** and a **Health Vial** here.

Control Point and Defense Strategies

Expect control points to change hands often in this arena. One can go between Daemon Head and Gargoyle points in a matter of seconds thanks to the teleportation chamber, so try to get the drop on defenders by using this route whenever you see that one of the points has fallen into enemy hands. Another good trick for attacking the Daemon Head control point is to deposit a Translocator beacon on the catwalk overhead, then teleport there to give defenders a big surprise. Splash damage weapons like the Rocket Launcher or Shock Rifle's alt fire work well against defenders here, since they literally have their back to a wall.

You should generally try to stay on the balcony when attacking defenders on this map. Attacking from above gives you an advantage, since splash damage from the floor is difficult to avoid, and opponents will have a more difficult time hitting you from below. The best strategy for scoring points on this map is to control the half of the map containing two control points. The other half of the map may contain better weapons and the Shield Belt, but the Gargoyle control point is extremely difficult to hold since you are open to attack from all directions. Foray into the other area to grab some weapons (especially the Rocket Launcher), but stick to the other half and try to hold onto the two points there to win the match. Once you have a Shield Belt and full health, find a less protected defender and relieve him/her of duty. Putting your strongest players on defense is critical to winning.

Cinder Foundry (DOM-Cinder)

This is a larger level than most of the others, with an industrial metal foundry theme. It is more suited for medium sized groups than small parties. There are several environmental hazards in the form of molten lead, so be careful, especially when using the Translocator to teleport about. The control points are also further apart from one another, so you might expect to be able to hold onto them a little bit longer, though the arena's wide range of weapons will keep you from getting too comfortable.

Ideal player load:	6 to 12
Single player score limit:	125
Weapons available:	Minigun, Sniper Rifle, Ripper, Pulse Gun, GES BioRifle, Flak Cannon, Shock Rifle. Rocket Launcher
Items available:	Health Pack, Body Armor, Thigh Pads, Super Health Pack, Health Vial, Shield Belt

Weapon/Item/Control Point Locations



The **top control point** (19) is located, appropriately enough, in the top level of the arena, accessible from either of two lifts on the main floor. This top area also contains a **Minigun** (20). The hallway to the right of the Minigun leads to a **Sniper Rifle** and ammo, some **Body Armor**, and a lift leading down to the main floor. The room behind the control point leads to some Razor Blades and a pair of **Thigh Pads** perched on some rafters.

TIP

There is a **hidden Super Health Pack** nearby. It is tucked away in the rafters next to the hole in the floor in front of the top control point. To get it, you'll have to be skilled with your Translocator—shoot the beacon into the tight space, then teleport!



The **Lava control point** (21) is located in a lava-lined hallway near the lift leading up to the top area. The archway (22) on the left leads to a room with a lift and a **Pulse Gun** and ammo. The stairs to the left of the control point lead to a hallway with a **GES BioRifle** and into another room with a **Flak Cannon**. The stairs to the right of the control point lead past a **Shock Rifle** and into the third control point's room.

TIP

Again, there are some hidden powerups that you can only reach by using the Translocator. The railing above the Lava control point holds some Health Vials and a Shield Belt. Fire a Translocator beacon in the right spot and teleport up to grab them.



The **Nook control point** (23) is located in a room with lots of goodies. First, there is a suit of **Body Armor** (24) and a **Minigun** near the door, as well as a **Ripper** hidden beneath the ramp (25). The hallway beyond the Nook control point leads to a **Rocket Launcher** and ammo tucked away in a their own alcove.

Control Point and Defense Strategies

The most difficult to defend point on this map is the Lava control point, since you can be attacked from three sides. Minimize this risk by either hiding in the rafters overhead (where you can grab the Shield Belt when it respawns), or hanging to one side so you can keep more of your environment in view. The Nook control point is also difficult to defend, since it is in open space and can be accessed from multiple directions. Again, teammates with more armor and health should volunteer to take over guard duty on a control point wile other players build up their strength.

To score points on this map, do your best to defend the top control point. Unless they use Translocators, your opponents can only enter this area from lifts, and you have the advantage of higher ground and advance warning. When you need to go on an ammo or armor run (such as the nearby Thigh Pads or Body Armor), make sure you drop a Translocator beacon down so you can quickly return to your guard duty.

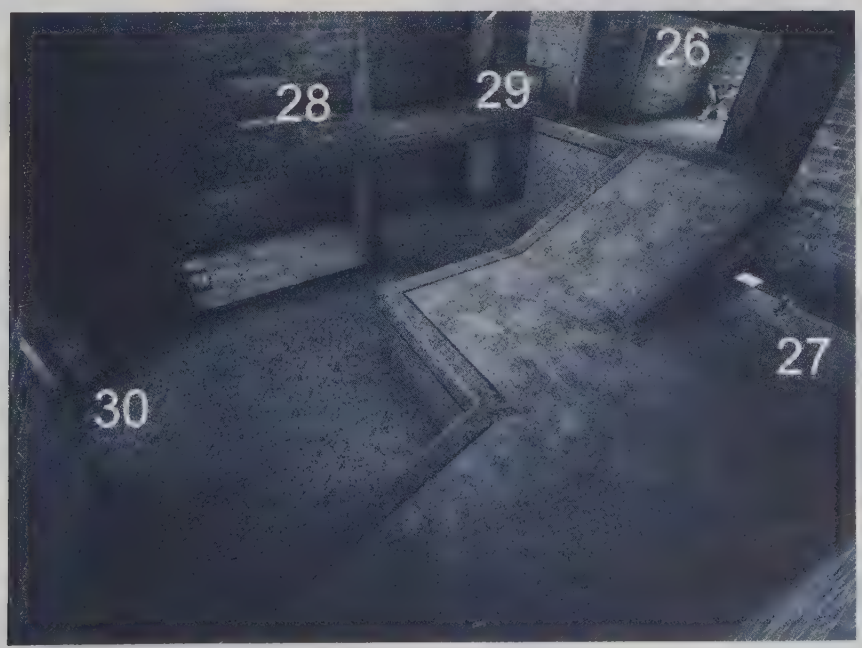
You can also easily hide a Translocator beacon in the Nook room, under the ramp or in one of the dark corners. You can then use the device to quickly return to the room when it falls under enemy control or you need to grab some more ammo for your Rocket Launcher.

Gearbolt (DOM-Gearbolt)

This is another indoor arena of moderate size, where the control points are not all clustered together. This calls for some good teamwork and fancy Translocator action to dominate your opponents. There are many split levels, catwalks, ramps, and lifts on this map, so players that are adept at using the Translocator to get around will have a definite advantage. If you haven't already, practice using the device until you're comfortable with it.

Ideal player load:	6 to 12
Single player score limit:	125
Weapons available:	Flak Cannon, Minigun, Ripper, Rocket Launcher, Redeemer, Sniper Rifle
Items available:	Health Pack, Body Armor, Shield Belt, Thigh Pads, Health Vials

Weapon/Item/Control Point Locations



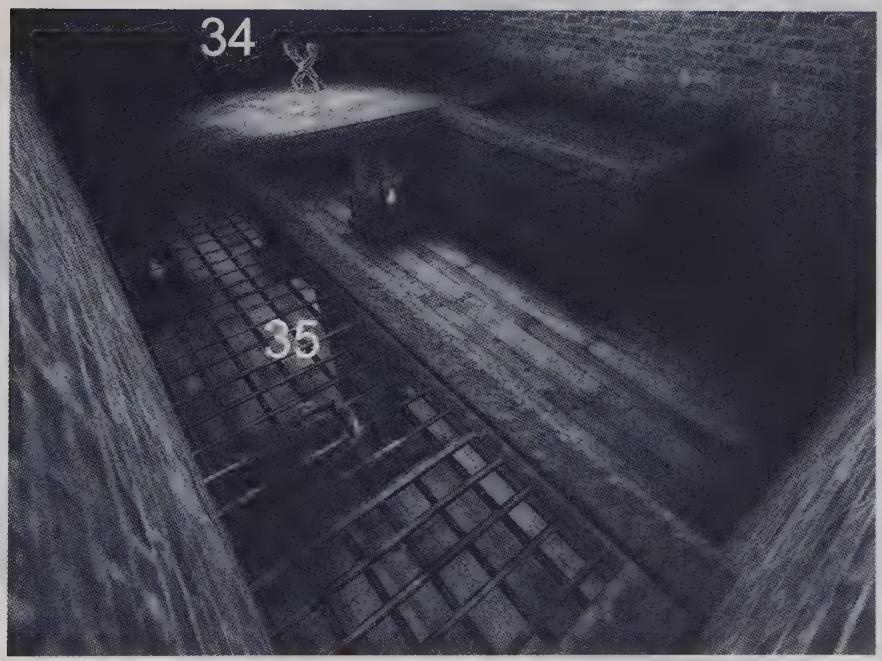
The **Ramp control point** (26) is, as one might expect, at the top of a ramp in a blue-lit room. While defending this location, you can grab some **Health**, a pack of **Rockets** (27), and a nearby **Flak Cannon** (28). The passage (29) to the left of the control point gives you relatively quick access to the **Bridge control point**, or you can hop off the ledge to score a **Minigun** and **Body Armor** above a toxic waste-filled trench. Finally, there is a **Rocket Launcher** just on the other side of the archway (30) at the foot of the ramp.



The **Bridge control point** (31) is on a wooden bridge over an empty floor. The passage behind the control point leads back to the **Body Armor**, **Minigun**, and **Ramp control point**. The passage to the left (32) leads to a **Ripper**, while the passage to the right (33) leads past a **Rocket Launcher** to the room with the **Lift control point**.

TIP

There is a **Redeemer** on this map, a little off the beaten path. It is on a ledge opposite the Bridge control point, on the far side of a room full of metal columns. Grab it whenever you can. You can also find some Thigh Pads and Sniper Rifle nearby.



The **Lift control point** (34) is up on a ledge in a side room. To get it, you must take the lift up. You can also find a **Shield Belt** (35) and **Rockets** here, and a **Rocket Launcher** nearby down below.

Control Point and Defense Strategies

The Bridge is a difficult control point to hang onto, but it is close to the Ramp control point, which is a bit easier. If you're low on defenders, run back and forth between the Ramp and Bridge control points. While defending the Ramp, make sure that you don't stand right over the control point in the little alcove. This makes you extremely vulnerable to Rocket Launcher or Flak Cannon alt fire attacks, since you cannot possibly dodge the splash damage. Stand either on the ramp or to the side by the Flak Cannon. You may even be able to nail opponents as they make a bee-line for the control point.

The Lift is easily defendable, since there is only one way to get up to it, even if you use a Translocator. Secure this point early on and station a couple (or more) guards to hang onto it. This will be the key to scoring points on this level. Don't let go of this point! Go for the Redeemer whenever you can and use it to dislodge defenders entrenched at control points, especially the Lift.

The Leadworks (DOM-Leadworks)

This refurbished metal smelting plant is a perfect environment for a Tournament match. There are many environmental dangers, mostly in the form of pools of molten lead. There are also several secret powerups on this level that you can take advantage of, especially if your opponents don't know about them. The three control points are spaced fairly far apart, and the level is large enough to accommodate a medium- to large-sized group. As is the case with several other Domination arenas, one control point is easier to defend than others, and is likely the key to victory.

Ideal player load:	6 to 12
Single player score limit:	150
Weapons available:	Flak Cannon, Rocket Launcher, Ripper, Shock Rifle, Minigun, Pulse Gun
Items available:	Health Pack, Shield Belt, Super Health Pack, Invisibility, Damage Amplifier

Weapon/Item/Control Point Locations



The **Storage Room control point** is located in its own room, near a **Flak Cannon**. The stairway across from the control point leads to the room shown in the screenshot. This room contains a **Rocket Launcher** and **two secret powerups** that require good use of the Translocator to acquire. There is an **Invisibility** powerup (36) on top of the light fixture above the **Rocket Launcher**. There is also a **Damage Amplifier** powerup (37) in the grated vent above the doorway. Just shoot your Translocator up and teleport in to get the items. There are also a **Shock Rifle**, **Pulse Gun**, and a **Ripper** nearby.

Tip

This room is very important! The Invisibility, Damage Amplifier, and Rocket Launcher make for an incredibly powerful combination. You should check for thes items regularly when guarding the Cooling Room.



The **Lead Tower control point** is in a circular tower jutting out of a pool of molten lead. You can also find a **Minigun**, ammo, and **Health** in this room. The hallway on the right (38) leads back to the **Storage Room control point**, and the hallway on the left (39) will take you to the **Lava Bridge control point**.

TIP

More **secret powerups**! The curving tunnel leading from the Lead Tower to the Lava Bridge leads to a four-way crossroads. To either side there is a room with a weapon and a secret powerup. To the left is a **Flak Cannon**, **Health**, a **Pulse Gun**, and **Super Health Pack** hidden in the grated vent high on the wall (use the Translocator!). To the right is a **Rocket Launcher**, some **Health**, a **Minigun**, and a similarly **hidden Shield Belt**.

Control Point and Defense Strategies

There are two relatively easy-to-defend control points in this arena: The Cooling Room and the Lead Tower. There are two entrances to the Cooling Room, but one of them is rarely used and you are likely to be loaded up with a fully stocked Rocket Launcher and Flak Cannon. Try hard to defend this room so that you can also dominate the Damage Amplifier and Invisibility powerups.

The Lead Tower is also relatively easy to defend, but has two entrances that are difficult to face at the same time. Put at least two defenders in this room and try to dominate it to give yourself a steady flow of points. You can also move from the Lead Tower to the Cooling Room relatively quickly, so spread any extra defenders evenly between those two rooms. If you have enough people, also try to have someone run back to the Cooling Room area to replenish Rocket supplies.

The Lava Bridge control point is difficult to defend since there is so little room to maneuver on it. Your best strategy is to try to dominate the other two control points and simply have a person run interference on the Lava Bridge to keep it from staying in enemy hands for too long at a time.

Olden Aqiufer (DOM-Olden)

This is a map set in an ancient Nali temple, suitable to medium to large groups. It consists mainly of stone walls, lifts, and three levels of wooden catwalks overhead. The control points are fairly spread out on this map, and the different levels created by the catwalks mean that using the Translocator to get around on this map is a must. It also means that attackers from above will have an advantage over those below. There are also a few hidden areas and tricks in this arena, so the information you get here will be valuable. If you haven't learned to make good use of instant damage weapons like the Minigun or Shock Rifle yet, you're going to be at a disadvantage on this map. The large open areas and split levels make it more difficult to frag opponents with the Rocket Launcher or Flak Cannon. Pick the right weapon for the situation.

Ideal player load:	4 to 6
Single player score limit:	150
Weapons available:	Rocket Launcher, Ripper, Flak Cannon, GES BioRifle, Shock Rifle, Minigun
Items available:	Health Pack, Body Armor, Shield Belt

Weapon/Item/Control Point Locations



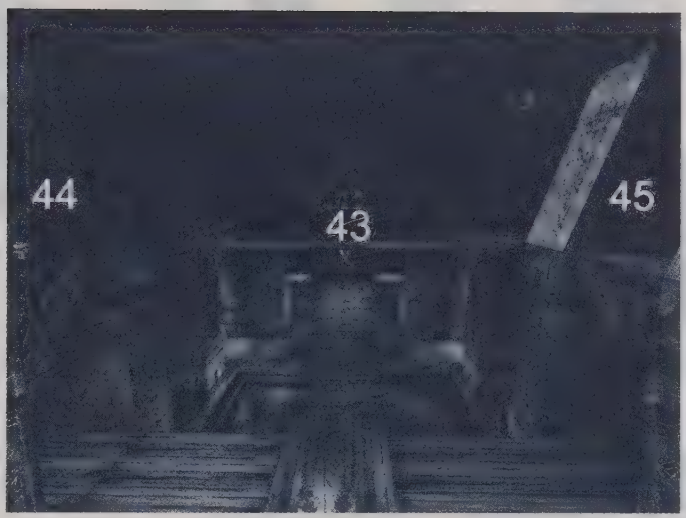
The **lower control point** (40) is on the lowermost level in front of a pool of opaque green water. There is a hole in the center of the pool (41) leading to an underwater tunnel that empties out into a nearby room on the lower level. There is also a **button on the wall** (42) that will activate a lift and take you up to the catwalks and a **Rocket Launcher**. This lower area also contains a **Ripper**, a **Flak Cannon**, a **GES BioRifle**, and a **Shock Rifle**, all with ammo and all within plain view. A **Body Armor** is tucked away in an alcove near the ramp leading up to the first level of catwalks.



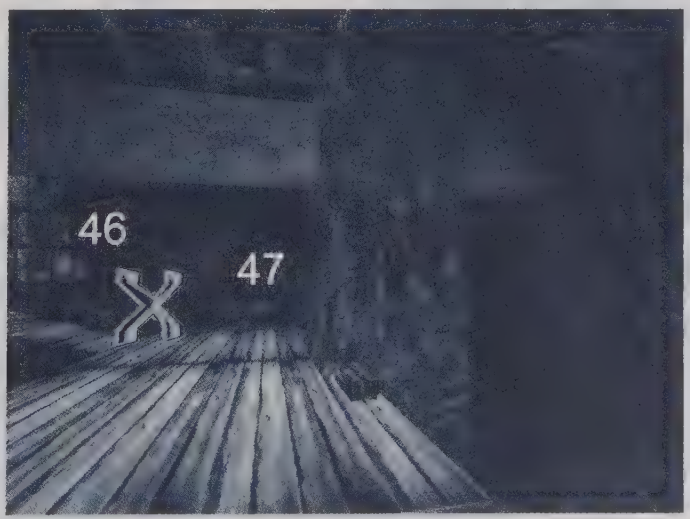
Use the underwater tunnel near the lower control point strategically. Surprise control point defenders by jumping up out of the water. It's also a pretty safe place to deposit a Translocator beacon so you can quickly return to this location.



There is a **secret Shield Belt** hidden on the lower level as well. It's in an underwater pit to the left of the GES BioRifle. Swim down and grab it.



The **middle control point** is on the first level of wooden catwalks. It is located in an alcove (43) along with a **Minigun** and ammo. There is also a **Super Health Pack** (44) nearby that will require the use of a Translocator, as well as a **Sniper Rifle** and ammo (45).



The **upper control point** (46) is located on the topmost level of catwalks. You can access it either by taking a nearby ramp up, using the tall lift from the bottom floor, or using your Translocator. A **Flak Cannon** and ammo (47) are nearby if you feel the need. The top level of catwalks also contains a **Rocket Launcher** and some **Health**.

Control Point and Defense Strategies

All three of the control points are difficult to hang onto in this arena, but especially the Lower one. Unless you have the manpower to spare, you're best served by trying to hold either the middle or upper control points. Just use the lower level for stocking up on weapons and powerups (get that secret Shield Belt). It can be fun, however, to hound opponents defending the lower control point from the catwalks overhead. Many defenders (especially bots) will make the mistake of standing directly next to the wall. This makes them especially vulnerable to the Rocket Launcher and GES BioRifle.

You should focus most of your effort on the Upper point, though, since you can very quickly go from there to the catwalk overlooking the Middle point to rain down some destruction on your opponents' heads if they seize it. You can then drop down a Translocator beacon, jump down and claim the control point, then teleport back to your guard duty up top. Also use the Translocator to return from grabbing the Body armor below the Upper point whenever it respawns. Just watch out for opponents trying to teleport up using their own flying Translocator beacons.

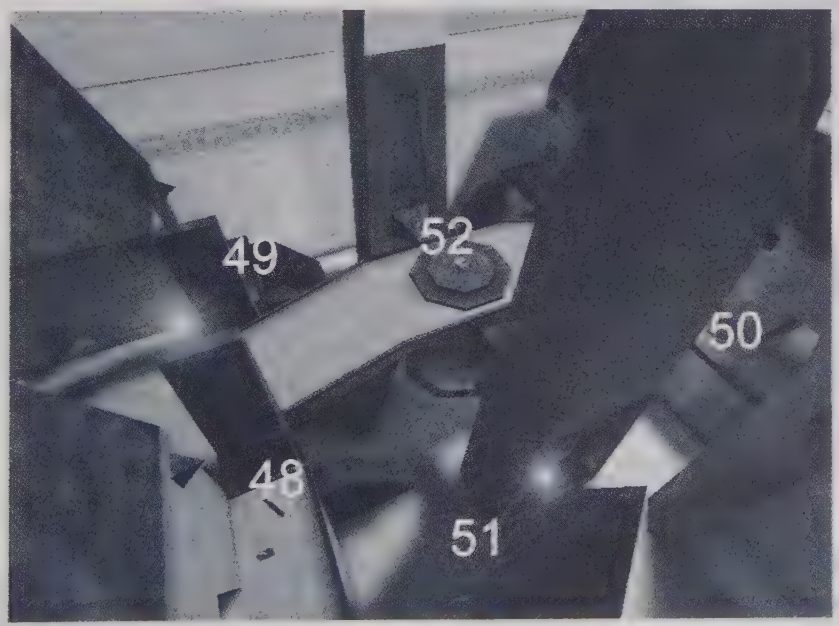
Take advantage of the long straight catwalks in the upper level when guarding the upper control point. Grab the Sniper Rifle and set the zoom to about 50 percent. Most people will run toward you in a straight line on these narrow walkways, making headshots ridiculously easy. Just try to get someone to watch your back when doing this, since you can get blindsided by someone coming from the opposite direction.

