

AREA51-GAME.COM

# AREA-51

THE CONSPIRACY IS  
NO LONGER A THEORY.



Blood  
Intense Violence  
Strong Language

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LIVE ONLINE ENABLED



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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

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**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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# INTRODUCTION

Welcome to this year's final qualifying competition for this year's Grand Tournament, sponsored as always by the Liandri Mining Corporation. This tournament has it all: new competitors, devastatingly lethal weapons, and more total mayhem than ever before!

The Liandri corporation is proud to announce that this competition is being held in concert with the Nakhti Ascension Rites. This ancient tradition is a battle to the death, where Nakhti warriors meet to choose the strongest among them to be their new Emperor. And more importantly, they get a chance to compete in the Grand Tournament! It's all the primitive bloodlust you've been craving. So tune in, and maybe the tournament rookie you see winning today will be tomorrow's Malcolm or Xan!

But wait... the Liandri Mining Corporation thinks you deserve even more. So we're giving it to you!

For the first time in tournament history, we have a full selection of **melee weapons**. Watch competitors get up close and personal, and slice and tear each other to pieces!

And there are all new melee moves! Watch a half-ton of armored Skaarj warrior knife through the air and pounce on opponents from across the arena! Boo as cowardly competitors camp with their sniper rifles or hide behind their shields. Then cheer as a brave sword-wielding fighter reflects the shot right back at that overconfident sniper!

You asked for more **mobility**, and you've got it! The Liandri spent gears and billions of credits to upgrade classic tournament armor, boosting agility to incredible levels. Watch competitors dodge bullets, hover in mid-air, or even bounce up sheer walls!

[www.liandriconflict.com](http://www.liandriconflict.com)



# GETTING STARTED

## XBOX LIVE

### Take Unreal Championship 2 Beyond the Box

Xbox Live™ is a high-speed or broadband internet gaming community. With Unreal Championship 2, you can connect to Xbox Live, play matches online and view play statistics for yourself and your friends.

### DOWNLOADABLE UNREAL CHAMPIONSHIP 2 CONTENT

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels and characters) to your Xbox console.

### CONNECTING

Before you can play Unreal Championship 2 on Xbox Live, you need to connect your Xbox console to a high-speed or broadband internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect) and select your country.

### MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (↑, ↓, ← or → depending on the menu) to highlight a selection.

### FORFEIT A GAME IN PROGRESS

During the game, press the Ⓚ (Start) button to display the Pause Menu. Press the D-pad ↓ to select **FORFEIT GAME**, then press the ⓐ button.

### UNREAL CHAMPIONSHIP 2 WEBSITES

Reading this manual will provide you with an introduction to the controls, characters and new play styles of Unreal Championship 2. For more information about the game, screenshots, desktops, interviews with the developers and more please see the game's website, <http://www.liandriconflict.com>.

To discuss tactics with other players, meet players interested in online play and clans, find out about new downloadable content available via Xbox Live or even to ask questions directly of the game's developers, please visit the game's forums at <http://forums.epicgames.com>.

Information about other Unreal games, including the first Unreal Championship game for Xbox, is available at <http://www.unreal.com>.

For a more in-depth review of game strategies, including character comparisons and a tactical review of every level, look for the strategy guide at your local game store.



# DEFAULT CONTROLS

## RANGED MODE



5

# DEFAULT CONTROLS

## MELEE MODE



6

## ADVANCED CONTROLS

- Stunning Blast** - With pistols, hold L trigger until fully charged, then release to fire
- Drunken Rockets** - With Rocket Launcher, hold down L trigger until three rockets fire, then press R trigger
- Shock Core Freeze** - With Shock Rifle, hold down L trigger to fire a shock core, then pull R trigger to freeze it
- Bio Mist** - With Bio Rifle, hold down L trigger until fully charged, pull R trigger, then release triggers to create a poisonous mist

**NOTE:** More weapon combos can be found through experimentation. Try to master them all!



# MAIN MENU

## STORY MODE

Choose this option to play through the Ascension Rites campaign or other tournament ladders. Create a new profile by using the **CREATE NEW** option, or select **CHOOSE EXISTING** to select a previously created profile.

