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GAMESPOT GAME GUIDE: UNREAL TOURNAMENT

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Introduction

Epic Games' Unreal Tournament combines a unique collection of weapons and power-ups, beautifully designed maps, devious single-player bots, smooth Internet gameplay, and more gameplay styles than you can shake your flak cannon at. Succeeding in both the single-player ladder tournament and the fierce online competition takes knowledge and lots of practice - this game guide provides the knowledge you need.

Inside this massive, comprehensive Unreal Tournament game guide, you'll find:

- **First-Person Shooter Basics:** Succeeding in the hectic world of the first-person shooter takes skill and plenty of practice. Head here for some guidelines to succeed in the fast-paced first-person shooter world, including the importance of knowledge, control, and retreat.
- **Deathmatch General Strategies:** Since the days of Doom, Duke Nukem 3D, and the original Quake, hardcore deathmatching has been one of the most popular gameplay styles of today's first-person shooters. Inside this section, you'll find some essential techniques to increase your kill count and best your friends and online enemies.
- **Assault General Strategies:** Unreal Tournament's new Assault mode features mission-based gameplay, where one team assaults, while the other defends. Look here for strategies for this exciting new first-person shooter variant.
- **Capture-the-Flag General Strategies:** A popular selection for clans and online players, capture the flag requires an organized team, extensive communication, and an array of offensive and defensive skills. Head here for a list of techniques to keep in mind when attempting to capture that flag.





- **Domination General Strategies:** A game of territorial control, Unreal Tournament's Domination combines the intense combat of deathmatch with the assaulting and defending of capture the flag. In this section, you'll find a list of Domination techniques to keep your team dominating.

- **Weapons and Power-Ups Strategies:** Mastering Unreal Tournament's different weapons and power-ups is key to success in all the play variations. Head here for essential statistics and strategies for the tournament's devastating arsenal.

- **Deathmatch Map Specific Strategies:** Receive a complete rundown of Unreal Tournament's Deathmatch maps with key power-up locations and strategies.

- **Assault Map Specific Strategies:** Look here for a complete rundown of Unreal Tournament's Assault maps with key power-up locations and strategies for the attackers and defenders.

- **Capture the Flag Map Specific Strategies:** Head here for a complete rundown of Unreal Tournament's Capture the Flag maps with key power-up locations and strategies for base assault and defense.

- **Domination Map Specific Strategies:** In this section, you'll find a complete rundown of Unreal Tournament's Domination maps with key power-up locations, position of all control points, and tips on quick routes through the map, attacking, and defending.

- **Cheat Codes:** Need help in the single-player ladder competition of Unreal Tournament? Look here for single-player cheat codes to get the best of the computer-controlled bots.



Chapter 1

First-Person Shooter Basics



There are many ways to play Unreal Tournament (Assault, Instagib, Domination, turbo mode, low gravity, and on and on the list goes). Yet, there are some strategies that transcend the different kinds of game, skills that are common to all forms of first-person shooters. This section details some of the more important skills that lead to gibbing success.

The Zen of Shooters

The first rule is one you might not expect: stay calm. Shooters, of course, do not lend themselves to staying calm, what with all the flying metal, green sludge, and flak. Nonetheless, unless your goal is simply to feel a constant adrenaline rush, your success will be greatly enhanced by your calmness.

It is the rare player who barrels around a map, his mind living only in the moment, who lands in first place. Almost every good player disassociates himself, to a large degree, from the game. He fights the urge to become immersed and treats the game as a thing to win. Rather than put himself in the shoes of the 3D model, he manipulates the model like a tool, not merely a way to get points.

Many players, by contrast, enjoy playing shooters for the thrill of the chase, the panicky and chest-tightening feelings that come with identifying heavily with the 3D model on the screen. While there is nothing at all wrong with this approach, most of the best players do not indulge. If their characters die, there is little if any emotional response. Press fire, return to the game, and continue being a methodical, smart, killing machine.





A close relative of calmness is cleverness. The clever player knows the maps, perhaps because he has spent some time roaming them by himself, seeking the hidden power-ups and the best vantage points. He also knows what weapons are best for what jobs and switches weapons frequently. His keyboard setup is created to make this easy. He doesn't fire explosive weapons directly at an opponent, and he doesn't waste time taking impossible shots. Play cleverly and calmly, and you will find shooter success.

Knowledge Is Power

The best way to remain calm is simply to do it - unless you have training in some martial art, you aren't likely to possess any particular calming-down tricks! But some players simply cannot avoid the feeling that if their character dies, somehow they have as well. Some players don't want to forego that giddy feeling, finding it an important part of gaming excitement. But the serious, point-thirsty gamer should bear in mind that the feeling of panic interferes with clear thinking.

Knowledge, on the other hand, is not only desired by both serious and casual gamers, it is also easily accessible. The primary way to win (apart from simply having good hand-eye coordination) is to know the maps. Play the maps you enjoy most by yourself, with no opponents. Start up a multiplayer game and set the number of bots to zero. Investigate each map until you've found out where the shield belt is hidden as well as the keg o' health, the armor, the thigh pads, and the damage amplifier (all this stuff is explained in the map specific sections of this game guide). Replay the map with a single bot opponent and use your new knowledge in battle to let it sink in.

Also keep in mind what weapons do what jobs. If you are in a narrow hallway, and at the far end is an opponent, should you use the flak cannon's primary or secondary fire? What if the opponent is close to you? What if his health is clearly less than yours? If you are in a wide-open space, and you can choose between the shock rifle and the rocket launcher, which should you choose? We'll detail the best uses of each weapon in a later chapter, so for the purposes of this overview, we'll put the point briefly: use weapons wisely. Don't just fire whatever you happen to be holding.





Fire where your opponent will be, not exactly where he is. Any decent enemy will constantly be on the move. Even the fastest weapons require at least a hint of prediction to use effectively. If you find yourself cursing your skills, ask yourself if you are always aiming your crosshair at an opponent when you press fire. If so, stop. Play Instagib against bots that auto-match your skill level and aim just to their right or left as you fire. This bit of practice will help teach you a huge lesson: you must either predict where your opponent is heading or at least take a guess. He will rarely stand still for you.

The Hand and the Eye

No matter how calm or clever a player is, he will be bested in the tournament if he lacks hand-eye coordination practice. But every player, no matter how new to shooters he is, benefits from a smart control setup. How a player links commands to each button on the keyboard and mouse can by itself double his effectiveness within a matter of a few games.

There are many control setups, but the best ones invariably use mouse freelook. This option lets the motion of the mouse control the players viewpoint in both horizontal and vertical directions, a little like a joystick. If you don't play with your mouse set to freelook, you have no chance of becoming a great player. It really is that simple! For the first dozen or so games, a player adjusting to mouse freelook will likely get annoyed, as he moves drunkenly and fires directly into the floor and ceiling. Getting used to freelook is, however, a must - and well worth the effort.

Your left hand (assuming the mouse is controlled with the right hand) should lie on the keys that control left and right strafing. Strafing, combined with mouse freelook, is by far the most important movement concept to grasp. Other very important maneuvers are moving forward, moving backward, jumping, and selecting your best weapons. All these maneuvers should be bound to keys that are directly under your fingertips or just a single keystroke away.

As an example, here is my control setup:

Left mouse button: primary fire

Right mouse button: move forward

Middle mouse button: secondary fire





Strafe left: Z

Move backwards: X

Strafe right: C

Jump: Space

My four favorite weapons are bound to the keys A, S, D, and F, right above the Z, X, and C keys, where my left hand usually rests. You might note the odd choice for move forward: the right mouse button. Putting my forward motion on the mouse lets me instantly switch from forward to backward movement without lifting a finger. Alternately, some players use the arrow keys for forward/backwards/strafe and the right mouse button for either jumping or secondary fire. The key principle is this: put these crucial maneuvers right underneath your fingers, wherever they rest.

Take Your Pulse

Keep an eye on your own health. If you are trading rockets with an opponent, and every rocket he fires is taking chunks off your health, get out while you can. Unless you are fairly sure that your next rocket will earn you a kill, withdraw from the fight and seek health. The same concept applies to any one-on-one fight, using any weapon. If your death is imminent, and his is not, run.

How can you tell if your opponent is about out of health? Since there is no way to check an opponent's health numerically, you must rely on your instincts. Was he fighting someone else before he started to fight you? Have you been hitting him as frequently as he's been hitting you? Did you enter the fight wearing armor? Is your opponent surrounded by a colored aura, indicating that he is empowered by a shield or damage amplifier? These sorts of questions will help you decide if it's best to retreat.

How should you retreat, if you must? The best way is the vertical way. Players have a much easier time tracking behind someone who is moving in the horizontal than the vertical. If there is a lift nearby, take it. While your opponent waits for it to descend, you'll have lots of time to make your getaway. If you have anti-gravity boots, use them to climb higher. If you cannot go up, go down. Jump off the nearest edge and make an unpredictable maneuver in midair if you can. Human enemies not only have a harder time following a vertical move, they naturally find it more difficult to shoot vertically.





A special case is if you are running along, and the beam of a pulse gun or the hail of bullets from a minigun hits you from behind. Don't continue to run in that direction unless a corner is near. Hurl yourself off the nearest ledge unless you are stoked with health and armor. If you are, don't turn and continue to run backward. Turn and get in close to the enemy. Hold your ground and duke it out. Moving in the direction you were moving when hit from behind is suicide.

One exception to the vertical rule is this: don't kill yourself. Killing yourself by falling too far or by falling off the edge of the map takes away your points. It's better to give a point to someone else than to lose one yourself. The same applies to weapons - if you are low on health, don't kill yourself with an explosive weapon. If you do something dumb and explode a rocket smack in your own face, consider pulling out of the fight and going for health. Of course, every rule has its exceptions (for example, you might want to kill yourself if your opponent will win with his next point, and you might want to kamikaze yourself if you have a shot at destroying multiple opponents). By and large, however, avoid killing yourself at all costs.



Chapter 2

Deathmatch General Strategies



The name "deathmatch" says it all. One kill, one point - for you and possibly for your team. The first multiplayer shooters ever made were based on this game style. There's something appealing about a deathmatch free for all. Totally based on selfishness, deathmatching comes closest to tossing strategy out the window. Closest, sure, but there remain a great number of ways a player can be better than his competitors, ways that do not rely on hand-eye coordination alone.

Go Against the Flow

Good deathmatch players have a knack for knowing all manner of things, as if by instinct. They have a feel for how much health an opponent has. They seem to know which way an opponent is about to move. In a crowd, they can tell a weak player from a strong one, and they snag the easy kills by preying on the lesser players. They have a sense for when it is best to retreat. They know where people tend to congregate.

Although these skills come mainly from practice, they will come most easily if a player consciously wants to attain them. Further, there are deathmatch skills that come not from practice at all, but only from direct intentions. Among these skills are knowing where power-ups and health are, setting up a smart control configuration, and keeping track of your own health. These issues were discussed in the previous chapter.

Deathmatch maps often have a flow. Players tend to run along certain routes and are encouraged to do so, perhaps unintentionally, by the designers. Say that a powerful weapon sits at the end of a platform, and below the platform is some health. Most players will run through the weapon, fall off the platform, and land by the health, even if the health is unnecessary. Map features such as this may encourage players to run along certain routes in preference to others.





If you notice yourself always taking the same route through a map, consider turning around. Try doing something unpredictable, like suddenly spinning in place and heading back the other way. You will usually find that others, like you, share your preferred set of loops that they run. Facing oncoming traffic, your targets will be coming right for you. And if you always go up a particular lift or run down some particular stairs after you pick up a powerful weapon, interrupt your habit and run in another direction.

Crowds Mean Points

Deathmatch maps have another feature: they often contain one or two areas that are hotly contested. These areas usually are chosen for their power-ups, although they may also become populated due to weapon placement, low gravity, and so on. If you hang out around these populated areas and make liberal use of explosive weapons, your point total will benefit.

Jumping right into the middle of a firefight is often a bad idea. Players tend to sit back from each other, strafing back and forth, but not getting in close. Leaping into the middle of such a fray will often draw all the attention to you. It is better to stay out of the line of fire, choose the enemy who seems to be getting the worse end of it, and focus on killing him.

On a related note, if you see a person die, but cannot see the killer, don't hesitate to fire something explosive at the corpse. Once they kill an enemy, many players have this big need to run over to the body and pick up the weapon. Fire a rocket, blob, or wad of flak at the body, and you might get lucky and hit the victorious enemy. As for yourself, if you possess a great deal of weaponry and ammo, resist collecting the booty from a player you have fragged. Not only is there no point, smart enemies can predict where you are about to run.

Being a Bully

If your main goal is to prove your superiority over someone else in a deathmatch game, this piece of advice will not apply to you. But if your main goal is to win, be a bully. If you ever have a choice, pick on the guy who is getting picked on, the guy who runs at you in a straight line, the guy you've hit several times in quick succession. If you want a point, get the easiest one you can.





Arriving at a crowded battle, it's often clear which player is getting the short end of the stick. Zero in on that player and finish him off. Sometimes, you can tell just by how a player moves and fights that he is not yet skilled. Taking advantage of this is perhaps less than noble, but the name "deathmatch" gives you the liberty to be greedy. Scoring points by killing players who are clearly lagged, or who are in the process of chatting, is another matter - one we leave to your discretion.

Don't be distracted by opponents who introduce themselves into a private one-on-one fight. If you've been fighting an enemy for several seconds, chances are that both of you are hurting. When a new enemy arrives, it's likely that he's full of piss and vinegar (and health). Don't make the newbie mistake of attacking whatever fresh target arrives in your field of view. It's easy to get distracted, but don't. Keep focusing on your original target, blocking new enemies out of your mind as much as you can. After all, he's probably about had it, just like you have.

Protect Your Interests

Unlike other games, like Assault and Domination, deathmatchers can get away with lurking in just one area. Sometimes, one area of the map contains more than one good weapon or power-up (for example, Deck 16's redeemer, rocket launcher, and shield belt are all quite close together, and on Conveyor, you'll find the keg o' health and thigh pads close by the damage amplifier). Since most players are selfish, you will find them hanging around such places as well. But hanging out in crowded areas means that opponents will be fighting each other and running around in groups. Both qualities translate into points for you.

Unfortunately, some online players look first at their personal scores before considering how well the team did. While this is especially a problem in Assault and capture-the-flag games, it can even affect deathmatch games. If your main goal in a deathmatch game is to score personal points, you will find yourself grabbing armor or health from right in front of allies who clearly need it more than yourself. But if your goal is team success, bear in mind that it is in your best interests that your comrades not die.

In team games, it is usually best to team up with a partner, especially if friendly fire is turned off. The main danger is that someone with an explosive weapon will get two points by nailing you both at once. The advantages, however, outweigh this disadvantage. Not only can





two people kill an opponent twice as fast, they will have their eyes open all around them. In addition, opponents will often get distracted and try to kill you both at once.

Tidbits

As we mentioned in the first chapter on general strategies, you should strive never to kill yourself, notice your own health status, consider retreating (especially via sharp changes in your vertical position), and use the correct weapons for each job. Another strategy is particularly applicable to deathmatch games: get a height advantage when possible. Weapons like the rocket launcher, redeemer, and flak cannon work well when fired against a surface near-by an opponent. Firing down on someone, you will have many surface options to inflict important splash damage.

If it is enabled, use the translocator to get to power-ups as soon as you see they are available. Bind the translocator to a very handy key, in case you join a server where this power-up is used. Use the translocator to reach high positions for sniping.

Try feigning death to see if you like that tactic. On the flip side, shoot any corpse that looks suspicious.

If you are using a weapon that has very little ammo, and the server is set so that weapons stay, toss your weapon to the ground (defaults to the ; key) and pick up a brand new one. You'll get the default stash of ammunition.

Above all, stay calm and don't think of your on-screen persona as being you. If you get killed, consider it trivial, and reenter the game. Trying to take aim at an enemy while you are feeling a fearful panic about getting hit from behind will only make you nervous. Of course, if you get a kick out of that panicked feeling, by all means, enjoy it!



Chapter 3

Assault General Strategies



Like a game of ping-pong where each competitor gets just one whack at the ball, assault pits two teams against each other in a battle of speed and wits. Each team must react at all times to what the other team is doing, and the defenders must be ready to catch any gambits the attackers attempt. In the second of the two games, each side must base its strategy on the best time set in the first game - is a methodical approach even an option? These considerations make assault maps enjoyable time and time again.

Attackers: Distract and Advance Slowly

Unless they are forced to play desperately because of a very brief first game, attackers should play patiently. Surely, if an attacker has a decent chance of accomplishing an objective, especially if it will end the game, he should take that chance, even if he dies in the attempt. But it does the team no good if an attacker charges into the teeth of hopeless odds and dies alone.

There are many spots on assault maps (the library in Rook, cars 2 and 3 of HiSpeed, the ramps by the big gun in Overlord, the final ramp in Mazon, and so on) where an attacker can be quite valuable in causing a diversion. If you are fairly certain that a direct attack will not help the team cause, don't attack. Scamper around where the defenders do not expect you and harass them. The more defenders you can distract, the better the chances are for the rest of your team to accomplish the objective. It does nothing for your overall point total, of course, so this suggestion is mainly for team players. (Even if you are out to get as many points as you personally can, if you wait for backup, your comrades may take the bullets for you while you follow in behind them.)





Overlord, HiSpeed, and Frigate are very linear maps, while Frigate, Rook, OceanFloor, and Mazon are less so. On the less linear maps, it is possible for an attacker to lurk near an objective while the rest of his team makes that objective accessible. For example, the gatehouse on Rook is triggered by destroying two chains in the library - but while the library is being attacked, no defenders are likely to be near the gatehouse. An attacker, posted behind the guardhouse, can flip the switch and be out the main gates before the defenders can respond. Similar ploys also work on the other nonlinear maps (see our chapter on assault map tips).

However, attackers should bear in mind that quite often, one less attacker means that the other objective may never be accomplished. An attacker might wait for minutes next to the gatehouse, only to have the rest of the team attempt futilely to open it for him. If the attacking team is desperate to win quickly, though, a gambit like this is worth a shot.

Kill on Sight?

A defender should always kill an attacker on sight, but the same is not true for attackers. Sometimes, killing a defender will cause him to spawn in a less advantageous position! For example, if you are awaiting backup at the foot of the final ramps in Overlord, sniping a defender may cause that defender to spawn behind you, and you don't want him there. You don't want to start killing opponents until you have a legitimate shot at advancing up the tower, and that requires a concentrated effort. Another time to avoid killing defenders, of course, is when you are hiding.

If you see that a teammate has a free shot at accomplishing an objective, do something useful. For example, on Rook, when the library door opens, it's possible that a defender will be the first one inside. If you're the second one inside, it does you no good to follow along behind. Instead, run to the gatehouse and be ready to flip the switch once your teammate opens it from inside the library. Similarly, if you see a teammate about to trigger the gatehouse switch, run full bore to the main castle gates.

Defenders: Press the Attack

If the defenders know that the attackers must beat a fast time, they should be aware of risky moves. They should guard the control cabin door on Frigate, the gatehouse area on Rook, and terminal 1 on OceanFloor. If pressed for time, attackers are unlikely to attack in





coordinated groups; defenders, knowing this, should notice when there are enough other defenders on guard and should excuse themselves to resupply with weapons and power-ups.

Assuming that the attackers have plenty of time, defenders should remember the maxim, "The best defense is a good offense." On most assault maps, the attackers only spawn in one spot. The defenders should do their best to keep the focus of battle as close to that spawn spot as possible. On a map like Frigate, it is difficult to choke off access to the battleship by invading the warehouse, but it is less difficult to choke off the lower-most set of stairs once the compressor is destroyed. On Guardia, defenders should push the fight all the way to the autocannon if they can. Overlord's first choke point is the ramp leading from the beach! See our chapter on assault map strategies for more ideas like these.

Defenders should always be aware of what objectives have been met already by the attackers, so they can fall back to the best defensive positions. Sniping from the beach towers on Overlord is useless if the attackers are spawning inside the fort, for example. Trying to guard terminal 2 on OceanFloor, when only it and terminal 1 are still operational, is similarly fruitless.



Chapter 4

Capture-the-Flag General Strategies



Capture the flag has a simple objective and a whole lot of ways to accomplish it. There's nothing quite like fleeing with an enemy flag, the weapons of your pursuers sounding behind you. It's no wonder why capture the flag is a perennial choice by the designers of action games.

Snag the Rag

You know you must capture the enemy flag - but once you have it, what do you do? The first thing you do is check your weapon and health status. If you are toting a big cannon and wearing some armor, you can consider making a break for your own base right through the teeth of the enemy. If not, then if possible, do something unpredictable. Hide in the enemy base for a while (bearing in mind that flag-bearers glow with a strength that shines through walls). Find a spot that has health, a power-up, or ammo, and hole up for a little while. The enemy is likely to believe that you will be running back to your base as fast as you can, so give them some time to scatter.

While you are waiting, use team chat to inform your comrades what your plan is, so they can make informed decisions. One of them may even come to your aid. A devious alternative is to use global chat to mislead your opponents, as in the false claim, "I'm coming back through the pipe!"

Remember that you can't use the translocator and still carry the flag - the flag will be left at the spot from which you translocate. You must make it home the hard way. Teammates are your best bet, and putting yourself in between them and the enemy is the way to go. Likewise, if you come across a teammate who is carrying the enemy flag, get behind him





and run backward. Occupy any enemies who get in the way. As flag carrier yourself, don't engage the enemy unless you are healthy and armored. Just one touch of the flag that pops out of your corpse will undo all your hard work.

Hide and Seek

If both teams have the opposing flag, communication will be key. Let your teammates know how much health you have, where you are, and if you need backup. The safest place to be is usually inside your own base, and it's the fastest way to return the enemy flag once your own has been returned. Even though the enemy will look for you inside your base first, you will have the benefit of lots of health, power-ups, and spawning comrades there. Further, as soon as your flag is returned, you can score.

If you are hiding with the enemy flag and have collected enough ammunition, health, and armor to venture forth, you could do so. Chances are, you can't retake your own flag yourself, but you might aid those who are trying to. Once injured, fall back into your base and heal. Remember that it's much more important for you to stay alive than it is for you to get a few points from kills.

