

Unreal

MacSoft

EPIC

WESTLAKES
INTERACTIVE

DE
Digital Entertainment

PRISONER
TRANSPORT LOG:
2927DF



VORTEX HIKERS

Unreal ©1998 Epic Megagames, Inc. All Rights Reserved. Created by Epic Megagames, Inc., in collaboration with Digital Extremes. Published and distributed by MacSoft, an affiliate of GT Interactive Software Corp. No part of this documentation may be reproduced, transmitted, transcribed, stored in any retrieval system, or translated into any language without the written permission of the WizardWorks Group, Inc.

The disk provided with this product may not be reproduced or duplicated in any form whatsoever, except to supply a single backup copy for the personal use of the purchaser.

Macintosh is a registered trademark of Apple Computer, Inc. All other trademarks are the property of their respective companies.

Limited Warranty

WizardWorks warrants that the media on which this software is distributed, as well as the accompanying documentation, are free from defects in materials and workmanship. WizardWorks will replace defective media or documentation free of charge if you return the defective media or documentation with proof of purchase to WizardWorks within 90 days after you purchased the product.

WizardWorks Group, Inc. makes no warranty or representation, either express or implied, with respect to the software, its quality, performance, merchantability, or fitness for any particular purpose. As a result, this software is sold "as is" and the purchaser assumes the entire risk as to its quality and performance. In no event will WizardWorks be liable for direct, indirect, special, incidental, or consequential damages resulting from any defect in the software or its documentation, even if advised of the possibility of such damages. WizardWorks also reserves the right to alter or delete any product specification stated or implied.

The warranty described above is the exclusive warranty for this product. No other warranty, express or implied, is offered for this product.

TABLE OF CONTENTS

Story	2
Installation	4
Running the Game	4
Starting the First Time	4
Game Objectives	5
Menu Navigation	6
Heads Up Display (HUD)	12
Controls	15
Database	18
Optimizing Performance	28
Requirements	32
Technical Support	35
Credits	35
Default Keyboard Controls	37

STORY

This is the best part: the anticipation. Slowly, laboriously, but insistently, you ascend toward the boundless turquoise sky. As the struggling coaster reaches the peak of the hill, you raise your hands above your head in defiance of your frantically pounding heart. Time, and the entire world, stands still for a moment. And then...

Wooosh! Toward the ground you plummet, the sky you faced a moment ago now at your back. The coaster trembles as it races downward and the air fills with the delighted screams of those around you. You close your eyes and drink in the feeling of pure, rapturous freedom that engulfs you.

Crash! Your eyes snap open as you are pitched violently from your bed onto the cold metal floor of your cell. The ship is trembling and the air is filled with the screams and shouts of the prisoners in the cells around you. As you gather your senses, you quickly remember where you really are. The Vortex Rikers. The rankest prison transport vessel this side of the Milky Way, and the furthest thing in the universe from the freedom in your dreams.

But somethings not right. Emergency lights are flashing on and off in the walkway beyond your cell. A sulfurous, burning odor invades your nostrils and stings your eyes. You pick yourself up off the ground, holding onto the iron bed frame for balance as the floor shudders beneath you. Looking through the plasma-gated entryway of your cell, you see guards and officials running up and down the walkway like frantic worker ants.

"Hey, what's going on!?" you shout.

But your voice is lost among the shouts of your fellow prisoners and the wailing of the ship's alert siren. The ants tripping over each other in the walkway don't even glance at you.

You know from experience that trying to break through the plasma gate will only result in frustration and a nasty headache. If this bucket is going down, I am not going to die like a caged rat in this stinking cell, you tell yourself. I've got to get to the emergency shuttle.

Just then, the cell blocks head guard pauses outside of your cell to scrawl something in his ever-present log book.

"Hey Ash, what's going on!?"

"What do you thinks going on genius? We're going down. Now shut your yap and strap yourself in."

"Are you insane? Turn off the gates! Let us get to the shuttle!"

Ash's smirk and amused snort before he walks away fill you with almost enough rage to burst right through the plasma gate and tear his head off.

"Ash! Ash, open the dang gates! Don't leave us in here! Wait a minute! Open the gates you son of a—"

A tremendous jolt rocks the ship and sends you hurtling across the cell into the rear wall. You feel the sickening introduction of bone to iron, and then, nothing at all.

Later—perhaps hours, perhaps days—you wake up. Your body is battered and dehydrated, but somehow, you have survived the crash. The plasma gate is disabled. Beyond the entryway of your cell, freedom beckons.

But where are you? Has anyone else survived? And what awaits you beyond the confines of the crumpled Rikers? There's only one way to find out, you say to yourself.

Slowly, laboriously, but insistently, you emerge from your cell...

INSTALLATION

- 1 Close all open windows and insert the Unreal CD-ROM into your computer's CD-ROM drive.
- 2 Double-click on the Unreal CD-ROM icon to open the Unreal CD-ROM window.
- 3 Double-click on the Installer icon to install Unreal.
- 4 Follow the instructions on your screen.
- 5 You may need to restart your computer once Unreal has been installed.
- 6 Read the "Read Me" file in your Unreal folder to view any last-minute information.

RUNNING THE GAME

To run *Unreal*, double-click the **Unreal** icon in the Unreal folder on your hard drive to launch the game and bring up the **Main Menu**.

