

TABLE OF CONTENTS

System Requirements	2
Installation	2
Game Objective	4
Quick Start	4
Keyboard Commands	5
Menus: Quick Reference	6
Menus: Full Description	8
Weapons	20
Other Items	25
Team Commands/Taunts	30
Game Tips	31
Advanced Techniques.....	32
ChaosUT	33
Rocket Arena	37
Credits	39

SYSTEM REQUIREMENTS

CPU: Intel Pentium™ 200MHz or AMD K6 200MHz or better processor

Memory: 32MB RAM (64MB recommended)

Available HD Space: 300MB (605 recommended)

CD-ROM Drive: 4x or faster CD-ROM or 4x or faster DVD-ROM Drive

Audio System: DirectX™ 7.0 Compatible Sound Card

Video System: PCI Local Bus Video Card (8M 3D accelerator recommended)

O/S: Windows® 95/ 98/2000/Windows® NT 4.0

A downloadable Linux version* is available at;

<http://www.unrealtournament.com>

*Not supported by Infogrames Technical Support.

Network and Internet Play: via TCP/IP (28.8K minimum speed)

INSTALLATION UNDER WINDOWS® 95, 98 OR 2000

1. Quit all other applications and insert the Unreal Tournament Game CD into your CD-ROM drive.
2. If Windows® is set up to use the CD AutoPlay feature, Unreal Tournament will automatically display its installation screen, shortly after you insert the CD. If AutoPlay is disabled, you will need to start the installation manually. To do this, double click on the My Computer icon, then double click on the Unreal Tournament icon, then find the icon called Setup and double click it. This will open the first installation window.
3. Follow the instructions in the installation windows to install Unreal Tournament on your computer.

The following steps describe each installation window.

4. The first window shows you what languages Unreal Tournament can use, as well as links to some informative web sites (you do not need to use the web sites to complete the installation). Select your preferred language and click Next.
5. Next you'll see a Licensing Agreement window, which basically warns you that Unreal Tournament contains violence. After reading the window's message, click the appropriate button (Agree, Back, or Cancel).

6. The next window asks you where on your computer you'd like to install Unreal Tournament. The window suggests a default directory (or folder), usually C:\Unreal Tournament.

If you want to install to a different hard drive and directory, simply delete the default hard drive and directory and type in the new location. Click Reset at any time to return to the default hard drive and directory.

The amount of free space available on the chosen directory's hard drive is displayed at the bottom of the window. You need 300 megabytes of space available for a minimum install, and 605 megabytes for full install.

Click Next when you have decided on a hard drive and directory.

7. The next screen presents you with a list of Unreal Tournament components which may be installed.

You may choose from the following items:

- **Unreal Tournament Game:** The Unreal Tournament game engine; installation is required.
- **Game Content:** Select this component to install all game content onto your hard drive, which requires 450 megabytes of free space. Select this for optimal performance. If you deselect this option, the game content will be loaded from CD each time you play, degrading performance.
- **NetGames USA Stat Utils:** This component will track your game statistics and let you compare your stats to Unreal Tournament players all over the world using your internet browser.
- **DirectX:** Installs Microsoft's DirectX drivers for optimal rendering performance, audio support and joystick support. This component is optional, but highly recommended if you do not already have it installed.

Click Next when you have decided which components to install.

8. The next screen lets you review your chosen install directory. Click Install when you are ready, or click Back to change your choices.
9. After the game has been installed, the Unreal Tournament Options window will appear. It is highly recommended that you select and read the Release Notes for important information about Unreal Tournament. After reading the release notes, select Play. You may be asked to restart your computer. If so, just run Unreal Tournament after restarting and follow steps 10-12.

10. After you select Play, Unreal Tournament's installation program will automatically detect any 3D video devices installed in your computer. A list of compatible 3D video devices will appear, with the optimal device highlighted. Click Next unless you are an advanced user and want to use a different 3D video device.
11. The following window shows you what detail options the installation program has selected to optimize game performance. Once Unreal Tournament is installed, you can change these options in the Preferences menu if you wish. Click Next to continue.
12. Click Run to start Unreal Tournament!

Unreal Tournament includes a second CD that contains three new game play modes (Rocket Arena, Tactical Operations, and ChaosUT), the UT Level Editor, and as high resolution textures for cards that support s3 texture compression. However it's not required to play the game.

GAME OBJECTIVE

The object of the single player game is to defeat all competitors in every arena, and ultimately achieve the title of Grand Champion.

QUICK START

NOTE: Make sure there is a checkmark next to Context Help in the Help menu. When the Context Help option is enabled, you'll see useful descriptions in the lower left corner of your screen whenever you point your cursor at a menu option.

To Start a New Single Player Game

1. During the introduction movie, press the Esc key.
2. In the upper left corner of the screen, click "Game".
3. From the menu that drops down, click "Start Unreal Tournament."
4. Click the red right arrow (in the lower left corner of your screen) three times.
5. Follow the spoken instructions (make sure your volume is turned up).

To Join a Multiplayer Game On the Internet

1. Make sure you are connected to your Internet Service Provider.
2. During the introduction movie, press the Esc key.
3. Click Multiplayer.
4. Select Find Internet Games.
5. Click the Populated Servers tab. A list of servers will appear. Each server represents an Unreal Tournament game. The server name appears in the left column; the ping rate appears in the next column; the name of the map in which the game is taking place is listed next, and finally the number of players/maximum players possible appears in the right column.
6. Select a server with a low ping rate and double click on that server to enter the game. Be sure to notice the "Ping" time; the lower the "Ping", the more smoothly your internet game will run.