Some maps are designed for snipers (Facing Worlds and LavaGiant, to name two). If you notice an excessive number of your teammates sniping, it won't be worth your while to join them. Take an offensive role and go for the flag. Use chat to organize a concerted attack, and hopefully some of your teammates will respond to you. Tell them where to meet, and once they have arrived, go as a group.

Giving Chase

If you are chasing down an enemy flag carrier, make him your priority. Shoot at him rather than at his protectors and don't slow down for anything. Every step you lose as you pursue makes your task that much more difficult. Learn the maps so you know any shortcuts that exist.

Anyone with a sniper rifle who stands between an enemy flag carrier and the base where he is heading should find a good hiding spot and take the rifle out. Aim only at the flag carrier, who is likely to be running pell-mell to his base. Don't reveal your position until the flag carrier appears.





Powered Up

Let the flag runners and attackers use the hidden power-ups on the map, such as the keg o' health, shield belt, and damage amplifier. The defenders will always spawn near the base, so you can easily get back to the action with little trouble. The attackers need the extra boost provided by armor and health power-ups to break through heavy defenses. Further, seek out the redeemer if the map includes one (such as Facing Worlds and Gauntlet) and save the missile to fire inside the enemy base. Clear out defenses and send in multiple teammates to grab the flag and escort it back to base.

Assume Roles

More than any other game, capture the flag requires each player to assume a particular role to assist the complete team unit. If everyone is attacking, the enemy team will have little trouble grabbing your flag and scoring often. Conversely, if every player is sniping, you'll never score and probably lose against a well-organized attack run.

When playing an online game of capture the flag, take charge and request that your teammates perform certain functions. If no one plays defense, assume the role yourself. If you have enough players available, send two on flag carrier duty only. Other teammates will execute the attack run, but two will concentrate on grabbing and returning the enemy flag. You'll want two, so you can operate like an assembly line. Once one player has captured the flag, the other should hide near the enemy base and grab the flag once it's returned. Usually a team will leave a base completely undefended if the enemy possesses the flag.

Mix Up the Routes

Many maps feature multiple routes to the enemy base and flag. Don't send your team on the same route each and every game. Take time to study the layout of the map and learn its shortcuts and hidden power-ups. Mix up your attack runs and do the same when returning with the enemy flag. Don't become predictable, or the enemy team will begin to defend certain areas and anticipate your moves.

Conversely, observe the enemy team's habits and which route it typically uses. Position defenders along the route and keep the fighting contained on the opposing team's side of the map.



Chapter 5

Domination General Strategies



Domination requires both the agility of deathmatch play and the strategy of capture the flag. In this section, you'll find an overview of Unreal Tournament's Domination and some general strategies to consider when battling an opposing team.

The Basics of Domination

Domination is a fast-paced game that encourages teamwork, intelligent defense, and organized assaults. Also, it rewards the team that studies the map layout and can instantly recognize the shortest distance to a control point from any area of the map - especially after spawning from a death. Each Domination map contains a certain number of control point" placed in key sections of the level. Team members touch the control point to acquire it for their team. The longer the team can hold onto a particular control point, the more points it scores. The more points you control, the faster your team's points will increase.

Winning the game requires ample communication. Designate a team leader to order players to defend or attack particular control points. If you're having trouble securing a particular point, concentrate instead on defending the others. As long as you hold a majority of the points for your team, you'll outscore them. The first team to reach the server-assigned total score (or whichever team has the larger score when the time limit expires) is declared the winner.

One of the most important things to remember in Domination is that scoring kills against the enemy team adds nothing to your total score. Don't play Domination like a glorified deathmatch session. The players are there to participate in a team-oriented game. Don't ruin their fun by going freelance or disobeying orders. Concentrate on control points and not killing enemy players (unless, naturally, it's required to secure a control point). And by all means, if





you notice the teams are uneven, be unlike the majority of Internet players out there and even the teams! An even team game is significantly more enjoyable than one with an unbalance.

Memorize the Quick Routes

An important aspect to Domination play is learning the layout of the particular map. Specifically, you should study the fastest route from one control point to another. In nearly every map, you'll discover shortcuts to the various control points and learning these will make attacking and defending much easier. Learning the map will also let you quickly get back into the action and find the nearest control point after spawning.

Along with the quick routes, study the weapon and armor locations, especially those positioned around the control points. Grabbing these often is key to defending and assaulting the control points. Further, discover the location of power-ups, usually hidden around the control points (listed in this game guide in the Domination map strategy section). Defending a control point while fully armored with the shield belt is much easier than attempting defense with no armor.

Organized Teamwork

Domination is a team game and requires organized teamwork to succeed. Listen to your teammates and their orders. If you're told to defend a control point, do so! Even if you don't know the players you're participating with. Use Unreal Tournament's command system (press V during gameplay to open the command window) to give and acknowledge orders from your teammates. If you believe your team is falling apart and becoming disorganized, take the initiative and dish out the orders to your players.

Assign particular players certain sections of the map. It's much more difficult to continually traverse the entire map from control point to control point. Instead, designate an area of the map for the player to control - not necessarily directly at a particular control point, but perhaps the area between two points. Order the player to remain in this area even if nothing is going on. Leaving the post will soon become a habit, and you'll find your team disorganized once again. Create a gameplan and stick with it until it's obvious the plan isn't working. When all else fails, order combination assaults (described in the next section) against a heavily defended control point and gain control. Reestablish the gameplan and reassign players to certain areas of the map.





Combination Assaults

Most teams won't assign all their players to defend a single control point. Therefore, it would be quite easy to overtake a control point by sending greater numbers to assault the control point. Naturally this leaves other control points undefended, but you can easily gain control of an important section by ordering a combined assault. Speak with your team in private SayTeam chat and come up with a code word that signifies a combined attack on a specific point. If the other team has gained a foothold in a particular section, you'll need an organized, combined assault to retake the location.

Important control points include those with high-powered weapons and power-ups close-by. Any control point that includes a shield belt located just steps away will be an important location to control. If your team permanently has access to the key power-ups, you'll find the control points easier to defend. Also, control points with easy access to the other control points will always be heavily contested. Quick routes to other control points are a key to long-term Domination success. If you're controlling these areas, your team will usually maintain control over a majority of the points and, thus, the score.

Defend the Easily Defensible

Nearly every Domination map features one control point that's easier to defend than the others. Perhaps there's only a single entrance or a shield belt power-up nearby. Study the layout of the map and recognize which control point will require the least amount of effort to defend. Position a player there to maintain control of that point while the rest of the team works on securing the other points. Don't waste time attempting to defend a control point with multiple entrances. It's impossible to consistently maintain control of a point when you never know from which direction the attackers are coming from.

A Freelancer

Consider assigning one team member as a freelancer. Instead of assaulting or defending particular control points, the freelancer's job is to cause as much turmoil and disruption as possible. Normally, you wouldn't want a team player to concentrate on fragging enemies, but as long as everyone knows the player's role and adjusts the gameplan accordingly, you





could see success. Use the freelancer to weaken defenses and nail enemies grabbing weapons or power-ups. Keep the enemy from grabbing important weapons and from establishing defenses. Further, attack enemy players looking to assault particular control points. Once you've weakened them, the enemy will have a much more difficult time eliminating your player or players stationed at the point.

Use the Translocator

Along with memorizing the quickest routes to each control point, the translocator will become your best tool for traversing the map in quick fashion. Place the translocator disc in hidden spots near control points (such as behind crates or in alcoves) and return immediately if the enemy team gains a foothold in the area. Many maps also include secret power-ups that can only be accessed by the translocator. Toss the disc up to the ceiling girders (where most of the power-ups rest) and use the alternate button on the translocator to teleport up top.

You'll find the translocator most useful when traveling to the control points that can only be accessed by long routes or slow lifts. Place the translocator disc here and concentrate on the other areas of the map. Keep in mind that if you die, the translocator resets, and you must replace your disc if you want to quickly return to that section.

Attackers: Use Powerful Weapons and Offensive Power-Ups

If you're on the attack, grab the most powerful weapons in Unreal Tournament, specifically those that can take out an enemy player in one or two shots. Scout for the rocket launcher for both close and long-range combat and the flak cannon when the map features tight hallways. If the level contains a damage amplifier, use it on the attacking team and not the defenders. The damage amplifier combined with any weapon can clear out a heavily fortified area with just a few shots.





Defenders: Use Armor Power-Ups and Receive Weapons from Teammates

Save the armor power-ups, like the shield belt, for the defenders, particularly around hotly contested control points. Once you've eliminated the attack wave, seek out health and armor to rejuvenate yourself and even grab the shield belt once again if you find it spawned. Ask teammates to deliver you high-powered weaponry, so you don't have to leave your post.

Defend a Lead. Assault a Deficit

Once you've secured a substantial lead, concentrate more on defense than roaming around the map looking for enemy players to kill and enemy control points to assault. Work on holding a majority of the control points once you've gained a lead. Don't bother attempting to control all the points; holding a majority will be much easier and will continue to maintain and increase your lead. As you approach the target score, send the majority of players to defend one control point and assign a few others to another or to freelance. As long as you hold one, you'll inch your way to the final score. Just keep tabs on the overall situation; if the other team is narrowing the gap too quickly, return to defend other points.

If you're trailing the enemy team, concentrate on freelancing, grabbing weapons, armor, and power-ups, and assaulting control points. Don't bother standing to defend, as it will be more important to continually grab as many points as possible to close the gap. As the score gets closer, order team members on defense and concentrate on maintaining a majority of the points. If the score gets too close to the target value, you must hold all three - a difficult task against a team that sees the final score only a few steps away.



Chapter 6

Weapons and Power-Ups



A player can study deathmatch, Domination, Assault, and capture-the-flag techniques all day, but without knowledge the intricacies of Unreal Tournament's diverse arsenal of weapons and power-ups, consistent success will never be within your grasp. In this section, you'll find a complete rundown of Unreal Tournament's weapons and power-ups, including statistics and detailed strategies.

Impact Hammer

Shortkey number: 1

Ammunition type: N/A

Initial ammo: N/A

Maximum ammo: N/A

Ammo pick-up size: N/A

Damage Potential: High

Accuracy: High

Range: Extremely short

Splash damage: Yes

Self damage: Yes

Unreal Tournament's default melee weapon looks more like a flamethrower than anything else. Instead, the melee weapon, described as a miner's tunneling tool, works like a crushing device that now shatters opponents instead of rock. Simply hold down the primary fire button and watch the impact hammer charge its piston. As soon as you touch another player, the hammer releases, causing a significant amount of damage.





The impact hammer's secondary fire mode doesn't charge and instead fires short, quicker attacks that inflict less damage. The secondary mode can also be used to deflect enemy fire, though you likely won't have much success with this during a match and would probably only want to attempt it if you're completely out of ammunition for every weapon (including the enforcer) and must locate another quickly.

The impact hammer can also be used as a rocket jumping device (or, more specifically, an impact hammer jumping device). Point the hammer directly at the ground beneath your feet and charge the primary function. Release, and you'll jettison into the air. Look for ledges or crate tops you normally can't reach and use the hammer jump. Realize, however, that you'll likely inflict significant damage to yourself during each attempt.

Chainsaw

Shortkey number: 1

Ammunition type: N/A

Initial ammo: N/A

Maximum ammo: N/A

Ammo pick-up size: N/A

Damage potential: High

Accuracy: High

Range: Short

Splash damage: No

Self damage: No

If the host server selects the chainsaw mutator, the impact hammer will be replaced with everyone's favorite cutting device from the Doom series. The chainsaw operates somewhat like the impact hammer, in that you must be right against your opponent to inflict damage, but if you can score a hit, the damage you cause will be significant. The chainsaw's primary mode produces a forward thrust. Press the secondary button, and the chainsaw swings in a side-to-side sweep (this works well for head shots).

In Unreal Tournament's powerful arsenal of rocket launchers, flak cannons, and shock rifles, you probably won't have major success running around with the chainsaw, attempting to rack up a kill score. Still, if you're out of ammunition or happen upon unsuspecting players, whip out the cutting device and startle them with its grinding sound and power.





Enforcer / Double Enforcer

Shortkey number: 2

Ammunition type: Bullets

Initial ammo: 30

Maximum ammo: 199

Ammo pick-up size: 50

Primary fire damage potential: Light (moderate with double enforcers)

Secondary fire damage potential: Light (high with double enforcers)

Primary fire accuracy: Moderate

Secondary fire accuracy: Moderate

Primary fire rate of fire: Moderate

Secondary fire rate of fire: High

Range: Long

Splash damage: No

Self damage: No

Like Quake II's blaster or Half-Life's pistol, when you spawn after each death (unless you're playing a special deathmatch variant like InstaGib or Rocket Arena), you'll begin with a simple enforcer and 30 bullets. Unless you spawn next to an opponent, you should seek a different weapon as soon as possible. The enforcer causes about 25 points worth of damage per strike, but its bullet projectile is rather easy to avoid (strafing skills come in handy here), and if your opponent is carrying anything powerful, you'll likely be dead before you get off sufficient shots to kill them.

Like nearly all Unreal Tournament weapons, the enforcer features two different firing modes. Using the primary fire button, the enforcer shoots bullets at a normal firing rate with normal accuracy. Fire with the secondary button, and the enforcer goes into gangster mode; your firing hand tilts 90 degrees, and the bullets come out much faster at a loss of some accuracy.

Perhaps the most useful feature of the enforcer is the ability to pick up another enforcer - John Woo style! If you dispatch an opponent while he is carrying the enforcer, you'll notice the dropped weapon by their corpse. Pick up the second enforcer; the increased firing rate can cause significantly more damage than the single pistol.



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If you find yourself in a situation where the enforcer is your only available weapon, stick with the secondary fire mode. The loss of accuracy isn't that great, and you can cause more damage in the same amount of time. If you can locate another enforcer, you'll find the combo to be fairly effective, but you'll still want to locate one of the more powerful Unreal Tournament weapons.

Biorifle

Shortkey number: 3

Ammunition type: Biosludge

Initial ammo: 25

Maximum ammo: 100

Ammo pick-up size: 25

Primary fire damage potential: Moderate

Secondary fire damage potential: Moderate

Primary fire accuracy: Low

Secondary fire accuracy: Low

Primary fire rate of fire: Very high

Secondary fire rate of fire: Variable

Range: Medium

Splash damage: Yes

Self damage: Yes

The biorifle returns and is a significant upgrade; the weapon at least feels more useful in Unreal Tournament. The biorifle's primary fire mode launches small clumps of toxic sludge that stick to the walls, floor, ceiling, and in-game objects (it also floats on water). When an opponent walks over the sludge, it's almost like a minefield; the toxic blobs burst apart, causing significant damage. Further, the clumps of toxic sludge explode after several seconds, causing damage to anything standing by. Perhaps the biorifle's best feature is its primary rate of fire; you can launch many clumps of sludge in a matter of seconds and virtually cover an entire floor in no time.

Effective use of the weapon requires both good movement skills and knowledge on when to use it. When trying to defeat an opponent head-on, you must circle strafe wildly and dump as much toxic sludge onto the enemy player and his walking surface as you possible - and





as quickly as possible. Aim the biorifle just above the player's head. The sludge drops to the floor quickly after launch; if you point the biorifle at an angle, you can cause the sludge to land on the enemy's head, torso, or legs. It's better to strike the enemy player directly with the biorifle than litter the floor and hope he steps on some (or is around for when the sludge disperses in a small explosion).

If an opponent is carrying a more powerful close-range weapon (primarily the flak cannon), and you want to make an escape, use the biorifle, pointed nearly upward, to litter the ceiling and floor behind you as you run. If your opponent decides to make chase, he must avoid the toxic minefield you've laid to score a frag. And, if your opponent is careless, you could score the kill yourself.

The biorifle's secondary fire mode can fire a larger clump of toxic sludge that explodes on impact with any surface, covering the adjacent tiles with additional sludge. Hold down the button and watch the weapon load in a large clump. Once it's full, you can continue to hold down the button and keep the toxic sludge inside.

Accumulate a full load and run around in search of an enemy player. As soon as one turns a corner (or better yet, you sneak up on someone), launch the huge clump of sludge by releasing the button. Make an effort to strike the enemy target; the huge clump will likely kill the enemy player in a single hit. If not, return immediately to the primary fire mode and cover your opponent with sludge before he has time to react.

Shock Rifle

Shortkey number: 4

Ammunition type: Shock Core

Initial ammo: 20

Maximum ammo: 50

Ammo pick-up size: 10

Primary fire damage potential: Moderate

Secondary fire damage potential: High

Combo fire damage potential: Very high

Primary fire accuracy: High

Secondary fire accuracy: Moderate





Primary fire rate of fire: Low

Secondary fire rate of fire: Moderate

Range: Long

Splash damage: Yes (secondary and combo)

Self damage: Yes (secondary and combo)

The ASMD shock rifle makes another Unreal appearance, though the weapon is toned down a bit from its Unreal incarnation. The shock rifle's primary fire mode shoots a straight beam that strikes any target within the crosshairs instantly. It operates somewhat like the Quake II and Quake III rail gun, though it's certainly not as powerful. Striking a moving target with the shock rifle's primary fire mode, however, is quite difficult, and it will likely take a lot of practice and a low ping to strike with it consistently.

Use the shock rifle's primary mode when attacking opponents standing on precariously narrow ledges or drop-offs, like on the deathmatch maps HyperBlast, Barricade, Pyramid, or Phobos Moon. A single blast of the shock rifle's primary mode is enough to bump an opponent several game feet, and if he's standing next to a drop-off, they'll likely plummet to his death (though you won't get credited with the kill).

In medium to short-range situations, you'll likely have more success with the shock rifle's secondary fire mode, which launches an energy projectile with a much wider beam, but at a much slower speed. Still, the projectile's splash damage and girth can cause death in just a few hits. Further, it works well with the primary fire. Shoot a primary beam, and when your opponent dodges to one side (and hopefully against a wall), launch the projectile and attempt to strike on or near him for some splash damage.

The ASMD shock rifle also features a combination strike, a favorite among Unreal players. Fire off a projectile with the secondary button, then shoot the floating projectile with the primary beam shot. The resulting explosion causes an extreme amount of damage and is great for luring players out of sniping positions and from inside dead-end alcoves. Use the combo technique when entering a room full of engaged players. While they battle amongst themselves, launch the projectile and shoot it with the beam to cause the combatants to either explode in their shoes or run for cover.





Pulse Gun

Shortkey number: 5

Ammunition type: Pulse Cell

Initial ammo: 60

Maximum ammo: 199

Ammo pick-up size: 25

Primary fire damage potential: High

Secondary fire damage potential: High

Primary fire accuracy: Low

Secondary fire accuracy: High

Primary fire rate of fire: High

Secondary fire rate of fire: Extreme

Range: Long (primary), medium (secondary)

Splash damage: No

Self damage: No

The pulse gun is somewhat like a cross between Doom's plasma gun and Quake's lightning gun. The primary fire mode launches small plasma bursts; it fires rapidly and dishes out a decent amount of damage. The secondary mode fires a constant stream of plasma. Though you can cause constant damage with the secondary mode, the stream doesn't extend too far, so you must be fairly close to your target to inflict significant damage.

Don't depend much on the primary fire mode. The bursts of plasma are fairly small; it's difficult to strike a moving target with much consistency. If you can chase an opponent into a corner or dead-end, you'll have little trouble in turning him into a mound of smoking flesh. However, if you're trailing behind at full run speed, striking the moving target with the pulse gun's primary fire mode will likely have you frustrated before you score the frag.

An opponent attempting to stand his ground and fire back will offer a much easier target for the pulse gun. Circle strafing works remarkably well with the plasma weapon; simply move around your target with the strafe keys and keep your crosshairs aimed at the torso at all times (and, naturally, with finger firmly mashed on the trigger).





The pulse gun's far more effective secondary mode should have more impact on your kill score. Simply aim the crosshairs at the opponent and keep your finger pressed on the fire button. Watch as you strike your opponent (look for the blood spatters) and adjust your crosshairs accordingly. Using the pulse gun's secondary fire effectively requires an excellent grasp of mobility skills (and a decent ping doesn't hurt).

Use the pulse gun's secondary mode when combating an opponent head-on who's using a lower-powered weapon (such as an enforcer or shock rifle). If you're good at moving around, you can even keep opponents at bay who are using the flak cannon. Shove the pulse gun's plasma beam into your opponent's face and dodge around quickly to avoid the hot shrapnel. It's a tough battle, but one that can be won with fast strafing and good aim.

Ripper

Shortkey number: 6

Ammunition type: Razor blades

Initial ammo: 15

Maximum ammo: 75

Ammo pick-up size: 25

Primary fire damage potential: Moderate (very high for headshot)

Secondary Fire Damage potential: Moderate

Primary fire accuracy: Low

Secondary fire accuracy: Moderate

Primary fire rate of fire: Extreme

Secondary fire rate of fire: Moderate

Range: Long

Splash damage: Yes (secondary)

Self damage: Yes

Metaphorically speaking, the ripper isn't unlike a double-edged sword. Though you can certainly inflict significant (and fatal) damage with the ripper in just a few shots, you're almost as likely to inflict a similar amount of damage to yourself. The next-generation version of Unreal's razor jack, the ripper's primary fire mode shoots circular razor blades that can ricochet several times off walls and in-game objects. Should the blade strike another player, you'll inflict significant damage. In fact, if you aim for the head or neck, a headshot is almost always fatal with the ripper unless the player is carrying armor or the shield belt.





The ripper's primary fire mode shoots out at an enormous firing rate. Within moments of mashing the fire button, many razor blades will be ricocheting off of walls, either off in the distance or even back toward you. This poses a problem, especially in tight corridors. It's virtually impossible to dodge ricocheting razor blades heading back for your legs, torso, or head. As much as possible, you should fire the ripper at an angle at walls, ceilings, or floors. Firing the gun straight into a wall will usually send the blade coming straight back into your stomach.

Most players opt for a different weapon than the ripper; it's simply too dangerous and carries the potential to cause way too much self-damage. Further, the razor blades are fairly small, so you must be fairly accurate to strike your target. Instead of using the weapon where a pulse gun, rocket launcher, or flak cannon would be useful, look for opportunities to use the ripper around corners and in dead-end alcoves. Fire the razor blades at walls, so they'll bounce off at an angle and ricochet down another tunnel. Avoid sending blades back at yourself.