STARTING THE FIRST TIME

Unreal requires a large amount of RAM (either physical or virtual), so if you do not have 90MB or more of physical RAM you will need to turn on virtual memory. You can turn on virtual memory from the Memory control panel. We recommend setting VM to at least 90MB. While these RAM requirements may seem very high, they are actually 40% less than Unreal requires on a PC.

Unreal will detect if you have a hardware 3D accelerator available (ATI Rage Pro or 3Dfx based). It will attempt to use these accelerators by default. You should install the latest ATI drivers

if you have an ATI Rage Pro- simply run the updater in the "ATI 3D Driver Update" folder on the Unreal CD. ATI Rage II+ and IIc accelerators do not have enough horsepower to run Unreal, so they are not auto-detected and a warning will be given if you try to use them with Unreal. 4MB of VRAM is recommended for 3D acceleration in Unreal.

ATI Users: New versions of the ATI 3D drivers are continuously updated at <http://www.atitech.com/>, so its a good idea to periodically check that site.

GAME OBJECTIVES

Your primary objective in *Unreal* is to discover how to get off this hostile, deadly world. In order to do this, the first thing you'll need to concern yourself with is how to keep your already battered body in one piece (failure to achieve this objective will render any secondary objectives somewhat irrelevant). Beyond that, it is up to you to uncover the secrets of the planet that fate has capriciously deposited you on.

Thank God
Kobie was able to
repair the Translator.
Without it we wouldn't
have a chance.



Several **Universal Translators** were stowed aboard the Rikers, and carried by many of the guards. *Finding a Translator is vital to your survival!* The Translator can analyze and interpret many of the objects, devices and inscriptions on the planet. It will frequently reveal valuable information and help you figure out many of the planet's mysteries. (see p. 13 for more information about how to use your Translator.)

MENU NAVIGATION

Use your keyboard to move through, select and change the options in the various on-screen menus in *Unreal*. Use the **up** and **down** arrow keys to move from option to option and use the **right** and **left** arrow keys to change an option. In most instances, a brief explanation of the currently highlighted option will appear at the bottom of the menu screen. Hit the **Esc** key at any time to back out of an option or menu.

Main Menu

The **Main Menu** will appear on your screen each time you launch *Unreal*. You can also access the **Main Menu** at any time during the game by pressing the **Esc** key. From the **Main Menu**, you can choose:

- **Game:** Start a new game, load or save a game, or set game options.
- **Multiplayer:** Host, join or setup players for a network or Internet game.
- **Options:** Customize your game controls, set sound preferences, and change your gameplay and interface options.
- **Quit:** Return to reality.

Game

Here you choose whether you want to start a new game, save a game in progress, or load a previously saved game.

New Game

When you start a **New Game**, you will need to choose a skill level. Skill level influences how many monsters you will encounter and how fast and aggressive they will be, as well as your health and power.

Easy: This level is for those who have a tough time handling reality, let alone *Unreality*.

Medium: Probably the best level to get your feet wet in before you're ready to swim with the Devilfish.

Hard: If shortness of breath, dizziness and heart rates over 200 bpm are your idea of a good time, choose this level.

Unreal: Survive this level and join the the *Unreal* elite.

Load Game

Select **Load Game** to bring up a list of games that you have previously saved. Select any one of the games from this list with the arrow keys and hit **Return** to continue the game from the point you were at when you last saved. You can also restart from the beginning of the current level with all the stuff you brought from previous levels.

Save Game

Select **Save Game** to save a game in progress to any one of the nine available storage slots. You can save your game to an empty slot or overwrite a slot occupied by a game you want to erase. *Unreal* will automatically generate a name for your game with the name of the level you are playing and the date and time the game was saved.



Game Options

Adjust the **Game Speed** (which controls the speed of player, monster, and object movement) to a level that is comfortable for you. When you first start playing *Unreal*, you may want to slow the speed down a bit until you are familiar enough with the controls and game mechanics to play at full speed.

See the “*read me*” file for information on configuring **Advanced Options**.

Multiplayer

Unreal is designed for multiplayer competition over a network or the Internet. The **Multiplayer Menu** lets you **Start** (host) or **Join** a multiplayer game, and customize **Player Setup**.

Start Game

Select **Start Game** to host a multiplayer game. This will bring up the **Multiplayer Options Menu** which will allow you to customize your game.

Select Game: Choose the type of multiplayer game you want to play. Refer to the “*read me*” file for detailed information about each of these game types.

Select Folder: Select the folder where the game map you want to play is stored.

Select Map: Select the map you want to use for your game.

Configure Game: Modify your game options.

- **Game Speed:** Adjusts the speed of player, monster, and object movement.
- **Frag Limit:** Sets the number of kills a player needs to rack up to win.
- **Time Limit:** Determines how long the game will last. Whoever has the most kills when the time limit is reached wins the game.

- **Max Players:** Determines the maximum number of players allowed to join your game.
- **Co-op Weapon Mode:** When enabled, weapons respawn (reappear on screen after being picked up) instantly, but can only be picked up once by any given player.
- **Exiting Allowed:** When exiting is allowed, players are able to change the level being played by passing through an exit. If exiting is disabled, only the game's host can change the level being played.
- **Advanced Options:** See the “*read me*” file for information on configuring Advanced Options.