Tomb of Sesmar (DOM-Sesmar)

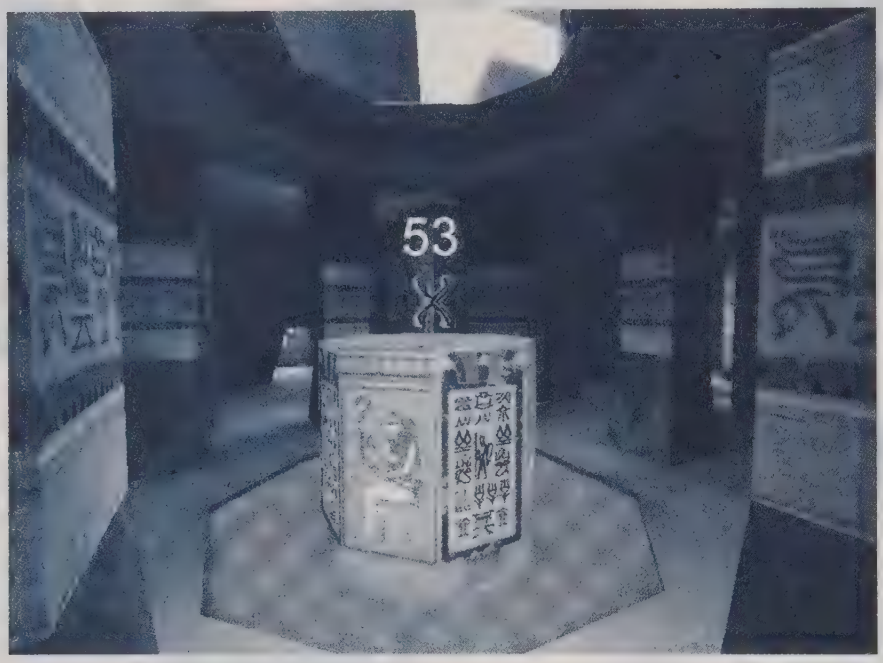
This level has an Egyptian theme with three control points. It is divided roughly into four areas: an underground Hall of Pillars, two other antechambers connected by an arching bridge, and a large outdoor courtyard. The level is generally large and open, meaning that the element of surprise is in short supply for both attackers and defenders. However, both the Red and Blue Ahnk chambers are fairly confined, which means that you'll have to switch tactics and weapons frequently. Don't be afraid to exchange your Minigun for the Flak Cannon when guarding these locations.

Ideal player load:	8 to 10
Single player score limit:	175
Weapons available:	Ripper, Minigun, Flak Cannon, Rocket Launcher, Shock Rifle, GES BioRifle, Pulse Gun
Items available:	Health Pack, Super Health Pack

Weapon/Item/Control Point Locations



The outside area hosts several weapons, including a **Minigun** (48), a **Rocket Launcher** (49), and another **Rocket Launcher**(50) on the ledges above. There is some ammo on the ground floor (51), and a **Super Health Pack** (52) rests on the bridge overhead. Ammunition for all the weapons is scattered across the map.



The **Hall of Pillars control point** (53) is easily found down in the hole from the large outdoor courtyard. It rests atop a pillar in a circular vat of acid. You can also find four weapons and ammo: a **Flak Cannon**, a **Minigun**, a **Pulse Gun**, and a **Rocket Launcher**.



The **Red Ankh** and **Blue Ankh control points** (54) are almost identical, positioned opposite each other in the outdoor courtyard. Unfortunately for defenders, there are no weapons and no ammunition nearby.

Control Point and Defense Strategies

Since you have to defend the Hall of Pillars control point both above and below, this is an extremely difficult position to defend; expect this control point to change hands often. Even worse, you must jump down from the pillar to grab more ammo. If you can, use the Translocator to return to your perch after restocking your supplies. Use the Translocator to telefrag defenders foolish enough to stand too still on top of the pillar. This also neatly accomplishes the task of getting you up to the control point. You can also attack opponents holding this position by lobbing Rocket Launcher grenades or the Flak Cannon's alternative fire—they won't even have a chance to shoot back.

The Red Ankh and Blue Ankh control points are only slightly easier to defend than the Hall of Pillars, since you can be attacked from the slotted windows above as well as head-on and either flank. Try to get as many defenders as you can to cover the many entrances. Attackers should clear defenders out by lobbing rockets from the slotted windows overhead.

Metal Dream (DOM-MetalDream)

Duke it out on board a derelict off shore oil rig, surrounded by nothing but miles of ocean and the sounds of battle. This arena is fairly large, but all the control points are located in one outdoor area, making travel between them fairly easy, and sniping at defenders from a distance even easier. There are several difficult-to-reach powerups on this map, so having the information here will give you a distinct advantage over those who are without. There is also a Redeemer on this map, ensuring that the tides of battle can shift at any moment.

Ideal player load:	8 to 16
Single player score limit:	200
Weapons available:	GES BioRifle, Rocket Launcher, Enforcer, Minigun, Sniper Rifle, Pulse Gun, Ripper, Flak Cannon, Redeemer
Items available:	Health Pack, Damage Amplifier, Super Health Pack, Shield Belt, Invisibility, Antigrav Boots

Weapon/Item/Control Point Locations



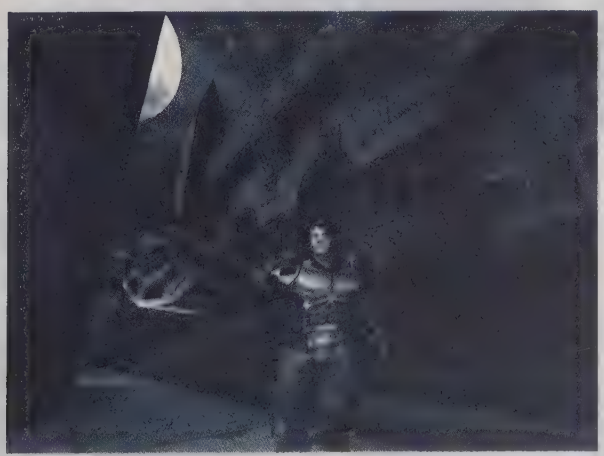
This map is roughly divided into three sections: the interior, the exterior, and the ocean level. The exterior area contains all three control points, plus many weapons and powerups. The **Helipad control point** (55) is located near the Number 3 dock. The **Crane control point** (56) is located near the Number 4 dock with the crane. The **Boxes control point** (57) is located near the Number 1 dock near several crates. There is also a **Damage Amplifier** (58) on the rooftops, a **Super Health Pack** (59) on top of the crane, and a **Shield Belt** (59) on top of a crate near the Helipad control point. There is also a suit of **Body Armor** and a pair of **Antigrav Boots** on a ledge near the Helipad. A **GES BioRifle**, **Rocket Launcher**, **Enforcer**, and **Minigun** can all be found in plain sight in the exterior area as well.

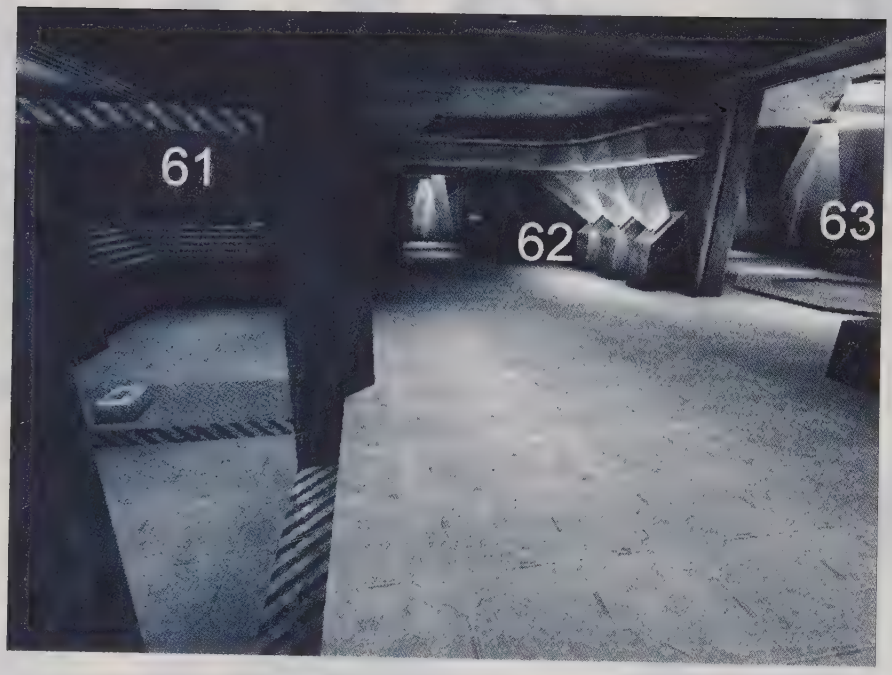
Tip

To get the **Super Health Pack**, you have to use Jump Boots or have good timing with your Translocator. You can then jump (or use your Translocator) to get to the rooftops, where you can get the **Damage Amplifier**.

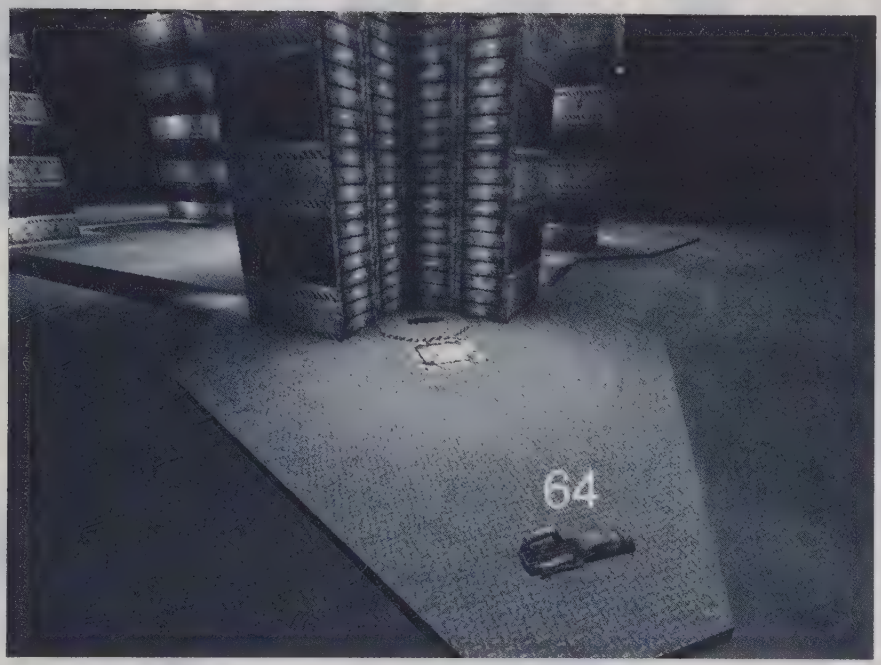
Tip

To get the **Shield Belt** on top of the crate near the Helipad, use your Translocator.





The interior area contains many weapons, a few powerups, and lifts that take you to the ocean area or the sniping tower. Near the engineering section you can find a **Ripper**, ammo, and **Shield Belt** (61). There are also a pair of **Antigrav Boots** (62) tucked away between some nearby metal lights. The Number 4 room (63) holds a **Flak Cannon** and ammo, and there are also a **Minigun**, **Shock Rifle**, and **Rocket Launcher** laying within easy reach around the corner. A nearby **red teleporter** will take you to the very top of the structure (60), where you can nab a **Redeemer**, a **Sniper Rifle**, and an **Invisibility** powerup.



The ocean level consists of four platforms numbered 1 through 4. With the exception of Platform #2, each of them contains a lift leading back up to either the exterior level or the interior area. The Platform #2 contains a **Redeemer** (64) and a **Minigun**. Platform #4 holds a **Pulse Gun**.



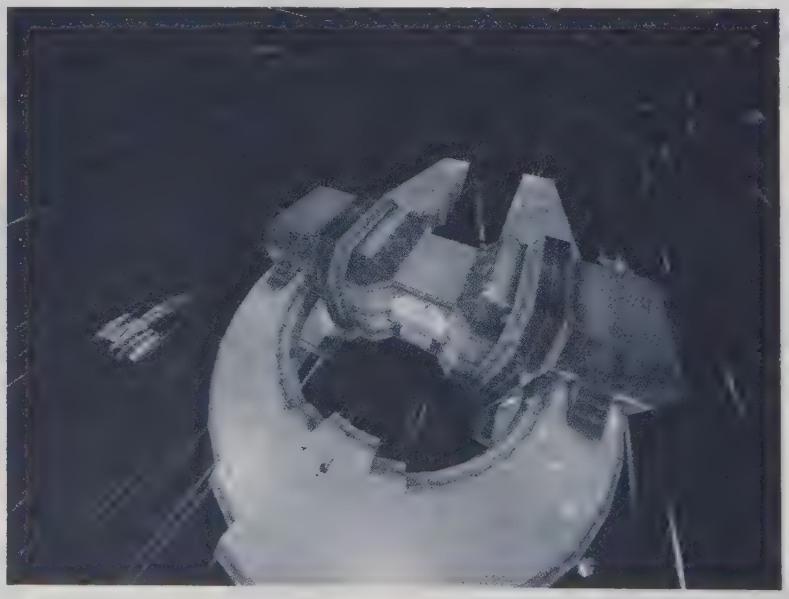
Don't try going for a swim down here! The water is toxic from all the pollution and waste. You won't last long at all.

Control Point and Defense Strategies

Since all the control points are out in the open, you are vulnerable to attack from any direction. However, you'll probably be able to see the attacker coming, so they will loose the element of surprise. Attacks like rockets or even the Pulse Gun are easy to dodge from long range in the open environment, so try to use instant damage weapons like the Minigun or the primary Shock Rifle fire to dislodge defenders. At close range, however, you can usually knock defenders off the ledge and into the ocean by using rockets or the alt fires from the Shock Rifle or Flak Cannon. It may not kill them, but it certainly gets them out of the way.

The sniper tower can be key on this map. Always have someone stationed there. The reason for this is that you can get a pretty good shot at any of the control points with the Sniper Rifle. Any defenders that stop and become stationary are just begging for a headshot. A good sniper in the tower can thin out enemy defenders substantially, and they may never know where the attacks are coming form. The importance of the tower is made even greater by the presence of the Redeemer, which you can use in alt fire mode to dislodge *any* group of defenders.

The interior area should only be traversed when stocking up on weapons or powerups. Don't dally there long, since the object of the game is to dominate the control points in the exterior area. You may want to drop down to the ocean level to grab some weapons or the Redeemer, but remember to drop a Translocator beacon before diving down so that you can return quickly.



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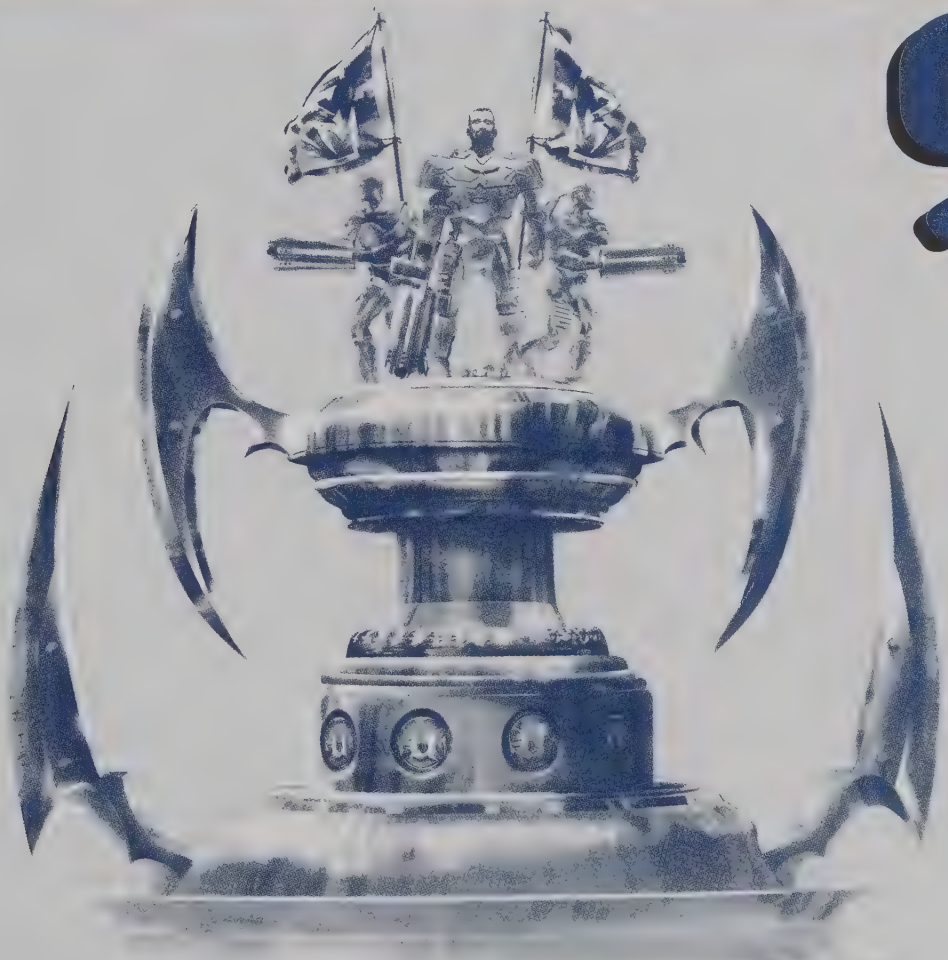


Capture the Flag

You remember the game from when you were a kid, right? You split up into teams and try to capture your opponent's "flag" by grabbing it and high-tailing it back to your base before they can tag you out. It required cunning, strategy, skill, and daring. Well, Capture the Flag (CTF) in *Unreal* Tournament is much the same, except that instead of tagging would-be flag thieves, you blow them apart in a bloody spray of digitized gibs. If only it had been this fun as a kid. This chapter goes over basic and advanced information on this game. All the information here is applicable to both single-player tournaments and multiplayer games.

CAPTURE THE FLAG AT A GLANCE

The rules are simple, unlike the game. Players are divided into two teams: red and blue. Each team is given a flag to guard, usually within a defensible base. The purpose of the game is to capture the other team's flag by 1) grabbing it from their base, 2) returning it safely to your base, and 3) touching it to your flag. You have to do all three of these things to score a capture; just one or two won't cut it.

Thus, it becomes critical to keep your flag secure in your base so that it will be there when you come running in with your opponent's flag. If your flag isn't there, you have to stay alive long enough for it to be returned so that you can complete the capture. And believe me: every person on the opposing team will be gunning for you to get the flag back.

The nature of this game divides people into at least two categories: defenders and attackers. (There can be other categories in larger matches, as well as discussed in the section, "Advanced Strategies.") Defenders guard the base and try to keep the other team from stealing their flag. Attackers try to punch through the opposing team's defenses and make away with their flag so that it can be captured. This game requires much more teamwork and strategy than any of the Deathmatch games.

CAPTURE THE FLAG RULES

This is probably the most complex of all the team games in *Unreal Tournament.* Whatever you do, don't approach Capture the Flag like you do Deathmatch. Sure, blowing away your enemies is important, but it's secondary to making successful captures. And that's not as easy as you might think.

- **Objective**—To score more successful captures than the opposing team. This is done by stealing the enemy's flag, returning it to your base, *and* touching it to your team's flag.
- **Scoring**—There's only one meaningful type of score in *Unreal Tournament* CTF: the number of captures. Your team scores one point each time it captures the opposing team's flag.



The only score that really matters is the number of captures. Even if your team scores more kills than the other team, it won't matter if the other team has more captures.