The ripper works especially well in the deathmatch map Fetid Sewers. Its long, foggy tunnels that feature plenty of left and right turns is perfect for the ripper's ricochet ability. If you're under ripper attack, attempt to dodge the blades as they come and look for an alley to duck in or object to take cover behind.

The ripper's secondary fire mode shoots a razor blade that explodes on impact. This blade won't ricochet off walls or objects, but instead explodes when striking a surface or other player. The secondary fire rate is much, much slower than the primary, and it's likely easier (and safer) to fire the secondary mode when trailing behind another player when you're worried about self-damage. The explosion caused by the blade isn't as effective as a rocket launcher or flak cannon, but can knock other players around and disorient them; finish them off with a burst of primary ripper fire when you have them in your sights.

Minigun

Shortkey number: 7

Ammunition type: Bullets

Initial ammo: 80

Maximum Ammo: 199





Ammo pick-up size: 50

Primary fire damage potential: Moderate

Secondary fire damage potential: High

Primary fire accuracy: Very High

Secondary fire accuracy: High

Primary fire rate of fire: Very High

Secondary fire rate of fire: Extreme

Range: Long

Splash damage: No

Self damage: No

The minigun is a deceptively powerful weapon, especially in the hands of a circle strafe expert. The rotating barrel disperses an insane amount of bullets after only a few seconds; aim well, and you'll cause significant damage in just moments. Unlike several other weapons, with the minigun, you have no fear of hurting yourself; just aim the barrel at your opponent and keep the fire button pressed.

Many players actually eschew the minigun's primary fire mode and opt exclusively for the secondary mode. The primary mode fires at a normal rate (still at blinding speeds) and is relatively accurate. The secondary mode, however, fires at an increased rate, but at a loss of accuracy. Most players agree that the extra bullets impaling the enemy are worth the loss of accuracy, as long as you're within close, circle-strafting range. Experiment with the weapon yourself, and if you're striking your opponents consistently (low ping and good strafe skills help), use the secondary mode exclusively. Against slower moving targets or those trapped in a corner or dead-end hallway, you should have little trouble ripping them to shreds in a matter of seconds.

One of the biggest downfalls to the minigun is the speed at which you'll eat up the ammunition. In secondary mode, if you're attempting to circle strafe your opponent while continually firing, you'll find even a fully loaded minigun (at 199 bullets) empties after only a few seconds. If your opponent has done a decent job of evading your fire, you could be in for a dangerous situation when you're out of ammunition and must quickly switch weapons. Look at the ammo counter display on the gun and, when you're almost dry, switch immediately to another weapon, preferably the pulse gun or ripper (if you have anything else in your inventory, like the rocket launcher or flak cannon, you should be using them instead of the minigun).





Flak Cannon

Shortkey number: 8

Ammunition type: Flak shells

Initial ammo: 10

Maximum ammo: 50

Ammo pick-up size: 10

Primary fire damage potential: Very high

Secondary fire damage potential: High

Primary fire accuracy: Decreases with range (very high at close-range)

Secondary fire accuracy: Low

Primary fire rate of fire: Moderate

Secondary Fire rate of fire: Moderate

Range: Medium

Splash damage: Yes

Self damage: Yes

Arguably the most powerful weapon in Unreal Tournament, the flak cannon will be a hotly contested commodity in any deathmatch map. The flak cannon is improved from the original Unreal and seems even more deadly - mainly from its increased firing rate. In primary fire mode, the flak cannon fires chunks of hot jagged shrapnel. Operating much like a shotgun, the burning hot shrapnel is quite focused moments after it emerges from the cannon, but spreads out over long distances. Usually fatal at close-range, the flak cannon should be the second most important weapon on your list, right after the rocket launcher. If you prefer close-range battles, you'd be better off making the flak cannon your most important pick-up.

The flak cannon is even more lethal inside tight hallways. Don't bother trying to nail an opponent in a large open room, especially at long distances. Impale opponents as close as possible; if he is facing you and firing, use the dodge or strafe keys to avoid the fire and pump the flak cannon's primary fire into his ribs. If your opponent is running from you, keep firing the flak cannon's shrapnel into his back, and you'll soon gain a frag.

The launched shrapnel is a tad unpredictable, especially when it strikes walls. Fire the flak cannon into a wall, and you'll notice the pieces of jagged shrapnel bouncing off in a variety of directions. Use this to your advantage around corners, though don't expect to strike





targets consistently. One danger to the flak cannon's primary fire is that the hot shrapnel can cause damage to yourself as well as others. Watch out when the shrapnel is bouncing off walls; if any of the shrapnel strikes you while still burning, you'll take significant damage.

The flak cannon's secondary fire launches the entire shrapnel grenade (without breaking it apart at launch). The grenade explodes on impact and causes splash damage (a direct hit causes a significant amount of damage). Fire the flak cannon's secondary shot around corners, into alcoves, or up ramps and staircases when you suspect a player is approaching, hanging out, or camping. Use both the primary and secondary shots during a close-range, circle strafe battle. When your opponent dodges the shrapnel from the primary fire, launch the secondary grenade in the direction your opponent moves. It's nearly impossible to evade this technique; the immense power of the flak cannon racks up kills like no other Unreal Tournament weapon.

Rocket Launcher

Shortkey Number: 9

Ammunition type: Rocket pack

Initial ammo: 6

Maximum ammo: 48

Ammo pick-up size: 12

Primary fire damage potential: Very high (extreme with multiple rockets)

Secondary fire damage potential: Very high (extreme with multiple rockets)

Primary fire accuracy: Moderate (very high with target lock)

Secondary fire accuracy: Low

Primary fire rate of fire: Moderate

Secondary fire rate of fire: Moderate

Range: Long (primary), medium (secondary)

Splash damage: Yes

Self damage: Yes

Though first-person shooters continue to have new and innovative weapons, players will undoubtedly flock to old faithful: the rocket launcher. Useful in all ranges and all situations, Unreal Tournament's rocket launcher operates like Unreal's eightball gun and rocket launchers from other games, with a few important twists. First, however, the basics. The primary





fire mode launchers your standard rocket-propelled grenade. It travels at moderate speed and dishes out a hefty amount of damage on a direct hit. Additionally, the primary fire causes splash damage, which affects any player in its decent-sized blast radius. In other words, you don't want to be around when one of these impacts on a wall or floor.

Secondary fire mode eschews the rocket-propelled part and simply lobbs out grenades. The grenades bounce around for a few moments before exploding; though they will explode on impact with another player. Use the grenades when overlooking a crowded room or at the top of a staircase. Further, mix up your rocket blasts with a grenade. A player attempting to avoid and strafe around your rockets likely won't see the bouncing grenade approaching his feet.

Unreal Tournament's rocket launcher carries two important features. The first is the ability to launch multiple rockets or grenades (up to six at once). Holding down the primary or secondary fire button will place up to six rockets or grenades in the chamber. Release the button to launch the explosives in a wide formation (the rocket formation gets wider the farther the distance) One trick is to hold the primary button down first, then hold the secondary fire button moments later. Release both buttons, and the rockets launch in a tight formation. Hit near a player with this volley, and you're sure to score a kill.

An effective technique is to wander into player-heavy areas (such as a central hub room or power-up chamber) while holding down the primary fire button. When you spot a player, release your volley. Loading the rocket launcher in advance saves some time when you want to make your strike, but beware of the fact that once you load the full six, the rocket launcher automatically fires. This could come at a bad time if you're not careful - like when you're too close to the floor or facing a wall. Further, if you run out of ammunition when loading the rocket, it will fire immediately.

Another important element of the rocket launcher is the ability to lock onto a target. If you hold your crosshair on an opponent for just a few seconds, the rocket launcher will gain a target lock (indicated by the beep noise as well as the red crosshair). Fire the rocket, or rockets, with the lock and watch your opponent attempt to dodge the heat-seeker.

The rocket launcher can cause heinous amounts of self damage. Watch out and don't get too close when the rocket impacts a wall or floor (or even another player). Losing health because you're careless with the rocket launcher won't keep you atop any kill boards. When





attacking with the rocket launcher, aim for your opponent's feet. It's unlikely you'll strike a direct hit aiming for the head or upper torso; if you aim at the feet and strike, you'll either score a direct hit or cause ample splash damage. Also, when an enemy is running close to a wall, fire at the wall and the floor. Try to lead the opponent as a quarterback would lead his receiver.

You can also use the rocket launcher to rocket jump, which is the art of firing the rocket directly into the ground below you and jumping at the exact same time. The result is a high jump that lets you enter otherwise unreachable ledges as well as leap high into the sky and fire rockets at unsuspecting opponents down below. Keep in mind that a rocket jump will likely cause a ton of self damage. Make sure you're healthy or, better yet, armored.

It goes without saying that the rocket launcher area on each deathmatch map will be heavily traveled. Memorize the rocket launcher's location on each map and return there when you desire this important, and powerful, weapon.

Sniper Rifle

Shortkey number: 0

Ammunition type: Rifle rounds

Initial ammo: 8

Maximum ammo: 50

Ammo pick-up size: 10

Damage potential: High (extreme for headshot)

Accuracy: Very high

Rate of fire: Moderate

Range: Extreme

Splash damage: No

Self damage: No

A favorite for players who enjoy hanging out in one area and killing players from far distances (we won't brand them with the derogatory term campers), Unreal Tournament's sniper rifle works well in dispatching enemies at any range. Press and hold the secondary fire button to zoom in on the target (up to 8.3x normal magnification) and then press primary fire button to fire the sniper round.





The sniper rifle is probably the most straightforward of all Unreal Tournament weapons. Just use the zoom and fire the weapon. The sniper rifle can also inflict location damage; a headshot inflicts far more damage than striking someone in the chest or legs. Aim for the head if possible, but if you're having trouble with your aim, go for the torso as it presents the largest target area.

If you're a fan of sniping, seek out areas on each map to practice your trade. Typically, you'll find the sniper rifle in a location that is excellent for sniping. Locate dark areas, dead-end tunnels, and areas with a large view of the rest of the map. Assist your teammates in capture the flag and assault games by assuming the sniper role. Position yourself at important check points and eliminate enemy players as they come into view.

Like the redeemer, you're vulnerable when in zoom mode and can't spot enemy players who have discovered your location and stand to your left, right, or rear. Players love to find snipers in zoom mode and will likely search out the good sniping areas to eliminate you. Consider dropping a translocator somewhere on the map before heading into the sniper area. If you believe someone has discovered your location, use the translocator to teleport to another area of the map.

Redeemer

Shortkey number: 0

Ammunition type: Miniature nuclear warhead

Initial ammo: 1

Maximum ammo: 1

Ammo pick-up size: N/A

Damage potential: Extreme

Accuracy: High

Rate of fire: N/A

Range: Long

Splash damage: Yes

Self damage: Yes

The equivalent of Shadow Warrior's nuke or Quake II's BFG, Unreal Tournament's redeemer launches a miniature nuclear warhead that, once it impacts with a surface or opponent, creates a shockwave that obliterates anything within its large radius (probably large enough to





fill a medium-sized room). If you're within that radius, nothing will save you from exploding - no shield belts, no health kegs, and no armor. Only a little luck and a lot of "getting the hell out of the way" will prevent your death.

When you first grab the redeemer, you'll notice the enormous size of the weapon; its barrel literally fills the entire screen. If an opponent stands in your peripheral vision, you likely can't see him as the redeemer's gigantic barrel blocks the view. When running around with the redeemer, aim the barrel a tad toward the ground. Naturally, you must be careful with the trigger button, but pointing the barrel down will at least let you see movement on either side of your current position.

Fire the redeemer into crowded rooms, especially containing occupied players. Look for opportunities to score multiple kills with the redeemer. If you must fire the redeemer close to your position, back up quickly after launching or, preferably, carry along some anti-gravity boots and launch yourself backward and into the air to avoid the shockwave.

The redeemer's secondary mode works like a guided missile. Once you press the secondary fire button, you launch the missile and go into redeemer-cam. From this vantage point, you can control the angle and direction of the missile and seek out targets. Keep in mind that you'll be highly vulnerable while inside the redeemer-cam; you can't even see an opponent standing right in front of your face.

When trying to avoid the redeemer, try to listen for its distinct sound. It almost sounds like an airplane flying overhead. Also, look for the warhead; its smoke trail is larger than a standard rocket, as is the warhead itself. Seek out players currently using the redeemer's secondary function. Walk right up to them and greet them with some flak sandwich.

The redeemer warhead can actually be shot down. If you see one flying through the air, take some shots at it. You'll find you'll have more success destroying the warhead with a precise weapon like the sniper rifle.

Translocator

If enabled by the host server, the translocator (activated by the default 1 key) lets you transport to any location on the map, as long as you have first placed the device at that position. The first time you use the translocator, a small disc launches from the device and lands on the ground or in-game object. The next time you use the device, you teleport to the position of that disc.





Use the translocator to get out of danger quickly. Place the disc down in a safe area of the map and go do battle with your opponents. If you're about to die, use the translocator to get out of the situation and emerge in the safer map area. Place the translocator near health power-ups or items like invisibility, shield belt, and damage amplifier. That way, you can instantly return to check on the availability of these items without traversing the entire map.

Remember that once you die, the translocator resets itself. Any disc you've placed in the map will return to your device, and you must to place it again to teleport around.

You can actually kill someone using the translocator, though the maneuver is extremely difficult to pull off. Place the disc on the ground and hide in a corner or alcove and wait for someone to cross. When they're standing directly on the disc, use the translocator and teleport right into their body. If the timing is right, you'll explode them into bits. Because most players won't stand on another player's translocator disc, don't expect this to succeed too often.

Another fun thing to do with the translocator is destroy an enemy's translocator sitting on the ground. Once destroyed, the translocator malfunctions, and if the enemy player attempts to use the device, he'll die upon transport (and you'll get credited with the frag).

Finally, did you know you can get even higher than the apex of the translocator with a jump? Fire the translocator disc up in the air. When it reaches the top of its flight, transport with the alternate fire key and immediately fire the translocator again. You've just shot it up even higher. Press the alternate key and teleport to the higher location. Use this on CTF-November to enter blue's base to view the tube in the ceiling instead of climbing the rough stairs.

Expert control of the translocator is key to consistently winning games like Domination and capture the flag (though you can't use the translocator with the flag on your back - you'll drop the flag). Navigating these maps quickly, especially lunging over walls and up ramps, ensures control point dominance in Domination and speedy flag acquisition in capture the flag.





Big Keg O' Health

Typically stashed away on deathmatch maps in secret locations, the big keg o' health provides an instant 100 point boost to your current health up to a maximum of 199 points. Because Unreal Tournament weapons are so powerful, it's important to study the location of each health keg on the deathmatch maps. Visit this location often during the deathmatch game; keeping your health at high levels during deathmatch games will decrease your death total and, likely, increase your kill score as well (as you'll win more one-on-one battles).

Armor

Armor comes in three main varieties: thigh pads (50 point increase to armor), body armor (100 point increase to armor), and shield belt (150 point increase to armor). Further, the shield belt works more effectively than the other pieces of armor; it absorbs 100 percent of all incoming attacks until the entire belt is drained and protects you somewhat from hazards like slime pools and long drops.

Grabbing armor is vitally important to long-term deathmatch success. Most of Unreal Tournament's weapons can destroy you in just two or three shots. If you secure pieces of armor, especially the shield belt, you'll find yourself living much longer during the matches and scoring more kills in one-on-one situations. As soon as your armor reserve drains near zero, return to its location and get a refill. Especially memorize the location of shield belts, which are typically hidden away behind secret doors or switches.

Damage Amplifier

Lasting a brief 30 seconds, the damage amplifier, as its name would suggest, significantly amplifies the amount of damage you can do with each shot. As soon as you grab the amplifier, head immediately to highly traveled areas of the map and look for ways to increase your kill score at a rapid rate. Remember that self damage is also amplified, so if you attempt to use weapons like the ripper, flak cannon, or rocket launcher after snagging the damage amplifier, be careful that you don't dish out fatal damage to yourself before getting a shot in at your enemy.





The pulse gun makes an excellent weapon to use in conjunction with the amplifier, especially its secondary fire mode. You won't have to worry about self damage, and the plasma beam can destroy any player in just one or two seconds with the amplifier active.

The amplifier spawns about every two minutes, so even if you have memorized its location, it's probably not wise to just hang out for the entire duration as you wait for the power-up to appear. Two minutes is an eternity in a deathmatch game, and you'll likely be at the bottom of the kill board before even grabbing the amplifier. Instead, return to its location from time to time.

It's easy to spot someone who just snagged the amplifier; their weapon glows with a purple hue, and every time they fire you'll hear a distinct sound. If someone amped is headed your way, do the smart thing and go the other way. Unless you're equipped with a rocket launcher or perhaps flak cannon, don't bother attempting to go one-on-one with someone carrying the amplifier. Chances are you can't inflict much damage before you're shot once or twice and destroyed.

Invisibility

With an active duration of 45 seconds, Unreal Tournament's invisibility pick-up is deceptively powerful. Though you won't gain armor, health, or the ability to inflict more damage on your opponents, you will gain the important element of surprise. You can still be detected (by footprints, weapon sounds, or even the outline of your body), but as long as you keep moving, most players can't keep up with your quick maneuvers. Move around the map quickly after grabbing the invisibility power-up and rack up your kill score as fast as possible. Head into high traffic areas of the map and use your rocket launcher or flak cannon virtually undetected. The invisibility power-up spawns more often than the amplifier (around a minute and a half), but don't sit around when you should be continuing to kill opponents.

Anti-Gravity Boots

Giving three high-powered jumps to its user, the anti-gravity boots are perfect for quickly traversing large open areas of the map as well as reaching previously unattainable areas (or just reaching attainable areas much more quickly). You can also use the boots to leap high into the air and fire down on players from above. It works well in conjunction with the rocket launcher or redeemer.





The major problem with the boots is the inability to switch them off. Once you pick up the anti-gravity boots, your next three jumps will be super jumps. Even if you only want to leap a short way, you'll still perform the high-powered anti-gravity leap. Further, picking up an extra set of boots (while you still have three jumps in your current pair) won't add to the total. Finally, the anti-gravity boots will also protect you from falling down from great heights by reducing falling damage.



Chapter 7

Deathmatch Map Strategies



Consistent success in an Unreal Tournament deathmatch not only requires extensive knowledge of the weapons and power-ups, it requires an extensive familiarity with the maps. In this section, you'll find a complete list of Unreal Tournament deathmatch maps. Included with each you'll find the location of key power-ups and some tips on conquering the computer-controlled bots and online human opponents.

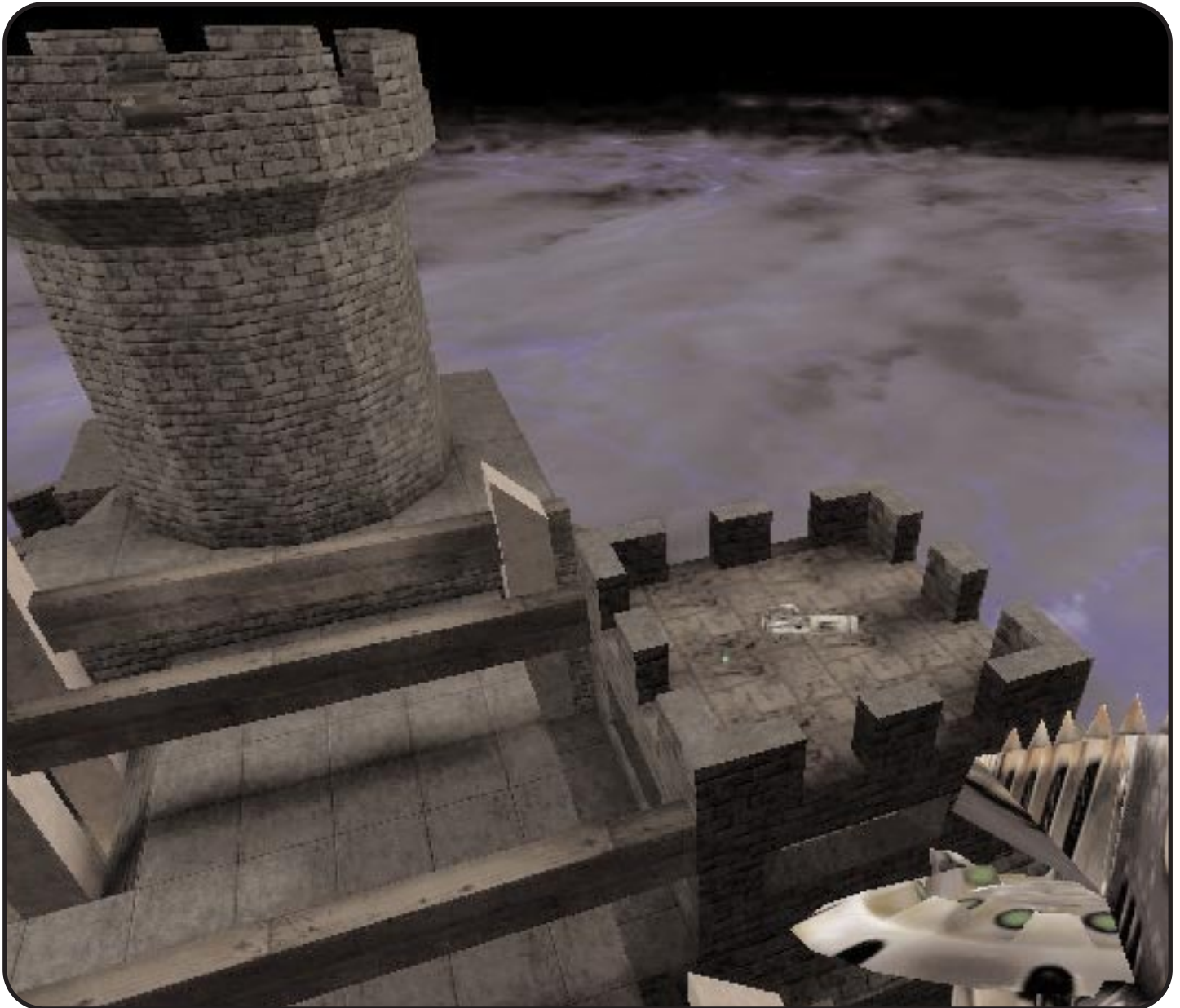
DM-Barricade

Full name: Orion's Barricade

Number of players: 4 to 12

This map, which looks like a semi-circular piece of a castle floating in space, will be won or lost in its three towers. A fairly accessible redeemer will likely keep the two main towers an active place, as players can easily fire the redeemer into the parapets of the towers, whereas players in the towers cannot easily escape its wrath. Because the two best kinds of armor sit at the tops of the towers and because the towers provide a great height advantage, they are favorable positions to hold. The greatest danger lies in the fact that the lift to the towers comes up behind players who are sniping from them, looking into the center of the map. Most of the weapons and two of the power-ups lie at the lowest level of the map, which will help keep the field of play spread out.





