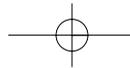
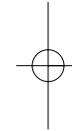
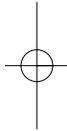


UNREAL
TOURNAMENT 2003
PC MANUAL
FRONT COVER





in



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CREATIVE

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SYSTEM REQUIREMENTS

Minimum System Requirements

Operating System:	.Windows® 98/Me/2000/XP
Processor:	.Pentium® III or AMD Athlon 733 MHz processor
Memory:	.128 MB RAM
Hard Disk Space:	.3 Gigabytes free
CD-ROM Drive:	.8X Speed
Video:	.16 MB TNT2-class or other DirectX® version 6 compliant video card*
Sound:	.Windows® compatible sound card. NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.*
DirectX®:	.DirectX® version 8.1 (included) or higher
Modem:	.33.6K baud (for modem/Internet play) Internet (TCP/IP) and LAN (TCP/IP) play supported.

Recommended System Requirements

Operating System:	.Windows® 98/Me/2000/XP
Processor:	.Pentium® or AMD 1.0 GHz or higher
Memory:	.256 MB RAM or greater
Hard Disk Space:	.3 Gigabytes free
CD-ROM Drive:	.8X Speed
Video:	.NVIDIA GeForce2/ATI Radeon (32-128 MB VRAM recommended)*
Sound:	.Sound Blaster® Audigy™ series sound card*
DirectX®:	.DirectX® version 8.1 (included) or higher
Modem:	.56K baud (for modem/Internet play) Internet (TCP/IP) and LAN (TCP/IP) play supported.

* Indicates device should be compatible with DirectX® version 8.1 or higher.

INSTALLATION

1. Quit all other applications and insert the **Unreal® Tournament 2003** game CD into your CD-ROM drive.
2. If Windows® is set up to use the CD AutoPlay feature, **Unreal Tournament 2003** will automatically display its installation screen. If AutoPlay is disabled, you will need to start the installation manually. To do this, double-click on the My Computer icon, then on the **Unreal Tournament 2003** icon, then on the Setup icon. This will open the first installation window.
3. Follow the instructions in the installation windows to install **Unreal Tournament 2003** on your computer.

You can also install several optional **Unreal Tournament 2003** components. Choose from the following items:

Unreal Tournament 2003 Game: The **Unreal Tournament 2003** game engine; installation is required.

Game Content: Select this component to install all game content onto your hard drive, which requires 3 GB of free space. Select this for optimal performance. If you deselect this option, the game content will be loaded from the CD each time you play, and performance will be slower.

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.

Open AL: Installs Open AL sound utilities required for **Unreal Tournament 2003** to run.

After the game has been installed, the **Unreal Tournament 2003** Options window will appear. It is highly recommended that you select and read the Release Notes for important information about **Unreal Tournament 2003**. After reading the release notes, select Play. You may be asked to restart your computer.

THE README FILE

The **Unreal Tournament 2003** CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the **Unreal Tournament 2003** directory found on your hard drive (usually C:\Program Files\Infogrames\Unreal Tournament 2003). You can also view the ReadMe file by first clicking on the START button on your Win98/2000/Me/XP taskbar, then on Programs, then on Infogrames, then on **Unreal Tournament 2003**, and finally on the ReadMe file item. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

KEYBOARD COMMANDS

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

MOVEMENT

FireLeft Mouse Button
 Alternate FireRight Mouse Button
 Move ForwardUp Arrow
 Move BackwardDown Arrow
 Strafe LeftLeft Arrow
 Strafe RightRight Arrow
 Jump/UpSpacebar
 Crouch/DownC
 Look UpDelete
 Look DownPage Down
 Center ViewEnd
 WalkShift

HINTS

Show Path to Red BaseM
 Show Path to Blue BaseN

TAUNTS

SayT
 Team SayY
 Show Voice MenuV

TAUNT ANIMATIONS

Pointsemicolon (;)
 Pelvic ThrustJ
 Ass SmackK
 Throat CutL

WEAPONS

Next WeaponNumber Pad Plus (+)
 Previous WeaponNumber Pad Minus (-)

HUD DETAIL

Increase HUD DetailEquals (=)
 Decrease HUD DetailMinus (-)

COMBAT TYPES

There are five modes of combat in *Unreal Tournament 2003*.