The View Movies option lets you view the cinematics you've unlocked during your battles through the Ascension Rites. Once you've entered your name or selected an existing name, select from these three game options:

### Ascension Rites

Take on the role of Anubis, a soldier of the Nakhti Imperial Legion, who must enter the Ascension Rites to stop a puppet of the Liandri Corporation from becoming Emperor.

### Tournament

Pick a character and battle your way through an Unreal Championship 2 tournament through gameplay. Some tournaments must be unlocked through gameplay.

### Challenges

Overcome a series of near-impossible situations where you'll be outnumbered, outgunned, and out of time.

## INSTANT ACTION

Want to hop right into the arena? Then choose **INSTANT ACTION!** Pick a game type, choose an arena, choose a character, and start fragging! You can get right into combat, or customize the rules and opponents just the way you like (see page 10 for more details).

## NETWORKED COMBAT

Play a multiplayer game using the Xbox System Link Cable or by connecting to Xbox LIVE. Once connected, you can host a game session, where you and your opponent(s) can fight for bragging rights (see pages 12-14 for more details).



**NOTE:** To connect using the Xbox System Link Cable, consult the documentation packaged with the cable. For more information on Networked Combat, see pgs. 12-14.



# OPTIONS

## PROFILES

Use this menu to create and/or manage your profile(s). Creating a profile is necessary in order to have an accumulated record of all your victories, defeats, rankings, etc., and to track your progress through Story Mode. Each time you play Unreal Championship 2, you'll be asked to create a profile or select a previously created profile.



### Creating a New Profile

At the Profile screen, press the **○** button to create a new profile. Press the D-pad **↑**, **↓**, **←** or **→** to select a character, then press the **△** button to select it. Repeat the process to spell out your Profile name.

## OPTIONS

### Audio

Toggle MK Announcer to choose the Mortal Kombat® announcer's voice in the arena. You can also change your preferences for subtitles on this menu. You can set volumes by pressing the D-pad **↑** or **↓** to highlight **MUSIC**, **SOUND** or **VOICE**, then pressing the D-pad **←** or **→** to adjust the level.

### Controller

At the Controller screen, press the D-pad **↑** or **↓** to highlight options.



Select **LAYOUT** to view alternate controller layouts. Press the **×** button swap the function of the left and right thumbsticks. Press the D-pad **←** or **→** to change to different controller layouts, and then press the **○** button to select the currently displayed layout.



# OPTIONS

## GAMEPLAY

- **START WITH MELEE** allows you to start each game with melee weapons selected instead of pistols.
- **AUTOSWITCH** chooses the best available weapon for you based on your **WEAPON PRIORITY** settings.

You can enable or disable **START WITH MELEE** and **AUTOSWITCH** by highlighting them and pressing the **A** button.

- **GORE** can be set to **NORMAL**, **LOW** or **NONE**. Once highlighted, press the D-pad **←** or **→** to change the setting.
- **WEAPON PRIORITY** allows you to set the order of weapons chosen by **AUTOSWITCH**. Put the weapons in your order of preference. To set the priorities, highlight a listed weapon and press the **X** or **Y** button. The weapons will re-order as you press the buttons.

## ADVANCED

You can enable or disable these options by highlighting them and pressing the **A** button:

**CAMERA ADHESION** causes the crosshair to slow down as it passes over an enemy.

**9 TAUNT MESSAGES** toggles whether taunt messages are displayed on the screen when they are spoken.

**DEATH MESSAGES** toggles whether a message is displayed on the screen when a death occurs in the arena.

**ZOOM STYLE** allows you to select between a gradual zoom for the sniper rifle, or an instant switch to full zoom. You can adjust **ZOOM STYLE** by highlighting the option and pressing the D-pad **←** or **→**.