Without boots, you can jump to the redeemer's tower from either higher tower.

Key Power-Ups

Keg o' health: The keg is on the lowest level near a large bay window that dangerously overlooks the edge of the map. Strafe to it while watching behind you for opponents who would enjoy knocking you off the map.





Invisibility: If you think the keg is in a precarious spot, the invisibility power-up will give you nightmares - it sits at the end of a plank, near the keg, which juts out over space.

Shield belt: If you are on the semi-circular parapets, facing the short tower that holds the redeemer, the tall tower to your left holds the shield belt.

Redeemer: To reach the short tower where the redeemer sits, you may jump to it by leaping carefully off of either tall tower. With anti-gravity boots, the jump may be accomplished from many spots.

Tips

With a single jump (assisted by anti-gravity boots), you can access either tall tower from the Redeemer's tower. Get to know the downstairs portion of this map (an excellent area for the flak cannon), as it is mazelike and confusing at first, but contains good weapons and power-ups. The castle lobby is one of the most heavily traveled areas on the map. Waltz inside with your rocket launcher or redeemer ready to rock and eliminate unaware players battling amongst themselves. Memorize the path from the castle lobby (just behind the pulse gun) to the shield belt tower lift, which lies to the lift. After grabbing the shield belt, hop down and snag the redeemer. Leap back over to the fort walkway and snag the boots and the rocket launcher. With all those powers in hand, you should remain alive for quite sometime and dish out tons of damage.

DM-Codex

Full name: Codex of Wisdom

Number of players: 2 to 8

A classic deathmatch map, Codex has few gimmicks. Lifts, stairways, and sharp corners dominate the map. Remember the location of the shield belt, positioned on the narrow walkway. Plenty of weapons rest nearby, and you'll always want to be the fully armored (and armed) player. Don't forget the hidden invisibility near the sniper rifle; it's unlikely that their close proximity is a fluke. An invisible sniper is certainly twice as deadly.





Shoot this pillar to access the hidden invisibility power-up.

Key Power-Ups

Damage amplifier: Near the sniper rifle is a brown pillar. The thick part of the pillar slides open when shot, revealing the damage amplifier.

Invisibility: Shoot the brown support column just right of the sniper rifle to reveal a hidden niche that includes the invisibility.

Shield belt: Beneath a square opening that reveals the sky, the shield belt sits on a suspended walkway.





Tips

The area near the body armor (positioned just up a long wooden ramp) is a good sniping spot, as it looks down upon two spawn spots (health is also nearby). The surrounding walls, however, make the sniper susceptible to explosive weapons fire. The rocket launcher is located one of the level's high points. From up above you can spot the walkway below where players are sure to travel. Camp up here and fire the rocket down below (though expect to get some grunts and groans from seasoned players).

DM-Conveyor

Full name: Conveyor

Number of players: 6 to 12



The redeemer is atop these pipes.





This map is structured around a conveyor belt, which leads from the area near the damage amplifier all the way up to a roomful of air ducts, upon which sits the redeemer (it is hidden from view from the floor). A juicy area for points is the cat-walk area above the damage amplifier. Within easy reach are the amplifier, thigh pads, and the keg o' health. You must travel from this area, however, to reach most weapons.

Key Power-Ups

Damage amplifier: The amplifier appears on a very narrow walkway across the vat of bubbly yellow liquid.

Keg o' health: Near the amplifier, away from the conveyor belt, is a control room of sorts. The keg is near the window that overlooks the yellow liquid's vat.

Shield belt: The shield belt is beneath a small ramp that leads up to the pulse rifle.

Redeemer: At the highest point on the map is a room full of air ducts. Jumping onto the ducts, you will discover the redeemer.

Tips

If you see someone climbing the air ducts to reach the redeemer, use a special jump to access it first. On the other end of the map: rather than sit down by the yellow bubbly liquid, stay up on the catwalks and keep your eye on where the amplifier appears. Make a run for the nearby keg o' health if the amplifier is not there. Stay on the higher catwalks and fire the rocket launcher and shock rifle at players down below. It's much more difficult to strike players roaming the catwalks high above than it is to nail players roaming the floors below.

DM—Curse II

Full name: Curse II

Number of players: 4 to 12

A map from the original Unreal, Curse II is an entirely indoor map reminiscent of Quake maps. Walkways overlook long, wide-open hallways on the bottom. The top level of the map contains a shield belt, but most of the action takes place near the flak cannon area. In a small outdoor courtyard, you'll find the shock rifle. The pillars surrounding the shock rifle can be traversed, but only ammunition lies at the top for your efforts.





Behind a secret wall, in front of that blue guy, is the shield belt.

Key Power-Ups

Shield belt: At the top level, at the end of a walkway, is a secret wall that you can walk through. The shield belt is just beyond the secret wall.

Tips

The only armor on this level, besides the shield belt, is a set of thigh pads beneath a small set of stairs near the flak cannon. Across some girders near a pair of health boxes, you can find a secret wall, which hides some ammunition.





The tight corridors make the flak cannon and ripper a weapon of choice. Ricochet the ripper's blades off the walls in the lower rooms (typically heavily traveled) and rack up the kill scores. Just be careful to avoid those blades headed back for you. Snag the sniper rifle located in the long hallway and position yourself in the dark windows overlooking the lower corridors (near the ramp that includes the thigh pads, for instance).

DM-Deck 16 II

Full name: Deck 16 II

Number of players: 2 to 16

Also an original Unreal map, Deck 16 is a collection of ramps and rooms organized around a fashionable green slime theme. It's easy to charge out into the open area and hope for some quick kills, but you'll find the online games dominated by snipers, especially in this wide area of Deck 16. Venture out cautiously and, instead, look for other players roaming the long halls and grabbing the rocket launcher and flak cannon positioned at the level's lowest area.

Key Power-Ups

Damage amplifier: At the top level of the map, overlooking some green slime, the damage amplifier rests atop the leftmost of a series of grey crates. It is accessible only by a special jump or falling off the ledge from above.

Shield belt: The shield belt sits on a small cross-shaped platform, just above the lowest level of the map. On the two arms of the platform are health vials, and below is the rocket launcher.

Redeemer: A teleporter behind the rocket launcher leads to the redeemer.

Tips

The green slime found throughout the map is harmful. Take care when roaming the lower area of the map in search of the shield belt, anti-gravity boots, and redeemer. The large middle section of the map provides great sniping grounds. Further, there are plenty of crates and dark corners to conceal yourself behind and take out deathmatch opponents from afar.





The rocket launcher located in the blue tunnel is one of the level's hotspots. Expect players to constantly roam down this hall to grab the coveted weapon (though another is located on the bottom floor of the map near the shield belt). Trap players going for the rocket launcher inside the small alcove; fire the rocket at their feet and score an easy kill.

DM-Fetid

Full name: Fetid Sewers

Number of players: 2 to 6

One of the most surrealistic maps, Fetid is a series of connected pipes through which green mist swirls. Control of the top level is crucial here, as the only pair of anti-gravity boots are at the top of the only lift, and the boots are necessary to reach the shield belt and damage amplifier. This is definitely a map that must be scouted ahead of time, if you'd like to be successful at it.

Key Power-Ups

Damage amplifier: A leap from the body armor, assisted by the anti-gravity boots, takes you to the damage amplifier. It sits at the very top of the level on a pipe.

Keg o' health: At the end of one of the lowest rooms, across from the minigun, the keg sits inside a secret wall (it's in the hallway marked 2).

Shield belt: Either jump down from the damage amplifier or jump up at the end of room 1 to bring you to the shield belt.

Tips

Unless you have anti-gravity boots, this map will be quite linear. Only a select few paths lead through this map, and you will find yourself travelling them often. Being in the bottom-most pipes and rooms is not as advantageous as being up high. Learn where the lift is (the flak cannon is near it) and use it often; located up top are some anti-gravity boots (the key to getting the damage amplifier) and a pair of thigh pads. The tight, misty corridors throughout the level are perfect for rocket launchers, rippers, and flak cannons. Using the ripper could score tons of kills in enemy-infested hallways, but you're just as likely to take off your own head. Stick with the rocket launcher if you're struggling with ripper self damage.





DM-Fractal

Full name: Fractal Reactor

Number of players: 2 to 4

The smallest deathmatch map of the bunch, Fractal sports only two weapons and one power-up. Staying up on the ring surrounding the main room is your best bet, although it's tough to watch your back up there if more than two people are playing. It's much easier to track an opponent on the main floor than it is for him to track you on the ring. When the shield belt appears, it is safer to leap down to it than it is to run across to it down below.

Key Power-Ups

Shield belt: The shield belt is in plain sight, but it lies on a trap.

Tips

The four yellow buttons on each side of the shield belt's platform will open the platform, dumping anyone on it into a hole that, oddly enough, leads down through the ceiling. The fractal reactor will usually put an end to the opponent, although it is possible to land on one of the reactor's support structures and live. It is also possible to jump down the four lift shafts without losing any health.

DM-Gothic

Full name: Gothic

Number of players: 6 to 16

Gothic is a classic, but beautiful, deathmatch map, with many staircases and teleporters. None of the power-ups is well-hidden, but they are quite spread out. As the map supports up to 16 players, expect the action to be quite frenetic, especially with a full load. Grab the flak cannon as soon as possible; tight hallways dominate the level, and you'll always find use for the powerful close-range device. Windows also make up a large portion of every room. Hang out in the windows and drop down behind players scampering underneath.





The damage amplifier is within this gazebo.

Key Power-Ups

Damage amplifier: The amplifier is in a gazebo on the lower level with two sets of stairs that wind around behind it, allowing access.

Keg o' health: On a thick beam in an open courtyard on the top level sits the keg. A teleporter is nearby.





Shield belt: The shield belt is in a little-traveled stone hallway down on the lower level that has a stairway at each end.

Redeemer: A room with four pillars in an out-of-the-way area is home to the redeemer, which is placed behind the last pillar.

Tips

This is a large map, and you must get to know it before you can succeed at it. Running a long loop that visits each of the above power-ups isn't a bad idea, but it's easy to get lost unless you practice this map alone. An important area is the rocket launcher positioned at the top of a dual staircase. Just behind the rocket launcher is a teleporter that deposits you right in front of a suit of body armor as well as the sniper rifle. Get used to this one-two combination of firepower and defense. Another teleporter in a short hallway (next to some thigh pads) sends you to the roof next to the flak cannon and the keg o' health; an important location to remember for sure. Finally, another teleporter under the damage amplifier gazebo whisks you away to the shock rifle with the flak cannon and keg o' health just up some stairs. Don't run around Gothic frantically; instead, look for opportunities to chase opponents down halls and ambush them from above. Remember the key teleport locations as they all lead to power-ups and heavy-duty weaponry.

DM-Grinder

Full name: Grinder

Number of players: 2 to 6

Grinder is not based on any theme but frags - and lots of them. With precious few power-ups, but almost a full complement of weapons, you'll spend a lot of time on your back unless you've got good skills. A relatively basic series of hallways and lifts characterizes the map. Overlook spots also dominate Grinder; you can peer over and check out the action going on underneath. Wait until players pass by and follow them, preferably with a powerful weapon in hand.

Key Power-Ups

Damage amplifier: The damage amplifier is up a ramp near the pulse gun and the body armor.





Tips

Lurk near the body armor and damage amplifier; even if you don't get those power-ups, you'll be in the center of the action. The rocket launcher will also be an area of heavy contention. Get up on the catwalks that overlook the rocket launcher and wait for players to enter the room, hoping to grab the powerful long-range weapon. Couple your camping with the nearby damage amplifier for twice the fun. The body armor rests just under the damage amplifier at the top of a small staircase. Grab the armor right after securing the amplifier for a long-term killing spree. Another room also contains the thigh pads at the end of a long catwalk. Hide behind the crates here and wait for players to trap themselves on that catwalk; fire up some shock rifle bursts or rockets to ruin their day.

DM-HyperBlast

Full name: HyperBlast

Number of players: 2 to 8

The scene of the climactic battle against Xan, HyperBlast takes place on a ship as it barrels through space. Fortunately, some strange law of Unreal physics let players leap about on the exterior of the ship! The interior of the ship features standard gravity, but step out side, and it's unlimited anti-gravity boot time. Though you can control your mid-air moves while outside, be careful when leaping around haphazardly. It's deceptively easy to fall off the side of the ship.

Key Power-Ups

Invisibility: The invisibility power-up is in a big opening near the prow of the ship, looking out into space where the ship is heading.

Shield belt: The grand prize for frequenting the long, brown, semi-circular hallway is the shield belt, which sits at the hallway's midpoint.

Tips

The roof of the ship is low-gravity, so your best weapon choices are ones that hit fast. Lots of creative jumping is possible, from one opening of the ship to another. If you are in trouble, head outside and lose your opponent by taking very high vertical leaps. You'll find the mini-





gun is more effective at eliminating a jump-happy opponent than the rocket launcher (which usually requires a surface to be effective). After snagging the rocket launcher, head straight across the ship to the shield belt opening under the shock rifle. Guide yourself in the hole, so you don't miss and plummet into the far reaches of space. Don't forget about the body armor located beneath the invisibility walkway; though it's not as powerful as the shield belt, it will keep you somewhat protected against the map's powerful weaponry.

DM-KGalleon

Full name: Koos Galleon

Number of players: 4 to 12



Use the boots to access the damage amplifier or drop down from the deck above it.





A ship floating in very deep waters is the scene of this level. The surrounding sea's ability to suck you into its depths is reason enough to stay on board. The ship features an interior and exterior. Stick outside most of the time. You can see through holes in the floor at players running underneath down, and nearly every power-up can be acquired from the higher position.

Key Power-Ups

Damage amplifier: Look on a crate in the belly of the ship for the damage amplifier. Reach it using boots or by dropping down from the deck.

Keg o' health: The keg is stored on a box at the base of the rearmost mast.

Invisibility: Perched out on the prow of the ship is the invisibility power-up.

Shield belt: Boots are useful, but not required, in fishing the shield belt from inside a barrel of water in the bottom of the ship.

Redeemer: Shooting the lantern on the mast that sports a crow's next will lower a lift that will carry you up to the redeemer.

Tips

This ship is packed with power-ups. Learn how to jump into the shield belt's barrel without boots. Take a trip up to the redeemer's platform if you notice a guided missile roaming about; there's likely an enemy player up there just waiting for you to frag him. Leaping from that platform (with boots) onto neighboring masts is not only entertaining, but confusing for your opponents. Look for players heading back to the rocket launcher area (at the back end of the ship). The dead-end is a dangerous place to be. Follow players there and let them have it with the flak cannon or rocket launcher. Inside the captain's chambers, you'll find some ammunition and a suit of body armor.

DM-Liandri

Full name: Liandri

Number of players: 2 to 14





Liandri is organized around a large room full of ramps, but some of the juiciest weapons and power-ups are located in the hallways that offshoot this room. Getting a height advantage in Liandri is a wise move.

Key Power-Ups

Damage amplifier: On a ledge above a wide, winding staircase is the damage amplifier, which requires a special jump to access.

Shield belt: The shield belt is in a little-traveled area near two horizontal glass ramps.

Redeemer: Check the room with bay windows that overlooks a red lava moat for the redeemer. The ramps up to that room come off from the top of the central area's lift.

Tips

This map is confusing for the novice because of its similar ramps and hallways. Learn where the shield belt is and travel that route often. When on the high catwalks, stay back from the wall. In the center room, nearly every player will likely have a rocket launcher. If you're standing close to a wall, you're opening yourself up for significant splash damage. Grab the redeemer as often as possible and use it in the center room while unsuspecting opponents do battle.

DM—Morbias II

Full name: Morbias II

Number of players: 2 to 6

With only two weapons available, Morbias II plays as much like rocket launcher arena as it does a standard deathmatch map. Two floors, one at ground level and the other accessed by two lifts, encircle the central area and hold rocket launchers and loads of rocket packs. On the floor, in the middle of the map, you'll find the redeemer as well as a lot of fighting. The second floor is usually the safer area, particularly next to one of the lifts (so you can hear when it comes up, indicating a player is close). From the high vantage point, you can fire rockets down at players engaged with each other or going for the redeemer.





The middle of the map is guaranteed to be a high traffic area.

Key Power-Ups

Redeemer: Positioned in the exact center of the map, the redeemer should be collected early and often by Morbias players. Once grabbed, look for opportunities to score multiple kills against opponents scampering around Morbias' large central room.

Tips

Stand directly across from either lift and launch rockets as players ascend. Time the shot right (especially with multiple rockets), and you'll slam your opponent just as he reaches the top floor. Look for opportunities to fire rockets at players making their way around the





second floor. After they emerge off the lift, players usually start running left or right around the circumference of the room. Fire rockets at the wall or floor and take cover behind the support pillars. When you snag the redeemer, hold onto the warhead until the central room is filled with enemy players. Because Morbias II contains absolutely no health, don't bother attempting to escape from a determined opponent. Grab a rocket launcher and do your best to take him down and survive to fight the next round.

DM-Morpheus

Full name: Morpheus

Number of players: 3 to 6

Gigantic skyscrapers serve as the environment for Morpheus, one of the most enjoyable and frustrating maps in the Unreal Tournament cycle. When you're outdoors (any time you have sky overhead), Morpheus features low gravity (think permanent anti-gravity boots), and you can easily jump from tower to tower. The tops of the towers will likely be the most frequently visited spots; its here you'll find the more powerful weapons, including the rocket launcher and shock rifle, as well as key power-ups, invisibility, body armor (positioned on the red tower with the minigun underneath), and the redeemer. Look for players eschewing the need to jump from tower to tower and attempting to use the sniper rifle and shock rifle to nail people from afar; look at the edge of the second floor ledges for these snipers.

Key Power-Ups

Invisibility: Locate the invisibility on top of the red tower on the platform with the shock rifle.

Redeemer: Find the redeemer on top of the red tower on the platform with the rocket launcher and rocket pack ammunition.

Tips

Because of the low gravity environment, you can actually leap from the top of one red tower to another red tower. Use this technique to get powered-up quickly with invisibility, body armor, or redeemer. The low-gravity environment negates the rocket launcher's effectiveness considerably. It's nearly impossible to hit leaping enemies. Instead, try the minigun or shock rifle (including the combo) for more effective strikes against jumping enemies. A





sniper rifle is located inside the skyscraper with the shock rifle at the top. Hide on the red towers and go for head shots. If you fall down to the street below, you'll find a glowing red platform that will take you back up to the top; if you miss the street when you fall, however, you won't land, and you'll lose a frag. The shock rifle's primary mode makes an effective weapon here, especially in knocking players off the skyscraper roof and into the bottomless pit below (you won't get credited with a kill, but it sure is fun to watch).

DM—Oblivion

Full name: Oblivion

Number of players: 2 to 3

Suitable for just a few combatants, Oblivion is quite small and provides a fierce battle of territorial control. With only three weapons available (the flak cannon, rocket launcher, and shock rifle), Oblivion emphasizes prevention as much as execution - that is, prevention of your opponents from grabbing the key weapon. On Oblivion, you'll find most success with the flak cannon, positioned inside a crate in the back of the ship. The flak cannon's hot shrapnel tears opponents to bits, particularly inside the tight corridors that lead to the other end of the ship (containing the shock rifle).

Tips

The shock rifle area is one of the more dangerous areas of the level. You're really trapped if you go for this weapon and an easy target for someone with the rocket launcher or flak cannon. Still, the shock rifle is an effective weapon on the level, particularly its wide alternate fire mode when you're inside the tight corridors. Also, the combo shot works well against players hiding out near the flak cannon or stuck in the rocket launcher alcove. There aren't many health packs on the level and most are positioned near the flak cannon area. Remain in this area for the majority of the match and prevent your opponents from snagging the flak cannon. You can also keep an eye on the rocket launcher's location; when you see a player enter the alcove to grab the weapon, advance and let him have a face full of flak.





DM-Peak

Full name: The Peak Monastery

Number of players: 6 to 8

Doing battle inside a monastery is one thing, but trying to navigate the thin catwalks that connect the floors and rooms outside the monastery is something completely different. Look out when you decide to take the fighting outdoors - especially if you enjoy using Unreal Tournament's dodge function. The catwalks are so narrow, a single dodge to the left or right will send you to the nothingness below. When you head inside, you'll find the flak cannon area heavily contested; not only is the powerful weapon there, but just down some stairs lies a room containing the shield belt. Another important area is the courtyard with three small towers holding the pulse gun, biorifle, and health keg. Expect a lot of activity here; if you can find the anti-gravity boots, get up on the roof and fire rockets and sludge down below.

Key Power-Ups

Damage amplifier: It's located at the very top of the monastery. Grab the anti-gravity boots and get outdoors to a high point. Use the boots to reach the roof where you'll find the amplifier.

Keg o' health: Snag the health keg in the courtyard outside the monastery. You'll spot three small towers. There's a pulse gun in one, a biorifle in another, and the health keg in the third.

Shield belt: Downstairs from the flak cannon in a small room with the shock rifle, you'll find the shield belt positioned precariously on a beam over a bottomless pit.

Tips

Look for opportunities to knock players off the catwalks. The shock rifle works well for this, but so does dropping down some biorifle sludge (when players step on the substance, the resulting explosion knocks them clear off the catwalks). The flak gun will likely be your weapon of choice, especially inside the monastery where the halls are tight, and the room to move around is quite low. Follow players into the shield belt room and wait for them to cross the narrow beam. Fire any weapon, and you'll surely knock them into the abyss.





DM-Phobos

Full name: Phobos Moon

Number of players: 4 to 8



Shoot a secret door across from the rocket launcher to locate the invisibility power-up.