DEATHMATCH

Players are pitted against each other in a balls-to-the-wall free-for-all. Anything goes. The one with the most kills 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 defenses, 'Capture the 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 2 Domination Points. In order to score, you must 'capture' each Control Point (by running over it) and keep them in your team's possession for 10 seconds. After scoring, the Control 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 play field. 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.

MENUS

SINGLE PLAYER

Select Single Player to enter the Tournament and begin your trip up the Tournament ladders. (This is a single-player game that is played on your computer, not on the Internet.)

When starting a new game, you'll be asked to personalize your character by choosing a name, race, gender and appearance. You can also choose your team name and team symbol.

Your first task is to display your skills in a Deathmatch tournament. Only the most skilled competitors are given the right to draft a team and enter them in the Unreal Tournament. Once you have proven yourself, you'll be able to draft players from a pool of free agents.

Only a portion of your team will play in any given tournament match. Certain kinds of players will be more useful on each level, and in each game type, so choosing a well-balanced team is key for winning the tournament. But, before you can lead your team, you must prove you are worthy to lead them into battle by defeating them all in combat.

When you begin a game, three menu options will be available:

Ladder: View your tournament progress, and select a match to play. There is a ladder for each game type. At the beginning of a single-player tournament, only Team Deathmatch is available. As you work your way up the ladder, Capture the Flag, Double Domination and Bombing Run games will become available. (See the preceding section on "Combat Types" for a description of each.) If you can win all four tournament ladders, you will proceed to a championship round, for a chance to face the reigning Unreal Tournament champion.

Roster: View your current team members. You may use this menu to manage your lineup, and change your teammates' orders for the upcoming match.

Play: Click here when you have chosen a match and you are satisfied with your lineup. While the match is loading, you'll have an opportunity to view the competition's lineup and see a comparison of the two teams.

LOAD PROFILE: Your progress is saved automatically when you win a tournament match. This option lets you pick from a list of previously saved games.

DELETE PROFILE: Delete a team and their progress in the tournament.

MULTIPLAYER

HOST: If you're connected to the Internet, this option allows you to host a game on your computer. You can choose which maps to play and the type of combat. In addition, you can change the following options:

Choose Map/Game Type: Use this option to select maps and combat type. Select the maps you wish to use from the list on the left. The list of maps will change depending on what type of combat you choose.

Game Rules: Adjust the rounds per map, maximum lives for each player, score limit and time limit. You can set the maximum and minimum number of players, map defaults, or balance teams.

Server: Selecting the Dedicated Server option will make your computer function only as a host.

Game Settings: Adjust bot skill, friendly fire, game speed and weapon stay options.

Select Mutators: Mutators allow you to change different characteristics of the in-game experience. Turn mutators ON or OFF by clicking on the icon next to each one.

Bot Config: You can configure or import bots here.

PLAY ONLINE/LAN: Clicking here will show you a list of servers hosting Unreal Tournament 2003 games and the number of players. Choose a server from the list and click "Connect" to join that game. You can leave a game by bringing up the in-game menu and selecting "Forfeit."

NETWORK SETTINGS: Set your connection type depending on your method of connecting to the Internet: 33.6K modem, ISDN, Cable/ADSL or LAN/T1. You can also enable the Stats function that will keep track of your game statistics at www.epicgames.com. If you choose to enable statistics, you can set your user name and password here.

INSTANT ACTION

Instant Action games are single-player games and allow you to choose any type of combat on any of the maps available. You'll see the various combat types 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.

SETTINGS

VIDEO

Configure the look of the game here. Choose your Screen Resolution and adjust the Gamma, Brightness and Contrast. You may also choose to display the game Full Screen. Click the Apply button for changes to take effect.

DETAILS

Adjusting the detail changes the way characters and environments appear. You may turn High Character Shadows, Dynamic Lighting, Detail Textures, Decals and Coronas ON or OFF. You may also set your level of World, Actor, Character and Physics detail.