Join Game

Select **Join Game** to enter a multiplayer game hosted by a remote server. See the “*read me*” file for more information about joining a multiplayer game.

Player Setup

The **Player Setup** menu lets you customize a character for multiplayer games. See the “*read me*” file for more information about customizing a character for multiplayer games.

BOTS

Finished Unreal? In all the skill levels? Can't find a worthy multiplayer opponent online? Need to fine tune your awe-inspiring Unreal fighting skills? Well, try squaring off against the Unreal Bots, and get a free lesson in humility.

The Unreal Bots are highly intelligent, computer-controlled Deathmatch opponents. Their skill levels can range from impressive to downright frightening, and they are generally much harder to kill than the regular monsters in Unreal.

To start a Bot game:

1. Select **Multiplayer** from the **Main Menu**.
2. Select **Start Game**.
 - The **Select Game** field should be: "**Deathmatch Game**" (default).
 - **Select Folder** should be: your Deathmatch folder (default is "**DeathmatchMaps**").
 - **Select Map** should be: the Deathmatch map in which you'd like to get your butt kicked.
3. Select **Configure Game** after setting up the above.
 - Use the **Number of Bots** field to choose how many Bots you want in your multiplayer level (you'll need at least one, or you will be very lonely!).
 - Set **Standalone Game** to "**True**."
 - Select **Configure Bots** to setup the characteristics of your computer-controlled opponents. You can alter the appearance (mesh type and skin), aggressiveness, and combat style of each of the Bots you will fight against.
4. After configuring your game, select **Launch Game** from the **Multiplayer Menu**.

Note: In addition to playing against the Bots solo, you can also add Bots to Internet and network multiplayer games: just set the **Standalone Game** field to "**False**," and have your friends join your multiplayer game as usual.



Options

Music Volume: Use the **left** and **right** arrow keys to adjust the volume of the background music.

Sound Volume: Use the **left** and **right** arrow keys to adjust the volume of the sound effects.

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.

Invert Mouse: This option flip-flops your mouse's Y-axis so that pushing the mouse forward causes you to look down and pulling back makes you look up (similar to the operation of an airplane's throttle).

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

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

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

Weapon Hand: Determines which hand you carry your weapon in.

Dodging: If you enable this option, you will execute a fast dodge move whenever you rapidly tap twice on one of the movement keys (forward, back, strafe left and strafe right).

Customize Controls: Here you can customize the configuration of your keyboard, mouse and joystick controls.

Prioritize Weapons: Use this option to rearrange your weapon switching order (the order in which a new active weapon is selected when you pick up new weapons, or run out of ammo). Hit **Return** to bring up a list of all weapons and their current arrangement. Use the **up** and **down** arrows to highlight a weapon and use the **left** and **right** arrows to move a weapon up or down, respectively, in the order. The higher a weapon is in the list, the greater its priority in the switching order.

HUD Configuration: Your HUD (Heads Up Display) is composed of all of the on-screen indicators, status meters and icons that appear on your screen during the game. You can rearrange the way your HUD displays these items to suit your preferences.

Use the **left** and **right** arrows to cycle through the available Heads Up Display configurations.

View Bob: Determines how much your view bobs up and down when you walk or run. This is strictly a visual effect and has no impact on gameplay.

HEADS UP DISPLAY (HUD)

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 Armor Icon

Displays any armor or defense-boosting equipment you are currently wearing.

2 Armor Level Indicator

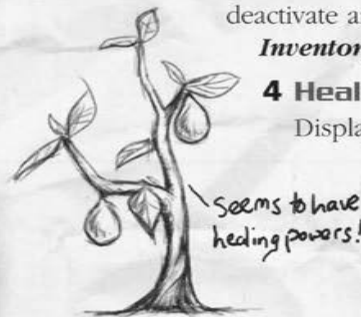
Indicates your current level of armor protection, from 0-300.

3 Inventory Icon Bar

Displays all of the items you have in your inventory. Use the bracket keys [] on your keyboard to select an item. The currently selected item is bounded by a white box. Use the **Return** key to activate an item. Activated items are highlighted in red. Press the **Return** key a second time to deactivate an item. See p. 20 for a list of **Inventory Items** and their functions.

4 Health Status Indicator

Displays your current health status, from 0-200. At 200, you're in full bloom. At zero, you're fertilizer.



5 Ammo Amount Indicator

Indicates how much ammo you have remaining in your currently armed weapon.

6 Ammo Type Icon

Indicates the type of ammo currently in use.

7 Ammo Meter

Indicates how much ammo you have left for each weapon you currently possess (the higher the bar, the more ammunition remaining). The number at the top of each column corresponds to the keyboard key each weapon is assigned to.

8 Messages

Text messages appear at the top of the screen as warranted by specific occurrences and situations.

Whenever you pick up a new weapon or item, for instance, a message will appear to let you know what it is.



ASMD

Dobbs is trying
to figure out combo
attack.

CONTROLS

Running

The hostile world in *Unreal* doesn't afford you a whole lot of opportunity for leisurely strolling. So, by default, your character will run (well, trot briskly really) whenever you use your movement keys. Depending on how you have your controls configured, you will use the arrow keys or your mouse to move around. Use the **up** and **down** arrows to move forward and back. Turn left or right using the **comma** and **period** keys, or by moving your mouse in the desired direction.