KEYBOARD COMMANDS

Below is a list of the default controls. To change any of these, go to Options, Preferences, Controls. Click the box next to the function you want to change, then press the key you want to assign it to.

Basic Controls

Fire	Left Mouse
Alternate Fire	Right Mouse
Move Forward	Up
Move Backward	Down
Strafe Left	Left
Strafe Right	Right
Jump/Up	Ctrl
Crouch/Down	C
Mouse Look.....	M

Look Up	Delete
Look Down	Page Down
Center View	End
Walk.....	Shift
Strafe	Z
Feign Death.....	F

Taunts / Chat

Say	T
Team Say	R
Show Voice Menu	V
Thrust	H
Wave	L
Victory1	J
Victory2	K

Weapons

Next Weapon	NumPad Plus
Previous Weapon	NumPad Minus

HUD Size

Increase HUD Size	Equals
Decrease HUD Size	Minus

MENUS: QUICK REFERENCE

The following section describes all the menus and options available in Unreal Tournament. These menus are available from the "Unreal Tournament" desktop. The "Unreal Tournament" desktop will appear each time you launch Unreal Tournament. You can also access the "Unreal Tournament" desktop at any time during the game by pressing the Esc key.

Below is a list of the main menus that appear at the top of the "Unreal Tournament" desktop, with summaries of what each menu does. The menus are described in more detail in the next section.

Game

Go to this menu to start a new single player game. Select Start Unreal Tournament to enter the Tournament and to start working your way up the tournament ladder. Select Practice Session to get the hang of the game and familiarize yourself with any of the maps. You can also Resume Saved Tournament here (your progress in the Tournament is saved automatically each time you quit the game).

Multiplayer

This menu lets you join or create a multiplayer game, either on the internet or on a LAN (Local Area Network, where the computers are connected with Network Interface Cards instead of a modem). You'll need to be connected to the internet through your Internet Service Provider to play multiplayer games on the internet.

Options

Set up your player here (choose a name, race, body, clothes and face). Also assign your movement and control keys in this menu, adjust the audio, video and internet connection qualities, and prioritize your weapons.

Stats

Unreal Tournament keeps track of every player's statistics, for both online and single player games. Manage your statistical information, change your password or get help with ngWorldStats here.

Tools

You can access the system console here. The system console is a command prompt where you can enter game codes (like cheats) and view player dialogue history. You can also turn the TimeDemo feature on or off here. The TimeDemo feature tells you how many frames per second the game is running at.

Help

This menu lets you turn Context Help on or off. It's recommended that you leave it on, since it is very helpful. When Context Help is turned on, whenever you point the cursor at a menu option, you'll see a brief description of the option in the lower left corner of the Unreal desktop. You can also visit the Epic website from here, to learn more about the people who created Unreal Tournament.

MENUS: FULL DESCRIPTION

Game

Start Unreal Tournament

Selecting this option enters you into the Tournament and begins your trip up the Tournament ladder. (This is a single player game that is played on your computer, not on the internet.)

Use the right red arrow at the bottom left corner of your screen to move through the screens. The first screen lets you modify your character (gender, face, team, etc.). The next screen lets you select a game "mode". Initially you'll only be able to play the Deathmatch mode, but as you progress, other modes will become available. All the modes are described below:

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

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

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

Assault: Players are divided into two teams, attackers and defenders. The attackers are attempting to destroy or take over an objective, such as blowing up a computer terminal, or escaping a castle. The defenders' job is to prevent them from doing this. The way to win assault is to conquer the base in less time than your opponents' team. If the first attacking team completes the objective

in three minutes, then the sides switch and the team that was defending is now attacking and has three minutes to take the base. If they fail, they lose.

Challenge: The challenge ladder is a free-for-all Deathmatch against the hardest enemies in the tournament in the most exquisite environments, from a low gravity rooftop bloodbath to a one-on-one against the Tournament champion as you zip through space. This is the final challenge!

After selecting a mode, you'll see the arenas available for you to compete in. The screen after that gives you a look at your competition, complete with names and profiles.

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

Start Practice Session

A Practice Session is identical to playing in the Tournament, but you don't progress up the ladder when you win. You can also choose and configure your enemies (the computer-controlled "bots"), and play in any arena you like.

There are four tabs (sub-menus) in the Start Practice Session menu. They are:

Match: Select and modify your game type and arena here. You can choose from Tournament Deathmatch, Domination, Capture the Flag and Assault modes, which are identical to those described above, plus the following modes:

Tournament Team Game: Identical to Tournament DeathMatch, except players join one of up to four teams and attack only enemy team members.

Last Man Standing: Similar to DeathMatch, except each player gets a predetermined number of lives per game. This number can be changed by entering a different frag limit. Once they've been killed that number of times, they are out of the game until a new game begins and must watch the other players as they take each other out.

The "Map List" button lets you choose which maps you would like to cycle through as you play your practice session. Just click and drag the desired map to either the "Maps Not Cycled" or "Maps Cycled" list. The "Use Map List" pull-down menu at the top of the window lets you select a custom list, the default maps, or just the small, medium or large maps.