Featuring indoor and outdoor areas, Phobos Moon features some classic cat-and-mouse hallways as well as ample sniping opportunities once you venture outside. The rocket launcher serves as a central location in the base interior. Look for traffic to be heavy here; if you stand where you acquire the rocket launcher, you should rack up plenty of frags against





players entering the room from both the front steps and the hallway. The large lift near the base's exit to the exterior offers an excellent sniping area (with a convenient rifle positioned at the top). You'll get a full view of the base exterior and an opportunity to pick off players going for the shield belt, redeemer, and damage amplifier.

Key Power-Ups

Damage amplifier: Head on top of the space station. The amp is located on a platform across from the platform with the shield belt. If you're on top of the lift tower (with sniper rifle), you'll find the amp to the right.

Invisibility: Down in the central room across from the rocket launcher is a secret door. Shoot the door with any weapon and find the invisibility power-up and some anti-gravity boots inside.

Shield belt: Head outside and find the shield belt on a platform across from the platform with the amp. If you're on top of the lift tower (with the sniper rifle), you'll find the shield belt to the left.

Redeemer: Proceed out on top of the station and locate the platform between the amp and shield belt and behind the lift tower (with the sniper rifle). The redeemer is at the end of the platform.

Tips

Though you'll likely rack up far more frags sticking around the base interior (most of the weapons, including the rocket launcher, are located inside), you should venture outdoors to snag the shield belt, damage amplifier, and redeemer. Take the redeemer back inside and use it near the rocket launcher whenever several players run into each other and fight. When you do go outside, be sure to grab some anti-gravity boots (either inside the invisibility secret door or just outside near the thigh pads), so you can traverse the tall structures easily and quickly gain access to the power-ups. Sniping is a breeze on Phobos, but look out for players coming up that lift and fragging you while you're zoomed in. Listen for the lift and try to eliminate the player as he reaches the top.





DM-Pressure

Full name: Pressure Chamber

Number of players: 4 to 12

One of a few Unreal Tournaments containing a trap, Pressure Chamber offers multiple floors and tight hallways; use the rocket launcher when you're on a higher floor and gunning for people below and grab the flak cannon or shock rifle as you navigate the tight corridors. A suit of body armor rests on top of a crate in the area opposite the pressure chamber; you can either use the impact hammer to jump on top or drop down on the armor from the second floor. Though there are two rocket launchers on the level, the pressure chamber contains one, along with the damage amplifier and the shield belt, so expect a lot of activity here and for opportunities to press one of the pressure chamber's two buttons to seal someone inside.

Key Power-Ups

Damage amplifier: It's inside the pressure chamber with the rocket launcher and shield belt.

Keg o' health: Head up the lifts and locate the vat of green liquid. Swim inside and find the keg at the center of a long tunnel.

Shield belt: It's inside the pressure chamber with the rocket launcher and damage amplifier.

Tips

It's inevitable that players will venture inside the pressure chamber - the goodies inside are just too tempting. You can either hide by the switches themselves (just below windows that offer a view inside), or you can hide on top of the pressure chamber itself. Once someone runs inside, drop down above the switch and quickly press against it. Though you probably won't be spotted if you hide on top of the chamber, getting to the switch quickly is more difficult, and often the player will escape. Remember that trapping someone inside the chamber counts the same as a regular kill. Conversely, keep your eyes open before heading inside the chamber. Don't hesitate once inside; grab the gear and get out immediately. Stay on the upper catwalks by using the small lifts in the corners of the room. From here, you can fire





any weapon onto the floor below (splash damage weapons preferred), while the player on the ground level should have a much more difficult time scoring return hits. Further, at the upper level, you'll find the entrance into the green liquid that grants you access to the tunnel containing the health keg.

DM-Pyramid

Full name: Floating Pyramid

Number of players: 8

One of Unreal Tournament's most unique maps, Floating Pyramid offers frenetic gameplay across several pyramid floors. Instead of traveling horizontally through tight corridors, like most levels, in Floating Pyramid, most of the traveling takes place vertically. Located in the center of the pyramid, you'll find a sort of wind tunnel that you can use to float both up and down through the pyramid's floors. Additionally, you can venture below the pyramid and locate some body armor, the shield belt, and the damage amplifier. Look for the pyramid's lowest level to be one of the highest visited areas; not only will you find the rocket launcher there, but also a handful of health packs to keep yourself alive and kicking.

Key Power-Ups

Damage amplifier: Directly underneath the pyramid in the central tube. You can safely float down, grab it, and float back up. If you want, you can also use the translocator to get yourself back up into the pyramid more quickly.

Shield belt: Underneath the pyramid and against one of the support pillars across from the body armor you'll find the shield belt.

Tips

Take time to fire things into the flow in the pyramid's center. Biorifle sludge travels upward, and flak cannon secondary fire grenades will operate unusually as well. As the area becomes crowded, litter it with toxic sludge from the biorifle. If the translocator is active, use it to travel up the pyramid, either after gaining the power-ups below, or as a quick escape maneuver to the upper levels. Falling off the edge on any floor sends the player into the infinite abyss. Look for opportunities to knock others off; the shock rifle and the rocket launcher





work best. Float to the very top of the pyramid and look down into the center. Wait for players to attempt to float up or down and nail them with the rocket launcher or other weapon.

DM-Stalwart (DM-Stalwart XL)

Full name: Stalwart (Stalwart XL)

Number of players: 2 to 3 (4 to 6)



A secret redeemer is located beyond a garage door in StalwartXL.





A converted garage, Stalwart and its larger counterpart StalwartXL (which also features more power-ups and weapons) plays best with just a few deathmatch participants. The interconnecting halls create a cat-and-mouse maze. Grabbing the most powerful weapons is often a challenge because you're required to make several jumps onto ledges and crates.

Key Power-Ups

Damage amplifier: In StalwartXL, you'll spot the damage amplifier on a ceiling girder in the central room. Use the translocator to snag the power-up.

Keg o' health: It's inside an open crate just in front of the pulse gun. You must blow up the two boxes in the room beforehand with the rocket launcher.

Redeemer: In Stalwart XL, it's behind a garage door to the left of the red car on the lift. Touch the door to open it and head through the hall to the redeemer at the end.

Tips

In StalwartXL, you'll find a secret door across from the garage door that leads to the redeemer. Shoot the wall near the corner, and inside, you'll find several health vials and packs of ammunition. In both maps, look for players who are trying to grab the weapons and power-ups located on top of crates. Stand back and watch them patiently attempt their jumps, then fire a rocket or shock rifle blast to knock them off. Finish the job quickly if they managed to snag the weapon.

DM-Tempest

Full name: Tempest

Number of players: 4 to 6

A well-designed, no-frills level, Tempest offers tons of sniper opportunities and exciting one-on-one (and one-on-several) battles). Use the boots, granted primarily for access to the damage amplifier, to quickly reach high ledges (bypassing time-consuming trips up ramps and through halls), where you'll find, among other things, the rocket launcher. The body armor, positioned in a fairly open room with two levels and several entrances, will likely be an area of contention.





Use the anti-gravity boots to reach the ceiling girder that hides this damage amplifier.

Key Power-Ups

Damage amplifier: It's on top of a ceiling girder in the room with the shock rifle (just left out of the room with the body armor). You must use the anti-gravity boots to jump onto the girder to grab the power-up.

Shield belt: Located at the top of a long catwalk (which also includes the minigun and pulse gun), you'll find the shield belt.





Tips

You'll find the sniper rifle positioned in a convenient spot. Use it against players going for the flak cannon located nearby. Tempest is quite large, and you'll want to keep moving as much as possible (when not sniping). Discover shortcuts back into previously visited rooms to check on important items, primarily the shield belt, body armor, and damage amplifier. Use the rocket launcher as your primary tool of destruction, though the pulse gun and minigun work quite well. Most rooms are large enough to negate some of the flak cannon's effectiveness.

DM-Turbine

Full name: Turbine

Number of players: 4 to 8

A fast-paced map filled with staircases, ramps, and lifts, Turbine includes enough tight hallways to guarantee the effectiveness of the flak cannon and rocket launcher (as if there is any doubt). The flak cannon area, located in a recess near the damage amplifier, is heavily traveled; stick around the area and master the art of the flak cannon, and you'll rack up a kill score in no time. Impact hammer jump up to the damage amplifier when it's available for an even easier kill spree.

Key Power-Ups

Damage amplifier: It's on top of a wooden crate near the flak cannon. Reach the top using either the translocator or an impact hammer jump.

Invisibility: Near the minigun and just before the room with the body armor, there are three ceiling girders over a room below. Leap onto these girders and look near the ceiling to spot a small gap. Jump inside the gap to grab the invisibility, rifle rounds, rocket ammo, and health vials.

Shield belt: Between the ripper and two packs of razor blades is a rusty metal door. Shoot the door revealing an alcove with the shield belt and some flak ammo.





Tips

The hidden invisibility area provides a nice dark, secluded area for sniper fans. With the invisibility close by, you can almost ensure prolonged undiscovered episodes of pain-free sniping. Fortunately, the area below is heavily traveled, as the rocket launcher is located just nearby. Grab the shield belt as often as possible. Most players don't know its secret location (though they will once they read this), and its added armor will give you the edge on the death total and will likely increase your kill score as long as you remain healthy.

DM-Zeto

Full name: Ice Station Zeto

Number of players: 4 to 12



Bump this floor switch to open the door revealing the shield belt.





This abandoned base serves as a hectic deathmatch ground, with multiple floors, elevators, and plenty of winding tunnels. Don't stop and look out the frosted windows for too long; sure, the snowfall outside looks beautiful, but someone will likely be coming around the corner to disrupt your view with his rocket launcher. The tight hallways are excellent ground for the flak cannon, ripper, and rocket launcher. You'll also find one of two rocket launchers on the level just adjacent to the single body armor (the rocket launcher is up on a ledge hidden by a large pipe).

Key Power-Ups

Shield belt: Locate the medium-sized lower-level room with the circular structure with the red light in the center. On one wall, you'll spot a rectangular white light. Press against the light and turn around. Spot the door opening a little to your right. Inside, you'll find the shield belt.

Tips

Most players won't think to go for the shield belt, hidden behind a secret door in Zeto's largest area. Memorize the path from the shield belt to the flak cannon nearby on the second floor to gain a powerful offensive and defensive ability within moments. Ice Station Zeto includes tons of lifts and doors. Surprise opponents by waiting at the top of elevators or just inside doors. Greet them with the flak cannon for a nearly always instantaneous kill.



Chapter 8

Assault Map Strategies



Assault is a game type like no other. Not only does each team have completely different objectives, the roles switch, and strategies depend on how quickly the first attacking team wins the map. Here are some tips for both defending and attacking the game's assault maps.

AS-Frigate

Full name: Frigate

Number of players: 4 to 8

The attackers begin in a warehouse full of weapons and attack either across a narrow bridge or underwater into the belly of the battleship. The defenders attempt to stop the attackers from hijacking the ship with the help of several autocannons.

Attack Objectives

Destroy the hydraulic compressor. The compressor is located aft of the ship. If you enter the ship across the wooden bridge, the narrow hallway to your left leads to a large room within which sits the hydraulic compressor. One side of the compressor is covered with instrumentation - shoot this side several times to destroy it. Its destruction will open the control room door.

Push switch in control room. The control room is the top room of the ship. A set of stairs leads up from the main floor of the ship. These stairs are the only normal way to reach the control room. If an attacker presses the square button in the control room, the game ends.





Key Power-Ups

A keg o' health sits under the set of stairs in the hydraulic compressor room. At the end of the long hallway that leads from the underwater access is a shield belt.

Attacking Tips

There are but two ways into the ship - across the wooden bridge and underwater. The underwater route is less risky (underwater defenders will find it difficult to see you, and the bridge is guarded by an auto-cannon). However, unless some attackers keep the defenders busy on the bridge, the defenders will find it easy to squeeze into the hallway that leads from the underwater entrance into the ship. A mixed attack is therefore best.

The long, narrow hallway that leads directly to the hydraulic compressor is murderous. A series of bunkrooms parallels this hallway, and these rooms contain armor, health, and - most importantly - cover. There are two entrances into the hydraulic compressor room, and one of them is at the back of the series of bunkrooms. As a rule, this entrance is more lightly guarded. Thus, attackers should make great use of these bunkrooms as they attempt to access the hydraulic compressor.

If the defenders begin to infiltrate the warehouse itself, don't bother to fight them. Killing them will only spawn them back inside the ship. A better idea is to abandon the weapons and take the underwater route immediately into the ship. Each defender in the warehouse is one less in the ship. Once inside, a flak cannon and minigun are available.

Since the control room is up several levels from the hydraulic compressor, defenders have an easier time of it, as they dump (mainly) flak cannon shots onto oncoming attackers. Attackers should plan on taking the levels that lead up to the control room one by one.

Although it takes quite a concerted effort to reach the compressor room, one attacker might force his way up to the control room door, so that when it opens, he can end the game in one second. The doorway is well hidden from any defenders who don't make a special trip up the stairs to check on it.





Defending Tips

Although it is possible to use the impact hammer to leap up to the control room's level before the compressor is destroyed, the defenders do not have easy access to a sniper rifle. When guarding the compressor, one attacker should aim down the narrow hallway from either end, while another looks out onto the bridge. The others should freelance, but only invade the warehouse if it keeps the attackers occupied.

Once the compressor goes down, defenders should take up positions on the stairs and force the action back down to the main level. Rather than passively wait at the control room, defenders should make the attackers work for ship entry.

AS-Guardia

Full name: Guardia Fortress

Number of players: 6 to 12

A team of defenders protects a prototype tank that is housed in a garage. The attackers blow their way into the base using first dynamite and then their weapons.

Attack Objectives

Light the fuse. A fuse lies on the ground near a piece of blocked off wall. Shoot the fuse to light it and stand back. The defenders can do nothing to stop the attackers from accomplishing this task.

Throw the garage door switch. At the far end of the map is a room outside a garage. A lift carries players up to a catwalk that leads to the switch. The attackers must ride the lift up and throw this switch.

Destroy the tank's turret. Right below the switch, a large door will slide open. Inside the door is a tank. If the attackers shoot the tank's turret, they will be victorious.

Key Power-Ups

The power-ups all favor the defenders on this map. A shield belt sits atop a crate just outside the garage door, and a keg o' health sits atop another. The keg is reachable by impact hammer jump or translocator.





Attacking Tips

The autocannon on the far side of the dynamited wall can be a major pain in the neck. If you'd like to avoid losing almost half your health as you pass it by, hug the large crate to the left as you enter the room. Then, as you pass beneath the auto cannon, strafe back and forth - don't run in a straight line.

The defenders are likely to wait for you at the far end of this hall. Charging out of the door one by one, the attackers are almost sure to fail. Wait for at least one teammate if you are confident that the defenders are outside. Secure this room before venturing much farther. The only health boxes you'll enjoy are by the entrance to the bridge.

A solo attacker has little chance of reaching the garage door switch. Once the bridge is secured, wait for backup before attempting to enter the garage area. Killing defenders who are posted inside the garage may only serve to spawn them behind you, so bottle them up inside until help arrives. If you see a comrade who is likely to trip the switch, stay on the main floor and concentrate all fire on the tank when it appears.

Defending Tips

Attackers always spawn in their starting area, no matter how far they have advanced. Thus, the defenders should strive to keep the battle as close to that spawning spot as possible. Waiting around in the garage area is counterproductive. Always try to bring the battle back to the autocannon area and the hallway that leads from it to the door. Keep the point of attack beyond the two health boxes near the bridge.

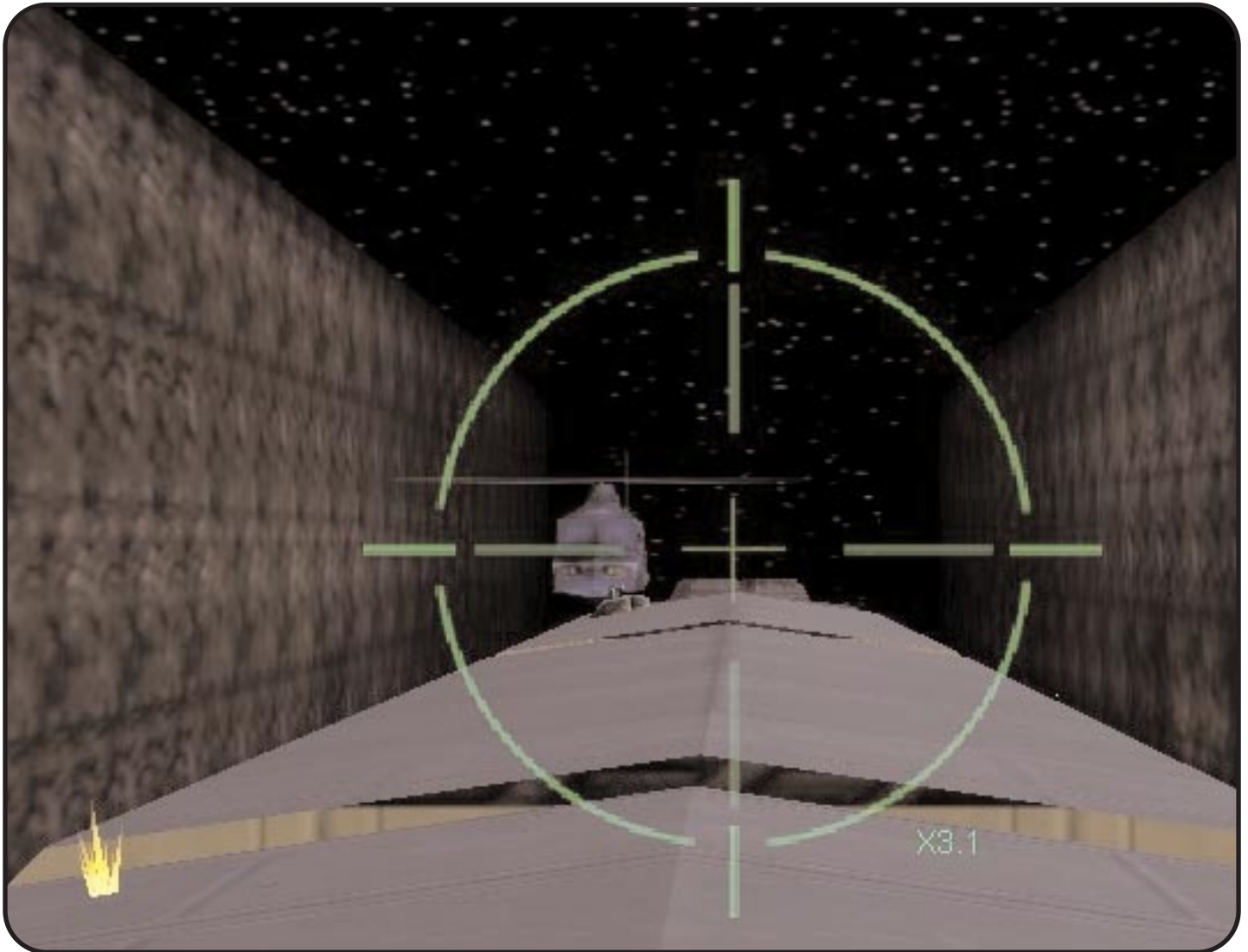
AS-HiSpeed

Full name: HiSpeed

Number of players: 4 to 10

Disembarking from a helicopter at the rear end of a speeding train, the attackers must make their way from car to car in an attempt to disable the trains controls, which are housed in the engine car.





A defending sniper up here will prevent the offense from using car 1's ceiling entrance.

Attack Objectives

Flip the control cabin access switch. This first objective is all the way at the front of the train on the top level of the foremost car. A clearly marked switch must be activated, so that the control room below will be accessible.

Flip the lever in the control room. Once the control room door is open, the lever immediately inside the door must be activated.





Key Power-Ups

Cars 2 and 3 hold a variety of power-ups, including a shield belt and a keg o' health. Another shield belt is on the roof of car 4. A keg o' health is available via anti-gravity boots in a large pipe up high on the next to last train car.

Attacking Tips

Unless they are sneaky, attackers will do best if they stay in a group and make their way forward car by car. To be sneaky, an attacker should nab the anti-gravity boots near the helicopter, leap for the keg o' health, fall back down, and leap onto car 4 for the shield belt. These power-ups will let him, if he can reach the anti-gravity boots between cars 2 and 3, continue along the roofs of the train cars to a ceiling door that grants access to car 1.

Autocannon fire in car 3 can be navigated by strafing back and forth as you run along the hallway.

Defending Tips

There is a sniper rifle in car 1, and a defender should take it up to the rooftops and defend against sneaky attackers, at least for a couple of minutes. Nothing the attackers carry can defeat a skillful rooftop sniper. The rest of the defenders should press the attackers back as many cars as possible, bearing in mind that cars 2 and 3 contain valuable power-ups. A freelancer or two should disrupt incoming attackers by taking the battle to the rear cars.

AS-Mazon

Full name: Mazon Fortress

Number of players: 8 to 12

Within the Mazon Fortress lies an energy reactor that the attackers must destroy. First, they must gain access not only into this formidably defended castle, but the reactor room itself.





This ledge, reachable from the tower above, is a nasty defensive spot.

Attack Objectives

Open the west wing doors. The attackers must travel past two autocannons into caves that lead to the castle's west wing. There, beneath a defensive parapet, they must destroy the two counterweights that hold the west gate shut. These counterweights are hanging on either side of the gate and require more than one shot to destroy.

Optional: Open the main gates. Entering the west gate, an attacker should make a hard right-hand turn and flip the switch that opens the main gate. This will cut down on the attackers' entry time considerably.





Access the reactor room. A switch near the reactor room opens three gates. The only access to the switch is a ramp that leads up from a pool of water in a large room.

Destroy the crystal. Inside the reactor room is suspended a bright blue crystal. It must be destroyed, but it is a tough cookie and can take a lot of abuse.

Key Power-Ups

Near the ramp up to the reactor room switch is a set of body armor. No other power-up exists on this level.

Attacking Tips

It is possible to impact hammer jump over the top of the rock wall surrounding your landing craft. Doing this immediately may let the attackers reach the counterweights before the defenders are atop the west tower.

The counterweight area is accessible underwater, which is quite a bit safer than the narrow walkway. The walkway is easily defended by enemies on the tower. Once inside, one attacker should open the main gates as soon as possible to cut down on entry time.