AUDIO

Modify the game's sound configuration here. You can turn Auto-Taunt, Mature Taunts and the Message Beep ON or OFF, and adjust the Music and Effects volumes. You can also block some or all voice messages (from the Voice menu) and activate 3D audio Hardware and Surround Sound features.

NETWORK

Set your connection type depending on your method of connecting to the Internet: 33.6K modem, ISDN, Cable/ADSL or LAN/T1. You can also enable the Stats function that will keep track of your game statistics at www.epicgames.com. If you choose to enable statistics, you can set your user name and password here.

PLAYER

As with other game modes, here is where you modify your character's name, race, gender and appearance, as well as your Preferred Team and your Weapon Hand.

CONTROLS

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

IFORCE

If you're using a force feedback controller, you may turn ON/OFF the force feedback effects.

WEAPONS

Adjust which weapons are the most important to you. Move a weapon up or down in the list to raise or lower its priority.

GAME

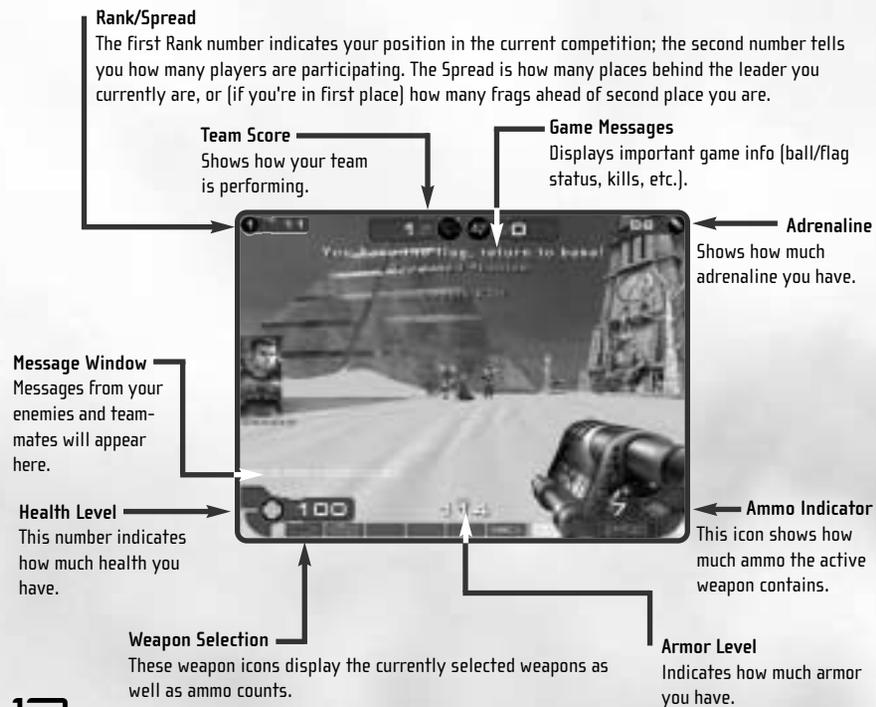
Here you can customize visual elements of the game. You can turn ON or OFF Screen Flashes, Weapon Bob, Reduce Gore, Dodging and Auto Aim. You can also choose to hide your HUD and choose your Crosshair type.

QUIT

Quits **Unreal Tournament 2003**.

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.



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 "V" while playing to open the Voice menu, then click on the category you want to choose from. 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

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

Voice 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.

Animated Taunts

Point
Pelvic Thrust
Ass Smack
Throat Cut

WEAPONS

ASSAULT RIFLE



Inexpensive and easily produced, the AR770 provides a lightweight 5.56mm combat solution that is most effective against unarmored foes. With low-to-moderate armor 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 armored 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 armor. 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.



MINIGUN

The Schultz-Metzger T23-A 23mm rotary cannon is capable of firing both high-velocity caseless ammunition and cased rounds. With an unloaded weight of only 8 kilograms, the T23 is portable and maneuverable, 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 Kemppler 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 fifty meters.

BALL LAUNCHER

A new addition to the Tournament, the Ball Launcher is only available in Bombing Run Mode. Once you've picked up the ball, the ball launcher is automatically selected from your arsenal. While you're in possession of the ball, you cannot use any other weapon. Pressing the Fire button will launch the ball, either at another teammate for a pass, or through the opposing team's goal.