- **Ending a round**—A round ends when either the capture limit or the time limit are hit. The value of both these limits is determined by the person who creates the game.
- **Winning**—In the end, it's pretty simple: The team with the most successful captures wins, regardless of anything else. So make sure you get that flag, no matter what. In the event that both teams have the same number of captures, it's a tie.

CAPTURE THE FLAG STRATEGIES

Capture the Flag will force you to draw upon the skills you developed both in Deathmatch and Domination. You'll not only have to be good at going out and fragging your opponents, but good at holding down your base and keeping enemies away from your flag. Without the right mindset and strategies, your side can quickly degenerate from an effective team to a meandering mob. And that's just the sort of thing that your opponents are hoping for.

Basic Strategies

- **Know the map**—This goes for all the games, but there are a few different things about a map that you need to know for CTF. You need to know good attack routes, good escape routes, and good defense positions. Use the information in this chapter to supplement your own personal experience and practice.
- **Play defense**—Defense is the most important position in CTF, even if it's the least glorious. Even if you have a great offense, you can't score a capture if your flag isn't in your base. If nobody else is volunteering to defend the base, take up the cause yourself.
- **Communicate**—Communication is vital to success in CTF. Tell players when the base is under attack, or where the enemy is hiding out with your flag. Tell them about powerups that have respawned. Tell them about where the enemy is camping out. Tell them whatever useful information you can.

- **Attack in groups**—A lone gunman isn't going to be able to take out a well-defended base, no matter how good he is. When you assault an enemy base, always do it in groups. The more the better. Communicate to your team that you're about to attack and wait for reinforcements to arrive.
- **Defend each other**—If you see a teammate in a firefight, go to his aid immediately! If he looses, that's one more enemy that's looking at you through a crosshair.
- **Provide suppressing fire**—When you and a group of your buddies attack the enemy base, a couple of you should stand just outside the base and lob in Eightball rockets or shells from the Flak Cannon's alt fire while others make a run for the flag. Not only may these pyrotechnics kill somebody, they make it confusing for the defenders.
- **Don't obstruct your teammates' line of fire**—Especially if you're on defense, don't stand right in front of your fellow defenders. Stand off to the side so they won't waste ammo firing into your back when an attacker appears.
- **Don't get in the way**—When going for the flag, don't have everyone rush for it at once. Chances are you'll get in each other's way and somebody will end up falling over the ledge into the lava or into enemy fire. Use the suppressing fire tip above to keep things manageable.
- **Avoid water when carrying the flag**—When you've got the enemy flag, the last place you probably want to be is in the water. You can't move as quickly and you make for an easy target.
- **Follow and guard the flag carrier**—If you come across a teammate with the enemy's flag, follow him! Protecting the flag carrier should always be your priority. Follow the flag carrier all the way back to base. Better yet, take the point and try to clear out any enemies in between.
- **Hide if you have the enemy flag and yours is missing**—If you return to base with your enemy's flag only to find yours missing, find someplace to hide. Do everything you can to keep yourself out of danger while holding the flag. Run. Hide. Do whatever it takes to stay alive until your team's flag is returned and you can score a capture.
- **Be a happy camper**—Camping out in one spot and sniping at foes is a legitimate part of CTF strategy. Use it. Find a good place to camp out in your base and play a strong defensive role. Or camp out near important powerup spots to control access to them.
- **Cooperate**—Be a team player. Don't hog ammo and give up health for the flag carrier if he's around. Don't try to kill your teammates, and don't block their path when they have somewhere to go.
- **Establish the roles at the start**—Right at the beginning of a round, establish what everyone is doing. Figure out who's playing defense, who's going offensive, and who's playing recon. Confusion can lead to an underdefended base, which means you lose.

- **Cover all the entrances**—When defending a base, don't just face one entrance. Instead, turn so that you can see as many entrances as possible at one time. If you notice a teammate watching one entrance, get his back and watch another. Gunfire will be your signal to turn away.
- **Know the best routes**—Know the best escape routes from your enemy's base. Being able to move quickly and without backtracking is critical to your survival and to your scoring a capture.



Most of the basic and advanced strategies for Deathmatch games also apply to CTF. Flip to the previous chapter and read them over if you skipped that part.

Advanced Strategies

- **Use the minefield defense**—When defending the flag from an enemy onslaught, one good tactic is to litter the ground with grenades from the Rocket Launcher's alt fire or toxic waste from the GES BioRifle. This will create a minefield that is deadly to your opponents, but harmless to your teammates unless the *friendly fire %* game setting is above 0.00%. Watch out, though, because these mines can hurt *you*.
- **Aim for the flag**—If you're on defense and you spot an enemy making a run for your flag, don't aim at him; aim at the flag. Most players make a bee-line for the flag when they see it, so if you lay down a steady stream of rockets, Flak Cannon shells, or Pulse Rifle blasts on the flag, they're pretty likely to run right into it.
- **Take a bullet for the carrier**—When a teammate has the enemy flag, do everything you can to protect him. This means throwing yourself in the line of enemy fire to protect him. You'll die a hero.
- **Head them off at the pass**—If someone gets your flag and makes it out of the base, you may be able to take a quicker route and cut them off. You know where they're headed, so see if you can get there before them you can be ready to gun them down.
- **Get enemy defenders to waste ammo**—If the enemy base is heavily fortified, poke your head in to get them to fire at you, then duck back to cover. Repeat as long as they'll do it. The more ammo they waste, the better.
- **Put low ping players on defense**—If you have a fast connection, you're more valuable on defense than on offense. A good player with a low ping and a lot of ammo can sometimes hold off an entire base by himself.

- **Provide a distraction**—A well-coordinated attack is one that comes from two sides. Send in a single player to draw fire to one base entrance while a heavily armed squad assaults the base from another a couple of seconds later.
- **Conserve powerups**—Use powerups wisely. If you pick up a Damage Amplifier, immediately go on offense and see how much damage you can do before it wears out.
- **Run recon**—If you have enough defenders, one player should take the role of running reconnaissance. Run outside the base and alert defenders of approaching enemies. Also run and look for respawned powerups. The recon position doesn't require much firepower, so don't worry about spending time gathering weapons or armor; your time is better spent gathering information.
- **Commune with the dead**—If you die in the enemy base, don't respawn immediately. Take a look around from your vantage point as a stain on the wall and see what intelligence about base defenses you can gather. Relay this info to your teammates.
- **Cover your tracks**—When running with the flag, lay down a trail of toxic waste with the GES BioRifle or grenades from the Rocket Launcher. This could be enough to throw any pursuers off your trail.
- **Lead with rockets**—If you're running with the flag down a long hall, send a couple of rockets from the Rocket Launcher ahead of you to clear the way should anyone step around the corner. A lot of times they won't even know what hit them.

ARENA-BY-ARENA TIPS

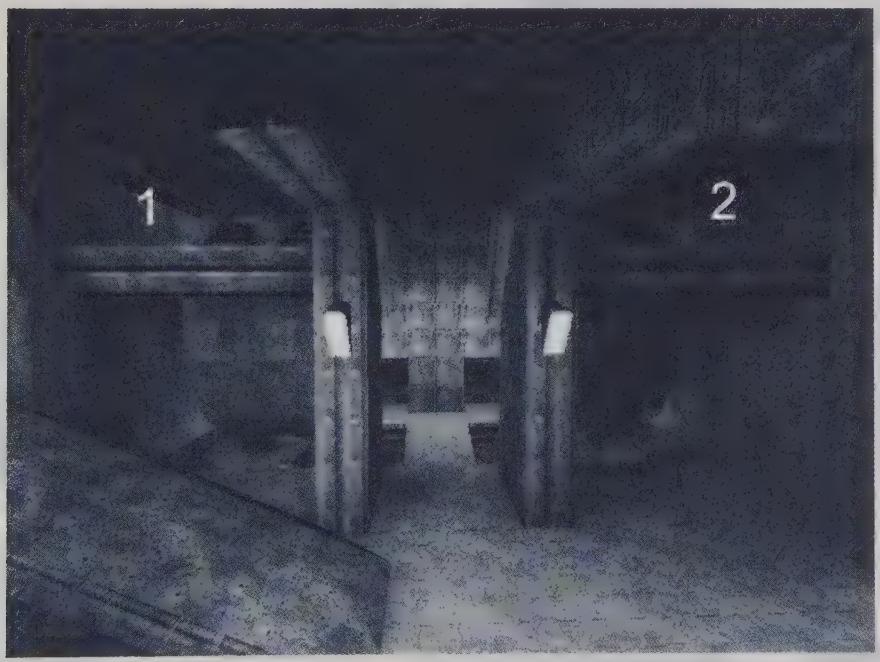
Most of the Capture the Flag arenas have the same basic design: two opposing forts with identical or near identical designs, separated by a no-man's land called "the crossroads." There are, however, many variations on this basic theme. Some maps have multiple paths through the crossroads and into bases, some have only one. These differences will dictate modifications to your defense and attack strategy, so it's a good idea to read through the strategies listed here and keep an open mind for developing new ones that work best for you.

Niven Experimental Lab (CTF-Niven)

This is a relatively simple Capture the Flag (CTF) map. Two bases are separated by a long hallway and a watery pool. The sides are symmetrical, so that the red and blue bases are essentially identical, as are the paths leading to them. There aren't many weapons or powerups, but there's enough to keep the action going. Matches played on this map are likely to be intense, especially with larger teams.

Ideal player load:	4 to 6
Single player capture limit:	3
Weapons available:	Shock Rifle, Rocket Launcher, Flak Cannon, Ripper, Minigun, GES BioRifle
Items available:	Health Pack, Body Armor, Thigh Pads

Weapon/Item Locations



Each base has a weapon (a **Ripper** in the Red base and a **Minigun** in the Blue), as well as a **Shock Rifle** just outside. There is a also **Rocket Launcher** (1) and a **GES BioRifle** (2) on the catwalks near the entrance to the Red and Blue bases, respectively. A **Body Armor** or a set of **Thigh Pads** are tucked away under the ramps just outside the entrance to each base, so don't overlook them. Finally, there are several **Health Packs** and a **Flak Cannon** submerged in the water between the two base entrances.

Attack/Defense Strategies and Escape Routes

For either base, there is only one entrance that takes you down a narrow hall that is easy to defend. Attack in groups, overpowering the defenders and running them out of ammunition. Bounce Ripper blades or Rocket Launcher grenades around the corner to clean out the base before storming it. Attackers can also load up several rockets in their Rocket Launcher before taking the last turn into the enemy base. Defenders can counter this strategy to a degree by first defending the door leading into their base, then falling back to the flag room if need be. This is also an effective strategy because attackers will often try to run right past you, leaving their back to you and just begging to be gunned down.

Once you have the flag, run immediately. Only take the water route back to your base if the catwalks are well guarded. The water route is shorter, but makes you more vulnerable to anyone chasing you. The catwalks, on the other hand, contain many twists, turns, rises, and falls, making you a difficult moving target.

Once you see a teammate with the flag, do your best to stop or at least slow down any defenders coming after him/her. Block hallways, catwalks, and doorways with your body while trying to gun them down. On a map this small, buying even just a couple of seconds of time for the flag carrier can make the difference between victory and defeat.

Eternal Caves (CTF-Eternal)

Set in ancient runes long abandoned by an unknown race, this arena is not symmetrical. The flag bases are different, with the Red being positioned on a tiny pedestal over a long fall, and the blue at the end of a narrow plank over another deadly fall. However, each side should find it very easy to defend their base because of flag placement. The crossroads on this map is a series of interconnected caves with multiple paths, so that opponents could very well pass each other en route to each other's base without knowing it.

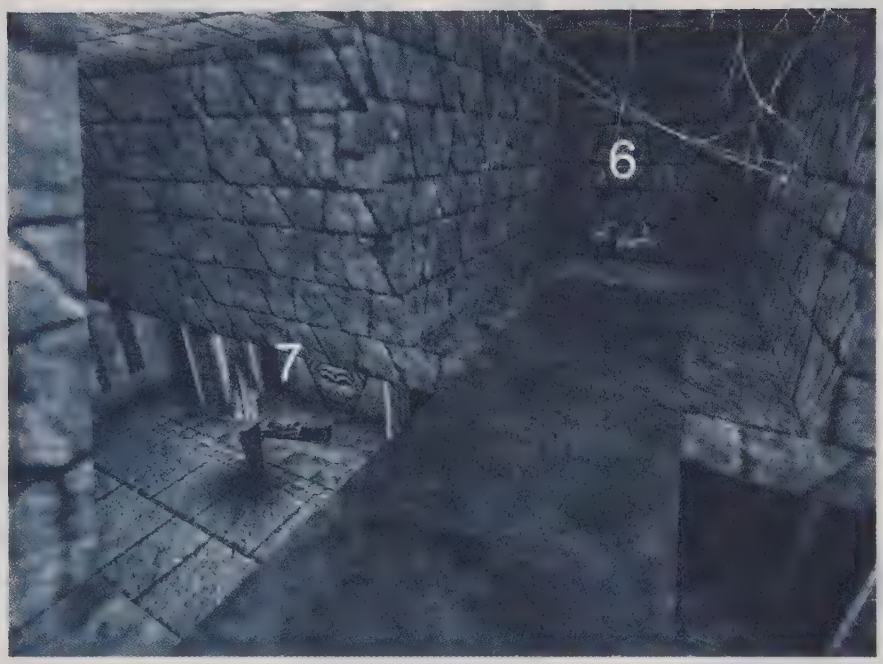
Ideal player load:	6 to 8
Single player capture limit:	3
Weapons available:	Shock Rifle, Rocket Launcher, Ripper, Minigun
Items available:	Health Pack, Thigh Pads, Shield Belt

Weapon/Item Locations



The flag in the Red base is on a narrow ledge over lava (3). It can only be approached by running around the back of the base, but after getting the flag, attackers can jump over the gorge and head for the exits from the flag pedestal's greater height. There is also a **GES BioRifle** (4) near the flag. Red defenders should check the base's side cave (5) frequently, as there is a **Shock Rifle** and a set of **Thigh Pads** there.





There are two exits from the Red base—the high road and the low road. The high road, on the left, leads to some **Health**, a **Ripper** and ammo, a **Shield Belt** (6), and a **Minigun** and ammo. The low road, on the right, leads to two **Rocket Launchers** (7), some **Health**, and various ammo.

The Blue base also has the flag pedestal on a very narrow ledge above deadly lava. Also, like the Red base, there is a **GES BioRifle** nearby, and a side cave with a **Shock Rifle**, ammo, and **Thigh Pads**.



Especially in the Blue Cave, try to knock opponents into the lava with the Shock Rifle. Red attackers are *extremely* vulnerable when running down the long narrow ledge towards the Blue flag, and should make sure to finish off any defenders before attempting it.

Attack/Defense Strategies and Escape Routes

In this level, it is important to try to take out any defenders in the enemy's base before attempting to grab the flag. This is because the flags' dangerous positions make falling to your death almost certain if there is anyone firing a Shock Rifle or Rocket Launcher at you. In general, stick to the high road in the crossroads, since this path leads to the Shield Belt and more weapons. However, you can grab the Shield Belt and drop down to the Rocket Launcher nearby if you like.

When running with the enemy flag, staying on the high road is good for the aforementioned reasons, plus the fact that you have the option of dropping down below if you need to evade enemy fire.

This is one map where domination of the crossroads is very important. Since the crossroads area is so small and cramped, you only need three or four defenders to seize control of it or a section of it. If you must choose sections, dominate the Shield Belt location, since this powerup is critical and can make capturing or defending your flag much easier.

Facing Worlds (CTF-Face)

This arena features two well-defended forts facing each other on a spinning asteroid. Getting to the enemy base is a long and dangerous trek, putting you in the crosshairs of defending snipers at the top of the opposing tower. Defense is much easier than assault on this map, so many matches may end with one team scoring a capture and then running the clock down. There is, however, a difficult-to-get-to Redeemer in each fort, which can turn the tide in a second.

Ideal player load:	4 to 10
Single player capture limit:	4
Weapons available:	Sniper Rifle, Redeemer, Ripper, Shock Rifle, Rocket Launcher
Items available:	Health Pack, Super Health Pack, Body Armor, Damage Amplifier

Weapon/Item Locations



There is a **Super Health Pack** (8) in the crossroads between the bases. Each base has a **Ripper** and **Sniper Rifle** behind it, and a **Shock Rifle**, **Health**, **Rocket Launcher**, and ammo in the flag chamber. There is also a teleporter in the middle of the fort leading up to the sniper tower, where you can find a **Body Armor**, **Sniper Rifle** and ammo. There are two teleporters on the side of the flag chamber, one leading to the **Redeemer** chamber (9), and another leading to another sniping spot (10).



There is a **secret Damage Amplifier** hidden in each base. You can only access it by using your Translocator to teleport up to the grated ledge directly above the main base entrance.

Attack/Defense Strategies and Escape Routes

You don't have a lot of choices on this map. You must assault the enemy flag by taking the long, direct trek between the forts. When running across the crossroads, make sure to dodge and weave randomly, as this will make you much more difficult to hit with the Sniper Rifle. Also try to coordinate your run with an attack from your Redeemer so that defenders loose a few seconds respawning and rearming themselves. Once you have the redeemer, you might be able to sit back and wait for it to respawn, but only if no enemy snipers notice you (which isn't likely).



When you get the Redeemer, use its alternative fire to go into guided missile mode, then press the Back key to walk backwards through the teleporter, taking your body back where it's safe.

Coret Station (CTF-Coret)

This abandoned moon base is a stark contrast to the open spaces of the previous two arenas. It features tight hallways and a maze-like crossroads, which means that danger can be upon you any second. Base defense is not quite as easy on this map, since there are multiple paths through the installation, but you can turn that to your advantage as an attacker. There is also a Damage Amplifier in the middle of the crossroads, which becomes key to storming the enemy flag room and clearing out defenders. The side that dominates the Damage Amplifier will likely win the match.

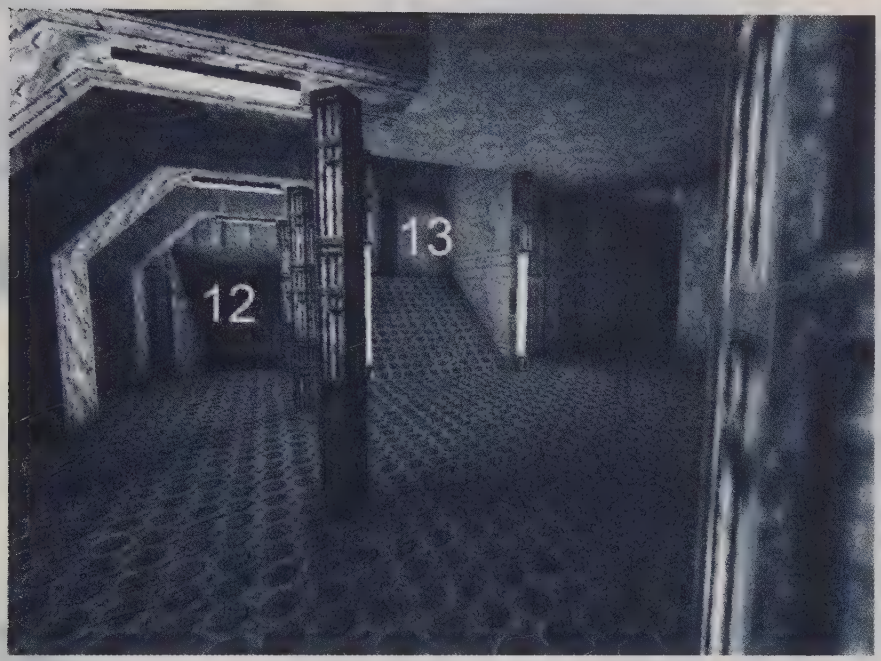
Ideal player load:	6 to 12
Single player capture limit:	4
Weapons available:	Flak Cannon, Pulse Gun, Enforcer, Shock Rifle, Rocket Launcher, Minigun, Ripper, Sniper Rifle
Items available:	Health Pack, Body Armor, Thigh Pads, Damage Amplifier, Health Vials

Weapon/Item Locations



The interior of each base contains various health and ammo. There is a weapon (either a **Shock Rifle** for the Blue or a **Pulse Gun** for the Red) on the balcony above the flag, accessible by either of the short staircases flanking the flag pedestal. The passageway opposite the flag leads to a more powerful weapon (either a **Rocket Launcher** or a **Flak Cannon**), some **Health**, and the inner doors. There is extra Enforcer ammo just outside these first doors.