Walking

In situations where caution, precision, or stealth are required, it may be to your advantage to tread more cautiously. In these instances, hold down the assigned **walk** key to move precisely and silently.

Looking Around

If you are not using the MouseLook option, use the assigned keyboard keys to look up and down. If the MouseLook option is enabled, your view will move along with the movement of your mouse.



Lost Jump Boots
When Reid was
killed. Unable to
access money sockets
now.

Picking Things Up

Picking objects up in *Unreal* is a simple matter of running over them. Any object you run over will automatically be added to your inventory or put into use, depending on the object. If you already have the maximum allowed number of an object, or cannot use an object, you will not pick it up when you run over it.

Opening Doors

In most instances, you open doors simply by running into them. There will be times however when doors are locked and require a key, or that a certain action be performed before they can be opened.

Note: Some of the doors and lifts in the game are automatically activated when they detect your motion or body heat as you approach them. If you have trouble activating one of these sensor-controlled devices, move back to reset the sensor and approach the door or lift again.

Pushing Things

To push objects, buttons, switches and levers, run straight into the object you want to interact with. If the object can be moved or interacted with, this will take place automatically.

Shooting

To use a weapon's Primary Fire function, tap the **Control** key or the mouse button. For Secondary Fire, tap the **Option** key. For continuous fire, and other enhanced firing functions, keep the fire key depressed. See **Weapons** on p.18 for detailed descriptions of each weapon's Primary and Secondary Fire functions.

Jumping

To jump, tap the **Space** bar. If you jump while running, you will jump farther and in whatever direction you are moving.

Strafing

Strafing, or moving laterally, is performed by pressing the **left** and **right** arrow keys. Learning how to strafe effectively to dodge enemy fire is a vital survival skill.

Swimming

When in deep water, use the movement keys to swim just as you would to run. Look down and move forward to swim down, and look up and move forward to swim toward the water's surface. Unless you are wearing Scuba Gear, you need to make sure you come up for air from time to time or you will drown. Hold down your jump key to tread water.

DEFAULT KEYBOARD CONTROLS

UP ARROW: MOVE FORWARD

DOWN ARROW: MOVE BACKWARD

< STRAFE LEFT

> STRAFE RIGHT

LEFT ARROW: TURN LEFT

RIGHT ARROW: TURN RIGHT

MOUSE MOVEMENT: ROTATE PLAYER

CTRL/MOUSE BUTTON: PRIMARY FIRE

OPTION: ALTERNATE FIRE

SPACE: JUMP

1, 2, 3, 4, 5, 6, 7, 8, 9, 0: CHANGE WEAPON

/: SWITCH TO NEXT AVAILABLE WEAPON

F5: CHANGE HUD

-, +: RESIZE GAME WINDOW

[AND]: SCROLL THROUGH INVENTORY

<ENTER>: ACTIVATE INVENTORY

SHIFT: TOGGLE RUN

F2: ACTIVATE/DEACTIVATE TRANSLATOR

<PAUSE>: PAUSE THE GAME

DEATHMATCH KEYBOARD CONTROLS

F: FEIGN DEATH

T: THROW WEAPON

F4: BRING UP SCOREBOARD

TAB COMMANDS

(Press tab to enter the following command during multiplayer)

Say <message> - message is sent out to all players

Taunt Taunt1 - plays taunt 1 animation

Taunt Victory1 - plays Victory 1 animation

Taunt Wave - plays wave animation

NOTE: This chart is duplicated at the back of the manual for easy reference.

USING THE MOUSE (AND WHY YOU SHOULD!)

Although you can rely solely on your keyboard to move around in and interact with Unreal's 3-D universe, using both the keyboard and mouse simultaneously gives you much more fluid and responsive control.

When you use the mouse to control your rotational movement and aiming, you gain a degree of precision and speed that players using keyboard-only controls can't touch. The keyboard is best used for

easy lateral and forward/backward movement, and for jumping. To master the default controls in Unreal, keep your left hand on the keyboard, using the arrow keys for movement, the 0-9 keys for weapon selection, and the space bar for jumping. Your right hand operates the mouse, controlling rotation, aiming, and firing. Of course, you can customize these controls to suit your preferences via the **Options Menu**.

DATA BASE

Weapons



Dispersion Pistol

This is the standard issue weapon of the guards aboard the Vortex Rikers. While not particularly powerful in its standard configuration, this gun becomes a virtual death cannon when supercharged with powerups. The Dispersion Pistol automatically regenerates its infinite ammo supply, so you will never be defenseless with this weapon in your arsenal.

Primary Fire: Initially, low-power, high-illumination energy projectile (can be useful for lighting up dark areas). Very destructive when supercharged with powerups.

Secondary Fire: Projectile energy is charged up (to 500 percent) as the fire button is held down.



AutoMag

This easy to handle gun uses gun-powder-based bullets (in dual clips of 10) for ammunition. Try to keep track of how many bullets you have left in a clip: attempting to change clips with a pissed off Skaarj in your face is not advised.

Primary Fire: Traditional carriage, accurate, slow.

Secondary Fire: "Gangsta"-style sideways carriage, less accurate, much faster rate of fire.



Stinger

Proving that hostility is the mother of invention, the Stinger is actually a Tarydium mining tool converted to a deadly weapon. In primary fire mode, this weapon demands a relatively high degree of marksmanship, but the wider projectile spread of the secondary fire mode requires considerably less precision.

