**To Play In Unreal Tournament**

Place the pak file

Program Files\Epic Games\UnrealTournament\UnrealTournament\Content\Paks

**To Open Map In Unreal Tournament Editor**

Place the Final\_Models folder, Texture Folder, DM-group8.umap and DM-group8\_BuiltData.uasset in

Program Files\Epic Games\UnrealTournamentEditor\UnrealTournament\Content