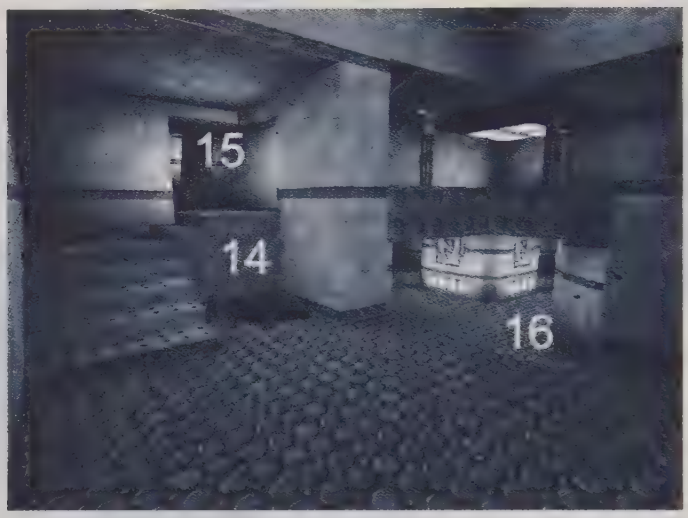
The hallway outside the first doors leads to the level's first juncture. Here you can either go through the outer base door labeled "3A," or up the stairway (11) to the side. The doorway leads to the crossroads area between bases.



The stairway to the side of the outer door leads to an alternative route between bases. Here you can grab a weapon (either a **Flak Cannon** or a **Shock Rifle**) from the armory closet (12), or take the ramp (13) up to some **Body Armor** (tucked away just to the left of the top of the ramp) and the second balcony overlooking the flag. The passageway opposite the armory closet and ramp will take you down to the crossroads area.

Tip

Defending your flag from the balconies above is a good idea if you have someone below to warn you of incoming enemies. The use of explosive weapons like the Rocket Launcher or Ripper's alt fire is enhanced when used from above since they cause blast damage when hitting the floor.



When entering the crossroads from the outer blast door, you will have two choices: left or right. Going left takes you to a short staircase leading past several **Health Packs** and a **Ripper** (or **Shock Rifle**) (14) to a short hallway (15) with a **Damage Amplifier**. This hallway will then lead directly to the opposing base's outer blast door. Going right at your base's outer blast door takes you past a weapon (either a **Pulse Gun** or **Minigun**) and ammo into the main crossroads area, where you can grab a pair of **Thigh Pads** (16).

Attack/Defense Strategies and Escape Routes

Unlike many maps, there are two routes into the enemy base. This is good if you're attacking, but bad if you're defending. The first route is through the maze-like crossroads area and through outer and inner blast doors. This is the most direct route, and should probably be the one you use when returning to your base with a stolen enemy flag.

The second route into the base is via the overhead balcony. To get there, go left at the opposing base's outer blast door and up the ramp next to the armory closet. Make sure to check for the Body Armor as you pass it. This route is good if you're trying to rush or sneak past defenders, drop down on top of the flag, and make a run for it. The most effective attacks, however, will be the ones that utilize *both* routes, causing defenders the most difficulty.

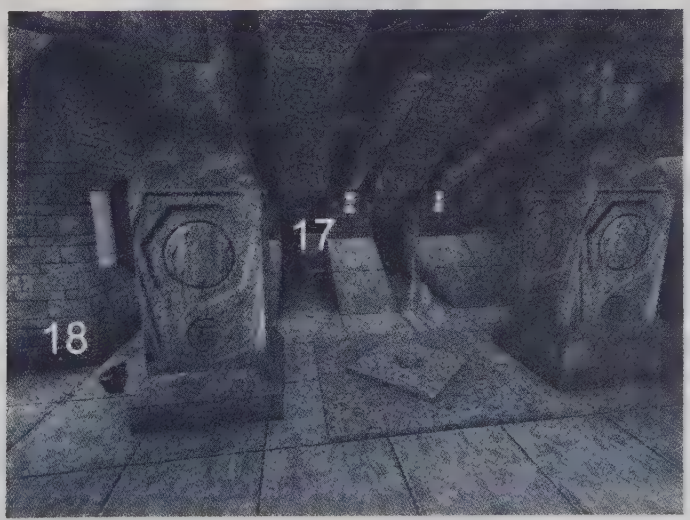
It is also important to note that dominating the Damage Amplifier is critical on this map. Watch the clock and check for it every time it's due to respawn. An attacker equipped with this powerup and a Minigun or Rocket Launcher can wipe out an entire squad of defenders in seconds.

The Gauntlet (CTF-Gauntlet)

This indoor arena was custom made for the Tournament, specifically for Capture the Flag. The two sides are not symmetrical, but are balanced overall. The Red and Blue bases are separated by a crossroads area containing a large wooden pillar and ramps, by which players can access catwalks above. There is a hidden Redeemer and a Shield Belt on this level, both of which can be dangerous to get in crowded games. A teleporter in each base makes quick get-aways with the flag easy if defenders aren't paying attention.

Ideal player load:	6 to 8
Single player capture limit:	5
Weapons available:	Flak Cannon, Shock Rifle, Rocket Launcher, Sniper Rifle, Minigun, Ripper, GES BioRifle, Redeemer
Items available:	Health Pack, Body Armor, Thigh Pads, Shield Belt

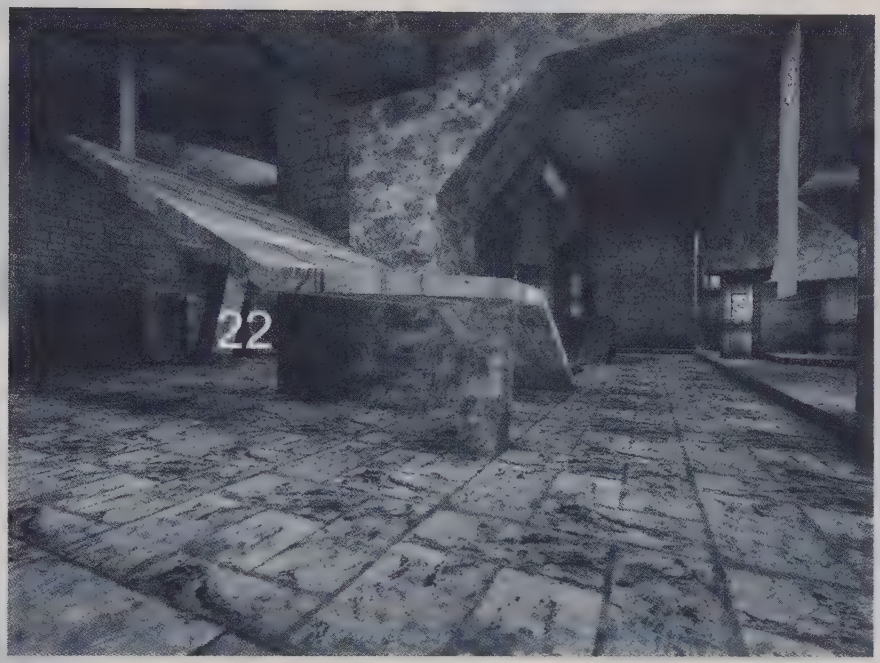
Weapon/Item Locations



Each base contains some **Health**, a **Minigun** and ammo, a side room (17) leading to a **Ripper** and ammo, and a suit of **Body Armor** (18) opposite a teleporter leading to the crossroads.



The area outside the Blue base contains health, a set of **Thigh Pads** in the corner, a lift (19) up to the base entrance, a **Flak Cannon** (20) directly beneath the entrance, a slope (21) leading down into a room with a lava pool (as well as a **Shield Belt**, **Rocket Launcher**, and **Shock Rifle**) and an archway leading to a side area with a **Shock Rifle**, **Minigun**, and ammo.



The central area closer to the Red base contains several items, including **Health**, some **Thigh Pads**, and a **Sniper Rifle** and ammo near the passage leading to the Blue base. There are also two side rooms flanking the central column and ramps, each one of which contains either a **Pulse Gun** and ammo or a **Flak Cannon** and ammo.



There is a **secret Redeemer** in this room. To get it, press against the doors (22) on the other side of the central column. They will take a few seconds to open, making you vulnerable, so try to get someone to cover you while you go for the massive weapon.

Attack/Defense Strategies and Escape Routes

Defenders have a relatively easy time on this map, since there is only one entrance to either base (though the one-way teleporter gives you an extra exit). Guard the entrance well, and if an attacker does get in guard the teleporter, where he/she is likely to go once acquiring the flag. There are two paths through the crossroad: high up the ramps around the central column, or low through the Shield Belt and lava room. See if you can figure out which one your opponents prefer, then concentrate on that. If you know this preference you can often run ahead of them if they get the flag and catch them by surprise on the way out.

Attackers should work in teams to acquire the Redeemer, use its alternative fire to wipe out enemy base defenders, and then rush the base. Once you have the enemy flag, use the teleporter to quickly exit the base, and make a run for the lowermost level leading to your base (either the lower floor for the Blue team or the Shield Belt room for the Red team). In doing this, you stand a better chance of loosing pursuers when they loose visual contact with you.

Dreary Outpost (CTF-Dreary)

This drab, damp outpost would be depressing if you ever had a chance to sit down and get bored with the sites. That won't be a problem, however, as you will be too busy fighting for your life. This level is tight and all indoors, so the action is likely to be intense. Each team has an easily to defend flag room with only one entrance. There are multiple paths through the crossroads area, all of which have critical weaponry and powerups along the way. The arena may be tight and not too large, but there are a number of different ways to go through it, so things should stay interesting no matter what.

Ideal player load:	8 to 12
Single player capture limit:	5
Weapons available:	Pulse Gun, Sniper Rifle, Shock Rifle, Flak Cannon, Rocket Launcher, GES BioRifle, Minigun
Items available:	Health Pack, Antigrav Boots, Thigh Pads, Body Armor, Shield Belt, Damage Amplifier

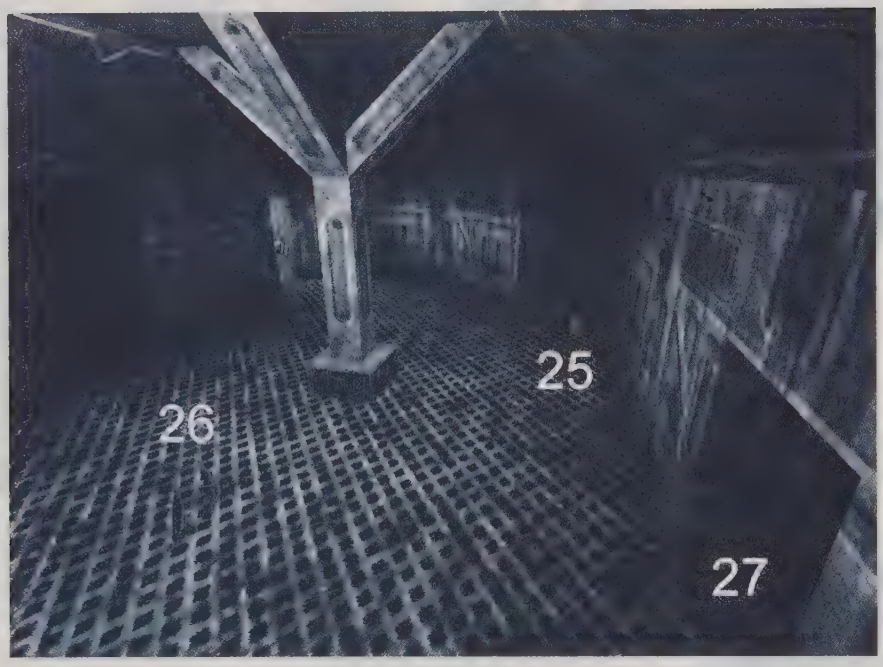
Weapon/Item Locations



Each flag room contains a **Flak Cannon** and ammo, perfect for defense in the cramped quarters. There is also a balcony overlooking the entrance to the flag room. The hallway at the base of the entrance leads to a **Rocket Launcher** and ammo, then to the outer base area. This outer area has three levels: the bottom floor, the middle catwalk, and the ceiling beam. There is a **Body Armor** (23) and health in the middle of the bottom floor. Also on this floor are two tunnels (24), one on either side, that lead to either a pair of **Antigrav Boots**, or a **Ripper** and an elevator leading to the ceiling area.



Be careful not to fall into the pool below the flag pedestal in the bases. The goo is toxic and tends to do bad things to your complexion (like melting it).



The ceiling area of each base contains different items depending on which base you are in, and can be accessed by the elevator in side tunnel of the outer base area (near the Ripper), or by the lift in the small crossroads between bases. The Blue base's upper area contains a **Shock Rifle**, a **Sniper Rifle** (25), a **Damage Amplifier** (26), and a crawlspace (27) leading to a narrow beam running the length of the distance between bases. Along the way high above the crossroads area you will also encounter a **Shield Belt**, a **GES BioRifle**, and ammo. The Red base's ceiling area is almost identical, except that it contains **Thigh Pads** instead of a Damage Amplifier.

Attack/Defense Strategies and Escape Routes

Position one or two defenders in the flag room, and another in the balcony overlooking the ramp leading to the flag room. Unless they come from the balcony, most attackers won't notice the defender from above until it's too late. However, attackers should get in the habit of using the higher route through the crossroads and into the enemy base. This route is typically less defended and allows you to literally get the drop on defenders.

At first it may not seem fair that the Blue base has a Damage Amplifier near its balcony while the Red base only has a pair of Thigh Pads. However, this can work to Red's advantage since the Damage Amplifier will be halfway worn down by the time Blue attackers are heading for the Red flag room. If a Red attacker gets a hold of the powerup right outside the Blue team's flag room, then the defenders are going to have a very hard time indeed.

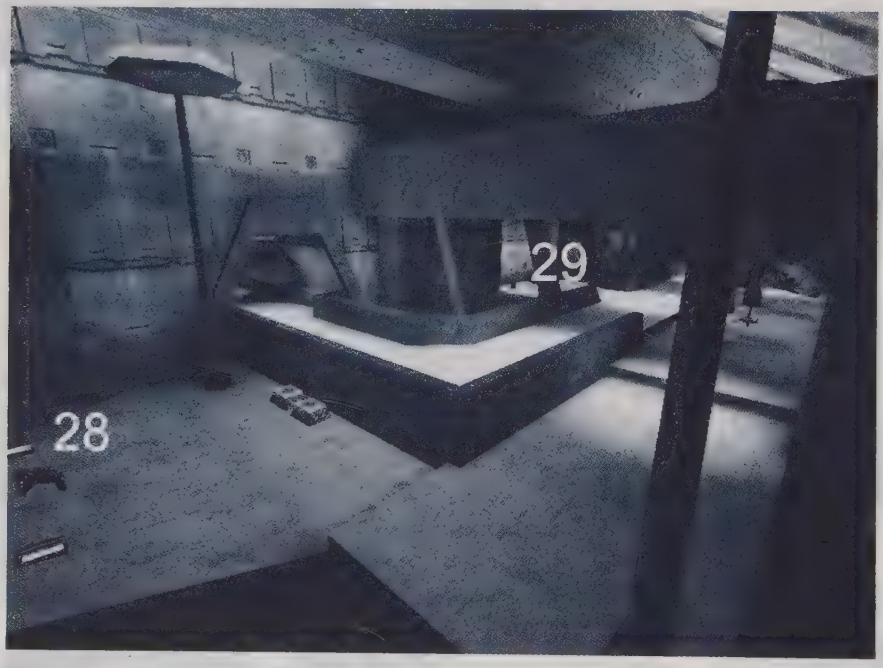
When fleeing the enemy fort, you should also try to use the high route. It's possible to jump to the balcony overlooking the base entrance if you time it right, so practice this jump until you can do it every time. Most defenders won't be able to follow you if they don't know how to make the jump (the secret is that you have to jump from about three-quarters up the ramp). Once on the map's upper level, you have the option of dropping down to the floor below if enemy fire becomes too intense. Another good way to shake enemy pursuers is to get the Antigrav Boots, take the downstairs path to the crossroads after grabbing the flag, then jump to the catwalk in the upstairs route. Your foes won't be able to pursue you at all.

The Last Command (CTF-Command)

This arena is set in a high-tech military base, and unlike most other CTF arenas, the sides are not symmetrical. The Blue flag is up on high ground accessible only by an elevator and ramps (or the Translocator), while the Red flag is situated with deadly toxic waste on almost all sides. The entire map is basically one level, with two large rooms separating the bases. The Blue base has an easier position to defend, since attackers must come up a lift, but defenders in the Red base have more weapons and powerups at their disposal, plus an acid lake hazard.

Ideal player load:	6 to 8
Single player capture limit:	5
Weapons available:	Flak Cannon, Rocket Launcher, Minigun, Ripper, GES BioRifle, Sniper Rifle, Shock Rifle
Items available:	Health Pack, Body Armor, Health Vials, Damage Amplifier, Invisibility

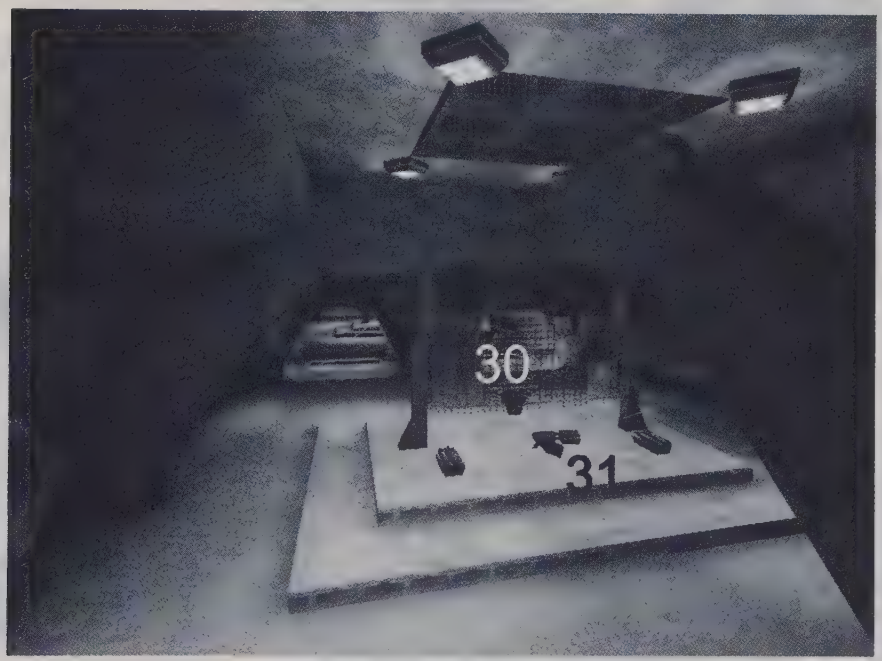
Weapon/Item Locations



The Red base contains a vast array of weapons and a couple of secret powerups. There is a **GES BioRifle** and ammo (28) on the left-hand side of the base, as well as a **Sniper Rifle** and ammo just outside the main entrance. A **Rocket Launcher** (29) and ammo lies in front of the flag, while a **Ripper** and ammo lies behind it. A **Minigun** and some **Health** are located on the right-hand side of the base.



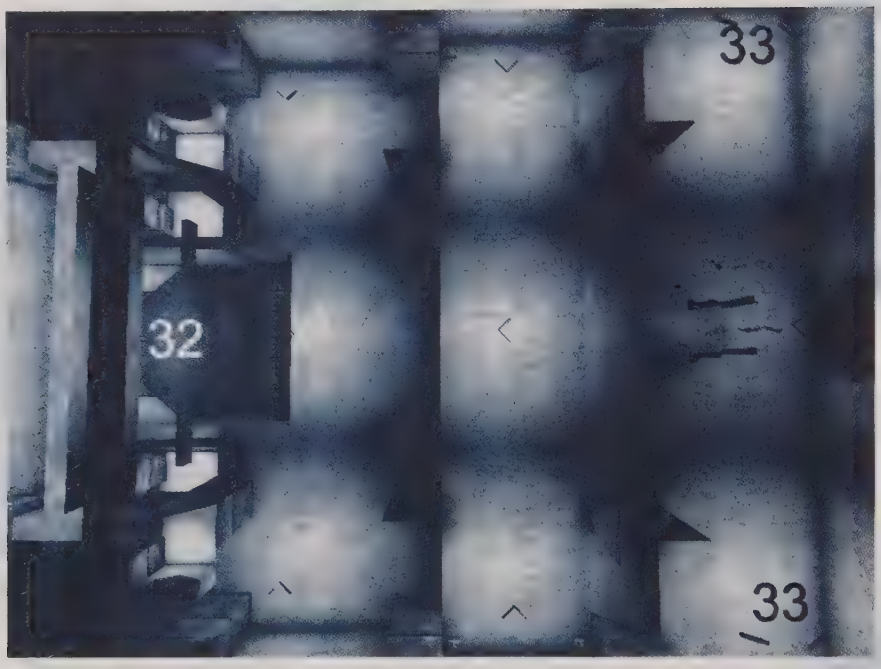
Following the ramps down either side of the base to the side entrances will lead you to a couple of **secret powerups** hidden in the short tubes overhead. Use the Translocator to get up to an **Invisibility** on the left side of the base, and a **Damage Amplifier** on the right.



