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FIRST THINGS FIRST

The Release Notes File

The *Unreal Tournament® 2004* CD-ROM game has a Release Notes file where you can both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Unreal Tournament 2004* directory found on your hard drive (usually C:\UT2004). You can also view the Release Notes file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on *Unreal Tournament 2004*, and then on the "Release Notes" file.

Setup and Installation

- Start Windows® 98/Me/2000/XP.

- Insert the *Unreal Tournament 2004* CD-ROM CD1 Install Disc into your CD-ROM drive.(Insert the Play Disc into your DVD-ROM drive if you have the *Unreal Tournament 2004* DVD Special Edition.)

- If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

  Follow the remainder of the on-screen instructions to finish installing the *Unreal Tournament 2004* game. Installation of *Unreal Tournament 2004* requires a key code found on the outside of the disc holder (inside the DVD case for the DVD Special Edition).

- Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/*Unreal Tournament 2004*/Play *UT2004* to start the game.

Note: You must have the *Unreal Tournament 2004* Play Disc in your CD-ROM or DVD-ROM drive to play.

Installation of DirectX®

The *Unreal Tournament 2004* CD-ROM game requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed on your computer, click "Yes" to accept the DirectX® 9.0b License Agreement. This will then launch the DirectX® 9.0b Install.

KEYBOARD COMMANDS

Below is a list of the default controls. To change any of these, go to the Input menu (under Settings), then select Configure Controls. Click the box next to the function you want to change, and then press the key you want to assign to it.

MOVEMENT	CONTROL
Fire	Left Mouse Button
Alternate Fire	Right Mouse Button
Move Forward	Up Arrow (or W)
Move Backward	Down Arrow (or S)
Strafe Left	Left Arrow (or A)
Strafe Right	Right Arrow (or D)
Jump/Up	Spacebar
Crouch/Down	Shift
Look Up	Delete
Look Down	Page Down
Centre View	End

HINTS	CONTROL
Show Path to Red Base	M
Show Path to Blue Base	N
SPEECH	**CONTROL**
Activate Microphone	F
TAUNTS	**CONTROL**
Say	T
Team Say	R
Show Voice Menu	V
TAUNT ANIMATIONS	**CONTROL**
Point	semicolon (;)
Pelvic Thrust	J
Ass Smack	K
Throat Cut	L
WEAPONS	**CONTROL**
Next Weapon	Mousewheel or Number Pad Plus (+)
Previous Weapon	Mousewheel or Number Pad Minus (-)
Switch to Last Weapon	B
Switch to Best Weapon	G
HUD DETAIL	**CONTROL**
Grow HUD	Equals (=)
Shrink HUD	Minus (-)
MISCELLANEOUS	**CONTROL**
Use	E
Pause	Pause
Screenshot	F9
Menu	Esc
Scoreboard	F1
In-game Chat	F2
Personal Stats	F3
Show Playlist	F11
Toggle Radar Map	F12

COMBAT MODES

There are 10 modes of combat in *Unreal Tournament 2004.*

Deathmatch

Players are pitted against each other in a balls-to-the-walls free-for-all. Anything goes. The one with the most frags wins.

Team Deathmatch

Join your teammates in the quest for battlefield supremacy. The team that kills the most enemy players is judged the winner.

Capture the Flag

Each level has two team flags. In order to score, one team must penetrate the opposing team's defences, "Capture their Flag," and return it to their home team's flag. If the flag carrier is killed, the flag drops to the ground for anyone to pick up. If your team's flag is taken, it must be returned before your team can take the opposing team's flag.

Double Domination

Each level has two Domination Points. In order to score, you must capture both Domination Points (by running over them) and keep them in your team's possession for 10 seconds. After scoring, the Domination Points reset to neutral and will become available to Dominate again after another 10 seconds.

Bombing Run

Each level has one ball in the middle of the map. The objective is to pick up the ball, deliver it to the enemy base and fire it through their goal. You must also defend your own goal to prevent the enemy from scoring. The ball is dropped when a player is killed and can then be picked up by anyone on either team.

Last Man Standing

All players start the game with all weapons when they respawn, but players have a limited number of lives. There's an option to get health back when you kill someone. Also, if you stand in one place for too long, you get called out for camping and your location shows up on everyone else's HUD.

Invasion

Band together and defend your position against waves of incoming enemies. Each wave lasts between 90 seconds and four minutes. You cannot respawn if you die during a wave. However, as long as one player makes it to the end of the wave alive, everyone respawns for the next attack. Monster difficulty is controlled by the "bot" difficulty option in the Settings Menu.

Mutant

A Mutant game starts out as a free-for-all deathmatch. However, as soon as one player makes a kill, he becomes the Mutant. Everyone else stops fighting (you can't hurt each other anymore), and guns for the Mutant instead. You score points by racking up kills while you're the Mutant:

Normal Kill: 2 Points

Double Kill: 3 Points

Multi Kill (and above): 4 Points

Mutants get all (non-super) weapons, lots of ammo, and have invisibility, agility and berserk. However, the Mutant's health slowly runs down and can only be replenished by killing other players. Also, the Mutant's position appears on everyone else's HUD. If a player kills the Mutant, they become the new Mutant.

As an optional twist, the player with the lowest score is the Bottom Feeder — he can also go kill other players to score points. As soon as the Bottom Feeder's score isn't the lowest, a new player becomes the Bottom Feeder. The Mutant gets five points for killing the Bottom Feeder.

Assault

Two teams (attackers and defenders) battle each other in the *Unreal* universe. Attackers have several objectives to accomplish in order to win the round. Defenders must prevent the attackers from achieving those objectives in order to win. Teams can exchange roles after each round. You can set the number of rounds in a match, and the time limit for each round.

Accomplishing objectives for the attacking team may involve reaching a key location, using machinery or computers in the level, or destroying a critical piece of hardware. The Show Path to Blue/Red Base hotkey (default: M/N) will indicate where the next objective is during a match. Assault also features many different useable vehicles and turrets.

Onslaught

We saved the best for last. Teams battle for control of the expansive map. You'll need strategy, strength and an almighty arsenal to win. Each team starts the game with its own vehicles. You can't steal an enemy vehicle unless the enemy unlocks it by first getting into the vehicle. But if your enemy leaves his tank to pick up some ammo, you can steal it.

Power Core

Your team's goal in Onslaught is to destroy the enemy Power Core. Usually found in the heart of your opponent's base, the Power Core cannot be damaged unless your team has a link to it. Your team must link to the enemy Power Core by controlling the smaller Power Nodes on the map.

Power Links

The Power Links that connect the nodes and cores are very important. Each team can only attack or take control of Power Nodes connected to nodes already under team control. Teams start out at their base and take over node after node until they can establish a link to the enemy Power Core and attack it.

Neutral Power Nodes

Neutral Power Nodes can be taken over by either team by standing on the base of the node. Once a node is taken over, construction of a team-coloured Power Node begins. The Power Node becomes active once construction ends.

Active Power Nodes

Active Power Nodes function as mini-bases where your team can get new vehicles, weapons, ammo and respawn, if the team controls the node. Once a Power Node is constructed for your team, it immediately spawns vehicles and players can respawn there.

Attacking Power Nodes

If your team has a link to an enemy-controlled Power Node, you can attack the node and destroy it. This will return the node to a neutral state and eliminate spawning of enemy players at that node. You can start the construction of a Power Node for your team. During construction the node is vulnerable to enemy attack, so defend the node as if your life depended on it.

SINGLE PLAYER GAME

Select Single Player from the Main Menu to enter the Tournament and begin your trip up the Tournament ladders. (This is the single player section of *Unreal Tournament 2004* and is played solely on your computer, not the Internet.)

Profile

On the Profile screen you can create a new character and team, browse existing profiles, continue an in-progress season and check recorded high scores.

Select **CREATE NEW** from the Profile Screen to start a new career in the Tournament. Here you'll be able to name your team and team captain, select a difficulty level, choose a symbol to represent your team, and pick the appearance of you character in-game from a wide selection of tough customers.

Select the **HIGH SCORES** button to view the top teams that have competed in the Tournament. By selecting **LOAD** you'll continue where the currently selected profiles team left off.

Tutorials

You can get an overview of four different game modes on the Tutorials screen. Here you can choose which orientation movie to view: Deathmatch, Capture the Flag, Double Domination and Bombing Run.

Qualification

This screen covers your first matches in the tournament. Here you compete through five deathmatches, each increasingly more challenging. The sixth round has you hand pick potential teammates, and then attempt to prove your worth as a team captain by defeating them all. If you're victorious, they'll join you and you move onto the next qualifier.

You have some control over which map you play for each of these matches. Should you feel that the odds are stacked against you on the default map, select **CHANGE ARENA** to see if the alternative is an improvement. It'll cost you, and you've only got one new choice, but it can sometimes make the difference between victory and defeat.

Team Qualification

Similar to the Qualification screen, here you and your team slug it out across four arenas in team deathmatch. Like with the Qualification ladder, you can change the arena if you wish.

Team Roster

Prior to entering an arena in all non-Qualification matches, you can setup your crew. On the Team Roster screen, choose which team mates to bring and what tactics they should employ.

Ladder

After completing the Team Qualification matches, it's time to start working your team up the Tournament Ladder. On this screen you can select from four game mode ladders, starting with Double Domination. After a two victories within each game mode ladder, the next ladder will be come available.

