Access Notes

1. Drag all files onto your PC
2. Then drag the Map and Sourced\_Assets into C:\Program Files\Epic Games\UnrealTournamentEditor\UnrealTournament\Content.
3. Open Unreal Tournament on your PC.
4. Open the folder called Map.
5. Load level “Hanger\_405”.
6. Command line (press ` then enter Addbots 7)