Primary Fire: Fast, narrow stream of Tarydium shards.

Secondary Fire: Spurt of five shards at once, slow reload.



ASMD

If the compressed energy in the core of this weapon was released all at once, the resulting force would be enough to bring down a large building. The comparatively small energy bursts released with each squeeze of the ASMD's trigger are still more than enough to put a world of hurt on most targets.

Primary Fire: Lightning-fast burst of focused energy.

Secondary Fire: Unstable energy projectile, expands radially. Rumors of a combination attack persist...



8-Ball Launcher

The weapon of choice for the demolitionist at heart. The 8-ball launcher fires both rockets and grenades, singly or up to six at once. Rockets explode on contact, while grenades explode two to three seconds after they are launched. Center your aim on your target to initiate the 8-ball launcher's heat-seeking lock.

Primary Fire: Rocket launcher. Hold down fire button to load multiple rockets. To fire rockets

in a tight circle, press both primary fire and secondary fire simultaneously and release the primary fire button as rockets are loading.

Secondary Fire: Grenade Launcher. Hold down fire button to load multiple grenades.

Flak Cannon

The somewhat cumbersome Flak Cannon uses jagged shards of metal for ammunition. Don't let its lack of pyrotechnic flash fool you: a little shrapnel can dish out a hell of a lot of damage.

Primary Fire: Extremely fast spray of shrapnel, which ricochet off walls, ceilings and floors.

Secondary Fire: Large shrapnel-filled shell explodes on impact, spraying shrapnel in all directions.

RazorJack

This Skaarj weapon fires large, spinning, serrated blades capable of slicing through all but the toughest materials. The blades can alter their pitch and roll in accordance with transmitted motion signals from the RazorJack, giving them limited guidance.

Primary Fire: Single blades that ricochet off walls, ceilings and floors.

Secondary Fire: Skilled users can employ english to alter the trajectory of blades after they leave the weapon.

GESBioRifle

A testament to creative recycling, this weapon uses volatile Tarydium waste for ammunition. The highly unstable nature of this waste makes the GESBioRifle more powerful than its Tarydium-using cousin, the Stinger.

Primary Fire: Tarydium sludge projectiles explode on contact with living tissue and adhere to most other surfaces for a short time before exploding.



Secondary Fire: Hold down the secondary fire button to launch a larger, more powerful glob of sludge. The longer you hold down the secondary fire button, the bigger the glob (up to 500% sludge).

Assault Rifle

Commonly referred to as the "Pocket Howitzer," this five-foot-long blaster packs an incredible wallop. Formerly used as a hunting rifle in the farthest reaches of the galaxy, it was useful for taking down the biggest game.

Primary Fire: Long range, very powerful, accurate.

Secondary Fire: Triple burst of slugs, less accurate, best used in close quarters.

MiniGun

Like the Automag, the MiniGun uses gunpowder-based bullets for ammo. However, it has a much faster rate of fire and a much greater ammo capacity.

Primary Fire: Steady stream of bullets, fast, accurate.

Secondary Fire: More rapid, but less accurate stream of bullets.



Inventory Items

Inventory items are carried with you and activated when you are ready to use them. Use the bracket keys [] on your keyboard to select an item visible on your Inventory Icon Bar. The currently selected item is bounded by a white box. Use the **Return** key to activate an item. Activated items are highlighted in red. Press the **Return** key a second time to deactivate an item.

Universal Translator

Provides you with vital information, clues and hints about the game. Whenever you encounter an item the Translator can analyze and interpret, a message will display on your screen and your Translator icon will begin to flash. Hit **F2** to activate your translator and read its analysis. Hit **F2** again to deactivate the Translator when you are done.





Amplifier

Dramatically increases the power of energy weapons (Dispersion Pistol and ASMD).



Dampener

Deadens the sound emitted from your weapons, making it much easier to launch sneak attacks.



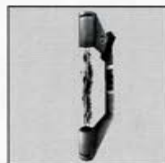
Flare

Provides temporary light in dark areas when lit and tossed on the ground. You cannot hold onto a lit flare. Use a flare to add a temporary light to an area.



Flashlight

Use a flashlight when you need to carry your light source with you. Flashlights have limited battery life however, so keep an eye on the power meter.



Force Field

Creates a temporary impenetrable barrier. Useful for blocking entryways and narrow corridors, and for use as a protective shield.



Invisibility

Makes you temporarily invisible. But remember, even the wind can be heard.



Jump Boots

Activating the boots enables you to jump much higher than normal. Once picked up, the Boots only last for a short period of time, so take advantage of them while you can.



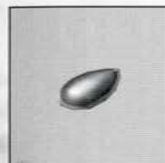
Scuba Gear

Gives you the ability to breathe while underwater.



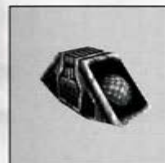
Searchlight

Functions like a flashlight, but has a nearly inexhaustible power supply.



Nali Fruit Seed

Plant one of these to grow a Nali Healing Fruit. Once the plant grows to full size, it can give you a 29-unit health boost. If you eat the plant before it is fully grown, your health gain will be less substantial.

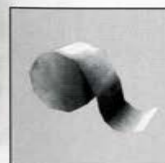


Voice Box

Creates a sound diversion to distract your enemies.