You may challenge opposing teams of comparable skill on the Ladder screen to matches solely for fun and profit. There are two challenge types, each with their own risks and rewards. Bloodrites allow you recruit players away from an opposing team (assuming victory of course). Mano-e-Mano allows you to wager cash on who will win a one-on-one deathmatch.

Team Management

At any time between matches you can adjust the composition and condition of your team. On the Team Management screen you can hire and fire teammates as you see fit (and your balance sheet supports). New free agents become available as you work your way up the ladder, so be sure to revisit the talent pool from time to time. Select a free agent to see information about them, such as their skill percentages, weapon preferences, and historical details.

As your team works its way through the Tournament, it is inevitable that some will sustain injuries. If your cash reserves prevented you from tending to their wounds after the match, you can address their headline by selecting from the two medical options on the Team Management screen. Select a specific teammate to heal and choose Treat Injuries, or just click on Treat All to take care of all teammates at once.

Details

On many of the Tournament screens you can select Details to get additional information about your own performance, as well as how your competitors are doing. The Last Match Played tab will show you the stats of both your team and your opponent, how long the match lasted, and what the prize was. The Other Tournament Matches tab will show you the results of the other contender matches that took place during your match. The last tab, Opponent Teams, shows details about your opponents, including history, roster, and stats. If you want to view your stats outside of *Unreal Tournament 2004*, select the **EXPORT** button to create an HTML file with this information.

Instant Action

Instant Action games, you choose any type of combat on any of the available maps. You'll see the various combat modes listed, and the names of the arenas available for each. Use the menus to change Player settings and Game Rules and choose which Mutators to activate. (See "Mutators" on page 24 for details.)

Customizing Bots

Before starting an Instant Action game, you can customize the bots on your team and the enemy team. Select "Use Bot Roster" for the Bot Mode setting in the Game Rules tab, and then select which bots to use under the Bot Config tab. Each bot can be individually customized by clicking on the Customize button for the selected bot.

MULTIPLAYER GAME

Simple Server Administration System

The simple administration system is enabled by default. In the simple administration system there is only one server administrator password. This can be set in the "Server Rules" menu. To use Match Setup, players must know the administrator password. This password gives the user full admin control of the server. Instead, you may want to enable the advanced server administration system.

Multiplayer Match Setup

In multiplayer games you have the option to allow certain players to modify the server settings remotely. This becomes necessary when two clans want to battle each other. This feature is disabled by default. To enable it, check the "Allow Match Setup" setting in the "Server Rules" tab of the "Host Game" menu.

Advanced Server Administration System

To enable the advanced server administration system:

1. Stop/Exit *Unreal Tournament 2004*.

2. Edit the *\UT2004*\System*UT2004*.ini file with a text editor.

3. Find the section that starts with "[Engine.GameInfo]".

4. Below this find the line that contains "AccessControlClass=Engine.AccessControl".

5. Change this to line to "AccessControlClass=XAdmin.AccessControlINI".

6. Find the section that starts with "[UWeb.WebServer]".

7. Below this find the line that contains "bEnabled=False".

8. Change this line to "bEnabled=True".

9. Save the changes.

Match Setup User Accounts

With the advanced server administration system enabled, you can now add user accounts for Match Setup. To create Match Setup user accounts, do the following:

1. Set the "AdminPassword" to a password of your choice.

2. Start an *Unreal Tournament 2004* server.

3. Open your favourite Internet web browser.

4. Navigate the web browser to http://yourserver.domain.ext/ServerAdmin where yourserver.domain.ext is the Internet address of your server. You could also use the IP Address in place of this. If the *UT2004* server is on the same computer then you can use http://localhost/ServerAdmin.

5. You will be prompted for a UserID, Password and Domain. Enter "admin" for the UserID and the AdminPassword (set previously in the "Server Rules") for the Password. Leave the Domain blank.

6. This takes you the *Unreal Tournament 2004* web administration page.

7. Click the "Users & Admin" link at the top.

8. Click the "Add Users" link to the left.

9. Enter a UserID and Password for the new user.

10. At the bottom (you may have to scroll down) select "Match Setup" in the Initial Group list. **Note:** this will allow this user to use Match Setup and nothing else. He/she will only be able to view and modify configuration setting that have a security level of 240 or lower. (The security levels are shown beside each setting in the "defaults" section of the UT Server Admin web page.)

11. Click the "Add Admin" button

12. Now this user can use Match Setup.

Using Match Setup

Follow the steps below to use the Match Setup interface while connected to a multiplayer server.

1. Press the **Esc** key and click the "Match Setup" button.

2. Enter your Match Setup UserID and Password.

3. It will take a few seconds to download all of the settings from the server.

4. You can select server settings in the list on the left by clicking the item. The items that have a "+" preceding them may be clicked to show sub settings under them.

5. Once you select a setting, the value for that setting will show on the right. You may change the setting here.

6. After making a change, click the "Save" button. This will send the new value to the server and to any other MatchSetup users for notification.

7. After you're finished modifying settings, you need to click the "Accept" button to implement the changes on the server. If there are any other MatchSetup users logged in, they will also have to click the "Accept" button to implement the changes.

Default Profile

The server administrator may save a set of settings (called a profile) as the default profile. To do this the administrator must open the Match Setup interface, login with an Admin level UserID, modify the settings, then click the "Save Default" button. Any Match Setup user can load this Default Profile by clicking the "Load Default" button on the Match Setup interface.

Multiplayer Voting

In multiplayer games, you can vote for maps and to kick other players from the server.

Map Voting

To enable map voting on a server, check the "Enable Map Voting" option in the "Server Rules" tab of the "Host Game" menu. This is disabled by default. At the end of each game, the map voting interface appears on each player's screen. Each player can choose a game type (combat mode) and a map. Double-click the map name to submit a choice. The interface also shows a list of maps that have been voted on, along with chat messages from other players. Players can send messages from this interface also.

Kick Voting

Check the "Enable Kick Voting" option in the "Server Rules" tab of the "Host Game" menu to enable the removal of players from the server. This option is only available if Advanced Options is checked. This is disabled by default. At any time during a game, players can open the Kick Voting interface by pressing the **Esc** key and clicking the "Kick Voting" button. The player can then submit a choice by double-clicking one from the list of players. The interface also shows a list of players that have been voted against. Players can send and receive messages from this interface. By default, if more than 51% of the players vote against a single player, that player is kicked from the server and will not be able to rejoin until the current game is over.

SETTINGS MENU

Display

Configure the look of the game here.

Render Device: Alternate rendering devices. May offer better performance on your machine.

Resolution: Select the video resolution at which you wish to play.

Colour Depth: Select the maximum number of colours to display at one time.

Full Screen: Check this box to run the game full-screen.

Brightness: Use the slider to adjust the Brightness to suit your monitor.

Gamma: Use the slider to adjust the Gamma to suit your monitor.

Contrast: Use the slider to adjust the Contrast to suit your monitor.

Texture Detail: Change the amount of world detail rendered.

Character Detail: Change the amount of character detail rendered.

World Detail: Change the level of detail for optional geometry and effects.

Physics Detail: Change the physics simulation level of detail.

Dynamic Mesh LOD: Adjust how aggressive character and vehicle details are reduced at distance.

Decal Stay: Change how long weapon scarring effects stay around.

Character Shadows: Enable character shadows.

Decals: Enable weapon scarring effects.

Dynamic Lighting: Enables dynamic lights.

Detail Textures: Enable high-resolution detail textures.

Coronas: Enable coronas.

Trilinear Filtering: Enable Trilinear filtering, recommended for highperformance PCs.

Projectors: Enable Projectors.

Foliage: Enable grass and other decorative foliage.

Weather Effects: Enable weather effects like raindrops and lightning.

Fog Distance: Relative scaling of distance fog. Higher values increase performance.

Audio

Modify the game's sound configuration here.

Unreal Tournament 2004 uses Creative's EAX® 3.0 ADVANCED HD™ Environmental Audio technology to accurately simulate sonic effects such as reflections, occlusion, and advanced reverberation in real time. The EAX ADVANCED HD acoustic models are dynamically updated as you move around, providing the most lifelike audio experience ever. The additional audio detail, especially played back through a multispeaker surround system such as Inspire™ or Gigawork™ 7.1 speakers, enhances the way the player connects with the game's environment, leading to a more immersive gaming experience.

Music Volume: Adjust the volume of the background music.

Audio Mode: Change the audio system mode.

Low Sound Detail: Lower quality of sound.

System Driver: Use system installed OpanAL driver.

Reverse Stereo: Reverse the left and right audio channels.

Effects Volume: Adjust the volume of all in-game sound effects.

Play Voices: Define the types of voice messages to play.

Mature Taunts: Enable off-colour commentary.

Auto-Taunt: Enable your in-game player to automatically taunt opponents.

Message Beep: Enable a beep when receiving a text message from other players.

Announcer Volume: Adjust the volume of all in-game voice messages.

Announcements: Adjust the amount of in-game announcements.

Status Announcer: The Status announcer relays important information about the game to the tournament players and spectators.

Reward Announcer: Each tournament player is linked to a Reward announcer that informs you when you've demonstrated exceptional combat skills.

Text to Speech Volume: Adjust the volume of Text-to-Speech messages.

Text to Speech: Enable Text-to-Speech message processing.

IRC Text to Speech: Enable Text-to-Speech processing in the IRC client (only messages from active tab are processed).

Voice Chat: Enable the voice chat system during online matches.

Voice Options: Permits the customization of voice-related features.