The crossroads area contains a middle room for both teams. The Red team's room contains a **Body Armor** (30) and a **Flak Cannon** with ammo (31). The Blue room contains a **Shock Rifle** and some **Health**.



More secret powerups! There is a Shield Belt hidden in the rafters of the crossroads area. Use your Translocator to get to it.



The Blue base is split into two levels: lower and upper. The lower level contains a **Sniper Rifle** and ammo near the entrance, with a **GES BioRifle** on the ground floor. There is also a **Damage Amplifier** in one of the tubes to the side of the map. A **Rocket Launcher** (32) rests next to the lift that takes you up to the upper level, where you can find the flag, as well as some health and a **Minigun** (33) to either side.

Attack/Defense Strategies and Escape Routes

There are really only two basic routes through this level: to the left and to the right around the crossroads rooms. Both routes are basically the same. Red defenders should try to position themselves so that they can watch both entrances to their base and direct their attention appropriately. Blue attackers should counter this defense by coming from both sides to divide defenders' energies and make off with the flag.

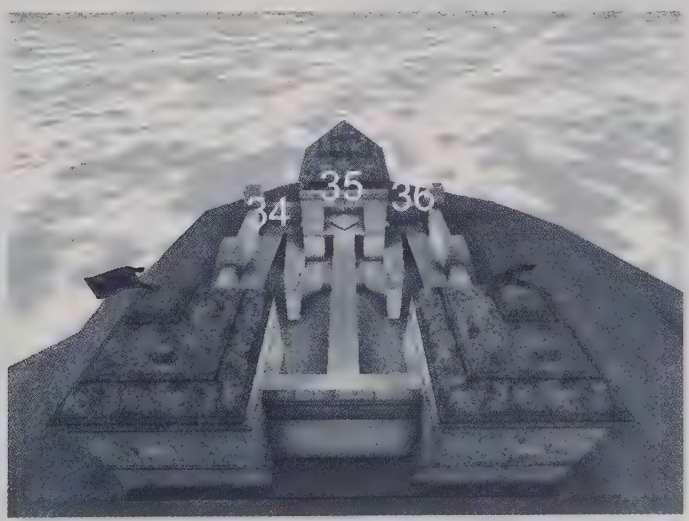
The Blue base is more difficult to assault, but once you're up the lift, the space is wide open and it is much easier to dodge rockets and other projectiles. Dodge and weave up to the flag and make a quick getaway by diving over the side. The tough part is living through the long, straight hallways in the crossroads. If you have some company to slow down enemy pursuers, you might make it.

Lava Giant (CTF-LavaGiant)

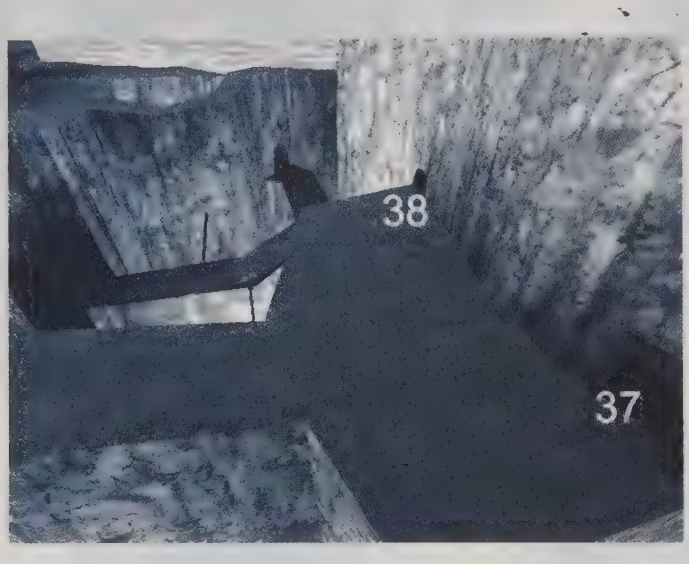
This is a large map set on a rock island floating over a giant ocean of lava. The two bases are nearly identical, differing only slightly in flag placement. A mountain bisects the island into two sides, but there are several tunnels that bore through the rock and offer a variety of approaches through the crossroads. However, it is still a long and dangerous run from the mountain up to the opposing team's stronghold. A few skilled sharpshooters with Sniper Rifles can hold back entire waves of attackers.

Ideal player load:	8 to 14
Single player capture limit:	5
Weapons available:	Flak Cannon, Rocket Launcher, Minigun, Ripper, GES BioRifle, Sniper Rifle, Shock Rifle
Items available:	Health Pack, Body Armor, Shield Belt, Thigh Pads, Antigrav Boots, Super Health Pack, Damage Amplifier

Weapon/Item Locations



The Blue fort contains some **Health**, **Antigrav Boots** (34), a **Pulse Rifle** underneath the flag room (35), and a suit of **Body Armor** (36) on the ramp. There is also another **Pulse Rifle** and a **Ripper** hidden under the left and right ramps, respectively, as well as a **Shock Rifle** on the ground near the front of the base. Finally, each of the two guard towers contains a **Sniper Rifle**, ammo, and some **Health**. The Red base is similarly laid out, with identical items.



The crossroads is a series of mountain paths through the stone heart of the map. You can run down the slope to the side of the base to the lower catwalks above the lava to grab a **Flak Cannon**, **Rocket Launcher**, **GES BioRifle,** and **Minigun** before taking a less often traveled path through the mountain. The entrance on the right (37) (when facing the Red base) contains a chamber with **Thigh Pads** and a **Redeemer**. The central pass through the mountain (38) contains a **Shield Belt**.

Tip

The entrance on the far left (when facing the Red base) hides a couple of **secret powerups**. Just before going up the short ramp leading into the cave, look down on drop off the edge onto the hidden shelf beneath. You can score a **Super Health Pack** on the Blue side, and a **Damage Amplifier** on the Red side. Either use the Translocator to get back up or jump across to one of the lower pathways.

Attack/Defense Strategies and Escape Routes

Both bases are very difficult to break into, especially with larger groups of players. The Sniper Rifle and Redeemer are key for this map. The use of the Sniper Rifles for defense is obvious, but attackers should make good use of them as well, sniping from the mountain passes at any visible defenders before they are spotted or attempt their run at the opposing fort. The Rocket Launcher is good for this as well, but its rockets are easy to dodge in such open spaces.

The Redeemer's alternative fire can be used to safely clear out enemy defenders from a distance, so control of this weapon is almost as important as guarding your flag. Attackers should coordinate their assaults so that a squad rushes the base immediately after a Redeemer attack, with supporting fire from snipers.



Use the Antigrav boots or Translocator to bypass the walls of your enemy's fort instead of walking all the way around to the back.

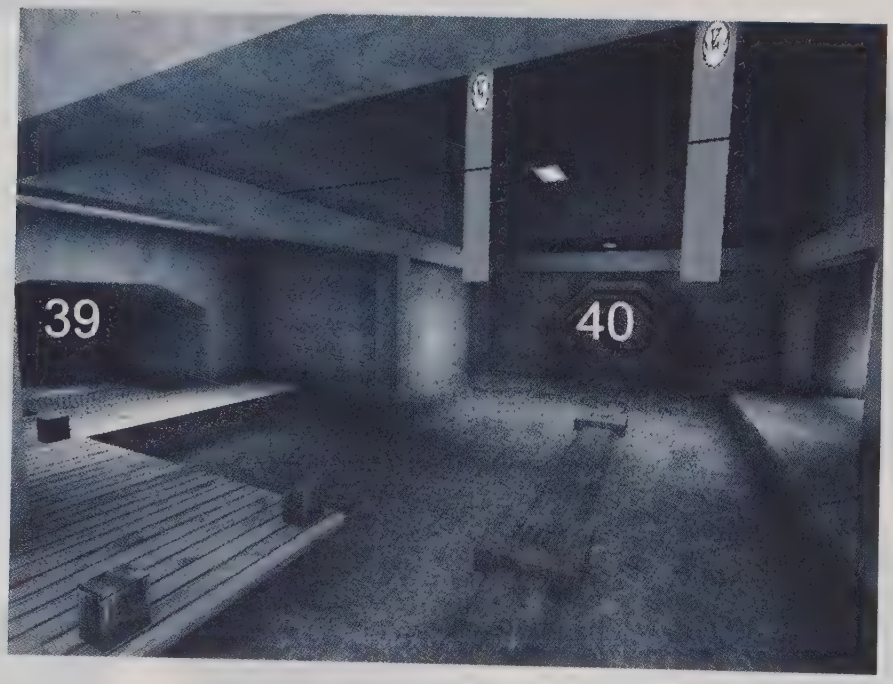
Once you have the flag, it can be pretty difficult to get back to your base alive. If you've managed to grab the Antigrav Boots on your way into the enemy base, be careful to save at least one charge to hurtle yourself over the fort's walls, thereby buying yourself a few extra seconds. As you run for it, make sure you dodge and swerve to avoid enemy sniper fire, since running in a straight line makes you way too easy a target.

November Sub Pen (CTF-November)

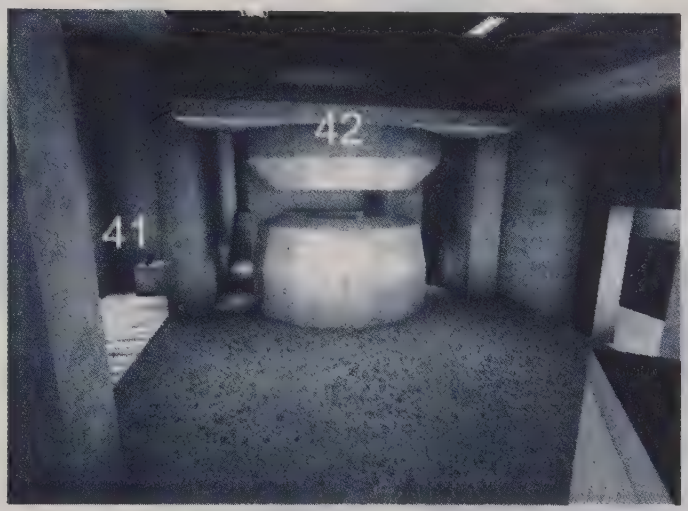
This arena is set around an ancient submarine, used in the days when people actually fought in the *water*. The two bases are not symmetrical, but are evenly balanced. The Red team's flag is at the end of a long tube that's easy to defend; the Blue team's flag is on an island in the middle of a toxic waste pool. So Red attackers will have to make a dangerous climb up a long stairway to get to the Blue base. There is only one route into each base, but there are a few different escape routes one can use after grabbing the flag. This map is well suited for larger teams of combatants, but with large numbers of defenders the attackers will have to be well coordinated in order to succeed.

Ideal player load:	8 to 12
Single player capture limit:	5
Weapons available:	Sniper Rifle, Rocket Launcher, Flak Cannon, Shock Rifle, Minigun, GES BioRifle, Ripper
Items available:	Health Pack, Super Health Pack, Shield Belt, Body Armor, Thigh Pads, Damage Amplifier

Weapon/Item Locations



The Red base has two tubes. The first (39) leads to the flag room. The second (40) leads to a **Rocket Launcher** and ammo. The ledge to the right of the Rocket Launcher tube leads to a room with crates, a **Super Health Pack**, a suit of **Body Armor**, a **Ripper**, and some **Health**. There is also a **Sniper Rifle** and **Rifle Rounds** near the entrance to the flag room. Just outside the entrance to the base you can find a **Flak Cannon** and ammo.



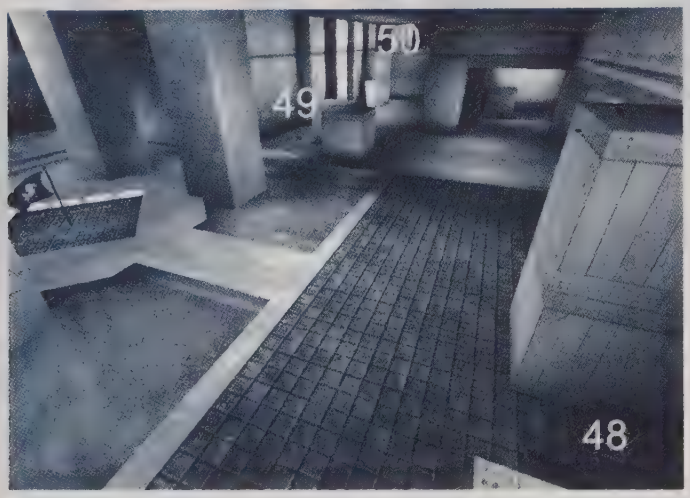
The stairs to the right of the **Flak Cannon** lead to an area with some **Thigh Pads**, and a **GES BioRifle**. The stairway to the left of the **Flak Cannon** leads to a **Shock Rifle** (41) and the Red guard tower (42). You can find a **Shield Belt,** some **Health**, a **Minigun**, and ammo inside the tower.



The crossroads area on this map consists of the sub pen. You can find Flak Cannon ammo, some **Health Vials**, a **GES BioRifle**, and a **Shock Rifle** here. The bottom of the stairway leading up to the Blue base contains several items, including a **Shield Belt** (43), a **Flak Cannon** and ammo (44), a **Sniper Rifle** beneath the stairs (45), and a set of **Thigh Pads** (46). The blue-lit hallway (47) also leads to the Blue guard tower, where you can find another **Minigun** and ammo.



There is a **Damage Amplifier hidden** on top of the submarine. Use your Translocator to get up to it.



The Blue flag room contains many items. There is a **Ripper** (48) in the corner, as well as a **Rocket Launcher** and ammo (49). The side room with crates (50) also contains a **Body Armor**, a **Sniper Rifle**, and a **Super Health Pack**.



Attack/Defense Strategies and Escape Routes

Make sure your base is well defended. The Red team should place one or two defenders with Sniper Rifles in the long pipe leading to the flag, and the rest on the wooden boardwalk leading into the base. Blue defenders should concentrate on holding the stairway and making sure the nearby Shield Belt and Thigh Pads don't fall into Red hands. Each team should also make sure they continually grab the Super Health Pack and Body Armor near their base. Posting defenders in the guard towers near the sub pen is generally not very effective since most attackers can run past before you can gun them down.

Attackers must assault the enemy base in groups to be able to succeed. Once you've the flag, a Blue attacker should exit the base via the ledge adjacent to the Rocket Launcher tube. This is because reinforcements are most likely to arrive via the main entrance, and you might be able to score the Super Health Pack and/or Body Armor on the way out if your timing is right. Red attackers should escape from the Blue base via the hole in the floor to the left of the staircase. This will deposit you right next to the sub pen crossroads, where you can make your escape.



10

Assault

Ever wondered what it was like to storm a heavily fortified beach? Or attempt to rescue a runaway train from hijackers? What about defending an underwater research lab from a submarine full of heavily armed troops? Unless you're a Navy S.E.A.L. or a member of some other elite military group, you're not likely to get a chance to experience such thrills in real life. But don't worry. *Unreal Tournament* ives you the next best thing: Assault. Like Deathmatch, it's loaded with action and gibs-a-flying. Like Capture the Flag, it demands teamwork and strategy. But unlink either, Assault awards points for how well your team plays its role and gives each team a chance to play both sides of the conflict. This chapter outlines the basic rules of the game and covers strategy, tips, and arena-by-arena information.

ASSAULT AT A GLANCE

Assault splits players into two teams: Attackers and Defenders. Each side plays one of the roles suggested by these two team names. For the Attackers, the object is to assault a base or other structure and complete an objective or series of objectives (these objectives vary by arena). For example, in one arena attackers may be trying to storm a fort and destroy a computer located at its heart. Defenders, on the other hand, try to keep the Attackers from completing their objectives. This is typically done by keeping them out of the base/fort/building and away from their mission objectives.

The result is intense bloody warfare where the attackers repeatedly throw themselves against the defender's fortifications until they can break through. Once the attackers successfully complete their mission objectives, the scenario is replayed, but with the sides switched -the team that was previously attacking now tries to defend, and vice versa. This game is best when played with larger groups of players (10 to 15).

ASSAULT RULES

Assault is probably the most structured of all the *Unreal Tournament* games. In addition to staying alive, you have to accomplish specific tasks, usually in a specific order, to claim victory. If you're not familiar with the rules, you could easily hop onto a game and not know what's going on. Stick to these if you want to have a shot at the trophy:

- **Objective**—The objectives are simple. At the beginning of each level the Attackers are briefed on their mission objective(s), which usually involves destroying something or reaching a specific location alive. Attackers then proceed to assault the enemy base in attempts to complete these objectives within a time limit. Defenders always have the same goal: stop the attackers until the clock runs out. This usually involves forceful measures rather than diplomatic negotiations or economic sanctions.
- **Scoring**—There really isn't scoring in the traditional sense when you play Assault. Points are awarded for scoring frags, but what really matters is whether you complete your objectives (if you're playing the Attacker role) or run the clock down to zero (if you're in the defending role).

- **Ending a round**—Once attackers complete their objectives, the round is restarted and the teams switch positions. The clock, however, is set to however long it took the attackers to complete their objectives in the previous round. It is thus advantageous for Attackers to complete their objectives as quickly as they can, since it means they'll have less time on the clock to kill as a Defender. For example, if the Attackers complete their objectives in 3 minutes in the first round, they will only have to defend the base for 3 minutes in the second round. Once the clock is run down or the Attackers in this second round complete their objectives, the match is over and a new arena is loaded
- **Winning**—The team that won the greatest number of rounds (either by completing the objectives as Attackers or preventing them from being completed as Defenders) wins. It is possible to have ties if both teams won a round.

ASSAULT STRATEGIES

There are two basic modes you have to switch between in Assault: attacking and defending. Your life is expendable, as long as you or your teammates manage to accomplish your objectives. In addition to the strategies in the Deathmatch, Domination, and Capture the Flag sections, you'll need to reach deep down into my bag of tricks to pull out a few last strategies to pull this off.

Basic Strategies

- **Assault in groups**—If you try to go up against a well-defended base by yourself, you're dead no matter how good you are. Never try to launch an assault on your own. Always regroup and make a push for the base en masse.
- **Attack from different directions**—If you can, attack from multiple directions. This confuses the enemy and makes it harder for them to take you out with splash damage weapons.
- **Stock up**—Unless the defending team has a lot of members to spare, you probably have no one come looking for you. Be quick about it, but take a little time to stock up with all the heavy ammo, armor, and power-ups you can find. Go in packing a lot of heat.
- **Don't hog ammo**—Chances are, you're going to die if you're on offense. You're going to die a lot. A whole lot. So, don't bother stocking up with enough ammo to last through the next six months. Just take what you'll need to make a good attempt on the base and leave the rest for your teammates.

- **Dive! Dive!**—If your objective is within reach, focus all your attention on it, rather than the defenders. Most times all it takes is one shot or just one second in the right spot and you'll complete your objectives. Remember, the goal isn't to kill the other team as much as it is to meet your mission objectives.
- **Wear them down**—If you can get defenders pinned down on one room, try to get them to waste their ammo. You'll have the whole base to roam around in for more ammo and weapons, but they may be stuck defending your objective in a small room with few resources. Use that to your advantage.
- **Throw grenades at the enemy**—If you know a group of defenders is clustered in the room with your objective, bounce some Eightball Gun grenades around the corner. It keeps you out of their line of fire and may take several out at a time.
- **Send the guy with 200 health**—If one of your teammates has managed to pick up a Super Health Pack or Shield Belt, have him make a run for the objective while the other team members provide covering fire. He'll have the best chances, especially if the other team members take some heat off by distracting the defenders.