You can change several gameplay features by clicking the "Mutators" button on the Match menu. A list of available modifications appears on the left; just click and drag the desired modifications over to the right side.

Each option is self-explanatory, with the exception of:

Fatboy: When you get killed a lot, you get very, very skinny. When you kill a lot, you get very, very fat.

Instagib: A special ultra-deadly shock rifle is the only weapon available. One shot, one kill.

Stealth: Everybody's invisible.

JumpMatch: All players jump as if they are wearing inexhaustible Anti Grav Boots.

Checking the "Auto Change Levels" option will advance you to another arena after completing each deathmatch; de-selecting it will keep you in the same arena.

Rules: Determine frag limit, time limit, and if the match is Tournament style (players register before match commences), and whether or not weapons disappear temporarily when picked up (Weapons Stay).

Settings: Here you can select from the following options:

Gamestyle: The choices are Normal, Hardcore (weapons do more damage and game speed is increased), and Turbo (game plays at an extremely high rate of speed—for advanced players).

Translocator: Determines if players have translocators (see the translocator's description on page 24).

Game Speed: This slide bar lets you set the game speed anywhere from 50% to 200% of the normal speed.

Air Control: This percentage determines the amount of maneuverability you possess in the air while jumping.

Bots: Manage your computer-controlled opponents here. Select from the following factors:

Base Skill: Set the Bots' skill level anywhere from Novice to Godlike. Novice is good for beginners, Godlike is good for players who like to respawn a lot.

Number of Bots: Populate the level with any number of bots from 1 to 16.

Auto Adjust Skill: Select this option to cause the bots' skill level to decrease if they're mopping the floor with you, and increase if you're destroying them at will.

Random Order: Spawns random bots in a practice session.

Configure: Tweak various details of each individual bot here. For example, you can change their names, faces, and fighting styles.

Resume Saved Tournament

Takes you to the "Saved Game" screen, where up to five players' Tournament games are automatically saved each time one of them wins a match and advances up the Tournament ladder. To load a game, click the triangular button next to the player's name. To clear a save slot, click the X button next to the name you want to delete. Once a save slot is cleared, that player's game is erased.

Return to Current Game

Returns you to the game.

Quit

Quits Unreal Tournament.

Multiplayer

Find Internet Games

If you're connected to the Internet, this option will show you a list of servers you can connect to and play Unreal Tournament online. The list shows each server's name, ping rate, the name of the map currently in play, the number of players in the game and the total number of players possible in that game. Right click any server for a handy local menu.

Several tabs appear at the top of the list. Select a tab to see a list of servers limited to those described by the tab.

NOTE: You can hit the F5 key while the Unreal Tournament Server Browser is open to update the server information (ping, number of players, current level, etc.).

Start New Internet Game

The Start New Internet Game window is identical to the Start Practice Session window (see page 9), but with a few exceptions. The Rules tab lets you set the maximum number of players possible (Max Connections), and the maximum number of spectators possible (Max Spectators). Selecting the Force Respawn option causes players on your server to respawn immediately after death, without having to press the fire button. The Server tab opens a list of options which allow you to configure your server.

Find LAN Games

Select this option to search for network games on your Local Area Network (instead of the internet).

Open Location

After choosing this option, you can enter a server's IP address and access it directly.

Disconnect From Server

Closes your connection to the server you're currently on.

Reconnect To Server

Re-establishes connection to the last server you were on.

Download Latest Update

Select this option while you're connected to the internet to get the latest updates or information for Unreal Tournament.

Free Internet Play on MPlayer.com

Select this option to connect to MPlayer.com.

Free Internet Play on HEAT

Select this option to connect to Heat.net.

Options

Preferences

Lets you customize game factors in the following categories:

Game

Weapon Hand: Select where your weapon appears on the screen (left, right, center, or hidden).

Gore Level: Select from Normal, Reduced and Ultralow.

View Bob: This slide bar determines how much the screen bobs to simulate running.

Game Speed: Adjust the Game Speed from 50% to 200% normal speed. (non Hardcore or Turbo Modes)

Dodging: Determines whether or not double-tapping a direction key will cause you to leap quickly in that direction.

Weapon Flash: Determines if the screen flashes when you fire or get hit by certain weapons.

ngStat Local Logging: Select this to log your Single Player and Botmatch games for statistics compilation.

HUD (Heads Up Display)

Determine whether or not to display the entire HUD, or your Weapon Display, Player Status, Ammo Count, Team Info, Number of Frags, Chat Area and Team Colors. There are also slide bars to customize your HUD color, adjust HUD Transparency, HUD Size, Weapon Icon Size, Status Size, and change Crosshair Style. Click the Defaults button to return all these factors to their original settings.

Input

Turn the following controller options on or off:

Joystick: Enables use of a joystick

Direct Input: On Windows 95 and 98 machines, Direct Input will improve mouse smoothness. You must restart the game for this option to take effect.

Invert Mouse: When turned on, moving the mouse down causes you to look up, and moving the mouse up causes you to look down.

MouseLook: When this option is enabled, you can use your mouse to look around without pressing a MouseLook key.

Mouse Smoothing: This option makes your player movement more smooth when you mouselook.

Auto Aim: Enable this option if your aim needs a little help.

LookSpring: When this option is enabled, your view will automatically return to straight ahead whenever you let go of the MouseLook key.