Voice Chat Volume: Adjusts the volume of other players' voice chat communication.

Auto-join Public Channel: Automatically join the Public channel upon connecting to a server.

Auto-join Local Channel: Automatically join the Local channel upon connecting to a server.

Auto-join Team Channel: Automatically join the Team channel upon connecting to a server.

Auto-select Active Channel: Automatically set an active channel when you join.

Chat Password: Set a password on your personal chat room to limit who is allowed to join.

Internet Quality: Determines the codec used to transmit voice chat to and from Internet servers.

LAN Quality: Determines the codec used to transmit voice chat to and from LAN servers.

Player

Here is where you modify how your opponents perceive your character.

Name: Changes the alias you play as.

Voice Type: Choose how your character's voice sounds in the game.

Default FOV: Changes the team you will play on by default.

Preferred Team: Changes the team you will play on by default.

Weapon Hand: Change how your weapon is displayed.

Small Weapons: Make your first-person weapon smaller.

Skin Preview: Show how the model looks using the selected skin.

Portrait: Toggle between 3D view and a portrait of your character.

Change Character: Change the character you play as.

Game

Here you can customize visual elements of the game.

Weapon Bob: Prevent your weapon from bobbing up and down while moving.

Gore Level: Configure the amount of blood and gore you see while playing the game.

Dodging: Turn this option OFF to disable special dodge moves.

Auto Aim: Enable this option to activate computer-assisted aiming in single-player games.

High Beacon Trajectory: Enable traditional-style high translocation beacon toss trajectory.

Weapon Switch on Pickup: Automatically change weapons when you pick up a better one.

Landing Viewshake: Enable view shaking upon landing.

Connection: How fast is your connection?

Dynamic Netspeed: Dynamically adjust your netspeed on slower connections.

Track Stats: Enable this option to join the online ranking system.

Stats UserName: The selected name to use for UT Stats.

Stats Password: The selected password that will secure your UT Stats.

View Stats: Click to launch the UT stats website.

Speech Recognition: Enables speech recognition.

Preload all player skins: Preload all player skins, increasing level load time but reducing hitches during network games. You must have at least 512 MB of system memory to use this option.

Input

Here you can adjust input devices options and configurations.

CONFIGURE CONTROLS: Assign keys to different game functions like movement, weapons and taunts. For example, you can reassign the "Next Weapon" function to your mousewheel, as well as general mouse functions. Click on the box next to the function you want to change, and then press the key you want to assign to that function.

Speech Binder: Set the controls to play phrases within the game.

Auto Slope: When enabled, your view automatically pitches up /down when on a slope.

Invert Mouse: When enabled, the Y-axis of your mouse will be inverted.

Mouse Smoothing: Enable this option to automatically smooth out movements of your mouse.

Reduce Mouse Lag: Enable this option to reduce the amount of mouse lag.

Enable Joystick: Enable joystick support.

Mouse Sensitivity (Game): Adjust mouse sensitivity within the game.

Mouse Sensitivity (Menus): Adjust mouse speed within the menus.

Mouse Smoothing Strength: Adjust the amount of smoothing that is applied to mouse movements.

Mouse Accel. Threshold: Adjust to determine the amount of acceleration.

Dodge Double-Click Time: Determine how fast you must double-tap the movement keys to dodge.

Weapon Effects: Turn this option ON / OFF to feel the weapons you fire with TouchSense Force Feedback devices.

Pickup Effects: Turn this option ON / OFF to feel the items you pick up with TouchSense Force Feedback devices.

Damage Effects: Turn this option ON / OFF to feel the damage you take with TouchSense Force Feedback devices.

GUI Effects: Turn this option ON / OFF to feel the GUI with TouchSense Force Feedback devices.

Weapons

Adjust setting which influence your interaction with weapons.

Weapon Priority: Select the weapon auto-switch order.

Custom Weapon Crosshairs: Enable this option to use weapon-specific crosshairs.

Crosshair: Select the style of crosshair you will be using.

Red: Change the colour of your crosshair.

Green: Change the colour of your crosshair.

Blue: Change the colour of your crosshair.

Opacity: Change how transparent your crosshair is.

Crosshair Scale: Change the crosshair scale.

Swap Fire Mode: Check this box to swap the firing mode of the selected weapon.

HUD

Here you can adjust the appearance and information displayed on your HUD

Hide HUD: Check to hide the HUD when playing.

Show Enemy Names: Display enemies' names above their heads.

Weapon Bar: Select whether the weapons bar should appear on the HUD.

Show Weapon Info: Show current weapon ammunition status.

Show Personal Info: Display health and armour on the HUD.

Show Score: Check to show scores on the HUD.

Show Portraits: Display player portraits when receiving a chat messages.

Show VoIP Portraits: Display player portraits when voice chat messages are received.

No Console Death Messages: Turn OFF reporting of death messages in console.

Max. Chat Count: Number of lines of chat to display at once.

Chat Font Size: Adjust the size of the chat messages. 13

Message Font Offset: Adjust the size of game messages.

HUD Scaling: Adjust the size of the HUD.

HUD Opacity: Adjust the transparency of the HUD.

Custom HUD Colour: Use configured HUD colour instead of team colors.

Red: Adjust the amount of red in HUD when Custom HUD Colour enabled.

Green: Adjust the amount of green in HUD when Custom HUD Colour enabled.

**Blue:** Adjust the amount of blue in HUD when Custom HUD Colour enabled.

Configure: Opens the custom HUD configuration menu for the specified game type.

SAVING AND LOADING

Unreal Tournament 2004 uses a profile system to save and load game data. Prior to starting or loading a single-player game you are asked to select a profile or create a new one. This is so that data (game progression and options) can be saved to the correct profile. Once you create a profile (pick your character, choose a team and enter your name), that profile is stored. Any matches won are automatically saved.

HEADS-UP DISPLAY

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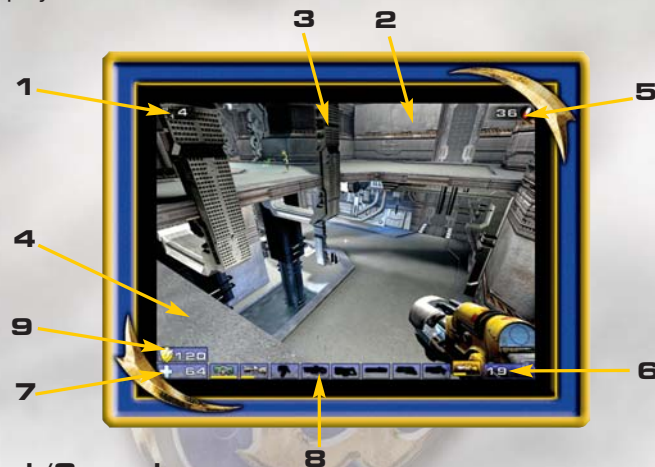
1. Rank/Spread

The first Rank number indicates your position in the current competition; the second number tells you how many players are participating. The Spread is how many places behind the leader you currently are, or (if you're in first place) how many frags ahead of second place you are.

2. Team Score

Shows how your team is performing.

3. Game Messages

Displays important game info (ball/flag status, kills, etc.).

4. Message Window

Messages from your enemies and teammates will appear here.

5. Adrenaline

Shows how much adrenaline you have.

6. Ammo Indicator

This icon shows how much ammo the active weapon contains.

7. Health Level

This number indicates how much health you have.

8. Weapon Selection

These weapon icons display the currently selected weapons as well as ammo counts.

9. Armour Level

Indicates how much armour you have.

TEXT MESSAGING

Unreal Tournament 2004 supports in game text messaging through the "say" (default **T** key) and the "teamsay" (default **R** key) commands. The "say" command broadcasts your comments to everyone in the game while the "teamsay" command sends them only to teammates. *Unreal Tournament 2004* also supports several text messaging % macro commands that can be used to detail information about yourself. They are:

%A	Displays the current Adrenaline amount
%S	Displays the current Shield strength
%H	Displays the current Health amount
%W	Displays the current weapon
%L	Attempts to display a location for using game objectives and inventory
%%	Displays a % symbol

For example, "I'm %L holding the %W with %H and %A" might display "I'm near the Red Flag holding the Rocket Launcher with 100 Health and 50 Adrenaline"

VOICE CHAT

Overview

Voice chat allows you to communicate with other players during a match by speaking into a microphone connected to your sound card. Other players with voice chat enabled can hear your transmissions and respond. Voice chat greatly enhances team play and coordination in *UT2004* games by making it much easier to communicate. By communicating directly to your teammates *("There's an enemy ambush waiting just outside our door on the left side!"),* you can give more specific information to others than was possible in previous *Unreal* games.

Voice chat is managed on the server via channels. All players that are members of a voice chat channel can hear any voice chat transmissions sent through that channel. You can join (and receive voice communications from) as many voice chat channels as you'd like, but you may only transmit to one channel at a time. In order to transmit to a particular channel, you must be a member of that channel.

Each *UT2004* game contains a several standard voice chat channels:

Public — All players on the server may join and transmit.

Local — All players on the server may join and transmit to this channel. The local channel is a new concept in voice chat technology.

Any transmissions sent to this channel will be "broadcasted" from your player's location in the current match. All players within range of your player's location in the map can hear your transmission. The further away another player is from you, the lower your voice will sound. Local broadcasts are fully supported by 3D audio systems, meaning you are able to discern from which direction a player's voice came.

Team — Only hear transmissions from your teammates. This is a cascading channel, meaning that any communication sent to this channel will also be heard in the Offence and Defence channels.