Advanced Strategies

- **Spread out**—When defending a room or area, don't have everyone cluster around the objective. This makes you too easy of a target for splash-damage weapons like the Rocket Launcher or Flak Cannon's alt fire. Spread out.
- **Fall back**—When defending your base, start defending at key "choke points" which attackers must pass through on their way to their objectives. Once each choke point is breached, fall back to the next.
- **Don't take the fight to them**—Stick to your defense positions and don't be tempted to try to take the fight to the attackers on their own ground. Don't worry; they'll come to you soon enough.
- **Control powerups**—Controlling powerups is especially important in Assault. Defenders need to be able to take a beating and continue to fight off attackers, so try to make sure that any Body Armor or Shield Belts in the middle ground of an Assault arena are kept for your team to use.
- **Use the Sniper Rifle**—Make good use of this weapon in assault games when playing defense. You typically know where your enemies are going to come from, so you can be zoomed in and ready to take their head off their shoulders with a well-placed headshot.
- **Don't dally**—When you respawn after getting fragged, grab the closest weapon and immediately head for the choke point or defense location. Don't wander around looking for tons of ammo or extra weapons. You're probably badly needed on defense.
- **Give the right orders**—When playing with bot teammates, order your bots to cover you, so that they will stick close. You can then lead them to each choke point and have them fall back with you when they need to.

- **Cover me attack**—One great strategy is to order your bots in Assault to cover you until you get to the entrance of a well guarded area, then order them all to attack. Come in from behind, taking pot shots at your foes, then once you breach that area order them to cover you, wait for them to regroup/respawn/catch up, and repeat. Works wonders!

ARENA-BY-ARENA TIPS

As mentioned before, the Assault arenas are more structured than other maps in *Unreal Tournament*. Many of them are fairly linear in the sense that Attackers must accomplish a specific set of tasks before getting to the end, but there are often several ways of going about each task. A few of the maps are also open, in that you can accomplish objectives in different orders, or even take shortcuts and bypass an objective all together.

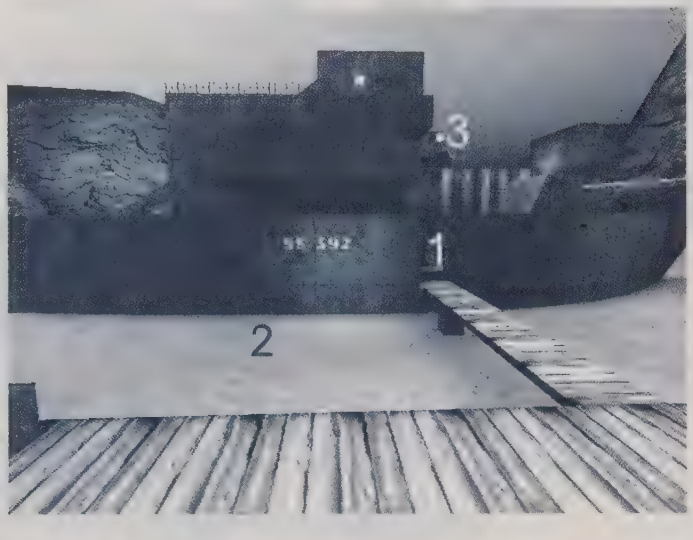
FRIGATE (AS-FRIGATE)

This antique naval vessel is a perfect location for an Assault match. Attackers need to seize control of the ship and use its cannons to blast down a dam so they can make good on their escape. There are two paths onto the ship: by the boarding plank or through the diving bay. There are not too many powerups on this level, but enough to make the Defenders' jobs easy, or very difficult if the Attackers get their hands on them.

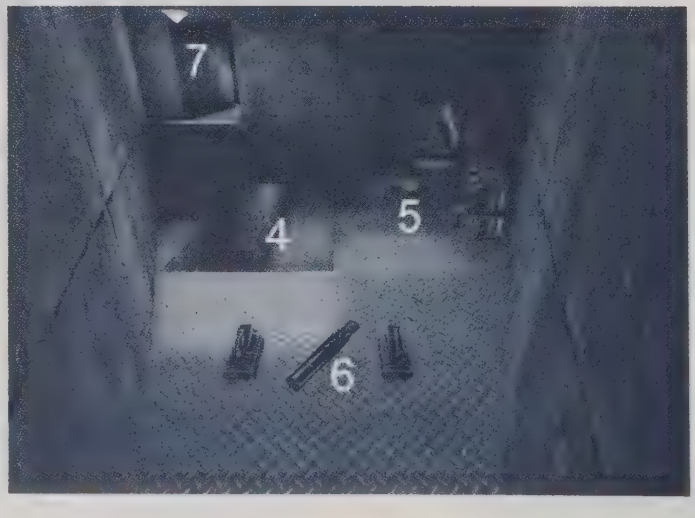
Attackers' objectives are: 1) Destroy the hydraulic compressor in the back of the ship so that the doors to the control room will open; 2) Hijack the ship and fire its cannons by making your way to the control room and pressing the red power button.

Ideal player load:	4 to 8
Weapons available:	Ripper, Shock Rifle, Minigun, Sniper Rifle, Rocket Launcher, Flak Cannon, GES BioRifle
Items available:	Health packs, Shield Belt, Body Armor, Thigh Pads

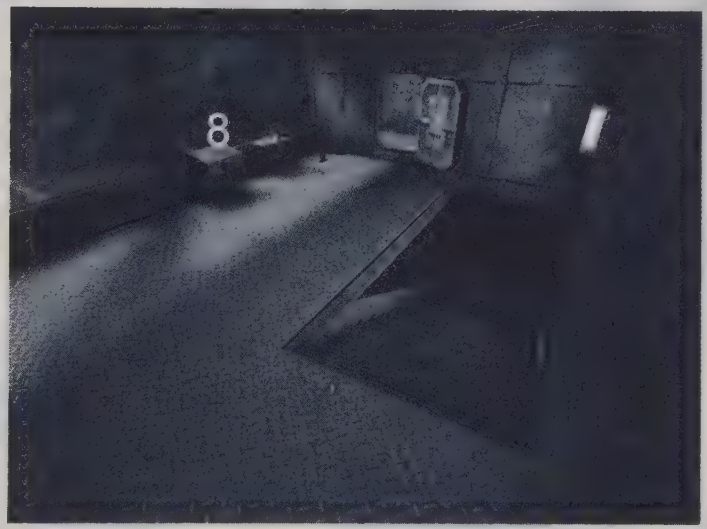
Weapon/Item/Objective Locations



The Attackers have a base full of weapons. There is a **Ripper**, **Shock Rifle**, **Minigun**, **Sniper Rifle**, some **Health**, and a **Rocket Launcher** all within plain sight, and a **Body Armor** on top of a crate. There are two ways to enter the ship. The first way leads through the main doorway (1). The second one is to dive under the water and enter through a diving well (2) where you can grab a **Flak Cannon** and ammo. Either way, you'll have to watch out for the two autocannons (3) guarding the docks, but the diving well is usually better since it is more difficult to guard.



The ramp (4) leading up from the diving well puts you in a room with a **Shield Belt** (5), a **Minigun**, and some ammo (6). The hallway (7) at the top of the stairs will take you past the main doorway (1), a side room containing a **GES BioRifle**, the stairs leading up to the helm, and a side room with a suit of **Body Armor**. The hallway terminates in the steam room where the Attackers' first objective awaits: the **hydraulic compressor**. Grab the **Super Health** under the catwalk.



After destroying the compressor, Attackers should rush back down the hallway, up the stairs, past a **Flak Cannon**, some **Health**, and a pair of **Thigh Pads**, to the now accessible control room. **Hit the red button** (8) next to the helm to seize control of the ship and demolish the barricade.

Attack Strategies

Stock up in the base, then have one attacker use the Sniper Rifle to weed out any visible defenders from the stone platform behind and to the left of the ship. Other Attackers should use the diving well entrance to board the ship. It's less direct, but avoids the deadly bottleneck near the main doorway and minimizes your exposure to the autocannons. Clear out the defenders near the main door by bouncing a bunch of grenades around the corner. Things get difficult once you try to fight your way up the stairs, though, but determination and attacking in groups may win the day.

Defense Strategies

Post guards at the main door, but keep an eye open to your left for Attackers coming up through the diving well. If you have enough people, post some Defenders in the diving well room to hurry Attackers as they swim up. Make sure that you grab the Shield Belt and Body Armor immediately every time they respawn so they don't fall into the hands of the enemy. If the hydraulic compressor is destroyed, have everyone retreat to the control room and use your higher ground to your advantage to hold off Attackers.

High Speed (AS-HiSpeed)

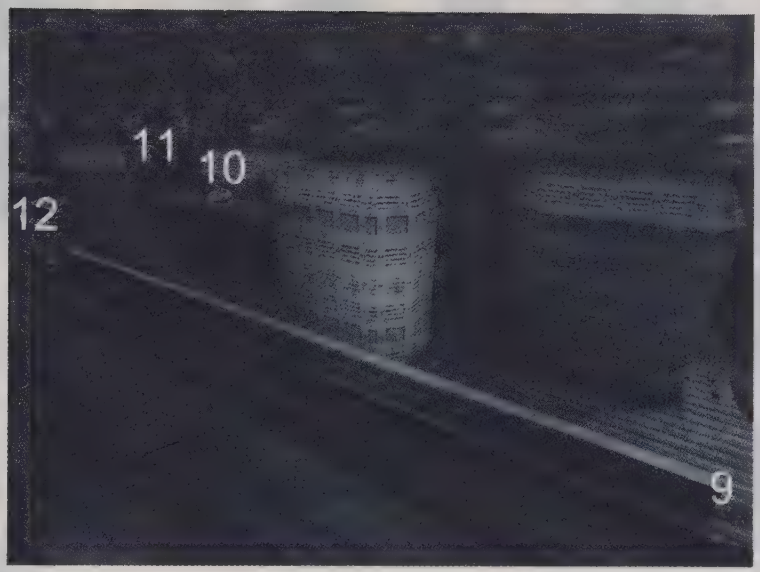
In this Assault scenario, Attackers try to seize control of a runaway bullet train while defenders try to hold them at bay. The map is fairly linear, requiring attackers to march straight up the train to the front engine room, though there is one alternate route you can use if you get the Antigrav Boots. There are several powerups and weapons that, if properly used, will help both sides.

Attackers' objectives are: 1) locate and activate the switch in Car #1 that opens the control cabin; 2) seize control of the train by activating the button in the control cabin.

Ideal player load:	4 to 8
Weapons available:	Rocket Launcher, Shock Rifle, Pulse Gun, Sniper Rifle, Rocket Launcher, Ripper, Flak Cannon, Minigun
Items available:	Health Packs, Antigrav Boots, Body Armor, Shield Belt, Super Health Pack

Weapon/Item Locations

Attackers start the level in a helicopter with a **Shock Rifle** and a **Pulse Gun**. After dropping down, you can also turn around and run towards the back of the train to pick up a **Rocket Launcher**. Defenders start out in their sleeping cabins with either a **Ripper** or a **Rocket Launcher** nearby.



There are also a pair of **Antigrav Boots** (9) near where the helicopter deposits Attackers. You can use these boots to grab a **Super Health Pack** (10) and a **Flak Cannon** (11) from the railing overhead. Finally, a **Minigun** at the beginning of the next car (12) and a **Ripper** at its other end complete your arsenal for storming the train's interior.



Don't fall between the cars! This means instant death.

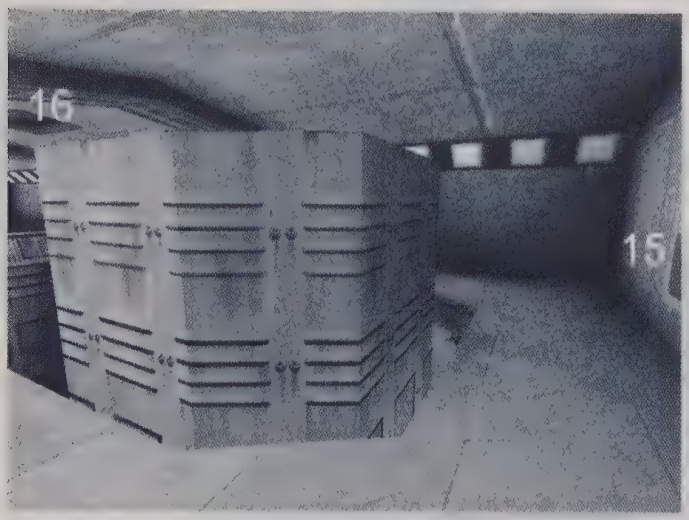


Inside Car #3 there are stairs leading up to the cabins where Defenders start this match. Here you can find a **Shock Rifle**, two **Pulse Gun**, and two **Rippers**. There is also an autocannon to deter Attackers from taking the high route and snagging all the weapons. Downstairs, you'll find a suit of **Body Armor**.

Once inside Car #2, both attackers and Defenders can grab a **Super Health Pack** (13), but the stacks of crates in the middle of the car are too large to get over or around. Attackers will have to take the stairs (14) up to the upper cabins, where they can find a **Flak Cannon**, **Health Packs**, a **Ripper**, and a **Rocket Launcher**. Once you come down on the other side of the crates, you can also grab a **Shield Belt**, some more **Health**, and a **Minigun**.



There is a **secret Shield Belt** on top of the Acid Tank car. Use the Antigrav Boots to jump up and get it, but look out for the autocannon.



Car #1 contains two autocannons, so Attackers should beware. You will need to dash up the stairs to the upper level of this car, and run past a **Sniper Rifle** to the first objective, the **Control Cabin Access Switch** (15). Throw it, then drop down, rush past the autocannon and any last defenders, and take ownership of the train inside the control cabin by **pressing the red button**.



An alternate route to the Access Switch is via Car #1's roof. If you can make it past the autocannon, a **trap door** (16) will open and you can drop down right in front of the switch



Attack Strategies

Make sure everyone is well armed before assaulting the interior of the train. Attack in groups, not one at a time. This is a difficult level for Attackers, since there is only one direct route to the objectives and Defenders are well equipped with the Shield Belt and Super Health Pack. Try to use the rooftop route on Car #1 to get to the control switch, since it bypasses the autocannons and probably many defenders. Once the switch is thrown, you can concentrate all your efforts on rushing into the control room and throwing the switch. The good thing about being an Attacker is that you can win the round with only 1% health.

Defense Strategies

There are three points at which you should try to bottleneck the Attackers' advances. Start by concentrating your defenses on each one, then fall back as each position is breached. The first bottleneck point is in Car #3, just past the Acid Tank car. Keep possession of the Body Armor here, and take shots through the door at Attackers advancing up the narrow ledge next to the acid tank. The second bottleneck is Car #2, with the Shield Belt and Super Health Pack. Attackers must go up the stairs to get around the crate, making them predictable targets. Attack them as they come up the stairs.

The third bottleneck point is near the Control Room access switch. Again, Attackers must take the lift up. The third bottleneck is the entrance to the Control Room itself. Don't defend it from the inside—do your best to keep Attackers from entering it in the first place.

Rook (AS-Rook)

This ancient Terran castle is as good a location as any for a good old-fashioned jailbreak. Attackers are actually trying to escape the arena by first breaking out of their dungeon, then staying alive long enough to open the front gates and run as fast as they can for the open horizon. Defenders do their best to stop them. This arena has three objectives that must be accomplished, allowing Defenders to make two mistakes.

Attackers' objectives are: 1) Open the Library doors by turning the wheel in the courtyard; 2) break the chains restraining the giant wench in the library, thereby opening the gate controls in the courtyard; 3) activate the gate controls, opening the main gates; and 4) escape from the castle through the main gates.

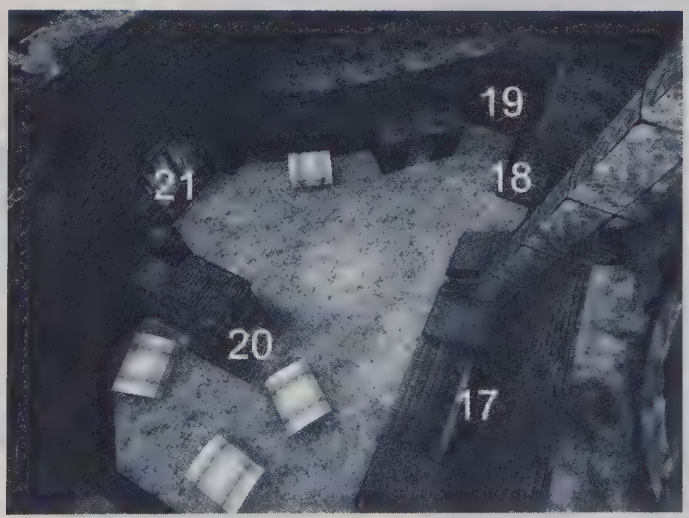
Ideal player load:	6 to 10
Weapons available:	Ripper, Minigun, Shock Rifle, Flak Cannon, Sniper Rifle, GES BioRifle, Rocket Launcher
Items available:	Health Packs, Health Vials, Thigh Pads

Weapon/Item/Objective Locations

Attackers start out in a small structure with a **Ripper**, a **Minigun**, and a **Shock Rifle** nearby. Green teleporters take you to towers containing either a **Flak Cannon** or a **Sniper Rifle**. Defenders start out in another small building with a pair of **Thigh Pads**, some **Health**, and a **GES BioRifle**.



Attackers should use the Sniper Rifle or the Flak Cannon to attack Defenders in the courtyard below with relative impunity. Anyone foolish enough to stand still for too long deserves a good headshot.



The main double doors (17) lead out into the central courtyard. The **wheel on the right** (18) is the first objective, and will open the library doors (19) when activated. It will also open up a section of wall in the main Attacker's structure, allowing access to the library without entering the courtyard. Attackers should enter the library and follow the gray stone path on the ground floor past some **Health Vials** to a giant crank (don't bother going upstairs unless you want to grab a **Rocket Launcher**). **Shoot the restraining chains** to activate the crank and open the gate to the main door controls (20) back in the courtyard. Activate the controls to open the main gate (21), and **make a run for it**. Attackers win if they can make it a few hundred yards into the canyon beyond.

Attack Strategies

If you have the personnel to spare, post a couple of Attackers in the sniper towers beyond the green teleporters to weaken Defenders in the courtyard just before a rush. Have one designated person go for the library door wheel while others try to engage and distract the Defenders. As soon as the door is open, everyone should rush for the library to take out the restraining chains on the wench. If you die, don't go back out into the courtyard. Instead, take the now open secret passage straight to the library and grab the Rocket Launcher to take out the wenches. Once the controls to the main gates are exposed, you should again attack in a group while one designated person makes a dive for the controls. After the door is open, everyone should rush for the exit, dodging and weaving as they run to avoid enemy fire.

Defense Strategies

Start out by positioning Defenders near the double doors to the Attackers' starting structure. Try to position yourself so that snipers in the towers behind you can't easily pick you off. Otherwise, keep moving in erratic patterns to foil snipers. When a group of Attackers come through the doors, have a glob of toxic waste from the GES BioRifle's alt fire ready to drop on the stairs in front of them. This should take several of them out. Otherwise, watch for anyone going for the library wheel. If the library is opened, everyone should fall back to the hallway leading to the wench room (don't fall back to the room itself, since stray gunfire will probably break the restraining chains. If that is breached, again fall back to the gate controls and do your best to keep Attackers away.

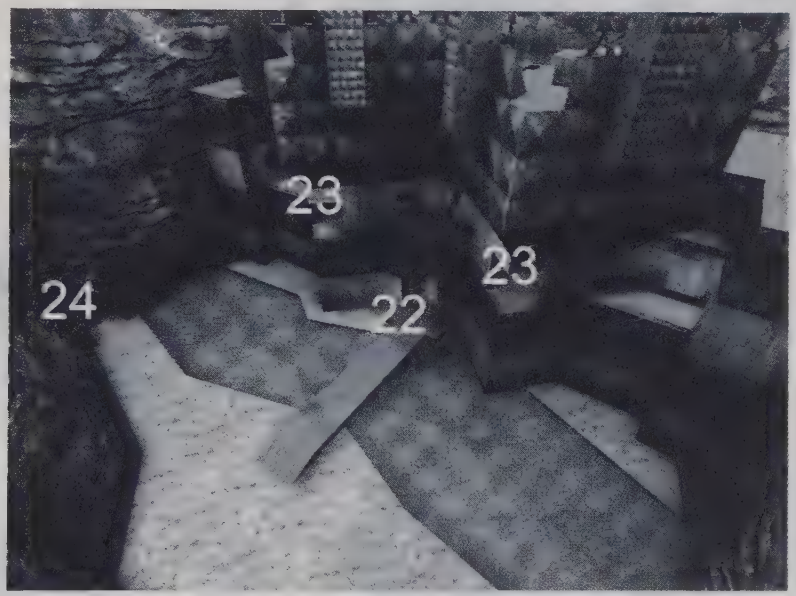
Mazon Fortress (AS-Mazon)

This arena is set in a jungle fortress where Defenders are trying to harness the powers of a huge Tarydium shard. Attackers have been sent in to sabotage the operation, preferably with large, devastating explosions. The fortress is indeed difficult to break into, requiring Attackers to make their way past two autocannons, catapults, a front gate, two inner barriers, and then finally destroy the Tarydium shard itself. Weapons and powerups are scarce on this level, except for the Attacker base.