Getting up the ramp to the reactor room switch is a bear. A sniper sitting in a corner of the body armor room may have some success clearing a path for his comrades. The first attacker to get up the ramp should consider going left, not right. The left way is the long way, but an attacker who is alive on the top level will go a long way toward distracting defenders away from the ramp.

Attackers should bear in mind that there are three doorways into the reactor room, two of which are up by the switch. Another is behind the stone wall near the rocket launcher that sits by the pool of water.

Defending Tips

A lift can carry defenders up to the very top of the castle walls, but this defense is primarily useful while the west gate is still closed. The tower by the west gate is deadly against attacks up the walkway, as is the little ledge by the walkway shown in the screenshot.





Once the enemy has opened the west gate, defenders should congregate at that gate, until the attackers manage to open the main gate. At that point, defenders should fall back to positions around the main ramp. Focus fire on the spot where the two lower ramps merge into one.

Defenders should be aware that the crystal they are defending can take multiple hits, but also that there are three entrances to the reactor room. Most of the defenders should be stationed in the upper level of the reactor room, so they can help shoot down upon incoming lower-level attackers.

AS-OceanFloor

Full name: OceanFloor Station 5

Number of players: 8 to 10

A deep-sea research facility contains four computer terminals that must each be destroyed for the attackers to claim victory.

Attack Objectives

Destroy the four terminals. It's as simple as that, eh? The four terminals are spread throughout the level, with the exception of terminals 2 and 3, which are on opposite sides of the same room. A single hit will take a terminal out.

Key Power-Ups

On the catwalk above the larger of the two entrance pools sits the keg o' health. Just inside a door, at the bottom of a long flight of stairs, a lift takes you far above to not only the mini-gun, but also a shield belt. When leaping from the shield belt platform, try to land on the barrel in the corner of the room below you.

Attacking Tips

An immediate attack on terminal 1 may catch the defense off guard, since the other three terminals are much easier to destroy. Splitting up between the two entrances is a solid strategy, although sending the entire team through one entrance may pay off in a big way, also. To attack terminal 1, go via the shield belt route. It is often more lightly defended.





Defending Tips

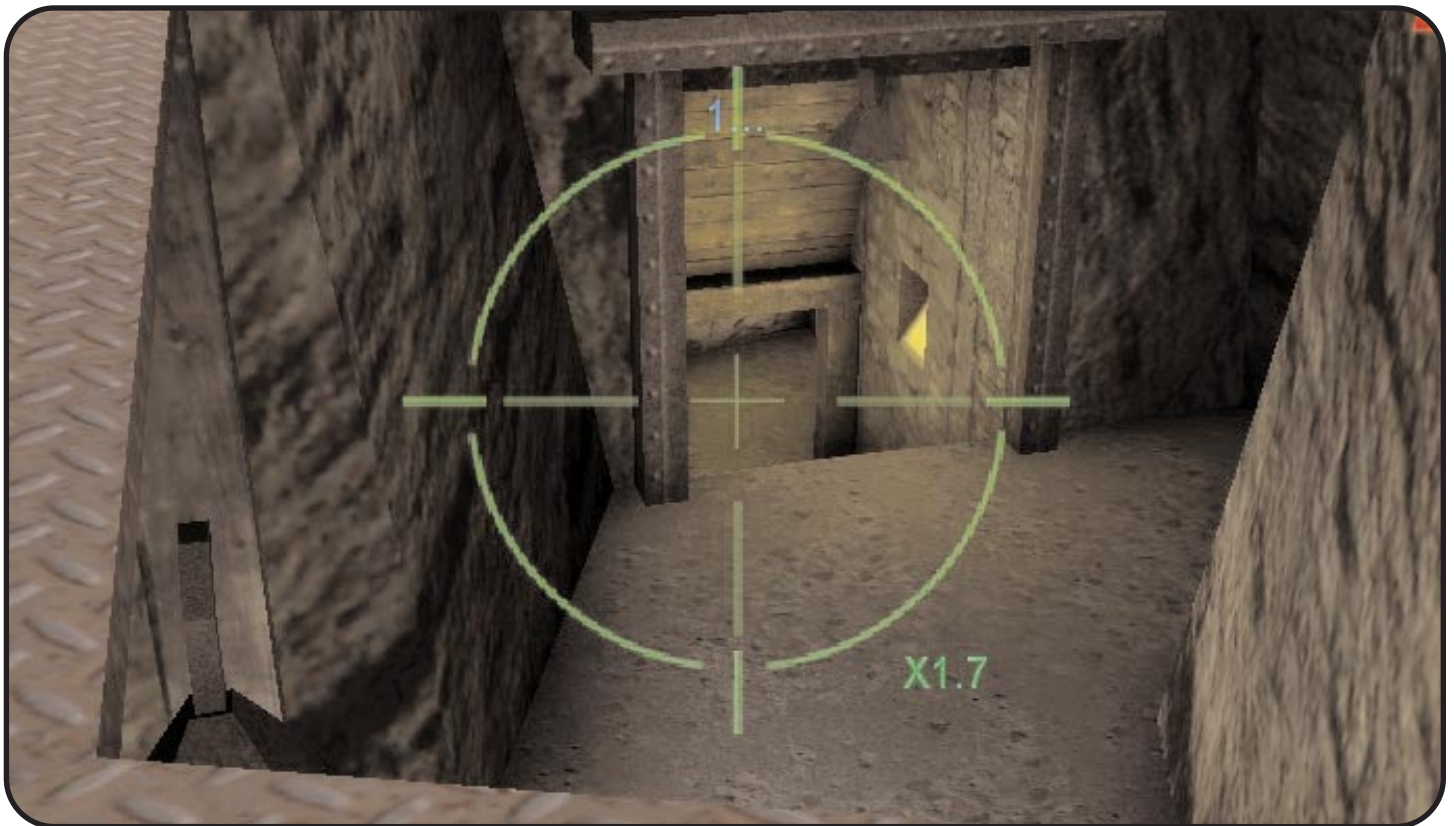
Terminal 1 is the most easily defended of the four terminals. Defending terminal 4 is a possibility, albeit a tenuous one. Guarding it, then falling back to terminal 1, is probably your best bet. Terminal 1 has body armor beside it, and the shield belt room is just down the hallway. Most attackers come from the left-hand hallway, if you are facing terminal 1.

AS-Overlord

Full name: Operation Overlord

Number of players: 8 to 12

A landing craft beaches itself, and the attackers pour out. What they are greeted with is little less than heinous. Fighting past the bunkers, the attackers face a grave new challenge at the boiler room and then again on the ramps of the big gun itself. The attackers must brave these dangers and destroy the equipment in the gun's control room.



Once the attackers have reached their second spawn spot, at least one sniper should guard like this.





Attack Objectives

Destroy the big gun's control room. At the end of this level, near the big gun's opening, is a control room. An attacker must make his way there and destroy the equipment in this room by shooting at the walls.

Key Power-Ups

Apart from liberal supplies of body armor, this level has no significant power-ups.

Attacking Tips

The first hundred yards are murderous. To avoid the autogun in the left hand bunker, attack the right hand opening in the barbed wire. Focus your return fire into the right hand bunker if anyone is manning it. When you pass between the bunkers, look up and to your right. There is only one mortar firing at this area, and by looking up at it, You can judge when it's safe to pass through. Defenders are likely to be sniping and shooting rockets down from the two tall towers to either side. Your main goal, however, is to get inside that cliff wall ahead of you.

Once inside, you are likely to encounter stiff resistance at the bottom of the long sloped ramp near the boiler room. If you are the first or second man in, go for it. Try to navigate to the checkpoint that will let your teammates start spawning past this room. If the enemy has the boiler room area well defended, it's best to wait for backup. Then, when you enter the room, hug the right-hand side against the ramp that leads up. Charging straight up the ramp will usually mean death, so be unpredictable. You will only be carrying a sniper rifle or mini-gun, but ammo is plentiful at the top of the ramp, so use it up constantly.

After an attacker has made it past the boiler room, dead attackers will spawn at the top of that ramp. Just ahead is a host of weapons and armor. Keep in mind that behind one of the nearby crates is a rocket launcher that you might pass by. A sniper at the bottom of the big gun ramps can help clear the enemy enough for one of the other attackers to get up top. As you ascend, consider peeling off onto a side ramp, creating a diversion that will let more attackers get up to you.





Defending Tips

The attackers will begin to spawn at the top of the boiler room map, and the defenders must do whatever they can to delay this advance. The room full of teleporters should be treated carefully by defenders - don't bumrush through the nearest teleporter in a frenzy. Read the destination from the signs posted above them.

If a defender can grab a sniper rifle, then teleport to the boiler room, he can make his way out onto the beach. A sniper at beach level is deadly. Snipers up in the tower are good, but not as effective.

The defenders must be aware of when the boiler room has been bypassed. At that point, they should fall back to the gun room, and a couple of attackers should clog up the hallways that lead up to this room. Attackers coming up ramps are likely to be looking straight ahead of themselves, so that they don't fall off. Take advantage of this and position yourself out of their line of sight. A sniper guarding the entrance hallway is a very good thing.

AS-Rook

Full name: Rook

Number of players: 6 to 10

Trapped inside a castle, the attackers must bludgeon their way through a very messy courtyard, triggering no less than three switches in the attempt to escape through the main castle gates.

Attack Objectives

Open the library door. In the courtyard, a round crank on the castle wall is to the right of the big doors. This crank opens not only the nearby wooden door, but also a secret entrance inside the attackers' starting spot.

Open the gatehouse. The machinery that opens the courtyard gatehouse is within the library on the ground floor. Two chains that hold the machinery still must be shot to open the gatehouse door.





Open the main gates. Inside the gatehouse, which is located in the courtyard near the large bales of hay, is a lever that opens the main castle gates.

Escape through the gates. It is not enough to merely exit the gates. An attacker must exit out a narrow canyon a bit further on.

Key Power-Ups

Apart from some thigh pads near the defenders, no important power-ups are located on this level.

Attacking Tips

At least one player should make no effort to gather weapons inside the starting rooms, but should go for the switch out in the courtyard. Failing that, some attackers may wish to get the sniper rifle from one of the two towers (accessed via a teleporter) and help distract the defenders who are likely swarming around in the courtyard below.

Once the library door is open, it is not necessary for the attackers to enter the courtyard. The library is accessible through a newly opened passageway. However, one attacker may elect to hide in the courtyard behind the hay bales. Once his comrades have sprung the door loose, he can trip the switch and be off, probably before the defenders can react.

If the attackers must fight their way out, they are likely to encounter heavy sniper fire. Pausing to collect the sniper rifle from the tall tower is a good idea, in this event.

Defending Tips

Sludge from the biorifle is a great way to slow attackers down in the courtyard. Lay down generous amounts outside their only initial exit and around the crank that opens the library door. Once the attackers have accessed the library, however, it is crucial to defend the chained-up machinery. Staying down on the ground level is wisest, as the attackers are forced to maneuver up a narrow hallway.

Once the gatehouse is open, all defenders should run to the main gates. Several should attempt to secure the sniper rifle that lies behind the large rock on the way out. The others should freelance, creating as large a distraction as possible.





Chapter 9

Capture-the-Flag Map Strategies

Capture the flag remains one of the most popular online team games; nearly every first-person shooter released includes some form of the classic game! In this section, you'll find a complete analysis of Unreal Tournament's capture-the-flag maps, including an overview, location of key power-ups, and tips on offense and defense.

CTF-Command

Full name: The Last Command

Number of players: 6 to 8



Use the vent shafts above the red console room to access a back door into the blue base.





This fully functional nuclear processing station creates an asymmetrical battleground for the red and blue team. Red's base, with more firepower, is more cramped making assault and escape difficult (especially with the toxic sludge to fall in), but there are multiple entrances. Blue base, however, features only one entrance up a dangerous lift (or translocator), but the wide open area makes escaping with a stolen flag somewhat easier.

Key Power-Ups

Grab the shield belt on top of a short catwalk between the two computer consoles at the map's center (use the translocator to reach it). The damage amplifier is located in the blue base inside a blue tube to the left of the flag. Each team has a suit of body armor available; red's armor is located next to the computer console, and blue's armor is positioned under the flag ramp.

Attacking Tips

If you're on the blue team, there's a shortcut to the red base. Behind the blue flag you'll spot a long tube. In the room at the end, you'll see a set of square holes in the ground. Fire the translocator into one of the holes and teleport to the other side. You'll be at the red computer console. Exit out and keep moving forward, and you'll reach the red base in a matter of moments.

The shortcut is a double-edged sword, however. Red players can enter the red computer console room and fire their translocator through the square shaft. Jump as you fire the translocator; once the disc lands on top, use the alternate function to transport. Use the translocator to get unstuck from the low ceiling and proceed down the tube to the blue flag - use this back door often to throw off the blue team!

The red base includes several routes to the flag, either straight through or around catwalks to the sides. Use the side routes and snag the invisibility or damage amplifier hidden in the tubes on the walls. Normally, the red players will gather these items, but if a power-up rests there, you'll have an extra boost when going for the flag.

The wide open area of the blue base, with its one important lift, provides quite the challenge when attacking. Use the translocator to ascend quickly up the ramp and over the lift. Use long-range weapons like the shock rifle or rocket launcher when attacking the blue defenders. You'll have little success with close-range weapons inside the wide open area.





Defending Tips

The red base is tougher to defend than the blue base because of its multiple entrances, but it's also tougher for enemies to move around in without falling into the toxic sludge below. Use weapons like the alternate fire of the ripper and the rocket launcher to knock enemy players off the catwalks and into the toxic sludge. If more than one player is defending the flag, have one be the lookout and continually scan the various entrances. If you're prepared for the direction the attack comes from, you'll perform better and select the appropriate weapon.

On the blue team, guard the lift that rises to the flag floor. Watch for red players eschewing the lift and using the translocator. Fire at the translocator's position when you see the disc, either destroying it or hurting the player upon teleportation.

CTF—Coret

Full name: Coret Facility

Number of players: 6 to 12

Coret Facility lies within a mountaintop on the Coret moon. The facility was once the way-point between the interstellar zone gate in orbit over the moon and the Zeto research station located half the moon away in the frozen wastes. Now, however, the deserted station serves as a capture-the-flag battleground. The symmetrical map includes two main routes into each tight, easily defendable base.

Key Power-Ups

The damage amplifier rests in the exact center of the map. Use the main straight path to each base and locate it in the center up a flight of stairs. Suits of body armor are located near each base flag on the alternate route hidden behind a curved wall. Located in the lower corridors against a short ledge, you'll find some thigh pads.

Attacking Tips

When escaping with the flag, use the staircase located on the right from the flag (as if you're facing back toward the center of the map). As you escape down the hall, grab the body armor on the right side.





Proceed immediately to the middle portion of the map on the upper level to locate the damage amplifier. Be the first team to secure the damage amp and use it to quickly wipe out the defenders and score a quick flag grab. Check on the damage amplifier throughout the game; it often gets forgotten as the game progresses.

With two main entrances to each base, send assaulting players through each route at the same time. One player's goal should be to clear out the defenses and not worry about the flag. The other comes in and either grabs the undefended flag or finishes the job against the weakened defenders.

Defending Tips

Defend the flag from the high alcove located above the flag position. It's much easier to surprise defenders from above (and inflict tons of splash damage) when firing from the high position. If the enemy gets away, just jump down to ground level and pursue him. If you've got the rocket launcher or ripper in hand, you shouldn't have trouble retrieving the flag within the tight corridors.

Use the flak cannon, positioned near each flag, for combat inside the tight corridors that lie near the flag along both entrances. When you venture out into the long hallways near the middle of the map, switch to the rocket launcher or ripper.

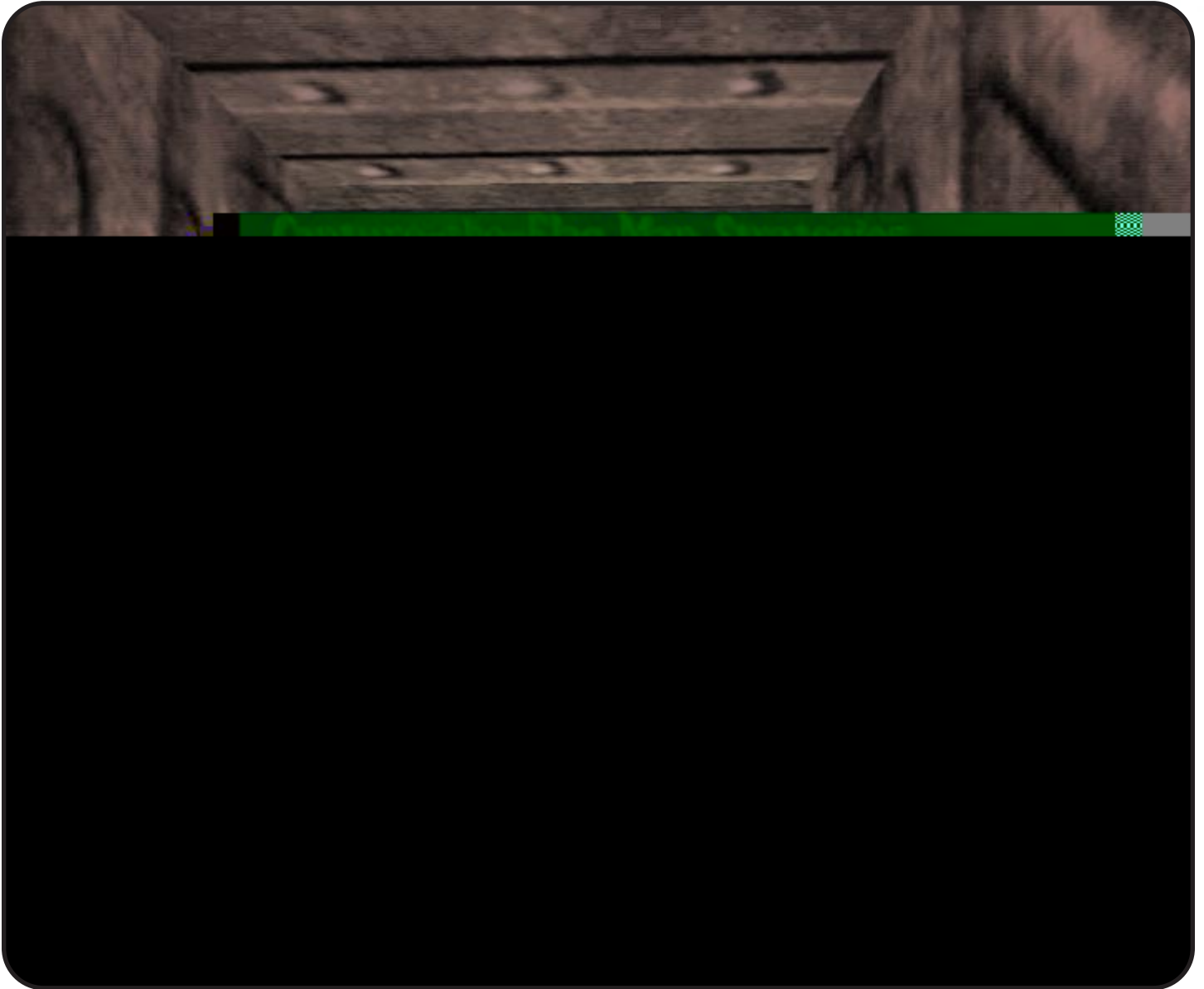
CTF—Dreary

Full name: Dreary Outpost

Number of players: 8 to 12

Known as the wettest place in the galaxy, the distant wastemarsh of Vandaron 3 houses the Dreary Outpost. Although there is only one entrance into each team's flag area, you can traverse the middle section across one of three levels. This makes it difficult to keep track of incoming attackers as well as players fleeing with a stolen flag.





Grab a sniper rifle and stand guard at the end of the upper catwalk.

Key Power-Ups

Locate the shield belt on the uppermost section between the two bases. A damage amplifier can be found on the upper section near the blue base. You'll find a set of thigh pads on the upper section near the red base. Suits of body armor are positioned in the two main rooms near each base (with the second floor catwalks overhead).





Attacking Tips

The upper catwalk is usually less traveled than the two other floors. It's typically easier to reach the enemy base from this floor, but watch out for snipers at the end of the hall. Grab the sniper rifle yourself and use the zoom as you run to check for enemy players waiting in the distance.

Dreary contains three main levels: the bottom floor, which contains some body armor; the middle level, where most of the weapons are located; and the top catwalk, which contains the shield belt and sniper rifles. While on flag duty, mix up your routes. Change your route as you go. Drop down and grab the body armor, then take the next lift up to the middle level. Spot where your enemy is defending the most and look for an alternate path.

Defending Tips

When guarding the flag, hop onto the ledge just above the flag room's entrance. You can see into the flag room without an entering enemy spotting you. After the enemy grabs the flag, hop down and block the entrance with your rocket launcher or flak cannon.

Be careful when defending the flag directly on the flag spot. The liquid under the flag position is toxic, and you can easily fall inside if enemy attackers bring in rocket launchers or shock rifles. Instead, position yourself on the walkway that encircles the flag.

CTF—EternalCave

Full name: Eternal Caves

Number of players: 4 to 8

These newly discovered ruins belonging to an unknown race have since been converted for tournament play. According to the level description, the area was deemed a valuable and entertaining venue when 17 archeologists plunged to their deaths - sounds like fun! Though the paths to each base are roughly the same, each team's base does feature unique architecture. A long, narrow catwalk to reach the flag characterizes the blue flag position, and a small platform resting inside a volcano maintains the pole for the red flag.





Key Power-Ups

Located just outside the red base via the upper catwalk lies the shield belt. You'll find some thigh pads along with a shock rifle in the storage rooms next to each base.

Attacking Tips

To grab the red flag, you don't need to run around all the way to the back of the base to walk along the ledge. Either use the translocator to jump onto the platform from the ledge near the entrance. You can make it as long as you wait until the last moment to jump. You can also do this maneuver if you're a red player with the blue flag hoping to score the point.

The shield belt is positioned nearer the red base. As a red player, look for it each and every time you prepare for an assault. The durable armor of the shield belt could help you survive the dangers associated with blue's long narrow plank when you're under fire from defenders.

Two main routes can be used to reach each base. The lower route is shorter and contains the rocket launcher, perhaps the most useful weapon in assaulting flag defenses. The upper route contains the minigun, ripper, and shield belt near the red base.