In addition to the standard channels on every *UT2004* server, a personal chat room is created when you join the server. Other players may join your personal chat room to speak in private. To prevent unauthorized persons from joining your personal chat channel, you have the option of protecting your personal chat channel with a password. You can set the password in the Voice Chat configuration page of the Settings menu.

Enabling Voice Chat

Voice chat is disabled by default. To use voice chat online, you must first enable it. Voice chat is enabled in the Voice Chat settings menu. To access the Voice Chat settings menu, start UT2004, click the "Settings" menu, then select the "Audio" tab. Check the "Voice Chat" checkbox to enable voice chat during online games.

Configuration

Client Options
Voice Chat Auto Join — Choose which public channels you would like to join upon connecting to a server.

Chat Password — You may set a password on your personal chat channel. Only players that know your password may join your personal channel.

Server Options
Enable local Channel — Configure whether the "Local" channel will be enabled on the server.

Enable Voice Chat — This setting determines whether the server will permit players to use Voice Chat in game.

Usage

Basic Commands

Basic voice chat commands are performed using the Voice Chat sub-menu in the Speech menu (see the Speech Menu section for instructions on how to use this menu). Bring up the speech menu by either pressing the speech menu quickbind key (by default the **V** key) or by entering the Speech Menu command at the Game Console. Channel names drawn in white indicate channels of which you are a member. Channel names drawn in grey indicate channels of which you are not a member. Channel names drawn in green indicate your active channel. Your Active Channel is the channel to which you are currently sending your voice chat transmissions. A list of channel members will be drawn to the right of the menu for whichever voice chat channel is highlighted by the selection indicator.

The Voice Chat menu contains three options:

- **Join** — Selecting this option presents a list of voice chat channels which exist on the server you are connected to. This list will only contain channels of which you are not a member. Select the channel you'd like to join. The speech menu is closed, and you are added as a member to the selected channel. You will begin receiving voice communication on this channel.

- **Leave** — Selecting this option presents a list of voice chat channels which exist on the server you are connected to. This list will only contain channels of which you are a member. Select the channel you'd like to leave. The speech menu is closed, and you are removed as a member to the selected channel. You will no longer receive voice communication from this channel.

- **Talk** — Selecting this option presents a list of voice chat channels which exist on the server you are connected to. This list will contain all channels on the server that you are allowed to join.

   Only players which are members of your Active Channel will hear your voice chat transmissions.

If you already have an Active Channel, selecting a different channel from the "Talk" menu will change your Active Channel to that channel. If you are not a member of that channel, you will automatically be added as a member.

Selecting the same channel as your current Active Channel will make that channel no longer your Active Channel, and will not assign any other channel as your new Active Channel. When you don't have an Active Channel, other players on the server will not be able to hear any of your voice transmissions.

Advanced Voice Chat Commands

Banning

You may ban other players from your personal chat channel. When you ban another player, they are immediately removed from your personal chat channel, if they are currently members, and are unable to re-join. You also have the option to no longer hear their voice transmissions in any other channels of which you are member (this feature can be enabled from the Voice Chat configuration page, in the Settings menu). Banning a player is global, which means that even if you playing on a different server, the ban against that player would remain in effect, and that player would be unable to join your personal chat room on the different server.

Password

You may password protect your personal chat channel. This limits who can join your personal chat room to only those to whom you give your password.

HUD Indicators

While you are making a voice transmission, a small meter will appear on your left side of your screen to indicate the volume at which you are transmitting. The higher the meter goes, the louder your voice transmission is. Use this meter to determine whether your voice transmission is too low, or too high.

When you hear another player's voice chat transmission, a portrait of that player's character, along with the player's name, will appear on the left side of your screen for a few seconds to indicate which player is speaking (this option can be configured from the HUD configuration page of the "Settings" menu).

Tips & Tricks

Console Commands

The following is a list of voice chat related console commands. These can be entered at the Game Console.

Join <channel name> — receive any voice transmissions sent to this channel

Leave <channel name> — Stop receiving any voice comm. sent to this channel

Speak <channel name> — Toggles whether to transmit to this channel.

SetChatPassword <new password> — Set, change, or clear your personal channel's chat password.

BanPlayer <player name> — Ban another player (see section titled "Banning" under Advanced Voice Chat Commands)

UnBanPlayer <player name> — UnBan another player (see section titled "Banning" under Advanced Voice Chat Commands)

While a player is logged in as admin, their voice is transmitted to all players.

After a map change, you will automatically re-join whichever channels you were a member of during the last map.

VOICE COMMAND

Bots can be commanded with your voice. Press the "Activate Microphone" key, and clearly speak your command. To specify which bot to use, you must say their callsign, such as Bravo or Charlie, which shows up in the score board, or in the beacon that is displayed over their head. After the callsign, speak the appropriate phrase for the order. For example "Bravo, cover me."

Supported commands include:

DEFEND: Defend the base.

ATTACK: Attack the enemy base.

COVER ME: The bot will protect you.

FREELANCE: The bot acts as a rover.

HOLD POSITION: The bot comes over and holds your current position.

STATUS: The bot provides its current status.

GIMME: The bot gives you their current weapon.

There are also some hidden voice commands which you will have to discover for yourself. Only English voice recognition is supported.

TEAM COMMANDS AND TAUNTS

While you're playing the game, you can select from a menu of messages that you can say during the game. Press the V key while playing to open the Voice menu, then click on the category. When you see the message you wish to say, click on it to broadcast it. Note that different characters have different taunts available to them.

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

Acknowledgements
Got it!
Roger!
On my way!

Friendly Fire
Hey! Same team!
On your team!

Orders
Attack.
Cover me.
Defend.
Freelance.
Hold this position.

Other Messages
Base is uncovered.
Get our flag!
Got the flag.

Got your back.
I'm hit!
Under attack!

Voice Taunts
Eat that!
You like that?
Sucker!
Boom!
You suck!
Die, bitch!
Man down!
Loser!

Animated Taunts
Point
Pelvic Thrust
Ass Smack

INTERNET CHAT

An Internet chat function has been provided to allow *UT2004* players to set up matches or have online discussions. This feature uses the Internet Relay Chat (IRC) protocol.

Chat Messages : Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

MUTATORS

You can customize any game using Mutators. To use a Mutator in a multiplayer game or Instant Action game, click on the Mutators tab, and move the Mutators you wish to use to the list box on the right.

WEAPONS

Assault Rifle

Inexpensive and easily produced, the AR770 provides a lightweight 5.56mm combat solution that is most effective against unarmoured foes. With low-to-moderate armour penetration capabilities, this rifle is best suited to a role as a light support weapon. The optional M355 Grenade Launcher provides the punch that makes this weapon effective against heavily armoured enemies.

Flak Cannon

Trident Defensive Technologies Series 7 Flechette Cannon has been taken to the next step in evolution with the production of the Mk3 "Negotiator." The ionized flechettes are capable of delivering second- and third-degree burns to organic tissue and cauterizing the wound instantly. Payload delivery is achieved via one of two methods: ionized flechettes launched in a spread pattern directly from the barrel; or via fragmentation grenades that explode on impact, radiating flechettes in all directions.

Lightning Gun

The Lightning Gun is a high-power energy rifle capable of ablating even the heaviest carapace armour. Acquisition of a target at long range requires a steady hand, but the anti-jitter effect of the optical system reduces the weapon's learning curve significantly. Once the target has been acquired, the operator depresses the trigger, painting a proton 'patch' on the target. Milliseconds later the rifle emits a high voltage arc of electricity, which seeks out the charge differential and annihilates the target.

Sniper Rifle

This high muzzle velocity sniper rifle with a 10x scope is a lethal weapon at any range, especially if you can land a headshot.

Minigun

The Schultz-Metzger T23-A 23mm rotary cannon is capable of firing both high-velocity case less ammunition and cased rounds. With an unloaded weight of only 8 kilograms, the T23 is portable and manoeuvrable, easily worn across the back when employing the optional carrying strap. The T23-A is the rotary cannon of choice for the discerning soldier.

Rocket Launcher

The Trident Tri-barrel Rocket Launcher is extremely popular among competitors who enjoy more bang for their buck. The rotating rear-loading barrel design allows for both single- and multi-warhead launches, letting you place up to three dumbfire rockets on target. The warheads are designed to deliver maximum concussive force to the target and surrounding area upon detonation.

Shieldgun

The Kemphler DD280 Riot Control Device has the ability to resist and reflect incoming projectiles and energy beams. The plasma wave inflicts massive damage, rupturing tissue, pulverizing organs and flooding the bloodstream with dangerous gas bubbles. This weapon may be intended for combat at close range, but when wielded properly should be considered as dangerous as any other armament in your arsenal.

Shock Rifle

The ASMD Shock Rifle has changed little since its incorporation into the Tournaments. The ASMD sports two firing modes capable of acting in concert to neutralize opponents in a devastating shockwave. This combination attack is achieved when the weapon operator utilizes the secondary fire mode to deliver a charge of seeded plasma to the target. Once the slow-moving plasma charge is within range of the target, the weapon operator may fire the photon beam into the plasma core, releasing the explosive energy of the anti-photons contained within the plasma's EM field.