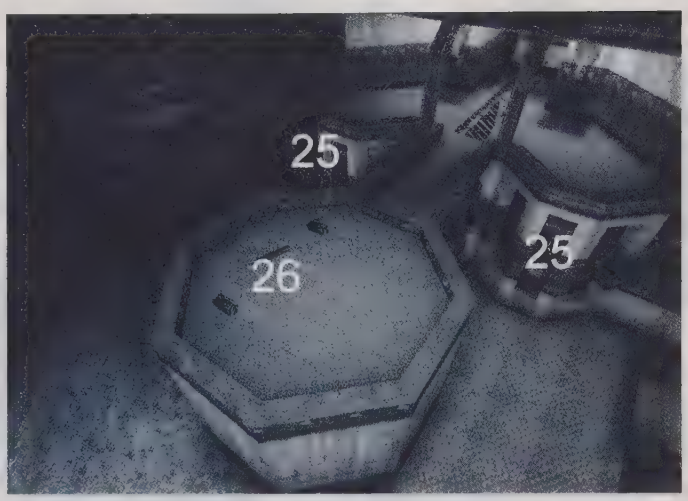
Attackers' objectives are: 1) Destroy the two counterweights to the front gate, thereby opening it; 2) open the main gates to the fort; 3) open the doors to the Tarydium shard chamber; 4) destroy the shard.

Ideal player load:	8 to 12
Weapons available:	Shock Rifle, Sniper Rifle, Rocket Launcher, Flak Cannon, Ripper, Pulse Gun,
Items available:	Health Packs, Body Armor

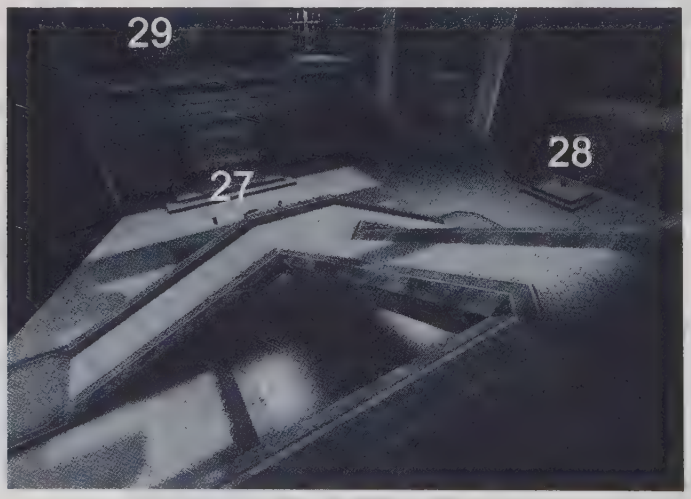
Weapon/Item/Objective Locations



Attackers start off in a makeshift base with a **Shock Rifle**, **Sniper Rifle**, and **Rocket Launcher.** From there they must run down a slope past the main gate to the fortress (22), where they will be assailed by two autocannons (23) and a shower of boulders from catapults high overhead. Defenders on the rooftops have access to a **Rocket Launcher** and **Flak Cannon**, each with ample ammunition. Attackers must run along the moat and through the tunnel to the left (24).



At the end of the metal pathway is the first assault target. Attackers need to **shoot out the counterweights** (25) on either side of the main gate to open it. They may be attacked from above by Defenders who have access to a **Minigun** and ammo (26). There is also a **Pulse Gun** and ammo on the ground floor nearby.



Once inside the main fort, Attackers can grab some weapons, such as a **Rocket Launcher** (27), or a suit of **Body Armor** (28) before racing up the ramp to the ledge overhead. They then need to **activate the controls to the Tarydium shard chamber** (29) to gain access to the last target. Once inside the room, **keep shooting the giant shard until it shatters.**

Note

There is an optional objective here that will make it easier for respawning attackers to enter the fort. The controls to the main gate are located on the ground floor, to the right of where you come in through the side gate. Activating them will open the gate, cutting travel time for attackers down.

A

Attack Strategies

Keep moving past the autocannons guarding the front gate and they shouldn't be able to hit you. Once you get to the side gate, concentrate on shooting the counterweights out instead of wasting time on Defenders. Just keep strafing back and forth to make yourself a more difficult target. Once inside the fort, switch strategies and have a single dedicated player go up the ramp and attempt to open the shard chamber doors while the rest of the Attackers tie up any Defenders. Opening the main gate is a good idea if someone can break away to do it, as it saves quite a bit of time. Once inside the shard chamber, load up the Rocket Launcher with rockets while holding down the alt fire button to fire all six in a tight circle. A couple shots like this will take out the crystal.

D

Defense Strategies

The first bottleneck to take to hold back Attackers is in the narrow tunnel leading to the side gate. Stock up on rockets, then fire them into the narrow tunnel where Attackers can't maneuver very well. This will cut you off from the rest of the items in the fort, but you may not live long enough for that to be a problem. The nearby Pulse Gun makes a nice substitute if you run out of rockets. Once the side gate is breached, fall back to the controls to the shard chamber or the ramp leading up to the upper level. If Attackers manage to get into the chamber, do your best to take them down while they're focusing their attention on the shard, then re-secure the ramp leading up to the area when all Attackers are cleared out.

Ocean Floor "Station 5" (AS-Ocean)

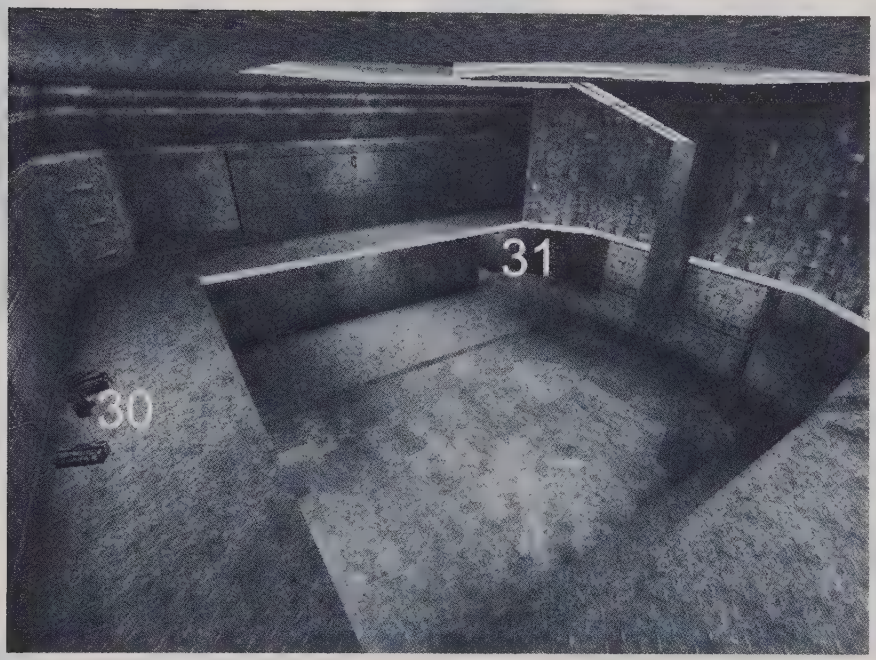
This aquatic arena gives combatants the opportunity to assault an underwater research base from their submarine. You must swim down into the base, then find a way in so that you can destroy all your opponents' precious research. There are many powerups on this level, but the map is large and there are four targets to defend, all of which are very vulnerable. Unless you have a large number of players, it is difficult to keep at least two of the targets from falling. It then becomes an intense battle to demolish the last one or two.

Attackers' objectives are: 1) Destroy Computer Terminal #1; 2) destroy Computer Terminal #2; 3) destroy Computer Terminal #3; 4) Destroy Computer Terminal #4. These objectives can be completed in any order.

Ideal player load:	8 to 10
Weapons available:	Pulse Gun, Rocket Launcher, Sniper Rifle, Minigun, Ripper, Flak Cannon, Shock Rifle
Items available:	Health Packs, Thigh Pads, Body Armor, Shield Belt

Weapon/Item/Objective Locations

Attackers start out in a sub chock full of weapons and items, including a **Pulse Gun**, a **Rocket Launcher**, a **Sniper Rifle**, a **Ripper**, a suit of **Body Armor**, and four sets of **Scuba Gear**. Attackers must then swim down through the bottom of the sub to enter the underwater base. There are two areas where you can enter the base, one at either end.



The first entrance is a large pool near **Computer Terminal #4**. This will put you in a wide room with a ridge overhead containing some Bullets and a set of **Thigh Pads** (30) and a **Super Health Pack**. The computer terminal is just around the hallway to the left (31). There is also a **Rocket Launcher** and a flight of stairs leading up to the Thigh Pads in the room with the terminal.



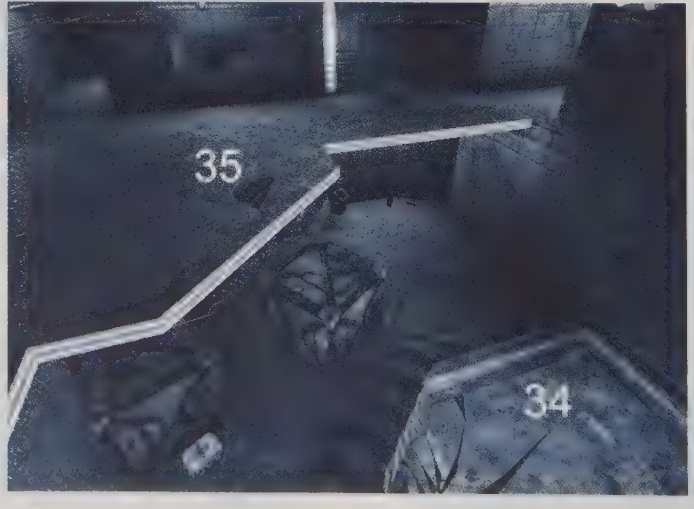
Watch out for the autocannon in this area! It may shoot you in the back as you go for the computer terminal.



Computer Terminal #3 (32) is located just beyond the airlock doors (33) near Station 4. It is also accessible from the ledge near the **Super Health Pack**. Again, watch out for the autocannons here. **Computer Terminal #2** is located on the opposite side of the pillar housing Station 3. The airlock door to the right of Terminal #3 leads to a **Pulse Gun**, while the door to the left leads to a flight of stairs.



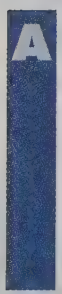
Near this flight of stairs is a small lift that will take you up to a cache containing a **Minigun**, ammo, and a **Shield Belt**.



Either the stairway to the left of Terminal #3 or the doorway opposite Terminal #2 will lead to the area containing **Terminal #1**. This area can also be accessed from the outside by swimming up into the smaller pool (34). The ledge overlooking the pool holds a **Flak Cannon** (35), while there is a **Ripper** and ammo beneath the nearby stairs. The room with Terminal #1 contains a suit of **Body Armor** and a **Shock Rifle** with ammo.



Defenders guarding the Terminal #1 area can look up through the glass ceiling to see where the Attackers coming out of the sub are headed. This is key intelligence to have when planning your defenses.



Attack Strategies

Surface through the large pool first and go for Terminals #4, #3, and #2. They are all right next to each other, and any large assault party is likely to take out some if not all of them. These terminals can be taken literally in a few seconds. From there, try to stock up on powerups such as the Thigh Pads, Super Health Pack, and Shield Belt before assailing the Terminal #1 room. Try to coordinate an attack that comes from both directions at once, as this will make defense much more difficult. If you die, form into a group and swim back up through the small pool near Terminal #1.



Defense Strategies

This arena is very difficult for Defenders, since attacks can come from many sides and the terminals can be destroyed in any order. Forget about Terminals #2 and #3. They are much too difficult to defend to make it worth your while unless you have a large number of people on your team. You might try to defend Terminal #4 by shooting at Attackers as they come up through the large pool. Once that terminal has fallen, concentrate your efforts on Terminal #1, which is much easier to defend. Watch for Attackers coming up through the small pool and hit them with Rockets or the Flak Cannon before they can get a foothold. Just make sure a couple of Defenders are guarding the other entrance to the Terminal #1 room, or one well-placed shot will end the whole round.

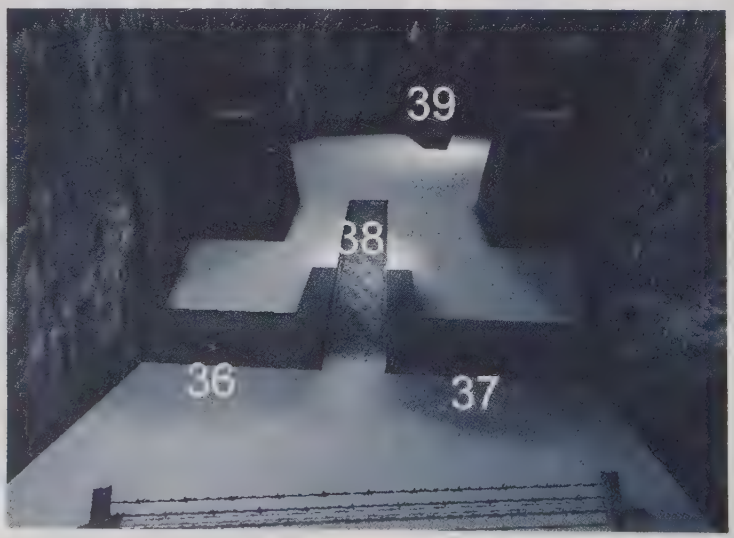
Operation Overlord (AS-Overlord)

This arena was inspired by the historic storming of the Normandy beach, one of the bloodiest and most vicious battles in all of military history. Attackers start out on their transport ships, and must storm the beach, fighting their way past foxholes and a devastating mortar to make it into the interior of the fort. The fight is just starting, however, as they must make their way to the interior of the complex and disable the long-range cannon controls found there. Defenders have a variety of places to choke off any Attacker advances, as well as foxholes and trenches where they can try to take Attackers down before they even get into the complex.

The Attackers' objective is to destroy the controls to the long range cannon in the heart of the fort.

Ideal player load:	8 to 12
Weapons available:	Minigun, Sniper Rifle, Rocket Launcher, Flak Cannon
Items available:	Health Packs, Body Armor

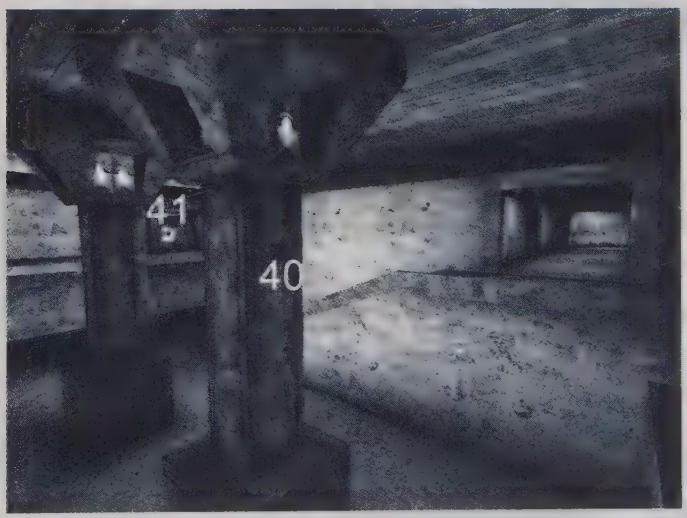
Weapon/Item/Objective Locations



Attackers start out in an assault craft with a **Minigun** and **Sniper Rifle**. They must then storm the beach and make it past two foxholes, one with an autocannon (36) and one with a **Minigun** and **Body Armor** for Defenders (37), and past a rain of mortar fire (38) to the entrance to the structure (39).



Time your dashes through the mortar fire right or you'll be an unsightly stain on the beach. Wait a good distance away until you see a shell impact, then run like mad past the area between the two foxholes.



The shaft leading into the fort takes you past some **Health,** a **Minigun,** and ammo to a small concrete boiler room with a ramp on your right (40) and a teleporter up on a ledge in front of you (41). The teleporter leads to a crossroads area with teleporters leading back to the boiler room to the foxholes, the towers, or to the Main Gun cavern. The ramp to the right in the boiler room takes a longer route to the Main Gun cavern, but takes you past several weapons and items, such as a **Rocket Launcher**, a **Flak Cannon**, various ammo, and a suit of **Body Armor**.

Once in the Main Gun cavern, Attackers must make their way up the ramp and along the metal catwalk to the gun control room, then shoot the control panel to disable the Main Gun.



The Main Gun will occasionally fire, rocking the ground beneath it and shaking you up a little. Be careful not to loose your footing and fall from the catwalk down to the cavern floor



Attack Strategies

Getting past the beachhead is one of the hardest parts of this assault. Learn to time your runs through the mortar field so that you can make it through alive. Once you get to the shaft leading to the boiler room, wait for reinforcements to arrive, then storm through. Take the long cavern through to the Main Gun Cavern, but see if you can use your Sniper Rifle to take out any inattentive Defenders from the catwalk overhead first. Then, trying to get Defenders to jump down to the cavern floor after you or get knocked down by the Main Gun's earth-shaking blast. It's very difficult to storm the catwalk with a group of defenders holding it.



Defense Strategies

Unless you have a large number of players, don't bother with the foxholes or the sniper towers other than to get the Body Armor and weapons. Instead, concentrate your first bottlenecking efforts at the boiler room as Attackers come down the long narrow shaft. You might also want to occasionally wander up the shaft a bit to see if you can catch any lone Attacker, wounded from the autocannon and waiting for his buddies. If the boiler room becomes breached, fall back to the Main Gun cavern. Stay up on the catwalks above if you can. Position three or four defenders near the entrance to the Control Room, and have another further up with a Sniper Rifle going for headshots as Attackers come through the narrow passage leading into the cavern. A skilled group of defenders can hold this position for a long time.

Part III

Unreal Tournament Pros

Unreal Tournament didn't organize itself and magically appear on your local store's shelves overnight. It took a lot of work on the part of the tournament organizers at Epic Games. Step off the arena floor for a moment and find out a little about them. The following pages contain an interview with three members of the *Unreal Tournament* team, plus bios of the people responsible for bringing this gib-fest to your desktop.

11



An Interview with the Chief Battlemasters

Three members of the *Unreal Tournament* development team were kind enough to take a break from their clamoring for the Grand Champion and answer our burning questions about the game: Cliff Bleszinski is the Game and Level designer, who has his hands in just about all aspects of the title. Brandon Reinhart is a Game Programmer, as is Steven Polge (who also holds the unofficial title of "Artificial Intelligence Guru"). They have some interesting things to say, including some discussion on the early conceptualization of the game, tough (and easy) design decisions, lessons learned from the experience, and future plans.

Jamie Madigan: *This really isn't a traditional first-person shooter. Who came up with the idea to do a game like this and where did they get it?*

Cliff Bleszinski: I believe it was Cedric "Inoxx" Fiorentino, one of our talented level designers, who first suggested the idea of a new product focused around advanced Bot and Teamplay. The game evolved from there. Steve Polge came up with some of the game types and we started putting the ladder together.

Jamie: *What sets* Unreal Tournament *apart from the other first-person shooters out there, especially the other titles emphasizing teamplay and multiplayer? What will gamers get with* Unreal Tournament *that they won't get elsewhere?*

Steven Polge: [Starts ticking off points on his fingers] Outstanding AI that can improve your gameplay experience whether you are playing alone, or with other humans in concert with bot teammates. Unique weapons with multiple firing modes and spectacular special effects that allow for radically different playing styles while being carefully and fairly balanced overall. Amazingly detailed graphics and sound effects. Engrossing new game types like Domination and Last Man Standing. Orders of magnitude more customizability than any other game, made easy with our windows style GUI. Cool levels.

Jamie: *What were some of the hardest decisions that had to be made when designing the game? Were there any features you originally wanted to put in but decided to cut or change? Why?*

Brandon Reinhart: The hardest decision is deciding when to quit. Originally we had ideas for more game types and features, but at some point we had to stop and say "this is enough". I think most of the features I wanted in the game got in there. I can't think of anything outstanding really. At this point the game lacks a specialized one-on-one game type, so it might be cool to put one in a future patch or addon.