Defending Tips

Use the translocator to get on the small ledge above the doorways into each base (two in the blue base, one in the red base). Most enemy players won't think to look up there for defenders and charge into the room, thinking they've happened upon an undefended flag. When they're most vulnerable (such as on the long narrow catwalk in the blue base or on the center platform in the red base), leap down and use the rocket launcher or shock rifle to greet them.

The blue base is remarkably easy to defend, especially with a sneaky defense that disguises positioning until a red player decides to go for the flag. Once the red player is on the narrow catwalk, it's nearly impossible to dodge enemy fire. Fire the biorifle, rocket launcher, or shock rifle at the player's feet to knock him off into the lava below.





CTF-Face

Full name: Facing Worlds

Number of players: 4 to 10

An ancient asteroid circling around the giant planet below has been converted into the latest capture-the-flag tournament arena. Two symmetrical bases lie within viewing distance of one another, making the map an excellent battleground for aspiring snipers. Many servers play Facing Worlds in low-gravity mode, so expect to traverse the territory between bases rather quickly. Low gravity also lets you leap off the upper sections of the base without suffering significant damage.

Key Power-Ups

Each base includes a damage amplifier located on a catwalk just above the base entrance. To reach the damage amplifier, use the translocator to ascend the torch placements on the wall and finally to the catwalk above. A redeemer is located inside each base; simply walk through the teleporter to the left of the shock rifle. A suit of body armor lies at the top of each base; walk through the middle teleporter to reach it. Resting in the exact center of the map, between the two bases, lies a keg o' health.

Attacking Tips

After nabbing the enemy flag, escaping could be a real problem. Heading out the front entrance will make you fodder for enemy snipers. Instead, head into the base's teleporters and either surprise a sniper with your rocket launcher or visit the area with the base's redeemer. Jump off down onto the asteroid below (you'll suffer about 50 damage, however) and fire the redeemer back at the sniper areas of the base.

Fire the redeemer from your own base to clear out enemy snipers and clear the way for your attackers. You'll be vulnerable to enemy snipers yourself, though, from the redeemer room, so consider taking it around the side of the base and use the alternate fire mode to guide the redeemer missile into the sniper-heavy rooms.

Escaping across the wide open asteroid with the flag isn't easy, particularly with enemy snipers still alive and kicking. Communicate with your teammates and listen for their "go" signal when the snipers are cleared out. Have one player waiting with the redeemer and fire





it once the player escaping with the flag is nearly half way back to the friendly base. Defending snipers should assist the flag carrier's return by eliminating pursuers and enemy snipers.

Defending Tips

Snipers! Like LavaGiant, Facing Worlds is one of the best maps for sniper lovers. Though there are obvious sniper positions in the upper levels of the base, you can also hide along the sides of the base (in dark areas) or use the translocator to reach the ledges on the side of the base. Most players expect to see snipers on the upper rooms of the base, but won't notice them positioned in the dark on the sides of the base.

Guard the front entrances of the base, but don't stick your head out too far, or you'll become bait for enemy snipers. Peek out occasionally to get recon on how many attackers are on the way, but position yourself either near the shock rifle or rocket launcher and fire at the entrance ground when the enemy player enters.

CTF-Gauntlet

Full name: The Gauntlet

Number of players: 6 to 8

Apparently deciding that swiping abandoned locations isn't the only way to secure capture-the-flag arenas, the tournament organizers constructed this highly stylized combat arena specifically for intense matches. Though the bases look similar, there are some very important differences. Reaching the blue base takes a little more work, as red attackers must deal with ramps and lifts, while the blue players must simply run straight in. Which base may be easier to defend is up for debate, but the red players have been known to access the hidden redeemer.

Key Power-Ups

A shield belt sits on a thin beam in an underground lava room. You'll also find a shock rifle and rocket launcher near the shield belt. Suits of body armor rest in each base, positioned behind the flag toward the escape teleporter. Thigh pads are scattered outside the main room with a pair close to each base. The redeemer can be found in a room above the shield belt area; the entrance door lies on the red base side. To open the slow-moving door, just press against it.





Attacking Tips

After grabbing either flag, escape through the teleporter positioned behind the base. If you're escaping from the blue flag, head through the teleporter and turn right into the underground room. If you're escaping from the red flag, head through the teleporter and either go up the ramp or through the underground room ahead.

Locate the secret redeemer, especially if you're on the red team, to help clear out the defenders. Have several assaulting players run ahead while the redeemer player shoots the missile into the room. Stay out of the blast radius, but follow as closely as possible. When the enemy players explode, you're free to grab the flag and run through the escape teleporter.

Though the red base only includes one way to get to its sole entrance, the blue base includes two: you must either go up the ramp in the middle room or wait until you reach the lift on the left just before the flag room. Take the ramp unless blue players guard it directly. Attempting to ascend the lift with blue defenders firing from above is next to impossible. You'll have better luck going toe to toe with defenders if you're positioned on the same level.

Defending Tips

Hide your numbers when inside either base's flag room. Don't have all players looking out the entrance. Keep some on the sides out of view. When an enemy player enters, fire in a crossfire fashion at the ground before the player can escape.

Drop down the translocator inside the tube leading to the teleporter. If the enemy player gets the flag, transport inside the tube and block the player's exit. Have a powerful weapon handy for optimum results.

If you're guarding blue base, position one defender at the lift and another near the ramp in the middle of the map. If an enemy player gets past the defense at the ramp, you'll still have players waiting inside the base to prepare for enemy entry.





CTF-LavaGiant

Full name: LavaGiant

Number of players: 8 to 14



LavaGiant's left and rightmost tunnel entrances provide adequate protection against sniper defenders.

An outdoor arena positioned on a huge lava ocean, LavaGiant is basically symmetrical, though the layout of the bases differs somewhat. A huge mountain blocks the view from each base; several tunnels run through the mountain, both a high and lower level. Each tunnel includes a variety of weapons and power-ups, and some are better than others at avoiding the inevitable sniper defense force waiting inside each base.





Key Power-Ups

The middle tunnel through the mountain to each base includes a shield belt. If facing the blue base, the far right tunnel includes a ramp just in front of the tunnel entrance that features the damage amplifier. To grab the keg o' health, look to the far left tunnel when facing the red base. Look beneath the ramp just in front of the tunnel entrance. Inside the far left tunnel when facing the blue base, you'll find a small passage to the right housing the redeemer.

Attacking Tips

One of your primary missions in assaulting the enemy base is avoiding the snipers that will surely try to wipe you out from the safety of their base. Approaching the enemy base through the center tunnel will likely result in your immediate death (though the shield belt positioned there is useful). Instead, use one of the side tunnels (far left or far right). Grab the redeemer from the left tunnel (if you're red) or the right tunnel (if you're blue). Use it to clear out snipers as your teammates make their approach.

An excellent route to assault the blue base is from the second tunnel on the right. Grab the rocket along the way and ascend the ramp that leads to the side of the enemy base. You'll avoid the snipers looking out from their roosts and have quick access into the rear entrance (or over the side wall with the translocator).

Snag the anti-gravity boots before leaving your base when you're on a flag run. The mobility of the boots eases your entrance into the enemy base and will likely let you make a clean getaway. After grabbing the enemy flag, seek out an additional pair of anti-gravity boots located in the enemy base.

If you're on the blue team and snipers are giving you trouble, head through the tunnel second from the left. It's a longer route than the one to the blue base, but you'll end up on the side of the red base and out of view from enemy snipers.

Before heading on offense, grab the secret health keg under the ramp on the far left tube when facing the red base (or right tube when facing the blue base). If you snagged some body armor from your home base, the combination of the keg and armor should help you survive a few sniper shots as you approach the base.





Defending Tips

Assign a couple of players to sniper duty, and have them keep their eyes on the side of the base, specifically near that ramp from the lower tunnels. LavaGiant's wide open central area is easy pickings for a decent sniper.

Don't guard the base by hanging out inside without a view of the outside surroundings. Stand on the top of the base and serve as a lookout or see from what direction the enemies are assaulting. It's more important to have complete knowledge of the enemy's movements than it is to hide inside the base and wait for an enemy player to leap over the wall and grab the flag. Before you have time to react, your opponent will likely have already escaped.

CTF-Niven

Full name: Niven Experimental Lab

Number of players: 4 to 6

Lack of funding caused this experimental orbital nuclear reactor to be abandoned. Both the red and blue bases are virtually identical in this symmetrical map with only armor and weapon placed differently. Inside the red base, you'll find a ripper, perhaps a better defensive tool inside the tight hallways. A minigun is located inside the blue base for defensive purposes. To counterbalance those placements, the rocket launcher lies nearer the blue base with the biorifle in its place on the red base side.

Key Power-Ups

A suit of body armor rests under the ramp out of the red base. Some thigh pads can be found under the ramp out of the blue base.

Attacking Tips

You can reach the enemy base either through the ramps along the side or the waterway positioned in the center. The ramps offer winding halls, potentially making for an easy escape, but those same halls are also extremely tight, making you a sitting duck for splash damage weapons like the rocket launcher (or close-range dangers like the flak cannon and biorifle). The waterway contains the flak cannon, which is extremely useful in the tight corridors, and a supply of health that can be useful in escape situations.





The blue team starts closest to the rocket launcher (located up the ramp). Blue attackers should head there immediately on the first run and attempt to ambush the red team with several players attacking with the launcher.

Defending Tips

Position a defender in the alcoves that flank each flag position. An enemy entering will likely think the flag is undefended and charge right in. Surprise them with the shock rifle or ripper, both of which are located nearby.

Place a translocator disc at the front of the long, winding hall that leads to the flag. If an enemy attacker manages to get the flag, use the translocator to immediately materialize at the beginning of the hall. This provides a double chance to eliminate the fleeing flag carrier.

CTF–November

Full name: November Sub Pen

Number of players: 8 to 12

A retired November-class nuclear submarine serves as the center point of one of the more popular Unreal Tournament capture-the-flag arenas. The asymmetrical map ensures diverse gameplay with dozens of possible strategies. Blue base seems impenetrable because the flag room appears to be only accessible via a tight staircase. Red base's flag area includes many entrances, while the flag lies at the end of a tiny tube.

Key Power–Ups

Each base contains a shield belt and health keg. Red team's shield belt is located inside its sentry tower. You'll find the red team's keg o' health on top of some crates near the body armor. Blue team's shield belt can be found on a ledge above the crate that holds the thigh pads. The blue team's health keg will also be found on top of some crates in an alcove. A damage amplifier sits at the very top of the submarine; use your translocator to reach the top.





Attacking Tips

Although red base includes several routes to the flag room, getting inside and past the sentry tower is a real challenge. Blue base, on the other hand, includes two entrances: a standard opening and the sentry tower. Simply fire the translocator through the window on the sentry tower and transport to the other side and into an alley that leads into the blue base.

Effectively assaulting the blue base requires expert use of the translocator. The stairwell that leads to the flag room will usually be heavily defended. Instead of venturing down that route, locate the tube in the ceiling (you can fall down this tube when escaping with the blue flag). Fire the translocator up inside the tube. When the disc reaches the height of its flight, transport and immediately fire the disc again. Angle your shot so the disc lands on the surface above the tube. It will take practice, but perfecting the maneuver offers a back way into blue's base. The problem is, once a team discovers you've managed to pull off the maneuver, the tube will become defended - and it's nearly impossible to pull off the double translocator jump with a rocket-armed defender waiting at the top!

Charging into the open dock area of red's base in hope of gaining the flag will be futile unless you've stocked up on armor and health. Most of the red team's base will go unguarded by the red team. Sneak around and grab their keg o' health and body armor before attempting to get by the defenses.

Of all the capture-the-flag maps in Unreal Tournament, November requires the most teamwork when assaulting the flag base. It's impossible to charge Rambo-style into either base and hope to come out with the flag - and escape! Designate some attackers as anti-defender personnel and others as flag carriers. No matter which base you're assaulting, you must eliminate the defenders if you have any hope of getting out of the flag room's alive.

After grabbing the blue flag, don't head down the stairs. Go to the left and jump down the tube in the floor (the same one you can double translocator jump up). You'll lose about 30 to 40 health upon landing, however, so try to order some teammates to hold that position in case the blue defenders plan to meet you down there.

Try to take over the opposing team's sentry turret. Hop inside and turn its own minigun equipment against it. Grab the damage amplifier on top of the submarine before stealing the turret, and you'll cause quite the commotion as you destroy defenders and hopeful attackers.





Defending Tips

Position a defender inside the sentry tower; each base includes one. Arm the defender with the sniper rifle, minigun, or rocket launcher.

If you're on the blue team, send a couple of heavily armed defenders to guard the staircase that leads into the heart of the blue flag room. Periodically check the shield belt and thigh pads at the bottom of the stairs to keep them away from red attackers. Fire rockets down on the red attackers as they ascend the stairs. You'll likely do tons of damage before they reach a level high enough to effectively return fire.

With the stairs heavily guarded, position one defender near the tube to ensure that no translocator-happy red attacker makes his way up the long cylindrical hole in the floor (or ceiling, if you're looking from below).

The red team should place a couple of defenders inside the long tube that leads to the red flag. Further, position other defenders outside on the dock area. There are several ledges to stand on far out of the view of blue attackers coming inside. Arm them with sniper rifles or rocket launchers and pick off the blue players as they attempt to flee with the flag. Hide other defenders in the water; it's difficult to detect them when coming in the room. Stay hidden and follow the blue flag grabber into the tube and don't let him escape.



Chapter 10

Domination Map Strategies



Unreal Tournament's Domination combines the hectic fighting of deathmatch with the offensive and defensive strategy of capture the flag. In this section, you'll find a list of all Unreal Tournament's Domination maps, including an overview, location of control points, key power-ups, and strategies for success.

DOM-Cinder

Full name: Cinder

Number of Players: 6 to 12

The abandoned Cinder foundry creates a fast-paced game of Domination. According to the level description, after dozens of broken legs and incinerated employees, the foundry was abandoned, and the tournament organization purchased it quickly for competition use - no one worries about broken legs and spontaneous combustion here! Though the control points appear spread out, you'll discover quick routes to each, especially around the nook point.

Control Point Locations

Top: As the name suggests, the top control point is located at the upper-most vertical portion of the map. Accessing the top control point takes the most effort. An easy way is from the nook control point. Enter the room where you can see the top control point overhead. Toss the translocator on the high staircase and walk up. A quick way to lava is to drop down off the ceiling girders with the thigh pads and head down the yellow tunnel, taking a right into the lava control point.





Lava: Three entrances to the lava control point ensure heavy traffic. Head down the left entrance for a quick route to the nook control point.

Nook: You'll find the body armor, rocket launcher, and flak cannon nearby; the nook control point is highly defensible. There's a very quick route to the lava and top control points, as long as you use the translocator.

Key Power-Ups

Located on the ceiling girders above the lava control point, you'll find the shield belt (and some health vials). The keg o' health is positioned on a ceiling girder near the top and nook control points. Finally, you'll find the damage amplifier on a ceiling girder in a room adjacent to the top control point. Use the translocator to get on top of the girders.

Tips

Attempting to consistently guard the lava control point is impossible. The point lies at the center of a three-way intersection - guaranteed to be highly traveled - with very few powerful weapons in close proximity (though the shield belt lies on a ceiling girder up above). Instead, concentrate on the nook control point, where you can quickly grab the body armor, rocket launcher, and flak cannon. Further, you have an easy route to the lava and top control points.

The nook control point contains areas to duck behind and hide. Instead of standing guard, hide and wait for an enemy player to run by and tag the point. Once he leaves, secure the control point again; if your opponent decides to stand guard, wait for an opportune moment and conduct your ambush.

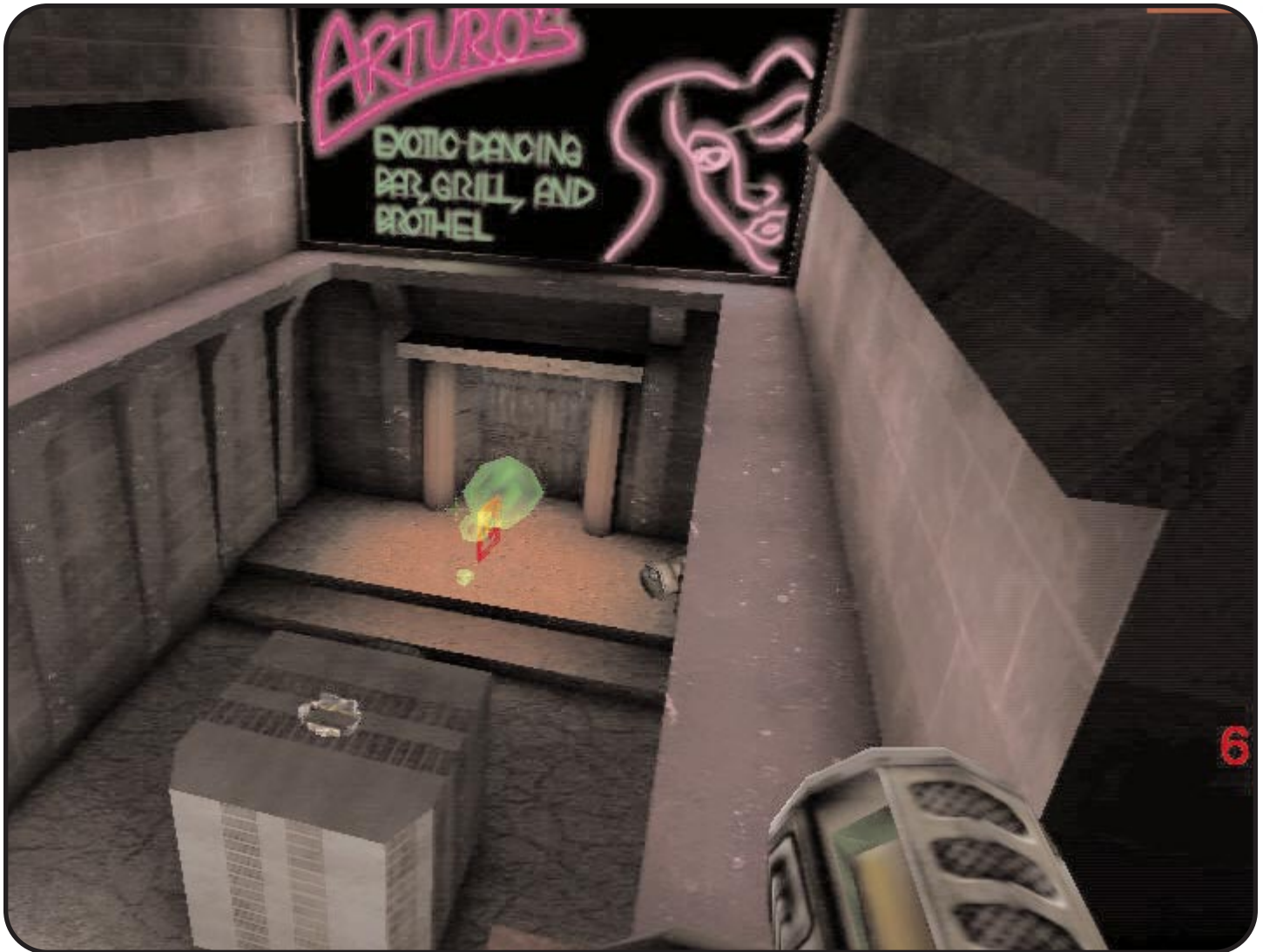
DOM-Condemned

Full name: Condemned

Number of Players: 6 players

Condemned features Domination gameplay around a multiple-story building and several alleyways. Each control point lies within a short distance from the other. Expect plenty of score and control point changes as the game progresses. Maintaining an adequate defense on any single control point is difficult, especially if the opposing team organizes an attack.





From the rooftop control point, you can also get a good look at the situation at Arturo's.

Control Point Locations

Garage: This point is located on the bottom floor across from a brown trash dumpster. You'll also find the anti-gravity boots here (next to the dumpster), some health, and the shock rifle and ammunition.

Rooftop: There are two ways up to the rooftop. You can take the interior stairs, which grants you the rocket launcher, or access the roof from the exterior ramp just next to the biorifle. If you have the anti-gravity boots, you can simply jump from ground floor up to the roof.





Arturo's: This point is located on the bottom floor under the neon sign for Arturo's bar and grill. You'll find some health here.

Key Power-Ups

A shield belt lies on top of the air conditioning unit in front of Arturo's bar and grill. Use the anti-gravity boots to get on top or simply jump down from the roof. When you're on the roof, look at the building just left of the garage control point to spot an open window. Jump inside (or with the boots from ground floor) to grab the keg o' health.

Tips

Your team leader should be the player who guards the rooftop control point. From that height, you can easily see what's happening at the garage and Arturo's control points. The leader can order teammates to secure these locations or remain on guard at the rooftop control point if enemy players are coming up the ramp or interior stairs.

With two entrances, some teams will abandon the rooftop control point in favor of the two on the ground level. If you can consistently hold two out of three control points, you'll emerge victorious. You can use the anti-gravity boots located at the garage point to quickly check on the guard status of the rooftop control point when you believe the other team has left it unguarded to assault the lower two.

Two powerful power-ups reside on this level, the shield belt near Arturo's and the health keg near the garage. Save these for your defenders, so they can remain healthy and armored. The rocket launcher should be your weapon of choice for offense and defense. Grab it from inside the rooftop structure at the base of the interior stairs.

DOM-Cryptic

Full name: Cryptic

Number of Players: 6 to 12

According to the level description, Cryptic's fortress was made especially for Domination tournament play. Two control points, the iron tar and daemonhead, lie within walking distance of each other, but the third, the gargoyle, requires a tad more traveling, unless you use the teleporter positioned next to the daemonhead control point.





Control Point Locations

Daemonhead: Positioned on the demon icon, it's located just down the hall from the iron star control point. Body armor lies inside a door to the left of the control point.

Gargoyle: Positioned on the gargoyle icon, you'll find the control point at the farthest end of the map from the daemonhead point. However, you can access the point quickly by entering the teleporter to the left of the daemonhead control point, exiting the shaft, and heading to the right. Weapons here include the rocket launcher, ripper, and flak cannon.

Iron Star: It's located between the gargoyle and daemonhead (a very short distance) points on the star icon. Weapons here include the pulse gun and shock rifle, both located up the wooden ramps.

