

Warface™

TOURNAMENT



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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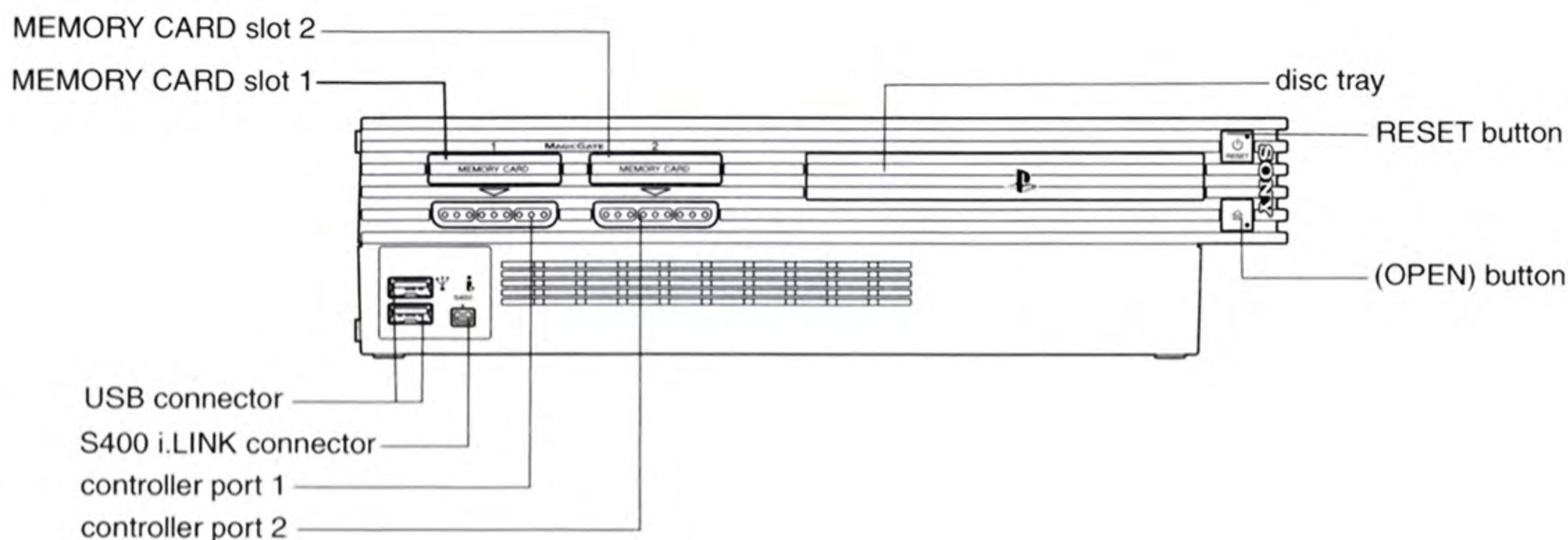
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- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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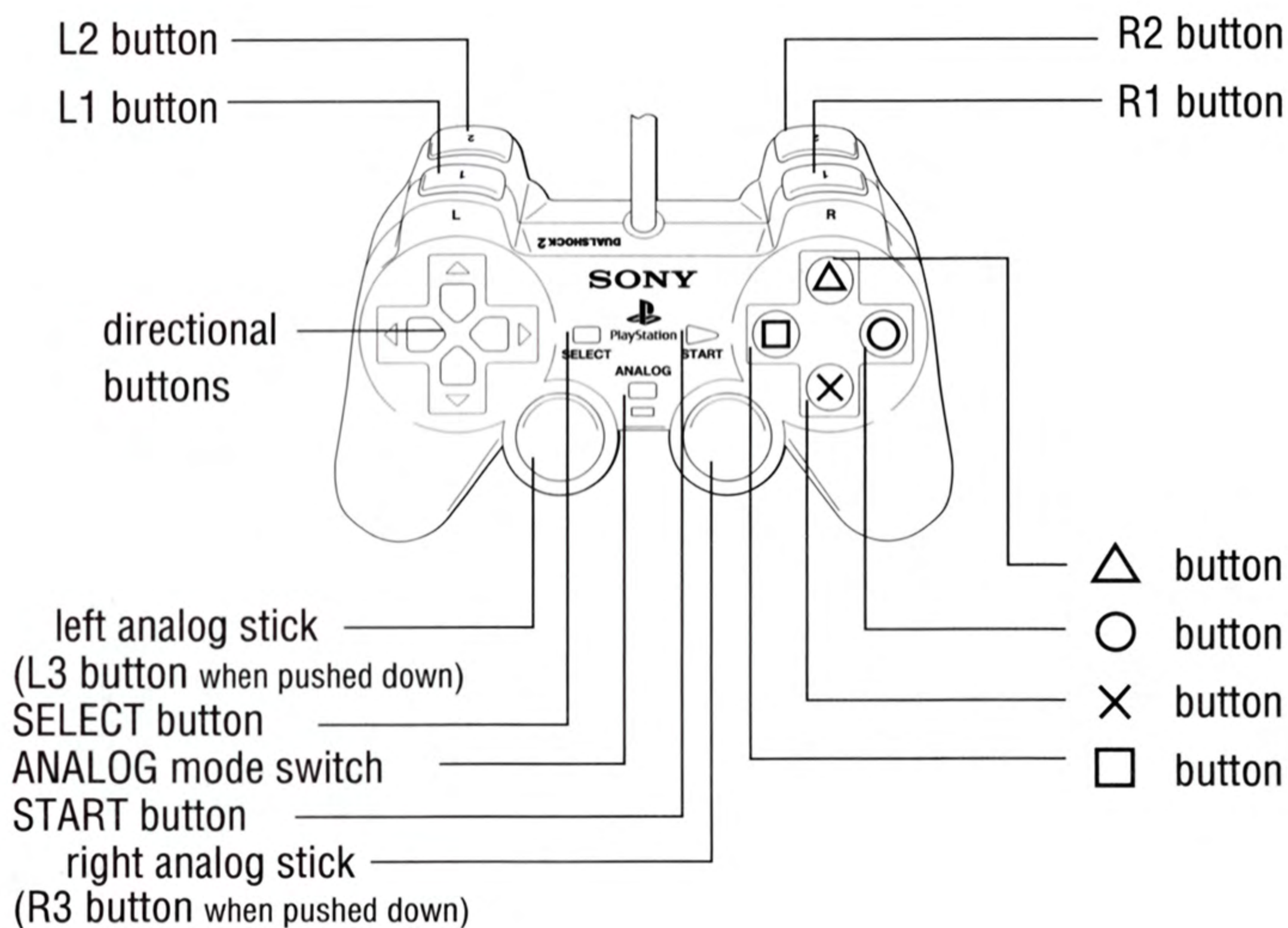
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the UNREAL TOURNAMENT disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK™ 2 CONTROLLER CONFIGURATIONS