Auto Slope: When enabled, this option causes your view to automatically adjust to look up and down slopes and stairs when you are not MouseLooking.

Mouse Sensitivity: This determines how sensitive the game's mouse controls are to the movement of your mouse. The higher the sensitivity, the less you have to move the mouse to produce a given motion in the game.

Instant Rocket Fire: This option makes the Rocket Launcher fire only one rocket at a time. However, you can still load multiple grenades.

Speech Binder: This button opens a menu where you can assign single keys to up to 16 voice commands and taunts.

Controls

Here you can assign keys to different game functions like movement, weapons and taunts. For example, you can reassign the "Next Weapon" function to your mouse wheel. Click on the box next to the function you want to change, then hit the key you want to assign to that function.

Audio

Modify the game's sound configuration here. You can turn Automatic Taunts and the message beep on or off, select Low or High sound quality, and adjust the music and sound effects volumes. You can also block some or all voice messages (from the Play Voice Messages pull-down menu), adjust the announcer's volume, and activate 3D audio hardware and Surround Sound features.

Video

Configure the look of the game here. Choose your Video Driver, Screen Resolution, Color Depth, World Texture and Skin Detail, and adjust the Brightness, GUI Mouse Speed, Font Size and GUI Skin. You can also set your minimum desired frame rate (to balance gameplay speed with gameplay smoothness) and choose whether or not to show decals and use dynamic lighting.

Network

Adjust net play elements here.

Internet Connection: Set this to match your connection's capability (Modem, ISDN or LAN/Cable/xDSL).

Player Setup: Choose your player's name, face, class, skin and voice here. Also choose to enter the game as an invisible, nonparticipating spectator, and determine a password to protect your online ngWorldStats.

Weapons

Use this option to prioritize your weapons. For example, the Minigun is a higher priority than the Enforcer, the Minigun will automatically replace the Enforcer as the active weapon when you pick the Minigun up. You'll see a list of all the weapons available in Unreal Tournament. Click on a weapon in the list, then drag it up or down to reposition it in the switching order. The higher a weapon is on the list, the greater its priority in the switching order.

Show Desktop

This option hides or displays the "Unreal Tournament" desktop.

Stats

View Local ngStats

See the game statistics for all players in the single-player game.

View Global ngWorldStats

See the game statistics for all players in the online multiplayer game.

Help with ngStats

Learn more about ngStats [here](#).

Help with ngWorldStats

Learn more about your online game statistics [here](#).

Tools

System Console

This brings up the Unreal Tournament command console, where you can enter advanced commands and cheat codes.

TimeDemo Statistics

This option enables the TimeDemo statistic, which measures your frame rate.

Show Log

This will display a list of commands issued by the Unreal Tournament software. For advanced users only.

Help

Context Help

Point your cursor to a menu selection when this option is checked, and you'll see a brief description of the selection at the bottom of the "Unreal Tournament" desktop.

Technical Support

This option takes you to a helpful website.

About Epic Games

Takes you to the Epic website.

UT Credits

Shows you the names of the people who created Unreal Tournament.

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.



Default HUD shown

1. **Message Window**
Messages from your enemies and teammates will appear here.
2. **Armor Level**
This number indicates how much armor you have.
3. **Health Level**
This number indicates how much health you have.
4. **Armor Status Icon**
This outline of your player's body provides a variety of important information. First, it shows you what armor you're wearing. For example, when you pick up the Body Armor, the vest on the icon lights up. The when the armor on the icon fades when the vest is damaged, and becomes clear again the armor is completely gone. Also, the boots on the icon light up when you have the Anti Grav Boots, and the entire icon is outlined in gold when you have the Shield Belt. Finally, red lights indicate what parts of your body are taking damage when you're hit.
5. **Rank/Spread**
The first number after "Rank" indicates what position you hold in the current competition; the second number tells you how many players are participating. The number after "Spread" tells you 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.
6. **Frag Count**
This number shows how many kills you've made.
7. **Weapon Icons**
These icons represent the weapons you're carrying. The yellow bars show how much ammo each weapon currently contains.
8. **Ammo Indicator**
This icon shows how much ammo the active weapon contains.

WEAPONS

Impact Hammer



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

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

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

Enforcer



Primary Fire: Normal firing rate.

Secondary Fire: Rapid firing rate.

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

Shock Rifle



Primary Fire: Instant energy beam.

Secondary Fire: Slower energy projectile.

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

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

Ripper



Primary Fire: Ricocheting blades.

Secondary Fire: Exploding blades.

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

Rocket Launcher



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

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

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

Flak Cannon



Primary Fire: Fires chunks of hot jagged shrapnel.

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

This portable enemy blender can deliver instant death at any range. While the rate of fire is slow, the Flak Cannon's destructive power is formidable. The primary fire discharges a concentrated explosion containing several pounds of jagged metal shrapnel. At point-blank range, the result is usually lethal. The secondary fire launches a shrapnel grenade that explodes on impact. Few opponents survive a direct hit from a Flak Cannon grenade.

BioRifle



Primary Fire: Fires clumps of toxic sludge.

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

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

Sniper Rifle



Primary Fire: Normal rifle shot.

Secondary Fire: Zoom in on target.

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

Press and hold the secondary fire to zoom; press secondary fire again to return to normal view.

Minigun



Primary Fire: Normal firing rate; more accurate.