**CAMERA** lets you set the game's default Camera setting to **FIRST** or **THIRD** person view. (Melee will always be Third person view, regardless of this setting.) You can also choose to customize the viewpoint on a per-weapon basis by selecting **CUSTOM**. Highlight a weapon, then press the D-pad **←** or **→** to make the adjustment.



# INSTANT ACTION

Prior to a match, the Pre-game Screen will be displayed. You'll select from a **GAME TYPE**, set the **RULES** and select an **ARENA** for the game:

**INSTANT ACTION** lets you start a local match and practice against bots, or against another player using a split-screen display.

## GAME TYPE

First, you must choose the type of game to play. There are six game-types available:

**CAPTURE THE FLAG.** Grab the enemy flag and return it to your team's base. You can only score if your flag is safely at your flag base.

**DEATHMATCH.** Kill or be killed. Score more kills than your opponents to win.

**NALI SLAUGHTER.** Kill the peaceful Nali faster than your opponent.

**OVERDOSE.** Grab balls filled with radiation, and deliver them to goals to score points.

**SURVIVAL.** Deathmatch, king of the hill style. Kill the next opponent or you'll have to wait in line to exact revenge.

**TEAM DEATHMATCH.** Deathmatch with allies. Whichever team records the most frags wins.

## RULES

This option lets you customize the game rules; you can play with default rules by pressing the **A** button. Otherwise, set the **CUSTOMIZE** option to **YES**, and follow on-screen instructions to make the changes.

## MUTATORS

Mutators are special modifications to the game rules. They range from minor variations in gameplay, such as reducing gravity with **LowGrav**, to major variations, such as the instant-kill **Instagib** mutator. You can even make **Unreal Championship 2** play more like its predecessor, **Unreal Championship**, with the **Classic UC** mutator. Only a few mutators are available initially. The others can be unlocked by winning any Story Mode match that uses that mutator.

## BOT ROSTER

Within the Rules section, you'll find the **Bot Roster** option. Highlight the option and press the **X** button to view the **Bot Selection** screen. With this option, you can add computer controlled Bots to your battle. Initially, there are 7 available Bots to choose from, but you can unlock many more in Story Mode.



# INSTANT ACTION

## ARENA

Use this option to select the Arena for your battle. The available list of arenas is filtered by certain rules; for example, very small arenas will not be available if you have chosen to fight against a large number of bots.

You can choose a list of maps, organized by theme, by pressing the D-pad  $\uparrow$  or  $\downarrow$ . To create your own custom maplist, select Custom and press the  $\times$  button to edit the list. When you're finished editing, highlight a map and press the  $\Delta$  button to select it.

## CHARACTER SELECT

After you've selected a gametype, game rules, and an Arena, you'll need to choose your character. Press the D-pad  $\uparrow$ ,  $\downarrow$ ,  $\leftarrow$  and  $\rightarrow$  to highlight a character.

Their **HEALTH**, **AGILITY**, and other characteristics will be displayed, and you can press the  $\circ$  button to view their biography and more details about their equipment and adrenaline abilities. Press the  $\Delta$  button to select your highlighted character.



To play in 2 player mode, the second player should press the  $\circ$  button on their controller. Both players must select their character to continue. In 2 player mode, each player will be able to set their **HANDICAP** rating, to give them an advantage or disadvantage during gameplay. If you have a friend that lacks your experience, you can set their handicap, so they start with more health and do more damage.

Novice

200% Health - 2 x Damage

No Handicap

100% Health - 1 x Damage

Godlike

25% Health - .25 x Damage

## ARMORY

The Armory screen allows you to choose the weaponry you'll use during your match. You'll have to choose one weapon that uses **EXPLOSIVE** ammunition, and one that uses **ENERGY** ammunition. (Your pistols and melee weapon are set by your character choice.) If you want more details on a particular weapon, press the  $\circ$  button or see pages 17 and 18.

Press the D-pad  $\uparrow$  or  $\downarrow$  to highlight an Explosive weapon, then press the  $\Delta$  button to select the object. Then do the same for your Energy weapon, and you'll be taken to the arena.