BIO RIFLE

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

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.



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. Artifacts 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 5 health points, up to a maximum of 199.



Health Pack

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



Keg O' Health

A new lease on life, for 100 health points.



Shield Pack

Protects you with 50 armor points.



Super Shield Pack

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



Double Damage

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



Adrenaline

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

GAME TIPS

Be sure to learn how to command your teammates around by using the Voice 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 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 2003**, 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!

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UT2003 GLOBAL STATS

Unreal Tournament 2003 has built in support for the freely available service UT2003stats. UT2003stats lets you track and display your scoring and also provides gameplay statistical 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.

UT2003STATS — INTRO

UT2003stats organizes and tracks the scoring and statistical gameplay information from your multiplayer on-line **Unreal Tournament 2003** games. UT2003stats 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 2003** logs all play information. Every kill, death, suicide, special event, point scored, etc., is sent to Epic Games' Master Server. UT2003stats then interprets the information and stores it. Via a browser you can then, almost immediately, look up your personal stats in form of HTML-based pages.

UT2003STATS — FEATURES

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 above game types with mutators turned on.
- "Custom" mod tracking.
- Global statistics — worldwide stats overview.
- Powerful search function built in.
- "Best Of" pages.
- Details on Maps, Servers and Mods.
- Extensive online help: FAQ and Site Map.

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For a detailed breakdown of this week's, this month's, and all-time stats visit UT2003stats at:

<http://ut2003stats.epicgames.com>

All your stats will be accumulated into a permanent database just for you, keeping track of exactly how many frags, deaths and much more has been happening to you in online games. It does not matter on what server you are playing, your data will be tracked.

UT2003STATS — REGISTRATION, TURNING ON STATS TRACKING

UT2003stats does not require pre-registration to participate, and extensive measures for player uniqueness and security have been accounted for. Registration is easy via in-game menu: Settings>Network>UT2003 Global Stats. Turn on UT2003stats 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, since no one at Epic Games knows it. Your online UT2003stats are only as safe as you are with your password.

Note: You can pick any player name [nickname] you want, and also 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. Hence, you will be able to find your stats under this PlayerID.

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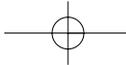
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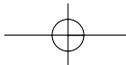
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YOU'VE GOT THE GAME, NOW GET THE GUIDE



PRIMA'S OFFICIAL STRATEGY GUIDE



- Exhaustive maps covering every level
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SNEAK PEEK!

SEIZE THE DAY: CAPTURE THE FLAG

CHROME

SIZE:
Five vs. Five

WEAPONS AVAILABLE:
Assault Rifle, Bio-Rifle, Flak Cannon, Lightning Gun, Link Gun, Minigun, Rocket Launcher, Shield Gun, Shock Rifle, Translocator

ITEMS AVAILABLE:
Flags (red and blue), Health Pack +25, Shield Pack +50

A recent addition to the Tournaments, this arena has yet to be fouled by the rusted brown of dried blood or the carbon black of scorch marks. Let us welcome you to be the first to christen it.



If you want even more indispensable strategy, check out **Unreal Tournament 2003: Prima's Official Strategy Guide.**

GAME PLAN

DEFENSIVE TIPS

• Send at least two team members to capture the enemy flag. The chances of one making it are better if they enter through different sides of the enemy base, but the chances of both surviving are better if they come in through the same door. If you have the manpower, send a third teammate in for the flag. Two teammates can enter through one door and the third through the other door.

• Your team can reach the enemy flag in three ways: Run up onto the catwalk and run the length of it until you grab the flag, run along the ground to the rear of the catwalk and take the elevator up to the flag, or use your Translocator to get there instantly.

• Once you have the flag, quickly determine if more enemies await on the catwalk or on the ground, and choose the path of least resistance. If you are running along the ground, stay as close to the catwalk as possible to avoid getting shot from above, and beat feet back to your own flag to score the point.

UNREAL
TOURNAMENT 2003
PC MANUAL
BACK COVER