Ion Painter

The Ion Painter seems innocuous enough at first glance, emitting a harmless low-power laser beam when the primary firing mode is engaged. Several seconds later, a multi-gigawatt orbital ion cannon fires on the target, neutralizing any combatants in the vicinity. The Ion Painter is a remote targeting device used to orient and fire the VAPOR Ion Cannon. The Ion Painter offers increased targeting accuracy via its telescopic sight, easily activated by the secondary fire mode of the weapon. Once the Ion Painter has been used to designate a target, it is highly recommended that the user put considerable distance between themselves and the weapon's area of effect.

Ion Cannon

The highly effective Variable Altitude Phased Output Remote Weapons Platform (VAPOR WeP) led to a dramatic decrease in incidents of mob violence within colonial boundaries. Hovering high above the terrain, the VAPOR scans the visible countryside for the activation of rifle-mounted targeting lasers. When a beam is located, the platform moves into position and unleashes two terawatts of ionized plasma streams directly onto the target, vaporizing any agitators and bystanders within 50 meters.

Mine Layer

Deriving technology from Izanagi Corporation's Micro-spy military line, the Minelayer combines cutting-edge high explosives, A.I. and robotics. Carrying thermite encased within a fragmenting Duranium shell, these drones sit quietly until a vehicle comes within range, then charge and detonate on contact. If an enemy on foot comes within range, the mines will chase him down and leap onto his face. After drilling a hole into his head and injecting an EMP explosive, the drones leap away and wait for other enemies. Press the Alt-Fire key to activate the Minelayer's guidance laser, causing all launched drones to flock toward the painted point. Although each clip only holds four drones, the minelayer is deadly for both infantry and vehicles alike.

AVRiL

Designed to be used strictly against vehicles, the Avril allows infantry a fighting chance. Once the Avril has acquired lock, it fires a solid-fuel missile which will track the target as long as the reticule is held on the vehicle. The missile tracks it's intended target when fired, able to pull 4 G's and 2 ninety degree turns in 100 feet. Alt-fire allows the player to hold and zoom on the locked target. Armed only milliseconds before impact, the missile explodes on contact, delivering the full force of a shaped PolyDiChlorite charge into the delivery point. Slow to recharge, the Avril must be used with caution, but can turn the tide in a pitched battle.

Biorifle

The GES BioRifle continues to be one of the most controversial weapons in the Tournament. Loved by some, loathed by others, the BioRifle has long been the subject of debate over its usefulness. Some Tournament purists argue that the delayed detonation of the mutagenic sludge, coupled with the ability to quickly carpet an area with the highly toxic substance, has reduced the weapon to the equivalent of a minefield, a barbaric and cowardly weapon employed during past human conflicts. Proponents of the weapon argue that it enhances the tactical capabilities of defensive combatants, allowing participants to cover multiple choke points more efficiently. Despite the debate, the weapon remains historically accurate, providing rapid-fire wide-area coverage in primary firing mode, and a single-fire variable payload secondary firing mode. In layman's terms, this equates to being able to pepper an area with small globs of Biosludge, or launch one large glob at the target.

Link Gun

Riordan Dynamic Weapon Systems combines the best of weapon design in the Advanced Plasma Rifle v23, commonly known as the Link Gun, or simply the Link. While the primary firing mode of the Link remains the same as its plasma-firing predecessor, the secondary cutting torch has been replaced with an active-scanning, switchable energy matrix. This matrix enables the weapon to register friend or foe upon contact with the swirling green beam and change properties accordingly. When the beam comes into contact with an opponent it can inflict serious injury and death within seconds. Upon contacting a teammate, it reverts to a harmless carrier stream. The carrier stream offloads energy from the onboard cells, boosting the output of any targeted player who is also using the Link. Two players may Link to one another at any time, boosting the power output of the weapon significantly, but it should be noted that while players are boosting a teammate, they are unable to defend themselves from attack.

Target Painter

Emitting a solid state laser for the Phoenix Bomber to target, the singleshot Target Painter allows the autonomous dropping of a massive payload of conventional ordnance on a general area. After holding and locking the targeting beam on a spécifie ground point, the Phoenix will call in and commence surface bombardment.

Grenade Launcher

Easily one of the most diverse weapons in current use, the Grenade Launcher can fire up to eight grenades at a time, either seeding an entire area for later detonation, or directly targeting enemies. Lined with electrostatic emitters, each grenade adheres to both enemy vehicles and infantry, the detonation of which lies completely in the hands of the weapon holder. When employed with creativity and timing, the Grenade Launcher can be a very powerful weapon.

Translocator

The Translocator was originally designed by Liandri Corporation's R&D sector to facilitate the rapid recall of miners during tunnel collapses and other emergencies. The technology has saved countless lives, but not without cost. Rapid deresolution and reconstitution of the subject organism can have several unwelcome effects, including increases in aggression and paranoia, as well as increased probabilities of respiratory and cardiac arrest. Artefacts of synaptic disruption accumulate in the biological snapshot of the individual, leading to Teleportation Related Dementia (TReDs), an incurable disease that has stricken some of our greatest champions. In order to prolong the careers of today's contenders, limits have been placed on Translocator use in the lower-ranked leagues. This was deemed necessary to prevent new recruits from becoming too reliant on the device, thereby sealing their own doom. The latest iteration of the Translocator features a remotely operated camera, exceptionally useful when scouting out areas of contention. It should be noted that while viewing the camera's surveillance output, the user is effectively blind to their immediate surroundings.

Redeemer

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

OTHER ITEMS

Health

Each health vial gives you five health points, up to a maximum of 199.

Health Pack

Replenishes 25 health points, up to a maximum of 100.

Keg O' Health

A new lease on life, for 100 health points.

Shield Pack

Protects you with 50 armour points.

Super Shield Pack

Gives you 100 armour points, up to a maximum of 150.

Double Damage

Doubles the power of all weapons. The Double Damage effects last for 30 seconds.

Adrenaline

Tasty and nutritious, Adrenaline provides you with the extra energy needed to execute special Adrenaline abilities.

VEHICLES

In an Onslaught game vehicles spawn at bases and active Power Nodes. When a vehicle spawns for the first time it is locked, and enemy players are unable to control it. Once a vehicle is used for the first time, the vehicle is unlocked and can be hijacked by the enemy team if left unattended. Enter a vehicle by pressing the Use key when next to it. Press the Use key to flip an upside-down vehicle. All vehicles have a driver position and some vehicles can carry passengers that can fire the vehicle-mounted weapons. If a vehicle is destroyed, all passengers and the driver will also be killed unless they exit beforehand. It is also possible for the driver and passengers to be killed by incoming fire even before the vehicle has been destroyed.

Additionally there are new vehicle based reward voices:

Roadkill: Run an opponent over with a vehicle.
Pancake: Crush an opponent under the Manta.

There are many, many more for the player to discover.

Goliath

Recently replaced by a newer model, the Goliath tank served as a front-line offensive weapon for two decades. Protected by a double-plate carbon-duranium shell, the Goliath lacks top speed, but makes up for it with endurance and brute force. Four synchronized stabilizers let the turret rotate independently from the chassis, allowing the tracking

of enemies at medium and long-range. The Goliath's main cannon delivers a massive 140mm depleted-uranium round at over a mile a second. A second teammate can enter the tank and provide cover fire with the dual .50-caliber machine guns. Working in tandem, these weapons offer provide a strong defence against both air and ground attacks.

Goliath Driver Controls

Mouse: Aim
Forward / Backward: Accelerate / Reverse
Strafe Left / Strafe Right: Steering
Fire: Fire main cannon
Alt-Fire: Zoom

Goliath Machine Gunner Controls

Mouse: Aim
Fire: Fire Minigun
Alt-Fire: Zoom

Hellbender

The Hellbender offers strong manoeuvrability, heavy armour and powerful weaponry. Both neutron-induction-powered weapons on the Hellbender deliver a considerable punch. The rear turret sports dual 40-megawatt plasma projectors, which despite their slower reload rate inflict considerable damage to enemy vehicles. The side turret fires EMP quanta projectiles, similar to the ASMD shock rifle. You can detonate these highly unstable spheroids with a properly placed secondary-fire. It is not uncommon to see a group of dismounted enemies devastated by this spectacular weapon, and it should be approached with caution.

Hellbender Driver Controls

Mouse: Camera
Forward / Backward: Accelerate / Reverse
Strafe Left / Strafe Right: Steering
Jump: Handbrake turn
Fire: Horn
Alt-Fire: Horn

Hellbender Rear Turret Controls

Mouse: Aim
Fire: Fire Turret (Hold button to charge)
Alt-Fire: Zoom

Hellbender Side Turret Controls

Mouse: Aim
Fire: Launch EMP Projectile
Alt-Fire: Detonate EMP Projectiles

Manta

Lightweight and diminutive, the Manta is a fearsome sight in battle. Created for marsh and swamp warfare, the Manta has proven itself over all types of terrain. The Manta combines a small overall target area and superior groundspeed to bring a lethal mix of strengths to the battlefield. Constructed almost exclusively from laminated Alumex polymer, the Manta's agility is unmatched by any other craft. The Manta floats on a cushion of air provided by twin Magneto-impelled props. The tri-blades can be instantly pitched, allowing the pilot to leap two stories into the air to avoid enemies or obstacles. The Manta brings its two multi-stage plasma casters very quickly to enemy territory. Manta pilots must be wary of enemy fire, and outright attacks against heavier vehicles in close quarters rarely succeed.