Secondary Fire: Faster firing rate; less accurate.

As simple as it is dangerous, the Minigun features a rotating barrel assembly and an unmatched rate of fire. If the primary fire isn't fast enough for you, try the much faster (and less accurate) secondary fire. Good aim is the key to mastering the Minigun. With a little practice you'll be reducing your opponents to helpless bullet catchers at every opportunity. The ammo supply is displayed on the top of the weapon.

Redeemer



Primary Fire: Launch miniature nuclear warhead.

Secondary Fire: Launch and guide miniature nuclear warhead.

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.

Pulse Blaster



Primary Fire: Rapid fire plasma bursts.

Secondary Fire: Steady stream of plasma.

Powerful rounds of burning plasma, a high rate of fire and a vicious secondary attack make the Pulse Blaster a very popular mid-range weapon. The primary fire riddles targets with glowing bursts of plasma; the secondary fire emits a steady stream of the incandescent yellow substance. The pulse blaster uses clips containing 50 rounds, which must be replaced after they are emptied. The number of rounds remaining in the current clip is displayed on the weapon.

Chainsaw



Primary Fire: Forward thrust.

Secondary Fire: Side-to-side sweep.

Based on an antique wood-cutting tool, the chainsaw is a devastating melee weapon capable of instantly inflicting massive damage. The primary fire employs a thrust maneuver, while the secondary fire sweeps the blade from side to side (an ideal move for decapitations).

OTHER ITEMS

Translocator



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

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

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

In Capture the Flag games, translocating while holding the flag will cause you to drop the flag.

Health Pack



Replenishes 20 points of health, up to a maximum of 100.

Keg O' Health



The Keg O' Health gives you 100 health points, up to a maximum of 199.

Health Vial



Each health vial gives you 5 health points, to a maximum of 199.

Thigh Pads



These lightweight accessories provide 50 armor points.

Body Armor



This vest protects you with 100 armor points.

Shield Belt



The Shield Belt provides 150 armor points. This handy accoutrement not only holds your pants up, it's also the most powerful defensive device in the Tournament.

Damage Amplifier



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

Invisibility



Makes you virtually invisible for a short time.

Anti Grav Boots



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

Scuba Gear



Gives you the ability to breathe while underwater.

ngSTAT LOGGING

Unreal Tournament includes free software, ngStats™, and built in support for a freely available service, ngWorldStats™, from NetGames USA™ that allows you the ability to track and display scoring and game play statistical analysis for both local and on-line Internet games. To use either of these systems you will need a web browser, either Netscape Navigator™ 4.0x or later or Internet Explorer™ 4.0x or later, installed on your computer.

ngStats

ngStats' purpose is to organize and track the scoring and statistical game play information from your local single or multi-player Unreal Tournament games, including games with AI computer opponents (Bots). In addition, ngStats maintains a running "Career Totals" database that keeps track of a totals summary of all statistics from every game logged. ngStats is included for free with Unreal Tournament. Here is how it works:

By default Unreal Tournament logs all play information to a file for each game played. It then runs ngStats which takes these logs and turns them into detailed html based scoring, game play statistics, and High Scores information for your viewing. You have two options at your disposal to view your ngStats.

- While using Unreal Tournament you can view your ngStats anytime by choosing to view them from the "Stats" pull down menu from within the game. Select "View Local ngStats" to view your ngStats. You may optionally select "View Global ngWorldStats" to view your ngWorldStats from Internet games you have played.
- You can also choose to run ngStats at anytime by selecting "Local UT Stats [ngStats]" in the Unreal Tournament section of your Windows Start Menu. ngStats will then run and open your default web browser to view your ngStats. This method is handy if you just want to view your ngStats without having to run Unreal Tournament.

Be sure to read the "Help Using ngStats Section" selectable from the left margin of all ngStats pages for complete documentation. Additionally the latest information and any new versions are always available at:

<http://www.NetGamesUSA.com/ngStats/UT/>

ngWorldStats

ngWorldStats™ is the online version of ngStats™ and default support for it is built right into Unreal Tournament. It is a freely available service where you can get complete and total statistics from your game play on every participating Unreal Tournament game server while playing online.

Your every kill, your every death, and even your every Med Box use will be remotely logged to NetGames USA for analysis and post game presentation. You will then be able to visit the Unreal Tournament ngWorldStats site at:

<http://UT.ngWorldStats.com/>

to see a detailed breakdown of up to the last week's worth of games you played while online.

Plus all of your stats will also be accumulated into a permanent career totals database just for you, keeping track of exactly how many frags, deaths and much more that you have ever accumulated while playing online.

Best of all, ngWorldStats is freely available, requires no pre-registration to participate, and extensive measures for player uniqueness and security have been accounted for. All you need to do is use the provided ngWorldStats password in the "Stats" - "Change ngWorldStats Password" section from within Unreal Tournament in the pull down menu system. You may also pick your own password if you like, as it will be easier for you to remember. Keep your password to yourself and don't lose it as no one at NetGames USA or Epic Games knows it. Your online ngWorldStats are only as safe as you are with your password.