Key Power-Ups

A shield belt is positioned atop the center wooden ramp in the gargoyle control point room. You'll find a set of thigh pads on the wooden ramp just above the gargoyle control point.

Tips

Guard the tight shaft where players emerge after going through the teleporter at the daemonhead control point. Many players will use this teleporter to travel quickly to the gargoyle point, and it's an easy ambush point. You have ample weapons (flak cannon and rocket launcher) positioned around the gargoyle point and the tight shaft creates a splash damage and flak cannon nightmare.

With all the high-powered weapons and defenses (shield belt and thigh pads) around the gargoyle point, defending it shouldn't be too much trouble - the problem is assaulting the other two and keeping them from the enemy. If you're struggling in an attack against the iron star control point (the next one over from the gargoyle), use the shield belt and the powerful weapons next to the gargoyle point to wrestle it away from the other team.

Use the ramps that overlook the control points when attacking. It's much easier to hit a target running around on the ground floor than inflict damage on a player scurrying around on a narrow catwalk - especially with a splash damage weapon like the rocket launcher.





DOM—Gearbolt

Full name: Gearbolt

Number of Players: 6 to 12

Once a storage base for military weapons and inventory, the Gearbolt military facility now houses round-the-clock Domination tournaments. Tight hallways and ramps create dangerous areas for the flak cannon and rocket launcher.

Control Point Locations

Lift: Two ways to the lift control point both lie next to the bridge control point. There's no quick way to the ramp control point from the lift; you'll likely pass by the bridge control point first. Use the shield belt next to the lift point if you're positioned on defense.

Ramp: At the farthest point from the lift control point, but near the bridge point and next to the flak cannon, rocket launcher, and redeemer, lies the ramp control point. Memorize the quickest path to the bridge control point. Just keep to the left and locate the back entrance to the bridge point.

Bridge: Considered the central control point on the map, the bridge point features several entrances. To get to the lift point quickly, go left along the catwalk and grab the rocket launcher along the way. To get to the ramp point, go straight behind the bridge point and stay to the right.

Key Power-Ups

The lift control point becomes highly defensible, even though it contains two entrances, because you'll find the shield belt close by on a catwalk. For sheer carnage, locate the redeemer on a concrete walkway straight across from the bridge control point or near the ramp control point (exit out on ground level and go to the left).

Tips

If you find yourself down in the recess with the body armor and minigun, use the translocator to quickly leap up to the ledge above. It provides quick access to the bridge control point (straight ahead) and the ramp control point (to the left).





The presence of the redeemer creates a wildcard; its presence makes it very easy to dispose of a decent defense in no time, particularly at the enclosed lift control point. Place one offensive player on redeemer duty to assault the lift control point, where defenders will likely be well-armed and -armored (with the shield belt). Fire the redeemer into the small room and proceed inside to grab the point.

Study the path between the ramp and the bridge control points - it's extremely short and easy to travel in no time. The problem is you must venture off it to secure weapons. Grab the weapons near the ramp control point (you'll find the best ones here), then keep moving between the two points via the quick path.

Gearbolt's tight corridors and ramp walkways are perfect for the flak cannon's close-range shrapnel blast or the splash damage of the rocket launcher. Grab these important weapons near the ramp point and use them when traveling between the ramp and bridge points.

DOM-Ghardhen

Full name: Ghardhen

Number of Players: 6 to 12

An abandoned explosives testing facility serves as the battleground for Domination on Ghardhen, a vertical map with several ramps and lifts leading to the three control points. Two blast chambers reside on either side of the center control point, positioned at the middle of a long vertical ramp. One chamber holds the rocket launcher and the other the flak cannon.

Control Point Locations

Bottom: This point is located at the bottom floor of the map, accessed by one of two ramps from the center control point. It's a short way or a long way past either the rocket launcher chamber or the flak cannon chamber.

Top: At the very top of the map, you can access the top control point from lifts located near the center control point or use the long ramps that lead down past the weapon chambers and into the center and bottom areas of the map.





Center: On the center level of the map, it's accessed from one or two ramps from the bottom control point (a short way or a long way past either the rocket launcher chamber or the flak cannon chamber). You can reach the top control point via the long ramps near the weapon chambers or lifts located just below the top control point.

Key Power-Ups

In the rocket launcher chamber, use the anti-gravity boots (found near the bottom control point) to jump onto the ceiling girder to locate the damage amplifier. The keg o' health can be found in the flak cannon chamber on a ceiling girder. You'll need the anti-gravity boots to leap on top of it.

Tips

The bottom control points contains a small niche on the back wall, where you can hide and ambush unsuspecting enemy players coming down to alter the control point status. Keep in mind that once they spot you guarding there, they'll expect it each and every time they venture down there again.

Use the anti-gravity boots next to the bottom control point to retrieve the damage amplifier and health keg from the blast chambers. Use the damage amplifier on offense and let a defender grab the health keg.

The center and bottom control points are the closest together, though there are two ramps that lead from each to the other. Expect these two to become the most heavily contested. Attempt to secure one and fight for the other. Use the long ramps to reach the top control point and stay out of the lifts in front of the center point. If someone is standing guard at the top control point, they'll have easier shots at you if you enter from this direction.

DOM-Lament

Full name: Lament

Number of Players: 2 to 4

An extremely small level, expect the tide to turn on Lament many times. Each control point is within running distance of the others. Plus, if you stand at the central control point, you can keep tabs on the defensive strength and status of the upper and lower control points.





With only one entrance to the lower control point, attackers will have a tough time getting inside!

Control Point Locations

Central: Positioned on the middle floor with many entrances, attempting to maintain guard on the central control point will be impossible. Flow through this area from time to time, but don't expect to keep enemy attackers out consistently.

Upper: Located on the upper floor with a couple of entrances, you can quickly reach the central control point by exiting forward, hopping off the ledge to the floor below, and turning around.





Lower: It's only one entrance into the lower control point located, as you would expect, at the lowest portion of the map. A player should have little trouble defending the lower control point with a rocket launcher.

Key Power-Ups

Some body armor is located against the wall just outside the lower control point. The flak gun and biorifle are useful in defending and assaulting the lower control point, and the top control point will be dominated by the nearby rocket launcher.

Tips

From the central control point, you can observe the current defenses of the upper and lower points by looking through the windows. The team leader should stand guard near the central point and order attackers and defenders to the other two control points. If you see the upper point get captured by the other team, but remain undefended, order a teammate to venture upstairs. Additionally, if a defender is standing guard, you can report the status of that defender and likely the weapon he's carrying.

Only one entrance into the lower control point ensures an easy defense. Either face the sole entrance and fire rockets or the biorifle down the hall as someone enters or hide behind the walls on the left or right side of the entrance. After an enemy player enters to grab the control point, ambush the player with the flak cannon or rocket launcher.

DOM—Leadworks

Full name: Leadworks

Number of Players: 6 to 12

Winding tunnels, large inventory rooms, and molten lava make up the majority of Lavaworks. Like several other Domination maps, two control points are easily accessed from each other, with a third close by to one, but far from the other. Grab the ample weaponry from the inventory rooms and seek out the hidden power-ups by using the translocator.





Grab the secret body armor behind the metal door inside the storage control point.

Control Point Locations

Storage: It's located inside the inventory room that contains the ripper, rocket launcher, pulse gun, and shock rifle. A long path leads to the bridge control point with a shorter path leading to the tower point. Inside the back right corner of the storage control point room, you'll find a secret metal wall containing some body armor.

Tower: Positioned down the right hall from the inventory room that contains the pulse gun, flak cannon, rocket launcher, and minigun, this control point is inside the center of the tower encircled by the lava moat. Inside, you'll find the minigun and several health boxes. The exit passage from the tower point leads directly to the storage control point.





Bridge: It's located down the left hall from the inventory room that contains the pulse gun, flak cannon, rocket launcher, and minigun. The exit path leads into the second inventory room with the storage control point to the right.

Key Power-Ups

In the grate above the rocket launcher in the inventory room between the bridge and tower control points is a shield belt. Fire the translocator inside (it will pass through the grate) and teleport inside. In the grate above the flak cannon in the inventory room between the bridge and tower control points is a keg o' health. Use the translocator to get inside. Above the rocket launcher at the entrance to the storage control point on the light fixture in the center of the room is the invisibility power-up. Use the translocator to get on top. You'll find the damage amplifier inside a grate above the entrance to the storage control point.

Tips

At first glance, Leadworks' layout appears complex, but you'll soon discover that the map is primarily made up of two large inventory rooms (where the majority of the weapons are located) that lead into the three control points. One inventory room features quick access to two control points (tower and bridge), while the other provides quick access to the storage control point and fairly fast access to the bridge control point. Further, a short tunnel connects the tower and storage points. There are quick routes from each control point to another; memorize them and don't get lost within the winding tunnels or large inventory rooms.

Chances are you'll spawn inside the weapon inventory rooms. Grab as much gear as you can and look inside the grates for spawned power-ups before heading to defend or attack. Clearing out a room like the storage control point is much easier with the damage amplifier in hand.

The storage control point, with its square-shaped room, is the easiest to defend. Be careful when running around the room. The molten lava moat around the control point located in the center of the room is somewhat tricky. If you don't jump over the edge just right, you could find yourself swimming in the hot lava. Jump early to reach the ledge on the other side. Jumping late will usually land you in the lava.

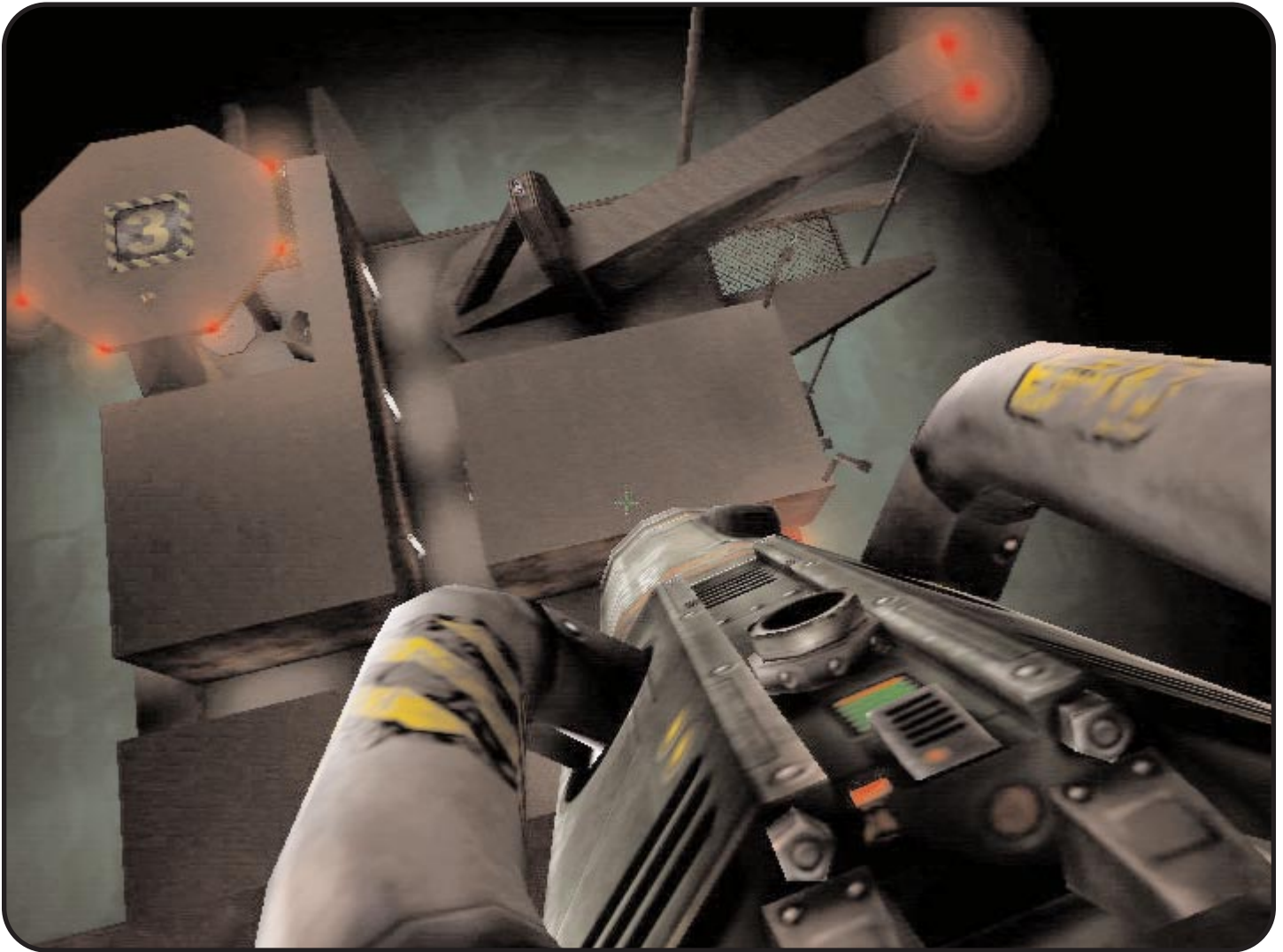




DOM—Metaldream

Full name: Metal Dream

Number of Players: 6 to 12



The sniper tower, accessed by the red teleporter, provides a bird's eye view of the action.

A converted oil rig located near a strange meteorological phenomenon in the northern reaches of Kryllia serves as the final Domination battleground in the single-player ladder. Its complex interior and exterior environment, plus its many power-ups located at the very top of the rig, create an intense and challenging Domination game.





Control Point Locations

Boxes: Located on the exterior of the oil rig on the opposite side as the helipad and crane control points, it's closest to the crane control point. If you're inside the rig, simply ascend the lifts marked 1 or 2 to reach the boxes control point quickly (lift 1 takes you right there).

Helipad: It's positioned on the exterior of the oil rig near the crane control point. The boxes and helipad control points are positioned the farthest from each other, but are still rather close. To reach the helipad control point quickly from the interior, head up the lift marked 3.

Crane: Located on the exterior of the oil rig between the helipad and boxes control point, reach the crane point quickly by heading up the lift marked 2 from the rig's interior.

Key Power-Ups

Tons of power-ups litter the Metal Dream map. You'll find one shield belt on a box near the helipad control point. You can reach it with either the translocator or the anti-gravity boots. Another shield belt is located inside the oil rig near the teleporter inside an alcove with the ripper. The keg o' health is positioned on top of the crane near the crane control point. Snag it with either the translocator or anti-gravity boots. The damage amplifier is close by at the very top of the rig near the helipad control point (it's an easy leap from the keg o' health to the damage amplifier). In the interior of the oil rig you'll find a red teleporter that transports you to a tall sniper tower that houses the redeemer and the invisibility power-up. Anti-gravity boots are positioned against the wall near the helipad control point (along with some body armor) and near the interior teleporter.

Tips

Most of the best weapons are located in the interior of the rig, though you'll find plenty of ammunition and even some decent weapons outside. Don't hang around the interior of the rig too much; all the control points are positioned outside, and you must assist on offense and defense as soon as possible. With the close proximity of all the points, you can expect each to change hands quickly.

Use the red teleporter positioned near the signs marked 4 to reach the top of the sniper tower. From this relatively safe position, you can eliminate the defenders at all three control points and even use the redeemer to clear out several enemies at once.





The easiest two control points to maintain are the helipad and crane. A shield belt and rocket launcher positioned near the helipad give you plenty of firepower and armor; further, you can see the situation at the crane control point while standing on the helipad. As for the crane, the health keg can keep the defenders healthy, and you're only a hop, skip, and a jump from the other two control points.

Don't bother heading down to the bottom of the rig. You'll only find a few weapons there, like the pulse gun and the minigun, and the water below is toxic to your skin. Instead, stay in the rig interior to gain firepower and head to the exterior as soon as possible to grab and maintain control points.

DOM—Olden

Full name: Olden Aquifer

Number of Players: 4 to 6

An ancient temple nestled in the mountains above the eternal caves serves as the battlegrounds for a Domination game. With loads of ramps, lifts, waterways, and tight catwalks, Olden Aquifer features a mixture of easily defensible spots and easy-to-assault areas.

Control Point Locations

Mid: It's positioned on the middle level of the map. A quick route to the lower control point lies in the secret waterway passage underneath the mid control point. Also, the upper control point lies just in the next room, but you must use the translocator to reach the ledge. A minigun at the mid control point and a biorifle just underneath it serve as the primary defensive weaponry.

Lower: It's connected to the mid control point by a secret underwater tunnel. Swim through to the other side and use the translocator to reach the mid control point's ledge. You can take the long way to the upper control point via the lifts and catwalks or just swim to the mid point, enter the next room, and use the translocator. A nearby flak cannon assists in the lower point's defense.

Upper: At the top level of the map, the upper control point features a nearby flak cannon, sniper rifle, and rocket launcher to aid in its defense. You have a very quick path to the mid control point in the next room and another quick access to the lower point by dropping down to the first floor and heading to the right.





Key Power-Ups

Placed near the mid control point on the upper catwalk is a keg o' health inside a niche. You can either use the translocator or simply jump from the upper catwalk. Some body armor rests at the bottom of the ramp near the top control point (just next door to the mid control point). Five health vials are located in a small pit in the waterway just next to the biorifle. Another five health vials are located between the lower and upper control points on the ground floor behind a wall in the corner.

Tips

Use the underwater tunnel to travel quickly between the mid and lower control points. At the mid point, the water exits just under the ramp that leads up to the point. At the lower point, the water exits directly in front of the control point. If you're guarding the lower point, keep an eye on the water tunnel at all times. Use the biorifle or rocket launcher to fire down into the tunnel to weaken any players headed your way.

The translocator is key in easily getting from the mid point to the upper point. Navigating the lifts and catwalks takes time. Move from the mid point to the room containing the upper point and use the translocator to get up top. If any enemy defenders are positioned up there, use the biorifle, shock rifle, or rocket launcher to weaken them before heading up top. Grab the body armor to the right of the entrance for extra protection.

DOM—Sesmer

Full name: Tomb of Sesmer

Number of Players: 6 to 12

The ancient tomb, a historical landmark, was converted into a Domination map amidst worldwide protest. With three different levels, easily accessible control points, and tons of weapons and ammunition scattered around, you can expect lots of varied gameplay.

Control Point Locations

Blue Ankh: It's positioned outdoors on the middle floor of the level and across from the red ankh control point. Between the blue and red points is a large hole that leads directly above the hall of pillars control point.





Red Ankh: It's positioned outdoors on the middle floor of the level and across from the blue ankh control point.

Hall of Pillars: It's on the bottom floor of the level. You can reach the control point, which is positioned on a sort of podium, by using the translocator from below or hopping through the hole positioned above and between the red and blue control points.



A secret shield belt lies inside one of the bridge supports - use your translocator to get inside.





Key Power-Ups

Located at the highest point of the map at the center of a bridge is a keg o' health. You can reach this area by going left or right out of the red or blue ankh control points. Grab the shield belt from a niche inside the left bridge support (the one that holds the keg o' health) as if you're coming from the red ankh control point. Use the translocator to snag the shield belt. The damage amplifier is located near the hall of pillars control point inside a hole in one of the columns. Use the translocator to get inside and grab the power-up.

Tips

Remaining on the middle floor lets you quickly run back and forth between the two ankh control points as well as check periodically on the hall of pillars point. The problem is that you won't find too many weapons placed conveniently around the center area of the middle level. You must venture down to the lower section or over the bridge at the top to secure some offensive and defensive weaponry.

Standing on the hall of pillars control point provides an excellent view of the lower level. Take a rocket launcher up there with you, and nothing on the ground floor can touch you. However, enemy players running around the second floor are sure to spot you through the hole and will delight endlessly at taking you out from the higher position. Don't hang around on top of the hall of pillars point for very long; use the translocator through the hole to reach the middle level and return to assaulting and defending the two ankh points.

Head into the ankh rooms and go either left or right until you reach the top floor. There are small slits in the wall near the exit that provide a window into the ankh room below. Hang out here and defend the ankh room from this relatively safe position. You can grab the health keg once it spawns, and there are plenty of weapons scattered around. If you lose the control point, simply return down the ramps and back into the ankh room.



Chapter II

Cheat Codes



If you're struggling in the single-player mode and want to quickly complete the game, the following cheat codes will certainly assist in that mission. The following codes are extremely powerful and will totally unbalance the single-player challenge; use them only when you're desperately stuck on a particular map, or you want to finish the game quickly. These codes will not function in multiplayer.

To activate the cheat codes, bring down the console by pressing the tilde (~) key and type "iamtheone" without the quotes. Once activated, type in the following codes to activate the respective cheat.

god

There's no bot that can withstand the power of god mode. As the code name implies, entering this code makes you completely invulnerable.

loaded

Tired of looking for all the weapons on a particular map? Enter this code, and you'll gain all the weapons (other than the redeemer) instantly.

allammo

Running out of ammunition at the wrong time? Never run out again with this code. Once entered, your weapons will contain maximum ammunition. Repeat as necessary.





ghost

As the name implies, this cheat code puts you in ghost mode, letting you walk through walls and even fly around the map.

walk

Serving as a toggle off switch to ghost mode, entering this code returns you to human form. You can't fly or walk through walls any more.

playersonly

Toggles frozen time. Once entered, you can walk around the map without worry of getting shot at by another bot. In fact, with time frozen, you can walk up behind a nefarious bot and let him have it with your rocket launcher. Enter the code a second time to resume normal time.

behindview 1

Turns on third-person viewpoint. If you want to return to first-person viewpoint, just enter a zero instead of a one when using the cheat code.



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If you are brave enough to give Lara some help, you may want a detailed walk-through of the whole game; information on Lara's array of weapons; a rundown on all of the enemies and the secrets lodged within the crevasses and corners of this adventure..

DONKEY KONG 64 GAME GUIDE

<http://gameguides.gamespot.com/guides/dk64/pdf.html>

The main quest of DK64 revolves around finding not only the stolen golden bananas, but a plethora of other secret items as well. This complete guide features concise walk-throughs, boss strategies, level FAQs, level maps, and the 100 percent section.

RESIDENT EVIL 3: NEMESIS GAME GUIDE

<http://gameguides.gamespot.com/guides/nemesis/pdf.html>

Kill-crazy zombies want you dead. Lucky for you this game guide is now available. Check out this guide for comprehensive level walk-throughs; complete lists and locations for all items, weapons, power-ups, and enemies; and cool secrets to boot.