Manta Controls

Mouse: Steering
Forward / Backward: Accelerate / Reverse
Strafe Left / Strafe Right: Strafe
Jump: Ascend
Crouch: Descend
Fire: Fire Plasma Caster
Alt-Fire: Slam

Scorpion

Offering little in the way of armour, the Scorpion is effective against infantry and as a light, fast combat support vehicle. A rear-attached plasma ribbon emitter fires a string of plasma cores bound together by cohesive magnetic force. These cores wrap around enemies or vehicles and detonate. The Scorpion is fitted with twin sling arms embedded with three industrial-grade steel shears with zero-G forged edges only an atom's width in thickness. The sling arms snapout on command and effortlessly cleave through any body armour with ease, leaving perfectly severed heads and torsos in its wake. Being so small and lightly armoured, the Scorpion is vulnerable to most other vehicles, and heavy infantry fire.

Scorpion Controls

Mouse: Aim
Forward / Backward: Accelerate / Reverse
Strafe Left / Strafe Right: Steering
Jump: Handbrake turn
Fire: Hold to charge, Release to fire ribbon projectile
Alt-Fire: Hold to deploy blades

Raptor

The Raptor maintains a stranglehold on combat air superiority. Constructed of titanium-ceramic alloys, the airframe allows fast response and high durability. A grid array of magneto-conducting cells covers its wings, powered by dual phase-induction plasma turbines. The grid array vectors gravity away from whichever direction the pilot chooses, allowing the Raptor to accelerate. Armed with two solid-state plasma projectors and a homing missile mount, the Raptor can decimate specific targets very quickly, although Raptor pilots must be cautious of guided rockets or Stationary Turret attacks from the ground.

Raptor Controls

Mouse: Steering
Forward / Backward: Accelerate / Reverse
Strafe Left / Strafe Right: Strafe
Jump: Ascend
Crouch: Descend
Fire: Fire Plasma Projector
Alt-Fire: Fire Homing Missile (Locks on to Mantas and Raptors only)

Leviathan

Originally designed for urban pacification, the Leviathan found its greatest deployment near the end of the Human/Skaarj wars. The Leviathan represents the ultimate in mobile military force projection, able to carry one driver and four passengers. Each passenger mans an anti-vehicular turret at the corners. The pilot can target enemies with the rear-mounted rocket pack while driving, firing a continuous swarm of projectiles. When the pilot needs to hold a position, the main weapon can be deployed. This will immobilize the Leviathan for stabilization. Powered by two quantum-fusion impulse reactors, the main gun projectile creates a negative singularity at the point of impact, drawing all energy and matter out of the immediate area. Exploding outward with devastating force, the shockwave can annihilate everything within its radius. There are documented cases of Leviathans single-handedly levelling entire cities, and lone attacks against a fully manned Leviathan are suicide.

Leviathan Driver Controls

Mouse: Aim
Forward / Backward: Accelerate / Brake / Reverse
Strafe Left / Strafe Right: Steering
Fire (Undeployed): Fire Rockets
Fire (Deployed): Fire main weapon
Alt-Fire: Deploy / Undeploy

Leviathan Turret Controls

Mouse: Aim
Fire: Fire Turret
Alt-Fire: Zoom

Phoenix

As an autonomous remote-bombing device, the Phoenix is capable of delivering staggering amounts of ordnance to a specific target. Hold the Target Painter beam on an object or ground point until it signals target lock. An immediate airstrike follows with the Phoenix releasing its payload directly, if indiscriminately. Held aloft by four pulse ramdrive engines, and plated in Duranium armour, the heavily armoured Phoenix is ponderous, but effective in combat. The Phoenix makes its presence felt on the battlefield briefly, although a vigilant Raptor pilot or Stationary Turret gunner has been known to take them down.

Human Spacefighter

In service for over halfcentury, the Human Spacefighters (known as "Eagles") were the main choice for military interception, sabotage and infiltration missions. Although outdated, the Eagle is very reliable. The Tournament uses exact replicas of the Eagle used during the Human / Skaarj war a century ago. Armed with two laser projectors and a homing missile mount, they can take down any type of light- or medium-armoured targets. The powerful single barrel engine provides a strong acceleration to escape enemy fire, as well as a slow velocity "approach" mode. Along with dual strafing controllers, the Eagles are extremely aggressive in space.

Human Space Fighter Controls

Mouse: Steering
Forward / Backwards: Accelerate / Decelerate
Strafe Left / Strafe Right: Strafe
Jump + Strafe Left / Right: Roll
Crouch: Reset roll (stabilizer)
Previous / Next Weapon: Target cycle
Use: Reset target and switch on Automatic Targeting (closest visible enemy)
Fire: Instant hit lasers
Alt-Fire: Homing Missile

Skaarj Spacefighter

Few details are available on these rarely seen Spacefighters, as they appeared and disappeared during the final battle against the Skaarj that ended the Seven-Day Siege over a century ago. Military Intelligence suspects the Skaarj had stolen a new source of energy to power these state of the art crafts (codenamed "Black Scorpions"). Light weight and armoured, the "Black Scorpions" are armed with a dual plasma projectors and homing missile mount. The adaptive wing flaps and engine exhaust system provide the Black Scorpions with a great top speed, aggressive acceleration and high movement range. Exact replicas, as found during the Human/Skaarj war, are used in the Tournament.

Skaarj Space Fighter Controls

Mouse: Steering
Forward / Backwards: Accelerate / Decelerate
Strafe Left / Strafe Right: Strafe
Jump + Strafe Left / Right: Roll
Crouch: Reset roll (stabilizer)
Previous / Next Weapon: Target cycle
Use: Reset target and switch on Automatic Targeting (closest visible enemy)
Fire: Instant hit lasers
Alt-Fire: Homing Missile

TURRETS

Minigun Turret

Very noisy and polluting, the Minigun Turret is no longer in production but still widely used and maintained. The high-power turbine gives the turret a high RPM rate and great range. The turret's weakest points are its very low accuracy and effectiveness at close range.

Controls

Use: Enter / Exit
Fire: Fire
Alt-Fire: Zoom
F4: Switch between first-person view and third-person view.

Mothership Turret

Main stationary defences on the outside of the Skaarj Mothership. Its primary fire features two high-velocity plasma projectiles, and a high-energy shield alt-fire.

Controls

Use: Enter / Exit (Entered through a Turret Control Panel)
Fire: Plasma
Alt-Fire: Shield
F4: Switch between first-person view and third-person view.
Prev / Next weapon: Prev / Next turret

Link Turret

Built by the same company, the Link Turret is just like its little brother, the Link Gun. Primary fire features plasma projectiles and Alt-Fire a beam. Beams can be linked to other turrets to increase their firepower, or heal teammates. The Turret also features basic auto pilot and energy shield.

Controls

Use: Enter / Exit (Entered through a Turret Control Panel)
Fire: Plasma
Alt-Fire: Beam
Forward / Backward: Zoom
F4: Switch between first-person view and third-person view.
Prev / Next weapon: Prev / Next turret

Ion Cannon

An exact replica of the Ion Cannons used during the Skaarj War battles. During the 10 days siege, Ion Cannons were placed in the heart of major cities as a last hope to slow the Skaarj progress. While providing huge firepower, Ion Cannons also caused many human casualties with their large blast radius.

Controls

Use: Enter / Exit
Fire (Hold): Ion Plasma Beam
Alt-Fire: Zoom
F4: Switch between first-person view and third-person view.

GAME TIPS

Be sure to learn how to order your teammates around by using the Voice menu (The **V** Key). Telling some of your buddies to attack while some defend or cover you proves invaluable in the Tournament.

At the start of a match you are in spectator mode. You are free to fly around the map and explore to your heart's content. Make sure you note the locations of the big guns, pickups and health, so you're not going into battle blind!

The moment a match starts, you are equipped with the Shieldgun and an Assault Rifle. These are good guns to start with, but there are much more effective weapons strategically placed throughout the battle arenas! Go and grab one before your foes do!

Remember to keep moving, because a moving target is harder to hit than a stationary one. Strafing is a great way to avoid getting shot (the left and right arrow keys will make you strafe side to side) while keeping your crosshair on your enemy. Use it or lose it!

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

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

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

Sprees

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

Dodging

In *Unreal Tournament 2004*, you can dodge by tapping a movement key twice in any direction. Turn this feature on in the Settings > Game menu. If you do not like this feature, you can turn it off, but be advised that many great players who learn this technique become *Unreal* masters.

Headshots

If you take someone out by taking their head off, you'll get a message letting you know that you nailed a headshot!

UT2004 GLOBAL STATS

Unreal Tournament 2004 supports for the freely available *UT2004*stats service. *UT2004*stats can track and display your scoring and provide statistical gameplay analysis for Internet games. To read up on this information you will need a web browser, such as the latest version of Netscape Navigator™ or Internet Explorer™, installed on your computer.

*UT2004*stats organizes and tracks the scoring and statistical gameplay information from your multiplayer on-line *Unreal Tournament 2004* games. *UT2004*stats only tracks human players that have stats tracking turned on. AI computer opponents (Bots) are ignored in stats. This is how it works:

Turning on stats tracking in *Unreal Tournament 2004* logs all play information. Every kill, death, suicide, special event, point scored, etc., is sent to Epic Games' Master Server. *UT2004*stats interprets the information and stores it. Via a Web browser you can look up your personal stats in form of HTML-based pages.