The first time the ngWorldStats system "sees" you, you will be assigned a ngUID (ng User ID). You will then be able to give your ngUID to friend for them to easily find your ngWorldStats. The key is to stick with the same Nick Name and password since anytime you change either, ngWorldStats will assign you a new ngUID, and your stats cannot be combined across multiple ngUID's. All of the latest information on ngWorldStats can always be found in the Help Using ngWorldStats/FAQ section at the Unreal Tournament ngWorldStats site:

<http://UT.ngWorldStats.com/FAQ/>

ngWorldStats logging must be turned on by checking it as an option when setting up an Internet Server. When looking for games that have ngWorldStats checked on use the built-in game browser in Unreal Tournament. It will tell you if ngWorldStats is enabled. Also, practice matches and single player games are not able to use ngWorldStats, rather they must use ngStats.

TEAM COMMANDS/TAUNTS

During the game, you can select from a menu of messages which you can say during the game. Simply press "V" while playing to open the messages menu, then click on the category you want to choose from. When you see the message you wish to say, just click on 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

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

Taunts

Eat that!
You like that?
Sucker!
Boom!
You suck!
Die, bitch!
Loser!

Other Messages

Base is uncovered
Get our flag!
Got the flag.
Got your back.
I'm hit!
Man down!
Under attack!
You get point.

Taunts

Basic taunt.
Pelvic thrust
Victory dance
Wave

GAME TIPS

Be sure to learn how to command your teammates around by using the orders menu. ("V") 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 your impact hammer and enforcer. These are good guns to start with, but there are much more effective weapons strategically placed throughout the battle arenas! Go and grab one before your foes do!

Remember to keep moving, because a moving target is harder to hit than a stationary one. Strafing is a great way to avoid getting shot (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 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!

ADVANCED TECHNIQUES

Sprees

If you manage to kill 5 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!

Multi Kills

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

Double Kill

Multi Kill

Ultra Kill

Monster Kill

HeadShots

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

Dodging

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

CHAOS UT

ChaosUT is a mutator that you can activate on any of your Unreal Tournament maps. This mod adds a bunch of cool weapons and some other cool effects. There's no theme behind ChaosUT, other than massive mayhem and fun! To use this mod, activate the ChaosUT Mutator from your list of mutators. Here's a brief rundown on what's in the mod. You'll want to mess around with it though, to find out all of the details for yourself.

The Weapons:

Each weapon uses one of the weapon slots on your numbered keys and may share it with another weapon of the same approximate type. You can switch between the various weapons by pressing the appropriate number key multiple times to cycle through them.

Bastard Sword:

Weapon Slot: 2

Primary Fire: Attack

Alternate Fire: Defense

The Bastard Sword is very deadly, but for obvious reasons, you close with your enemy to score hits. Don't just constantly keep the fire button pressed; time your attacks to make them more effective! Some practice time with the bots should help you get a feel for this weapon. Block by pressing the alternate fire button. This is very effective against most types of attacks, such as the sniper rifle. You must be facing the attack for the defense to be effective. A good player will defend himself as he approaches and wait to time his. (Hint: with a bit of luck and some practice, most types of projectiles can be blocked... try it!)



Crossbow:

Weapon Slot: 4

Primary Fire: Shoot

Alternate Fire: Sniper Scope

This crossbow has spikes that project about two feet in front of the weapon and cause extra damage if your target is up close and personal. There will be three types of bolts for the crossbow:

Normal Bolts: These are a quiet attack with no flash to reveal your position. They make an excellent round for sniping. These bolts have



a high rate of fire and hit hard.

Explosive Bolts: These rounds are also silent... until they explode! Explosive bolts are very deadly. These bolts fly a lot faster than rockets do, so you don't have to lead your target quite as much.

Poisonous Bolts: These are the ultimate disabler! Pop someone with one of these and he will be unable to pay attention to you for a while. Players who have been poisoned may occasionally hurl a nasty green glob at or anyone unfortunate enough to be in their way. The glob does a good deal of damage, so try to avoid it.

Proximity Mines (The Proxy):

Weapon Slot: 8

Primary Fire: Active Proxy

Alternate Fire: Passive Proxy

Use your primary fire button to throw out an active and aggressive Proxy. The Proxy will hop around laughing and roaring as it hunts for a victim. There are some weapons that can hurt a hunting Proxy, but you'll need to experiment to find out which ones they are.

The alternate fire button will launch Proxy in a more passive mode. The Proxy will stick to the surface you shoot it at. It will lower its face shield to hide and then wait for its victim to approach. If someone moves within range, Proxy will become active and leap out at them. Pretty smart little guys, huh?



The Claw:

Weapon Slot: 1 (Melee Attack); 8 (Ranged Attack)

Primary Fire: Main Attack

Alternate Fire: Push target back/Proxy

The Claw is a multi-purpose projectile launcher fitted to fire flak ammo and proxy mines. It also (with alternate fire), shoot out a Eggshell-encased Proxy at a very high velocity. If this strikes a player, it will push him back (and cause a little damage.) Then the Proxy will become active, targeting whoever is in range. A nasty one-two!



Chaos Sniper V2:

Weapon Slot: 0

Primary Fire: Fire

Alternate Fire: Use Scope

The Chaos Sniper is a deadly weapon. If you pop your target in the head, it's lights out. But since the rounds from this rifle ricochet, you can set up some nasty killing shots using the walls to bounce your bullets



into your target. There are two different types of ammo for this weapon, the normal sniper ammo (with the ricochet feature) and the RPBs (Rocket-Propelled Bullets) that travel at an extreme velocity. These things can penetrate multiple unarmored targets, but leave a smoke trail pointing back at you. Alternate fire will activate your scope. Press alternate fire multiple times to choose zoom depth, then last alternate fire for normal sight.