Jamie: *What resource materials did you use when you created the game and its unique environments? Were you inspired by any particular books, movies, historical events, or real-life locations?*

Cliff: Our level designers always watch movies, peruse the web, and read architecture books and periodicals. There is a wealth of information out there to draw inspiration from! We're all huge fans of Sci Fi films and a lot of the production design, so we often look to set designers for inspiration.

Jamie: *What sets UT apart from the other first-person shooters out there? What will gamers get with it that they won't get elsewhere?*

Cliff: UT is the pinnacle of the Deathmatch and Teamplay experience, be it alone or with other people, wrapped up in a super slick and easy-to-use package. Our arsenal is original, fun, and balanced, and our levels are spectacular and varied. This game is extremely addictive!

Jamie: *What role did the continuing evolution of* Unreal *play in the development of* Unreal Tournament*? Did player feedback about* Unreal *shape* Unreal Tournament*'s development at all?*

Cliff: The day *Unreal* went gold there were a number of things we felt we could have improved upon. It is the perfectionist artist in all of us that drives us to make something that makes our prior work look dated. *Unreal*'s net code wasn't up to the standard that we had hoped, and we've invested a great deal of time improving this aspect of the engine so you'll get a silky smooth experience when you play online.

Also, the interface in *Unreal* was very basic; keyboard driven and somewhat clunky. Jack "Mek" Porter has gone in and ripped the guts out of the interface and transformed it into a mouse driven dream. Hopping into a game has never been easier!

Finally, the weapons in *Unreal Tournament* have been beefed up beyond all bounds of believability. They're huge, heavy, and harsh!

Jamie: *Can you tell us about some of the levels that didn't make it into the game? Any interesting concepts or locations that just didn't "work out" and had to be cut?*

Cliff: Originally we had two "Oil Rig" maps, so we had to cut one out of the game. There was also a skyscraper-like map floating above a metropolis that I was working on, but I did not like the way the map looked so I decided to axe it. Often when you're building a map you hit a dead end or just wind up disliking your own work and you have to make the decision to move on and/or start over.

Jamie: Unreal Tournament *lets you choose from several different player models/classes, but all of them are identical in terms of abilities. Can you discuss the decision to not have any differences between player classes in the game?*

Cliff: This was a major balancing can of worms that we really did not want to open. We love those team-based games that have classes as much as the next gamer does, but we have a problem with the fact that you can only wield some weapons at a time. We want access to all the guns that our foes have! We want to run as fast as them and take as many hits as they can. It is hard enough balancing 12 weapons without adjusting for variable player movement speed and damage ratios, so we decided to focus upon the balance of our weaponry rather than multiple player classes

Steven: UT adds many new gameplay elements that deepen the FPS experience, including unique weapons with multiple firing modes, new game types, and sophisticated AI which can be commanded. We were careful to make these elements easy to use, and included detailed tutorials to explain concepts which might not be familiar to novice or even experienced gamers. We felt that adding differentiated player classes would make UT so much more complex, without a commiserate increase in the "fun factor."

Jamie: *One of the things that struck me about* Unreal Tournament *is that there's not a "best" weapon for every situation. I found myself switching constantly. Can you talk about the fine art of weapon balancing and some of the challenges involved with this task?*

Brandon: Finding the overpowered weapons is easy: everybody starts complaining about it. Finding the weapons that are too weak, that nobody uses that takes time. You have to play a lot, have regular discussions with the whole team and get everybody's input on what weapons they use and don't use. Eventually you pinpoint an underused weapon and tweak its ammo capacity, damage output and other numbers until you get a useable weapon.

Jamie: *What was the biggest difficulty you had to overcome in the process of making* Unreal Tournament*? How did you overcome it?*

Brandon: UT's development went very smoothly. There were no major difficulties in development. Perhaps the largest difficulty was decision-making in design...getting everyones input on gameplay. That was resolved through a lot of meetings and playtesting.

Jamie: *Does any one game of* Unreal Tournament *that you've played stand out in your mind as particularly fun or intense? The kind of thing you'll tell your grandchildren about?*

Cliff: There was one time that we were playing Capture the Flag on "Facing Worlds" and both James Schmalz and I got the Redeemer. We were piloting the huge cruise missiles around the center of the map in an intense (and hilarious) dogfight while everyone else stopped fighting and just watched.

Jamie: *Do the people in the Epic offices have a favorite* Unreal Tournament *game (Deathmatch, Domination, CTF, Assault)? Any favorite Mutators or game settings?*

Brandon: Our favorite mutator is Insta Gib DM. We play it all the time. It takes a lot of skill to get good at, and it's really chaotic. Our favorite game type is probably CTF. That's a really hard call to make since they are all fun, but CTF is a great teamplay game.

Jamie: *Who's the current reigning Grand Champion there at the Epic Offices? How'd the person get to be so good?*

Cliff: Well, of course I'm going to brag and say that I beat the snot out of everyone else on a regular basis! (The truth is, I win very often, but not all the time.) The best way to get better at games like *Unreal Tournament* is to practice against opponents that are better than you. Getting your butt whipped makes you a better player!

Jamie: *Are there any hidden references or inside jokes in* Unreal Tournament *that the average gamer might miss? Don't tell me you guys didn't sneak in some references to yourselves or your friends in all the map names, player names, and locations.*

Cliff: My lovely mug is hidden in one of my levels. You can unlock this secret by shooting light fixtures in one section of the map! [Smiles] Good luck finding it.

Jamie: *You're supporting map-making and modification-making by including an enhanced Unreal Editor with the game. What modifications or conversions would you most like to see come out of the* Unreal Tournament *community?*

Brandon: My favorite mods are the ones that do something new with the engine. The "Unloaded" mod for *Unreal* was a top-down view game that didn't feel like *Unreal* at all. The Unreal engine is very flexible. Mod authors could make a real-time strategy game with it, if they wanted.

Jamie: *Any plans for add-on packs or sequels for* Unreal Tournament*?*

Brandon: We have discussed the possibility of both. Right now it entirely depends on how well the gaming community accepts *Unreal Tournament.*

Jamie: *Did you or the team learn any lessons working on* Unreal Tournament *that will definitely be carried over to other projects? What were they?*

Steven: It's important to have a fun and working version of the game early in development (which we did with UT). It allowed us to correct our mistakes early, and really tweak and polish the gameplay.

Jamie: *Thanks a lot, guys!*

12



The Team Behind the Skins

Now's your chance to go behind the scenes and meet the tournament organizers. Sometimes it's hard to forget that there are flesh and blood people that make games like *Unreal Tournament* happen. They're not just left on store shelves by some magical frag fairy. The information on the following pages will allow you to put faces with the names you might have seen mentioned, either in the game's credits, or in interviews and articles across the web. Basically, they're a lot like you and me, except that they have the coolest jobs on Earth.

Cliff Bleszinski



Job on the project:	Level designer, textures, pimping the game, and so on
Handle:	CliffyB
Favorite way to play UT:	One on one to the death!
Favorite weapon:	Flak Cannon
Best strategy:	Against me, there is no strategy. You just die.
Favorite thing about the game:	Beating the hell out of people in one on one and making them cry like little children.

Shane Caudle



Job on the project:	Level designer, artist, 3D modeler, skinner
Handle:	2lowG
Favorite way to play UT:	InstaGib DM, baby!
Favorite weapon:	Shock Rifle
Best strategy:	Kill them before they kill you! :)
Favorite thing about the game:	Winning in Deathmatch!

Dave Carter



Job on the project: Lead 3D Animator

Handle: MotorNerve

Favorite way to play UT: CTF; it rules!

Favorite weapon: The Minigun, of course. I like lots of bullets.

Best strategy: Run around like greased moose poop and try not to get shot.

Favorite thing about the game: Are you kidding? Everything!

Erik De Neive



Job on the project: Coder

Handle: Erik

Favorite way to play UT: Deathmatch

Favorite weapon: Shockrifle

Best strategy: When getting close to your enemy, keep strafing in circles :)

Favorite thing about the game: The multitude of level themes

Pancho Eekels



Job on the project: Level designer/3D artist

Handle: XceptOne

Favorite way to play UT: CTF and InstaGib and LowGrav all at once, baby!

Favorite weapon: Nothing beats the six-rocket-homing-in-on-your-ass rocket launcher.

Best strategy: Look behind you!

Favorite thing about the game: The fun blow-'em up factor!

Dave Ewing



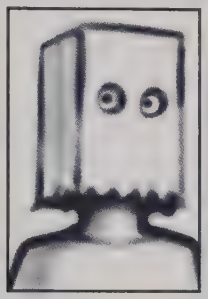
Job on the project:	Level designer, sound guy, texture artist
Handle:	Magnus
Favorite way to play UT:	Nothing beats a good CTF game
Favorite weapon:	Ok, I'll admit I'm a Shockrifle junkie.
Best strategy:	Camping will get you nowhere. Campers suck!
Favorite thing about the game:	I love playing in such a wide variety of locations. The maps found in UT are completely unique and all of them kick ass. A close second favorite thing about UT is INSTAGIB!!!

Cedric Fiorentino



Job on the project:	Level designer
Handle:	Inoxx
Favorite way to play UT:	Domination and DM Team-Game
Favorite weapon:	Shock Rifle, Minigun (in close range fights), Ripper momentum transfer is deadly when used in the proper Map (for example, Morpheus)
Best strategy:	I like to use the BioRifle as a defensive weapon, or to make traps
Favorite thing about the game:	Tons of user-created levels for Unreal; I'm sure it'll be the same for UT. You can basically play a new map every night if you want.

Mike Leatham



Job on the project: Background textures

Handle: Not applicable (no discernable personality.)

Favorite way to play UT: Spectator

Favorite weapon: Mumbled sarcasm

Best strategy: Hide

Favorite thing about the game: Cool environments

Brandon Reinhart



Job on the project: Programmer

Handle: GreenMarine

Favorite way to play UT: Deathmatch

Favorite weapon: Rocket Launcher

Best strategy: Shoot for the knees

Favorite thing about the game: The fast-paced Deathmatch with great level design. What else could you ask for? The weapons rock, too. :-)

Dan Sarkar



Job on the project:	Skin artist, voices
Handle:	Reptile
Favorite way to play UT:	Domination, followed closely by InstaGib last man standing in low grav!!!
Favorite weapon:	The Minigun, baby!!! That sucker rocks.
Best strategy:	Find a good place to hide, and nail unsuspecting victims; try to avoid CliffyB at all costs!!!
Favorite thing about the game:	The diversity of the game types makes for good variety.

James Schmalz



Job on the project:	Art monkey
Handle:	Pariah
Favorite way to play UT:	Deathmatch
Favorite weapon:	Flak Cannon
Best strategy:	Stay away from Cliff
Favorite thing about the game:	It's damn fun!

Appendix A



Online Gaming Glossary

One gamer turns to another and says. "GG man! Even though the lag kept my ping pretty high that LPB from Clan Moosebreath fragged me like I was a newbie!" The other gamer responds with "Yeah, I was in a game of CTF with that guy at a LAN party. I was trying to camp near the crossroads respawn point and he actually telefragged me!"

Got a headache from all that jargon? Like many groups, online gamers have their own lingo. For the uninitiated, conversations with seasoned gamers can quickly get confusing. If you haven't been in the middle of the online gaming scene, you may not know all the language. Never fear. I'm here to offer you the best thing short of the Universal Translator from the original Unreal—a Gamer's Glossary of important terms. If any of the terms you hear in this book or online don't make sense, look here.

Table A.1 Jamie's Online Gaming Glossary

Term	Definition	Usage
AI (noun)	An acronym for Artificial Intelligence. The process by which a computer-controlled player (called a bot) mimics thinking.	*"The AI in Unreal Tournament so good; it's eerie."*
Alias (noun)	A script for a series of actions. Can be bound to a key/button.	*"I wrote an alias for rocket jumping."*
Bind (verb)	To assign actions to a particular key or mouse/joystick button.	*"The orders menu is bound to V."*
Bot (noun)	Short for robot, a computer-controlled player.	*"Playing against bots is good practice for the real thing."*
Camper (noun)	One who camps. Often used derisively.	*"Lousy camper!"*
Camp (verb)	The act of hiding and attacking other players from one spot, often with the element of surprise. One usually camps near a player's respawn points or near powerful weapons.	*"Thrrrpptt! is camping near the Flak Cannon!"*
Cap it (verb)	To capture the other team's flag; usually said to the person who is carrying the enemy's flag.	*"Our flag is in the base. Cap it!"*
Clan (noun)	Usually, a tightly knit team of players that play together regularly. They often battle other clans and may run web pages.	*"My clan challenges your clan to a game of Domination!"*
Console (noun)	The window, accessible by hitting the key, where one can enter certain commands, such as cheat codes. Not as easy as using the menu system.	*"Type 'quit' in the console."*
Co-Op	Short for Cooperative. A mode of play (usually in a single-player game) where players work with one another instead of against.	*"Anyone want to play a game of co-op Unreal?"*
Crater (verb)	Dying from a long fall.	*"Watch your step or you'll fall and crater."*
Crossroads	A term used to describe the no-man's-land between bases in a Capture the Flag map. It is often a strategic point on the map to control.	*"Let's go secure the cross roads."*
CTF (noun)	An acronym for Capture the Flag. It is one of the games you can play in *Unreal Tournament* and many other online games.	*"Anybody up for a game of CTF?"*
DM (noun)	An acronym for Deathmatch.	*"I played DM for about an hour last night."*

Term	Definition	Usage
FPS (noun)	An acronym for the first-person shooter game genre. It describes games such as *Unreal Tournament* where intense action is seen from a first-person perspective.	*"This is one of the best FPS on the market!"*
Frag 1.(verb)	To "kill" someone in a game. This term actually originated from a military term meaning to kill ones fellow soldier, usually with the shrapnel from a grenade.	*"He fragged me with the Rocket Launcher" or*
2. (noun)	A point scored from fragging someone.	*"Thrrrpptt! wins with 16 frags."*
Frame Rate (noun)	An index of how fast your computer is running a game.	*"I'm getting a frame rate of 40 frames per second on my setup."*
GG (noun)	An abbreviation for "good game." Often said at the end of a round when the action was particularly sweet.	*"GG all!"*
Gibs 1.(noun)	Blown up body parts.	*"Nothing left but a pile of gibs." or*
2. (verb)	To kill someone so violently nothing is left but bits and pieces of them.	*"The Flak Cannon gibs people at close range."*
HPB (noun)	An acronym for high-ping bastard. Someone who has a slower connection to the Internet.	*"You're doing pretty well for a HPB."*
HUD (noun)	An acronym for heads-up display. It's the display that gives you information on health, armor, score, and so on.	*"The HUD in Unreal Tournament is very unobtrusive."*
IP Address (noun)	The Internet address for a game server. Like a phone number, it tells your computer where to call so it can connect you to a game.	*"What's your server's IP address?"*
Lag 1. (noun)	Delays between data sent from your computer to the server. Often experienced as pauses and stuttering in the game.	*"Bleh! Lag!" or*
2. (verb)	To experience lag.	*"I'm lagging really badly tonight."*
LAN (noun)	An acronym for local area network. A net work of computers connected together for playing online games or, strangely enough, working. LANs offer a practically lag-free gaming environment.	*"I get to stay after hours at work and play Unreal Tournament on the office LAN."*
LAN party (noun)	A collection of gamers who come together and create a LAN for hardcore gaming; it's fun beyond imagining.	*"I'm trying to organize a local LAN party. Want to come?"*

Term	Definition	Usage
LPB (noun)	An acronym for low-ping bastard. Someone who has an extremely fast connection to the internet. Often used in a derogate manner.	"That LPB is running circles around us."
Models (noun)	Different "bodies" for players to use in a game. Several come with the game, others may be created by fans.	"I like using the Skaarj model when I play."
Mods (noun)	Short for "modifications," which are new games brought about by adding new features to an existing one. The different games in *Unreal Tournament* may sometimes be referred to as mods.	"I heard about a new mod someone made for Unreal."
Newbie (noun)	A person who is unlearned in the ways of online gaming or the internet in general.	"Take it easy on the newbie."
Ping (noun)	An index of how fast your connection is to a game server. Low pings are better, meaning that it takes information less time to travel between your computer and the server.	"I get really good pings on this server."
Respawn (verb)	The act of re-entering the game. Weapons at items respawn after being picked up, players respawn after dying.	"Make sure you grab a good weapon as soon as you respawn."
Respawn point (noun)	Point on a map where weapons or players respawn.	"Camping near respawn points is bad etiquette."
Server (noun)	A computer running a game. It can usually be accessed through the Internet or a local area network.	"I'm running an Unreal Tournament server from work. Don't tell the boss."
Skin (noun)	The covering for a player model. Different skins can make a player look unique. Several come with the game, others may be created by fans.	"Check out this cool new skin I downloaded!"
Spam (noun)	Not the lunch meat. Spam refers to overflow ing communication channels with pointless or repetitive messages. Very annoying.	"Thrrrpptt! is spamming me!"
Telefrag 1. (noun)	A special type of frag where you teleport into space already occupied by a player, thereby killing him/her.	"Stay out of respawn points or you'll get telefragged."
2. (verb)	The act of scoring a telefrag.	
Total Conversion (noun)	A totally new game brought about by com pletely redoing an existing game. This usually involves extensive changes to content and gameplay.	"I'm working on a total conversion for Unreal where you get to hunt deer."

Appendix B

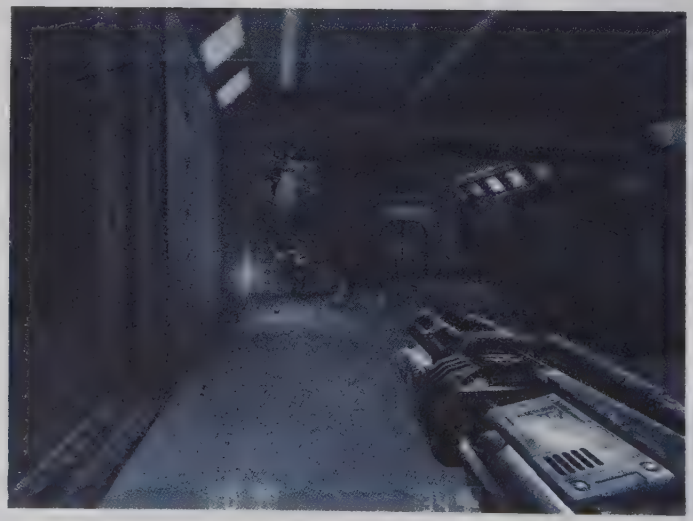


Cheat Codes

This appendix lists the cheat codes that can be entered from the Unreal Engine Console. They can be activated in one of two ways. You can bring up the console interface by pressing the Tilde (~) key (located above the Tab key on most keyboards), type in the code, hit Enter, and then press (~) again to put away the console. Alternatively, you can also press the Tab key to bring up a prompt near the middle of the screen, type in the code, and hit Enter. I don't recommend using cheat codes unless absolutely necessary, since they ruin the fun and sense of accomplishment you get from the game, but they're here if you need them.

Table B.1 Unreal Tournament Cheat Codes

Command	What it does
god	(God mode) Makes you invincible (except for telefrags)
ghost	Lets you walk and fly through walls
loaded	Gives you all weapons (except Redeemer) and some ammo
allammo	Gives you 999 ammo for every weapon you possess at the time
fly	Lets you fly around
walk	Turns off Ghost or Fly mode
playersonly	Toggles freezing time
suicide	Kills you (not really all that useful)



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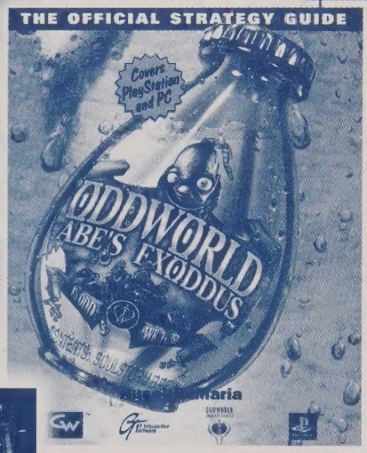

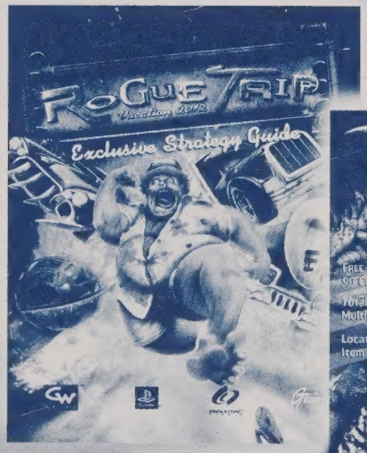



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