These complete and total statistics include:

- Personal in-depth statistics for each player, lookup via unique PlayerID
- Detailed Match Stats for the most recent matches played
- Ranking for Deathmatch and team-based games
- Tracking for pure (mutator-free) official game types: Deathmatch, Team Deathmatch, Capture the Flag, Double Domination and Bombing Run
- Tracking for the above game types with mutators turned on
- Custom mod tracking
- Global statistics — worldwide stats overview
- Powerful built-in search function
- "Best Of" pages
- Details on maps, servers and mods
- Extensive online help: FAQ and site map

For a detailed breakdown of weekly, monthly and all-time stats, visit *UT2004*stats at:

http://ut2004stats.epicgames.com

All of your stats will be accumulated in a permanent database that keeps track of exactly how many frags, deaths and more has happened to you in online games. It does not matter on what server you play — your data will be tracked.

UT2004stats — Registration, turning on Stats tracking

*UT2004*stats does not require pre-registration to participate, and extensive measures for player uniqueness and security have been included. Registration is easy via an in-game menu:

Settings>Network>*UT2004* Global Stats. Turn on *UT2004*stats tracking by clicking the Track Stats button. You must then choose a Stats Username and Stats Password. Try to make the combination of username and password unique by choosing a cryptic password that contains letters and numbers. Keep the password to yourself and remember it — the information is not available from Epic Games.

Note: You can pick any player name (nickname) you want, and change it as often as you want. Only the Stats Username and Stats Password should stay the same. The latter combination will assign a unique PlayerID to you. You can find your stats under this PlayerID.

QUICKSTART

OM TE BEGINNEN
Het Release Notes-bestand

Op de cd-rom van het spel *Unreal Tournament® 2004* staat een Release Notes-bestand waarin je de meest recente informatie over het spel aantreft. We raden je aan dit bestand te lezen om van de veranderingen te profiteren die zijn aangebracht nadat deze handleiding werd gedrukt.

Om dit bestand weer te geven dubbelklik je erop in het directory van *Unreal Tournament 2004* die op de harde schijf staat (gewoonlijk C:\UT2004). Je kunt het Release Notes-bestand ook bekijken door eerst op de Startknop van je Windows® taakbalk te klikken, daar Programma's te selecteren, daarna *Unreal Tournament 2004* en vervolgens de folder met Release Notes te kiezen.

INSTELLING EN INSTALLATIE

- Start Windows® 98/Me/2000/XP.

- Leg de cd-rom CD1 Install Disc in het cd-romstation. (Leg de dvd van het spel (Play Disc) in het dvd-station als je de speciale editie van *Unreal Tournament 2004* op DVD hebt.)

- Als AutoPlay is aangeschakeld, zal vervolgens het titelscherm verschijnen. Als AutoPlay niet is aangeschakeld, of als de installatie niet automatisch begint, klik dan op de knop Start in de taakbalk van Windows® en daarna op 'uitvoeren'. Voer D:\Setup in en klik op OK. **Opmerking:** als het cd-romstation aan een andere letter is toegewezen dan D, voer dan in plaats van een D die andere letter in.

- Volg de instructies die op het scherm verschijnen om de installatie van het spel *Unreal Tournament 2004* te voltooien. Voor de installatie van *Unreal Tournament 2004* is een code nodig die op de buitenkant op het doosje van de cd-rom staat (binnen in het doosje van de dvd bij de speciale DVD-editie).

- Als de installatie is voltooid, klik je op de Startknop in de Windows® taakbalk en kies je Programma's/Atari/*Unreal Tournament 2004*//Play UT2004 om het spel te starten.

Opmerking: om het spel te kunnen spelen moet de disc van *Unreal Tournament 2004* in het cd-romstation of dvd-station aanwezig blijven.

Installatie van DirectX®

De cd-rom van *Unreal Tournament 2004* heeft DirectX® 9.0b of hoger nodig om te kunnen functioneren. Als DirectX® 9.0b of hoger niet op je computer is geïnstalleerd, klik dan op 'Yes' (ja) om de licentieovereenkomst van DirectX® 9.0b te accepteren. Hierna zal DirectX® 9.0b worden geïnstalleerd.

TOETSENBORDBESTURINGEN

Hieronder volgt de lijst met standaardbesturingen. Je kunt deze besturingen veranderen door naar het Input menu (invoermenu) onder Settings (instellingen) te gaan, en daar Configure Controls (instelling besturingen) te kiezen. Klik in het vakje naast de functie die je wilt veranderen en druk daarna op de toets waaraan je de functie wilt toewijzen.

BEWEGING	BESTURING
Vuren	Linker muisknop
Afwisselend vuren	Rechter muisknop
Naar voren bewegen	Pijltoets naar boven (of W)
Naar achteren bewegen.	pijltoets naar beneden (of S)
Opzij naar links stappen	pijltoets naar links (of A)
Opzij naar rechts stappen	pijltoets naar rechts (of D)
Springen/omhoog	Spatiebalk
Kruipen/Omlaag	Shift
Omhoog kijken	Delete-toets
Omlaag kijken	Page Down
Naar het midden kijken	End
AANWIJZINGEN	**BESTURING**
Laat pad naar rode basis zien	M
Laat pad naar blauwe basis zien	N
SPRAAK	**BESTURING**
Activeer microfoon	F
TAUNTS (UITROEPEN)	**BESTURING**
Uitroep	T
Uitroep Team	R
Laat voicemenu zien	V
ANIMATIES BIJ TAUNTS (UITROEPEN)	**BESTURING**
Punt	punt-komma (;)
Pelvic Thrust (heupbeweging)	J
Ass Smack (dreun met achterste)	K
Throat Cut (keel doorsnijden)	L
WAPENS	**BESTURING**
Volgende Wapen	Muiswieltje of plusteken (+) op cijferblok
Vorige wapen	Muiswieltje of minteken (-) op cijferblok
Schakel naar laatste Wapen	B
Schakel naar Beste Wapen	G

DETAILS HUD-SCHERM	BESTURING
HUD groter maken	het gelijkteken (=)
HUD kleiner maken	Minteken (-)
OVERIGE FUNCTIES	**BESTURING**
Gebruiken	E
Pauzeren	Pause
Screenshot	F9
Menu	ESC
Scorebord	F1
Chatten in het spel	F2
Persoonlijke Statistieken	F3
Playlist (lijst muziek) weergeven	F11
Naar Radarkaart schakelen	F12

OPSLAAN EN LADEN

Unreal Tournament 2004 maakt gebruik van profielen om spelgegevens op te slaan en te laden. Voordat je een spel voor één speler begint of laadt, word je gevraagd een profiel te kiezen of een nieuw profiel te maken. Hierna kunnen spelgegevens (vordering in het spel en de opties) bij het juiste profiel worden opgeslagen. Zodra je een profiel hebt gemaakt (hiervoor kies je een personage, een team en voer je een naam in) wordt dat profiel opgeslagen. Alle gewonnen spellen worden automatisch opgeslagen.

* ALS JE MEER INFORMATIE WENST OVER DE VOERTUIGEN, WAPENS, PERSONAGES EN EIGENSCHAPPEN, RAADPLEEG DAN OOK DE VOLLEDIGE SPELHANDLEIDING…

AIVAN ALUKSI
Release Notes-tiedosto

Unreal Tournament® 2004 -CD-ROM-levy sisältää Release Notes-tiedoston, josta näet viimeisimmät tiedot pelistä. On erittäin suositeltavaa lukea tämä tiedosto, jotta voit hyötyä muutoksista, joita on tehty sen jälkeen, kun tämä opas on mennyt painoon.

Voit avata tiedoston kaksoisnapsauttamalla sitä kiintolevyn *Unreal Tournament 2004* -hakemistossa (yleensä C:\UT2004). Voit avata Release Notes-tiedoston myös napsauttamalla Käynnistä-painiketta Windowsin® tehtäväpalkilla ja valitsemalla sitten Ohjelmat, *Unreal Tournament 2004* ja lopuksi Release Notes -tiedoston.

ASENNUS JA ASETUKSET

- Käynnistä Windows® 98/Me/2000/XP.

- Aseta *Unreal Tournament 2004* -CD-ROM-asennuslevy CD-ROM-CD1 Install Disc asemaan. (Jos käytössäsi on *Unreal Tournament 2004* DVD Special Edition, laita pelilevy DVD-ROM-asemaan.)

- Jos automaattinen käynnistys on käytössä, näytölle tulee otsikkoruutu. Jos automaattinen käynnistys ei ole käytössä tai asennus ei käynnisty automaattisesti, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja valitse Suorita. Kirjoita D:\Setup ja napsauta OK-painiketta. **Huomaa:** Jos CD-ROM-aseman kirjain on jokin muu kuin D, käytä sitä D:n sijasta.

- Päätä *Unreal Tournament 2004* -pelin asennus seuraamalla näytön ohjeita. *Unreal Tournament 2004* –pelin asennus edellyttää avainkoodia, joka löytyy levykotelon ulkopuolelta (DVD Special Editionin yhteydessä DVD-kotelon sisältä).

- Kun asennus on valmis, napsauta Windowsin® tehtäväpalkin Käynnistä-painiketta ja käynnistä peli valitsemalla Ohjelmat/*Unreal Tournament 2004*/Play UT2004.

Huomaa: Voit pelata vain, jos *Unreal Tournament 2004* -pelilevy on CD-ROM-asemassa tai DVD-asemassa.

DirectX®:n asennus

Unreal Tournament 2004 -CD-ROM-peli edellyttää vähintään DirectX®-versiota 9.0b toimiakseen. Jos tietokoneelle ei ole asennettuna vähintään DirectX® 9.0b, valitse Yes (Kyllä) hyväksyäksesi DirectX® 9.0b:n käyttöoikeussopimuksen. Tämä käynnistää DirectX® 9.0b:n asennusohjelman.