Pickup Items

Unlike Inventory Items, Pickup Items are activated or put into use as soon as you pick them up. For this reason, it is often wise to leave a Pickup Item on the ground and come back to pick it up when you need to use it.



Bandages

These provide limited healing (+5 units of health), but do little to reverse the effects of major damage.



Nali Healing Fruit

This native plant has natural healing properties. When eaten, it can give you a 29-unit health boost. In multiplayer games, Nali Healing Fruits re-grow soon after they are picked.



Superhealth

Boosts your health by 100 units. Don't waste Superhealth by using it when you are close to full health (200 units). Wait until you need a big health boost before you pick it up. (Note: you can not exceed 100 health without one of these.)



Armor

You will find many different types of armor throughout the game, all of which increase your resistance to damage from weapons and impact. Certain types of armor provide better protection from certain forms of attack. The more damage your armor absorbs the weaker it becomes. Keep an eye on your Armor Level Indicator to see how much strength your armor has left. Once your armor level reaches zero, the armor no longer offers you any protection.



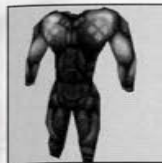
Asbestos Suit

Provides resistance to fire and heat damage.



Kevlar Suit

Works in conjunction with Armor to provide even greater protection from damage.



Anti-Toxin Suit

Prevents damage from Tarydium waste pools, and other toxic areas.

Note: All protective suits increase your overall resistance to any sort of damage to some degree. Like armor, protective suits become weaker as they absorb damage.

Creatures

Following are just some of the creatures that inhabit the world of Unreal. Unfortunately, all current information was transcribed from the mangled diary of a former member of the Vortex Rikers crew. As such, it is sketchy at best. In addition, it is believed that there are different "ranks" and/or genetic mutations of some of the creatures listed, and there appears to be communication among the various species and some type of hierarchy among them . . . Needless to say, you would be wise use caution at all times.



Skaarj

Height: 8' **Weight:** 375 lbs.

Weapons: Blade-like claws; projectile

Characteristics: Extremely aggressive; superior agility; ruthless and cunning

Instinctive hunters with extraordinary physical strength and the ability to use numerous weapons. Their huge retractable claws can literally slice their prey to pieces. To make matters worse, there are many types of Skaarj. And some of them wear armor.



Slith

Height: 12' **Weight:** 385 lbs.

Weapons: Claws; acid spit

Characteristics: Very aggressive; average agility; flesh eater

These amphibious cousins of the Skaarj, are deadly both on land and in the water. If they can't reach you with their razor-sharp claws, watch out for their flesh-eating acid spit.



Mercenary

Height: 6' **Weight:** 250 lbs.

Weapons: Forearm-mounted machine gun/missile launcher

Characteristics: Very aggressive; high agility; looter/soldier Galaxy-roving bio-engineered hunters with a lust for wealth.

There may be a humanoid beneath all of that circuitry, but the only way to find out is to blast your way through it.



KRALL

Height: 7' **Weight:** 285 lbs.

Weapons: Concussion staff; melee and projectile

Characteristics: Very aggressive; superior agility; military/martial

Employed by the Skaarj as hunting assistants. Somewhat limited in intelligence, but then mindless slaughter doesn't require a whole lot of thought. Their concussion staffs can blast you backward from a considerable distance.



BRUTE

Height: 9' **Weight:** 650 lbs.

Weapons: Two arm-mounted guns

Characteristics: Very aggressive; poor agility; durable/relentless

Engineered with love by the Skaarj for one purpose: carnage. Your best chance for survival against these massive killing machines is to take advantage of their poor agility.



TITAN

Height: 30' **Weight:** 15-16 tons

Weapons: Hurlled rocks; powerful arms

Characteristics: Very aggressive; poor agility; extremely durable

The colossal Titan looks nothing short of unstoppable, and he's a little tougher than he looks. The wise will avoid him when possible. If avoidance is not an option, don't stand in one spot very long and stay out of his reach.



NALI

Height: 8' **Weight:** 165 lbs.

Weapons: Limited telekinetic ability

Characteristics: Very passive; shy/timid; occasionally helpful

Former benevolent rulers of the planet, now enslaved by the Skaarj. If you are fortunate, they may grace you with some valuable information about your surroundings.

OPTIMIZING PERFORMANCE

The focus in creating Unreal has been to deliver a next-generation game that brings 3D gaming to a new level of realism. That is good. A side effect of this is that Unreal also runs slower than past 3D games on older or low-end Macs. That is bad... but it's an inevitable result of the large quantity of high-detail artwork; open, realistic, and high-detail environments; and high-detail animations in the game.

Unreal Mac attempts to configure itself for the best performance the first time it starts up, but the following tips may help you tweak performance.

Virtual Memory

If the game plays smoothly most of the time, but occasionally pauses or stutters, you probably are running low on RAM, and virtual memory is swapping to disk. First, quit all other open applications before running Unreal. Then, make sure Texture Detail and Sound Quality in the Audio/Video options menu are set to "Low", since this will lower memory requirements. You can also set "UseDigitalMusic" to "No" in the Advanced Options dialog, under Audio. Adding more RAM to your computer will cause the game to play at a more consistently smooth frame rate.

If you set Texture Detail or Sound Quality to "High", you will need to increase the Unreal applications preferred memory partition size. The preferred size should be set to at least 85000K for both high detail sounds and textures.