The Vortex:

Weapon Slot: 0
Primary Fire: Activate



This is one of those "Ancient Weapons With Mystical And Unimaginable Powers." The three rings look kind of unspectacular but... let me put it this way: throw it and run! Two seconds after hitting the ground, this devil starts to suck in and compress its surroundings into one point... So stay out of that area for the next fifteen seconds if you value your life. The Vortex will suck in every intelligent lifeform in a 100 foot radius.

Sentry Turrets:

Weapon Slot: 0

This weapon is actually a locator beacon. When you place it, a Sentry Turret is beamed onto that spot after a two second delay. Make sure you are well-clear of the area before that happens, so you don't get crushed! The beacon must be placed on a flat surface, with enough space around it to hold the turret. The turret will blaze away at whatever comes within range. You can reload an empty turret manually (using the normal reloads for an energy weapons and the rocket launcher) by touching the turret. The turret will operate for whomever reloads it. Protect this powerful weapon – you don't want to be staring down the barrel of your own arsenal!



Other Features:

Spawn Protection: Chaos is a very dangerous place; you could spawn in the middle of a dozen proxies for example. To try and balance this, we have made the player invulnerable for the first five seconds of his Chaotic life. This gives you a much better chance to escape, or better yet, it gives you some time to grab a weapon and fight back! As long as the spawn protection is active you will see a pulsating wave-like shield around your player-icon on the HUD.

RealLife Sounds: It's the little things that can kill you. Sometimes you just have to sneeze. Sometimes you just have to sneeze right as you're sneaking up to ambush an enemy. The RealLife sounds "simulate" these kinds of nice happenings.

Heartbeat: If you come close to the "point of no return" of zero health, you will be able to hear your heartbeat louder and faster... and also the nearby enemy can.... a nice reminder that you should keep your eyes open for some extra health!

Special ChaosUT Commands:

- [= Hook
-] = HookUp
- o = Mutate Kick
- i = Change Turret Weapon
- u = Kamikaze



You can set the keys for the special ChaosUT commands in the "Controls" section of the GUI. Above are the default settings.

Additional Mutators:

Use these mutators, along with the ChaosUT Beta Mutator, to add even more excitement to your game:

SwordMelee: Everyone's melee weapon is a ChaosUT Bastard Sword

SwordArena: All weapons on the map are converted to a ChaosUT Bastard Sword, ammo is removed.

NoHealth: Removes all Med Boxes, Health Vials, and the Keg O' Health

ChaosUT is compatible with the Bonus Pack relics. If you are using relics, check the "Using Relics" checkbox in the Game Settings tab of the Mod Menu.

SERVER ADMINS PLEASE NOTE: You should add "ServerPackages=ChaosUTRHU" to your ServerPackages list, if you plan to run the Bonus Pack relics with ChaosUT on a server.

For news about future updates & new features, bug fixes, discussion board and everything else you want to know about ChaoticDreams don't forget to check out our Unreal Tournament site at <http://www.planetunreal.com/chaotic>

ROCKET ARENA

RocketArena is a fight of pure skill. You have all the weapons, you have all the ammo, you have all the health, you have all the armor, you have no excuses. When you and your opponent(s) enter battle, you are on equal ground. With the same inventory (health, armor, weapons, ammo, etc), the winner is determined by who utilizes their inventory the best. RocketArena pits you against bots (and if you're online, the much more challenging human intellect) in one-on-one or two-on-two best-of-three rounds. The winner stays on to fight the next challenger. The best analogy is to think about the fighting arcade games, where the winner gets to keep his token and continue playing, while various people come up to challenge him or her in a best-of-three match.

RocketArena maps are divided up into five to seven arenas, each of which acts like a mini-map. A separate mini-game make take place in each arena, and each arena has its own personality and design, distinct from the others. Within each arena, there is a line waiting to play. The first two teams will play two to three rounds to determine the winner of the match. The winner stays on, while the loser drops to the end of the line to wait for his or her next turn. Each round consists of a countdown to get ready, select weapon, and position yourself. The round begins when the announcer yells, "Fight!" and then you must do what you do best. After the round is over (either your team or the opponent's team died), you can see the health of the other team to see just how close you were to winning, or how well you defeated them. The countdown begins for the next round soon after, and repeats until one team has won the best-of-three match. The line rotates, letting the next team in line duel against the reigning champs. Note that in local botmatch games, only one bot team will be added by default, so that you never sit around waiting while the bots have a duel. This ensures that you will always have a chance to play. Also note that the bot AI designed for UT works very well when they control the map, grabbing inventory, and gen-

erally being healthier and stronger than you might expect. When RA:UT puts them on the same level as you, they are much easier than you'd expect. You may compensate by upping the level of the bots, or going online to play against the human population who is much more challenging than the artificial intelligence.

Starting A Game

Start a practice session and select "Rocket Arena" from the gametypes menu. Choose a map you'd like to play, and optionally set any of the conditions for the game in the various tabs. Click "Start" to start the game. A menu will appear, offering you the option to join this arena (Enter Arena), or rotate through the arenas to one of the other arenas available (Next Arena). Choose whatever arena you'd like to play in, and hit "Enter Arena." The match will begin in a few seconds. To get back to the menu once it disappears, you can go to the "RA:UT" menu which appears on the right of your menu bar when you hit "ESC", and select whichever option you'd like.