NÄPPÄIMISTÖKOMENNOT

Seuraavassa on luettelo oletusnäppäintoiminnoista. Voit muuttaa asetuksia avaamalla Input (Syöttö) -valikon (Settings (Asetukset) - valikosta) ja valitsemalla sitten Configure Controls (Ohjaimien asetukset). Napsauta ruutua muutettavan toiminnon vieressä ja paina sitten näppäintä, jota haluat käyttää sen kanssa.

LIIKKUMINEN	OHJAIN
Tulita	Vasen hiiripainike
Vaihtoehtoinen tuli	Oikea hiiripainike
Siirry eteenpäin	Ylänuoli (tai W)
Siirry taaksepäin	Alanuoli (tai S)
Tulita vasemmalle	Vasen nuoli (tai A)
Tulita oikealle	Oikea nuoli (tai D)
Hyppää/ylös	Välilyönti
Kumarru/alas	Vaihto
Katso ylös	Delete
Katso alas	Page Down
Keskinäkymä	End
VIHJEET	**OHJAIN**
Näytä reitti punaiseen tukikohtaan	M
Näytä reitti siniseen tukikohtaan	N
PUHE	**OHJAIN**
Aktivoi mikrofoni	F
HÄRNÄYKSET	**OHJAIN**
Sano	T
Joukkue sanoo	R
Näytä äänivalikko	V
HÄRNÄYSANIMAATIOT	**OHJAIN**
Osoita	puolipiste (;)
Lantion heilautus	J
Pyllyn läimäytys	K
Kurkun leikkaus	L

ASEET	OHJAIN
Seuraava ase	Hiiren rulla tai numeronäppäimistön plussa (+)
Edellinen ase	Hiiren rulla tai numeronäppäimistön miinus (-)
Vaihda viimeiseen aseeseen	B
Vaihda parhaaseen aseeseen	G
HUD-TARKKUUS	**OHJAIN**
Lisää HUD-tarkkuutta	Yhtä kuin (=)
Pienennä HUD-tarkkuutta	Miinus (-)
MUITA TOIMINTOJA	**OHJAIN**
Käytä	E
Tauko	Pause
Ruutukuva	F9
Valikko	Esc
Pistetaulukko	F1
Pelinsisäinen keskustelu	F2
Henkilökohtaiset tilastot	F3
Näytä peliluettelo	F11
Vuorottele tutkakarttaa	F12

TALLENTAMINEN JA LATAAMINEN

Unreal Tournament 2004 käyttää profiilijärjestelmää pelitietojen tallentamiseen ja lataamiseen. Ennen kuin aloitat tai lataat yksinpelin, sinua pyydetään valitsemaan profiili tai luomaan uusi. Tämä sen vuoksi, että tiedot (pelin edistyminen ja asetukset) voidaan tallentaa oikeaan profiiliin. Kun olet luonut profiilin (valinnut hahmon ja joukkueen ja kirjoittanut nimesi), profiili tallennetaan. Voitetut ottelut tallennetaan automaattisesti.

* VARSINAISESSA KÄSIKIRJASSA ON PALJON LISÄTIETOJA AJONEUVOISTA, ASEISTA, HAHMOISTA JA TOIMINNOISTA…

INNAN DU BÖRJAR
Filen Release Notes (Viktigt)

Cd-spelet *Unreal Tournament® 2004* har en Release Notes-fil som innehåller uppdaterad information om spelet. Vi rekommenderar att du läser igenom den filen så att du kan dra nytta av de ändringar som har gjorts i spelet sedan den här instruktionsboken gick i tryck.

Om du vill läsa den här filen ska du dubbelklicka på den i katalogen *Unreal Tournament 2004* på datorns hårddisk (vanligtvis C:\UT2004). Du kan även läsa filen Release Notes genom att klicka på Start-knappen på Windows® aktivitetsfält, följt av Program, *Unreal Tournament 2004* och filen "Release Notes".

INSTALLATION

- Starta Windows® 98/Me/2000/XP.

- Sätt in cd-skivan *Unreal Tournament 2004* i cd-enheten (CD1 Install Disc). (Sätt in skivan i din dvd-enheten om du använder *Unreal Tournament 2004* DVD Special Edition.)

- En installationsskärm visas om autostartfunktionen är aktiverad. Om autostartfunktionen inte aktiveras klickar du på Start-knappen på Windows® aktivitetsfält, och på Kör. Skriv D:\Setup och klicka på OK. **Obs:** Om din cd-enhet har en annan enhetsbeteckning än D, skriv då den bokstaven i stället.

- Följ instruktionerna på skärmen för att slutföra installationen av *Unreal Tournament 2004*. Installation av *Unreal Tournament 2004* kräver en kod som återfinns på skivfodralet (inuti dvd-höljet för den som använder DVD Special Edition).

- När installationen är klar klickar du på Start-knappen på Windows® aktivitetsfältet och väljer Program/Atari/*Unreal Tournament 2004*/UT2004.exe för att starta spelet.

Obs: Du måste ha cd-skivan *Unreal Tournament 2004* isatt i cd- eller dvd-enheten för att kunna spela.

Installation av DirectX®

Du måste ha DirectX® 9.0 eller senare för att kunna köra cd-spelet *Unreal Tournament 2004*. Om du inte har DirectX® 9.0 eller senare installerat på datorn klickar du på "Yes" för att acceptera licensavtalet för DirectX® 9.0, varefter DirectX® 9.0 installeras automatiskt.

TANGENTBORDSKONTROLLER

I listan nedan anges spelets standardkontroller. Om du vill ändra på någon av dessa går du till menyn Input (Indata) under Settings (Inställningar) och väljer Configure Controls (Konfigurera kontroller). Markera kryssrutan intill den funktion du vill ändra och tryck därefter på den tangent du vill använda för aktuell funktion.

RÖRELSE	KONTROLL
Eld	Vänster musknapp
Växla eld	Höger musknapp
Förflytta dig framåt	Upp-pil (eller W)
Förflytta dig bakåt	Nerpil (eller S)
Skjut till vänster	Vänsterpil (eller A)
Skjut till höger	Högerpil (eller D)
Hoppa/Upp	Mellanslag
Huka/Ner	Skift
Titta upp	Delete
Titta ner	Page Down
Mittvy	End
LEDTRÅD	**KONTROLL**
Visa väg till röd bas	M
Visa väg till blå bas	N
AL	**KONTROLL**
Aktivera mikrofon	F
PROVOKATION	**KONTROLL**
Tal	T
Teamtal	R
Visa röstmeny	V
PROVOCERANDE RÖRELSER	**KONTROLL**
Peka	Ö
Bäckenrörelse	J
Dask i baken	K
Halshuggning	L
VAPEN	**KONTROLL**
Nästa vapen	Mushjul eller plustangent på sifferdelen (+)
Föregående vapen	Mushjul eller minustangent på sifferdelen (-)
Växla till senaste vapen	B
Växla till bästa vapen	G

HUD-DETALJER	KONTROLL
Förstora HUD	Likhetstecken (=)
Förminska HUD	Minustecken (-)
DIVERSE	**KONTROLL**
Använd	E
Paus	Paus
Skärmbild	F9
Meny	Esc
Poängtavla	F1
Chat under spelets gång	F2
Personlig statistik	F3
Visa spellista	F11
Växla radarkarta	F12

SPARA OCH HÄMTA

I *Unreal Tournament 2004* sparar och hämtar användaren speldata med hjälp av profildata. Innan du kan starta eller hämta ett endeltagarspel uppmanas du att välja en tillgänglig profil eller skapa en ny profil. Detta betyder att rätt data (spelposition och alternativ) kan sparas till rätt profil. Den profil du skapar (val av figur, team och namn) sparas. De matcher du vinner sparas automatiskt.

* I INSTRUKTIONSBOKEN FINNS MYCKET MER INFORMATION OM FORDON, VAPEN OCH FUNKTIONER…

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UNREAL TOURNAMENT® 2004
WEB SITE

For more information on *Unreal Tournament 2004*, tips and tricks, access
to the Unreal Tournament community, and the latest updates and
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http://www.unrealtournament.com

The PEGI age rating system:

Age Rating categories:
Les catégories
de tranche d'âge:

3+ www.pegi.info 7+ www.pegi.info 12+ www.pegi.info 16+ www.pegi.info 18+ www.pegi.info

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:
Description du contenu:

@*! BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE

DISCRIMINATION
LA DISCRIMINATION

DRUGS
LES
DROGUES

FEAR
LA PEUR

SEXUAL CONTENT
LE CONTENU
SEXUEL

VIOLENCE
LA
VIOLENCE

For further information about the Pan European Game Information
(PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système
d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de
juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle
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NOTES

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Country	Telephone	Fax	Email/Websites
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• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1,35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.atari.de
• Belgie	PC: +32 (0)2 72 18 663 +31 (0)40 24 466 36		nl.helpdesk@atari.com
• Danmark	+44 (0)161 827 8060/1 - 09:30 to 17:00 Monday to Friday (except Bank Holidays)		uk.helpline@atari.com
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• Greece	301 601 88 01	-	gr.info@atari.com
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• UK	Hints & Cheats: 09065 55 88 95* *24 hours a day / £1 /min / inside UK only "You need the bill payer's permission before calling."	Technical Support: 0161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

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