Warning: Never remove the Memory Card or turn the PlayStation 2 power OFF when loading or saving a game.

CONTROLLER COMMANDS

Menu Controls

Confirm Choiceⓧ
Decline Choice.....⓪

Basic Controls

Run Forward right analog stick ↑
Run Backward.....right analog stick ↓
Look Up Directional button or left analog stick ↑
Look Down Directional button or left analog stick ↓
Turn Left right analog stick ←
Turn Right right analog stick →
Strafe Left Directional button or left analog stick ←
Strafe Right Directional button or left analog stick →
Primary Fire R1 button
Secondary Fire R2 button
Crouch L1 button
Jump.....L2 button
Auto-target R3 button (depress right analog stick)
Auto-center L3 button (depress left analog stick)

Weapons

Next Weapon○ button
Previous Weapon ⓪ button

Information

Scoreboard□ button
Pause Game▶ button
Orders Menu.....SELECT button



MENUS: FULL DESCRIPTION

Game

Start Unreal Tournament

Selecting this option enters you into the Tournament and begins your trip up the Tournament ladder.

Once you have started the game, press the ⊗ button to make your choices of the following:

Character Appearance

Game Difficulty

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.

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.

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.

Resuming a Saved Tournament

Go to the "Saved Game" screen, where Tournament games can be saved each time you win a match and advance up the Tournament ladder. To load a game, highlight the name of the saved game and press the  button.

Warning: Never remove the Memory Card or turn the PlayStation 2 power OFF when loading or saving a game.

Return to Current Game

Returns you to the game.

Multiplayer

You can play on one console splitscreen with two controllers, with a Multitap for PlayStation®2 and up to four controllers, or on connected consoles using i.LINK cables.

You can network two PlayStation 2 consoles directly via the S400 i.LINK connection on the front of the console (see page 2). You can network three or four consoles via an i.LINK hub. Follow the instructions that come with the i.LINK hub to connect your PlayStation 2 consoles to the network.

Unreal Tournament will automatically detect the i.LINK connection and give you menu options for the network of consoles.

Options

Preferences

Lets you customize game factors in the following categories:

Music Volume: Move the slider to adjust the volume of the background music

Sound Volume: Move the slider to adjust the volume of the sound effects.

Input Devices: Choose which sort of controller you are using.

Normal Controls: Choose which control configuration you are using.

Vibration: Turn the vibration feature on or off.

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. Identification

Identifies the enemy or teammate nearest to your crosshair.

2. Armor Level

This number indicates how much armor you have.

3. Health Level

This number indicates how much health you have.

4. Frag Count

This number shows how many kills you've made.

5. 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 200.

Health Vial



Each health vial gives you 5 health points, to a maximum of 200.

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.

TEAM COMMANDS

During the game, you can select from a menu of messages which you can say during the game. Simply press ☐ SELECT 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. If you are looking at an individual Bot, you can order that individual. If, however, you are looking at no one in particular, your order will go out to your entire team.

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

Orders

DEFEND: Your virtual teammates will defend the base.

HOLD THIS POSITION: Your virtual teammates will hold your current position.

ATTACK: Your virtual teammates will go on the offensive.

COVER ME: Your virtual teammates will shadow you and go everywhere you do.

FREELANCE: Your virtual teammates will attack and defend when and where they see fit.

GAME TIPS

Be sure to learn how to command your teammates around by using the orders menu. 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!

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

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Unreal™ TOURNAMENT

1-4 Players

Memory Card (for PS2) - 1 MB

Digital Control

Analog Control

Vibration Function

Multitap (for PS2) - 4 Players

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MATURE

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Animated Violence

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