Low Detail Settings

The "Advanced Options" menu contains settings that enable you to trade detail for performance. Here are the choices:

Display / Low Detail Textures: Trades memory for texture detail (resolution). When on, reduces memory usage by 5 megabytes on average. Recommended for slow Macs and Macs with low memory.

Audio / Low Sound Quality: Trades memory for sound quality. Turning this on reduces sounds to 8-bit, saving a significant amount of memory.

Audio / OutputRate: Trades speed for sound quality.

11025 Hz: Medium sound mixing quality; best for slower machines.

22050 Hz: High sound mixing quality; the default.

44100 Hz: Ultra high sound quality.

Audio / EffectsChannels: Trades speed for sound realism. The default is a highly realistic 16 channels of sound. On slower machines, you may want to change this number to 8 or 12.

Memory

Unreal's performance is highly dependent on the amount of RAM you have in your machine, and the amount of memory that is available. Machines with less memory will access their hard disk more frequently to load data, which causes sporadic pauses in gameplay. Thus, if you have a 32 megabyte machine, you should make sure that you don't have other unnecessary programs loaded in memory when playing Unreal.

How Unreal will perform under different RAM conditions:

- * 32 megabytes: Some swapping.
- * 64 megabytes: Great, with perhaps a teeny bit of swapping.
- * 96+ megabytes: Oh Yes!

CPU Speed

Unreal is also very sensitive to CPU speed, memory bandwidth, and cache performance. Thus, it runs far better on leading-edge processors such as G3's than it does on older PowerPC's such as the 603.

How Unreal will perform on different classes of machines:

* 603e class machines: Relatively slow rendering; large frame rate variations.

We recommend playing in 640x400dbl or 640x480dbl resolution.

We recommend setting the sound playback to 11025 Hz.

* 604e: Good rendering speed; some frame rate variations.

We recommend playing in 640x400dbl or 640x480dbl resolution.

We recommend keeping the sound playback at 22050 Hz.

* G3: Very nice rendering speed; consistent frame rate.

Software rendering runs smooth in 512x384, 16-bit color resolution.

You might try 44 kHz audio for best sound quality.

Considering upgrading?

For people considering upgrading their machines, here are some tips based on our experience running Unreal on a variety of machines:

1. The biggest performance gain in Unreal comes from having a G3 class processor. G3's have dramatically improved cache performance and memory performance compared to earlier PowerPC's, and that all translates to faster gameplay. The performance improvements in G3's are especially accentuated in Unreal, which contains much more content (textures, sounds, animations, level geometry) than other 3D action games.
2. The next upgrade that tends to improve Unreal performance dramatically is an ATI Rage Pro, 3Dfx Voodoo, or Voodoo2 class 3D accelerator. Especially in conjunction with a G3 processor, these accelerators will give great performance.
3. Finally, lots of RAM helps. With memory prices continually falling, it is now reasonably affordable to upgrade to 64 or 128 megabytes of memory.

REQUIREMENTS

Minimum system requirements:

- * 180 MHz 603e or 132 MHz 604.
- * 32 megabytes of RAM.
- * 256K L2 cache.

Typical system:

- * 250 MHz 603/180 MHz 604/any G3.
- * 64 megabytes of RAM.
- * 3dfx Voodoo class 3d accelerator.
- * 256K L2 cache.

Awesome system:

- * G3 266 or faster.
- * 96 or 128 megabytes of RAM.
- * 3dfx Voodoo or Voodoo2 class 3D accelerator.
- * 512K L2 cache.

32 NC114-85EKL

MacMagic I at work.



Your onboard video
at work.



Ready for a change? Get it!

\$99

**Coming in
September!**

Call: 800 317-7217

Email: salesUS@villagetronic.com

VillageTronic USA • 13 Bragg • Irvine, CA 92620

Game Wizard

MacOS PCI Graphics Accelerator Utilizing 3Dfx Voodoo² Technology

Voodoo² For Mac

Utilizing the 3Dfx Interactive® Voodoo²™ chipset, Game Wizard provides amazing graphic detail and speed. Over **three times** the performance of Voodoo™ cards!

Experience Macintosh® games as their developers envisioned you could. **See** things you just couldn't see before and **feel** the gaming experience through speeds only Game Wizard can deliver. Choose higher resolutions, bit-depths, special effects and other advanced features. Custom drivers designed specifically for MacOS™ and hardware optimized for Mac® provide the fastest and highest quality 3D graphics available for Mac gamers. Supreme arcade-quality gaming for Mac... *Arcade Magic!*

"The only thing better than a G3 for games is any machine with a Game Wizard in it. I simply can't believe how fast it runs Quake and Unreal, and Falcon 4 is going to scream on this card!" ... Nate Birkholz, Gameplay Guru, MacSoft

"Freakin' Fast! Game Wizard provides a significant increase in the gaming experience over Voodoo." ... Mark Adams, President, Westlake Interactive (The developers responsible for the Mac ports of Unreal and Falcon 4!)

To Order: (toll free) 1.877.986.4276
More Info: www.microconversions.com



Micro Conversions, Inc.

Award winning innovator of Macintosh solutions since 1985



Important Technical Support Note:

The Unreal CD and manual contains advertisements and/or materials associated with other products and services for which you can enjoy your Unreal product. MacSoft or Epic do not provide Technical Support for any of these products or services. For the products or services included on the CD, please consult the associated "read me" files (if applicable) for determining your technical support options.