Key Bindings

For your convenience, you may go to the Options menu, Preferences, Controls, and scroll to the bottom. There will you see the Option to bind your custom keys to navigate the RocketArena arenas and game.

Configuration

In addition, there are many ways to configure RA:UT, some of which are more intuitive than others. Some options are per-arena, and some are per-game. Per-game options apply to all arenas, while per-arena options apply to one particular arena. Per-game options are available when you start the Practice Session, and per-arena options are available in the Configuration window on the RA:UT menu. RocketArena was designed to improve your online deathmatch skills by letting you battle in raw skill.

CHAOSUT CREDITS

Core team: Frederico aka Fred Peeler - chaotic coder and wizard of beta servers
SPA aka Stefan Spatz - models & animations, skins & sounds, weird ideas & more...

Mapping team: Jezz aka Jeremy Wright
SnowDog aka Eric M. Ettes
EvilAtje aka Arjan Vroegop
BadKarma aka Patrick Fitzsimons
Claymore aka Peter Nederlof

Special thanks to: HolyMoo aka Susan K. Toro for tons of textures, the great Proxy-waves and moral support in general :) , Syborg aka "the voice of the annoyed turret commander, Beelzebubba for last minute emergency manual writing, Spank for his great publicity work everyday, Major for helping in the beginning of ChaosUT to make the Proxies jumping into the right directions ;) , our lovely bunch of testers (R. Flagg, JB, Syborg, LoQtUS, Dachmo & Holymoo) who helped us with uncountable bugs, all people at Infogrames and Epic who believed in the Chaos and helped us to make this thing happen, especially Tim Hess, Steve Allison, Steve Polge and "CliffyB" and many greetings to all the rest of the ChaoticDreams team (which you can find at <http://www.chaoticdreams.org/team.html>) !!!

ROCKET ARENA CREDITS

Programmers: Brandon "Green Marine" Reinhart
Mike "Mongo" Lambert
Eavy

Mappers: Rich "Akuma" Eastwood - RA-Akuma
Sidney "Clawfist" Rauchberger - RA-Clawfist
Cliff "CliffyB" Bleszinski - RA-CliffyB
Erik "Ebolt" Boltjes - RA-Ebolt
Cedric "Inoxx" Fiorentino - RA-Inoxx
Warren Marshall - RA-Warren
Heiko Dreyer - RA-Heiko
Pete Simpson - RA-GE]
Cooper "BigBird" Faust - RA-Outworld
Heikki "Shinigami" Laube-Pohto - RA-Shinigami
David Munnich - RA-DavidM, RA-DavidM2

EPIC/DE CREDITS

Programming	Erik de Neve Steve Polge Jack Porter Brandon Reinhart Tim Sweeney Carlo Vogelsang
Art & Models	Dave Carter Shane Caudle Pancho Eekels Steve Garofolo Mike Leatham Everton Richards Dan Sarkar James Schmalz
Level Design	Cliff Bleszinski Elliot Cannon Shane Caudle Pancho Eekels Dave Ewing Cedric Fiorentino Alan Willard
Music & Sound	Alexander Brandon Sascha Dikiciyan Dave Ewing Lani Minella Shannon Newans Michiel Van De Bos
Biz	Mark Rein Jay Wilbur

INFOGRAMES

Producer	Matt Powers
Associate Producer	Timothy Hess
Director of Studio Operations	Michael Gilmartin
QA Manager	Thomas MacDevitt
QA Supervisors	Donny Clay Jeff Loney Ezekiel 'Chuck' Nunez
QA Test Lead	Tomasi Akimeta, Jr.
QA Assistant Lead	Christopher R. Plep
Testers	Jared Jackson Ted Tomasko Mike Tetz Donny Clay
Compatibility Supervisor	Dave Strang
Compatibility Lead	Chris McQuinn
Compatibility Analysts	Tim Moore Cuong Vu Randy Jones Adam Stokke Blair Reynolds
Director of Marketing	Barbara Gleason
Product Marketing Manager	Melissa Farmer
Manager of Creative Services	Sheryl Knowles
Creative Services Coordinator	Chris Curtis
Graphic Artists	Masanori Shimozato Bill Fitts Moye Daniel
Documentation Manager	W.D. Robinson
Documentation	Bruce Harlick Rick Fish
Special Thanks	Dave Dissinger Colortech

Technical Support (U.S. & Canada) Assistance Via World Wide Web

Get up-to-the-minute technical information at the Infogrames Entertainment S.A. web-site, at: <http://www.us.infogrames.com>, web-site, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents (Frequently Asked Questions), which contain our latest troubleshooting information. You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call Infogrames Entertainment S.A. Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your system; have your system information ready for our technicians. It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

Product Return Procedures In The United States & Canada

In the event our technicians at 425-951-7106 determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

Infogrames Entertainment S.A.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames Entertainment S.A. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames Entertainment S.A. will replace the product storage medium for a nominal fee.

Other

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write:

Software Publishers Association
1101 Connecticut Ave., Suite 901
NW Washington, DC 20036

This program is protected by United States federal and international copyright laws.

All trademarks mentioned in this manual are the property of their respective