Unreal Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the MacSoft web-site, at <http://www.wizworks.com/macsoft/>, 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, our Hints/Cheat Codes area where you can pick up some tips, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone In The United States & Canada

For phone assistance, call MacSoft's Tech Support at 425-398-3085. We are available Monday through Friday, 10:00 AM until 10:00 PM (EST). Please note that Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer, have your system information ready for our technicians including system make and model; RAM; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Product Return Procedures In The United States & Canada

In the event our technicians at 425-398-3085 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 supplied 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:

GT Interactive Software Corp., Attn: TS/Cs

13110 NE 177th Place, Suite # B101, Box 180, Woodinville, WA 98072-9965

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), GTIS 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, GTIS will replace the product storage medium for a nominal fee.

CREDITS

A DIGITAL EXTREMES EPIC MEGAGAMES COLLABORATION

Development Team

Game design: James Schmalz & Cliff Bleszinski

Level designers: Cliff Bleszinski, T. Elliot Cannon, Cedric Fiorentino, Pancho Eekels, Jeremy War, Shane Caudle

Animator: Dave Carter

Artists: James Schmalz, Mike Leatham, Artur Bialas

Programmers

Engine: Tim Sweeney

Game & AI: Steven Polge

Effects: Erik de Neve

Audio: Carlo Vogelsang

Scripting: James Schmalz & Nick Michon

NC114-85EKL 35

Musicians: Alexander Brandon, Michiel van den Bos
Sound Effects: Dave Ewing
Epic Biz: Jay Wilbur, Mark Rein, Nigel Kent, and Craig Lafferty

In memory of Myscha and Pelit

For putting up with so much, we would especially like to thank
the wives, girlfriends and families of the developers.

GT Interactive

Producer: Jason Schreiber
Executive Producer: Greg Williams
Lead Tester: Joel Breton
Product Manager: Ken Gold
Assistant Product Manager: Phil Tucker
Public Relations Manager: Alan Lewis
Director of Creative Services: Leslie Mills
Creative Director: Vic Merritt
Artists: Michael Marrs, Jill Pomper, Lesley Zinn, and Jen Scheerer
Production Coordinator: Liz Fierro
Box Design: Vic Merritt & Leslie Mills

Testers: Mike Barker, Jim Tricario, Dan McJilton, Chris Carr, Fran Katsimpris, Matt Kutrik, Troy Kupisch, Calvin Grove, Mike Predergast, Jesse Smith, Clint McCaul, Corey Allen, Chris McGuirk, Reuben Brown, Dave Afdahl, Ed Piper, Geoff Myers, Andre Cerny, Dave Monro, Jamal Jennings, Cormac Russel.

Manual: Mike Forge

Special Thanks: Chad Faragher for the Ripper program, Nick Oodson for maintaining all our systems, Chris Hargett, DJ Carroll, Diane Schmalz, Shannon Newans, Evelyn Eekels, Lani Minella, Gina Hedges, Ryan Schwartz, Mark Visser, Richard Young, Eric Reuter, and the guys at UnrealNation and Unreal.Org.

Westlake Interactive

Programming: Mark Adams, Ken Cobb
Sound System: Zerius Sound System by Zerius Development, Inc.
Special Thanks to: Suellen Adams, Chris Bentley, Chris De Salvo, Hampus Edvardsson, Scott Kevill, Phil Sulak, Kathy Tafel (!), all the Apple engineers from Games Kitchen '98, and all the Testers!!!

MacSoft

Executive Director: Peter Tamte
Marketing Manager: Cindy Swanson
Senior Product Manager: Al Schilling
Assistant Product Manager: Nate Birkholz
Macintosh Packaging: Christopher Odegard
Special Thanks to: Kathy Tafel (!) and Mark Gavini at Apple, James Robrahn, and all the testers.

For Peter, who made it all possible.

DEFAULT KEYBOARD CONTROLS

UP ARROW: MOVE FORWARD
DOWN ARROW: MOVE BACKWARD
< STRAFE LEFT
> STRAFE RIGHT
LEFT ARROW: TURN LEFT
RIGHT ARROW: TURN RIGHT
MOUSE MOVEMENT: ROTATE PLAYER
CTRL/MOUSE BUTTON: PRIMARY FIRE
OPTION: ALTERNATE FIRE
SPACE: JUMP
1, 2, 3, 4, 5, 6, 7, 8, 9, 0: CHANGE WEAPON
/: SWITCH TO NEXT AVAILABLE WEAPON
F5: CHANGE HUD
-, +: RESIZE GAME WINDOW
[AND]: SCROLL THROUGH INVENTORY
<ENTER>: ACTIVATE INVENTORY
SHIFT: TOGGLE RUN
F2: ACTIVATE/DEACTIVATE TRANSLATOR
<PAUSE>: PAUSE THE GAME

DEATHMATCH KEYBOARD CONTROLS

F: FEIGN DEATH
T: THROW WEAPON
F4: BRING UP SCOREBOARD

TAB COMMANDS

(Press tab to enter the following command during multiplayer)

Say <message> - message is sent out to all players
Taunt Taunt1 - plays taunt 1 animation
Taunt Victory1 - plays Victory 1 animation
Taunt Wave - plays wave animation