# NETWORKED COMBAT

## Join System Link Game

When you select this option, your Xbox will search for a linked Xbox. Once connected, you'll be asked to choose your character and weapons, just like in an **INSTANT ACTION** match. Note that in System Link, you'll be able to set your Handicap rating, to give yourself an advantage or disadvantage during gameplay. Handicap ratings are displayed on the scoreboard for everyone to see.

For more information regarding network games using your Xbox System Link Cable, consult your Xbox Instruction Manual.

## Host System Link Game

You can use this option to play a game with your friend's networked Xbox using your Xbox System Link cable. You'll set up the game, choosing game options just like you might for an Instant Action match, then wait for your friend to join. One important Hosting option is whether to run a Dedicated game host. Dedicated game hosts cannot play the game, but they have much better performance, which can be useful for large matches.

Changing game rules and selecting mutators may cause your game host to change from Pure to Modified or Non-Standard status. A Pure server is one that is running the most basic game rules. A Modified server may include some small changes, such as a mutator or two, which will affect the play experience. A Non-Standard server has extreme changes that were not intended to be compatible, and so this might provide a negative play experience.

## Xbox Live

### Signing In

Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard drive or a memory unit.



Press the  $\Delta$  button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the  $\Delta$  button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code.

### Quick Match

Pick your desired game type and Xbox Live will look for the best game for you to join. When a game is found, you'll be given a chance to select your character and weapons, then you'll join the battle.

Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.



## NETWORKED COMBAT

### OptiMatch

OptiMatch allows you to search Xbox Live for game hosts that match your exact specifications. You can specify your perfect match, including the number of players, the gametype, and whether you prefer dedicated game hosts. You can also specify whether you prefer Pure, Modified, or Non-Standard game hosts. After selecting your parameters, OptiMatch will find a list of game hosts that match your requirements, and you'll be allowed to choose which session to join.



### Create Match

You can create your own Xbox Live play session with this option. The process is the same as for Instant Action or System Link matches, except that Handicap is not allowed, and you can reserve Private Slots for players on your Friends list.

### Friends

Use this option to add your friends' names to your Friends List. When you log on, you can select this option and see if your listed friends are online.

### Recent Players

Choose this option to view opponents you've recently played. You can choose one of these recent players and invite them to be a Friend or you can send feedback about the match you had.

### Downloads

Choose this option to download any additional content that has been made available exclusively for Xbox Live subscribers.

## NETWORKED COMBAT

### XBOX LIVE OPTIONS



These options are specific to Xbox Live:

### Appear Offline

Select this option to hide your Xbox Live Online Status from other users.

### Use Speakers

Press the **A** button to toggle the audio output to your speakers or Xbox Live Communicator.

### Voice Mask

Press the D-pad **←** or **→** to add an audio filter to your voice, for fun or so other players won't recognize your voice.

### Xbox Live Stats

You can see your Xbox Live performance statistics, as well as statistics for recent players or your Friends. You can learn about character selection, weapon efficiency, performance in each arena, and adrenaline usage.

You'll also see win and loss statistics, and Skill level. Skill level reflects the experience and skill of a player in their Xbox Live matches, and is also used for selecting an appropriate session when using Quick Match. Skill level is displayed on the scoreboard in Xbox Live matches, in the same way that Handicap is displayed in System Link matches.





# MELEE WEAPONS



## **NARUTI STAFF**

Anubis

## **LEGION SWORD**

Sobek

## **NARUTI SWORDS**

Seket

## **THUNDER STAFF**

Ralden

## **NARUTI AXE**

Apophis

## **LINDORI HAMMERS**

Raptor, Syzygy

## **NECRIS SWORDS**

Calypso, Lauren, Lillith

## **MOLTEN KAMA**

Devastation

## **DARK STAFF**

Brock, Judas

## **JUGGERNAUT FISTS**

Ardite, Gorge, Jackhammer

## **CRYO SWORDS**

Sapphire

## **SHARD BLADES**

Szalor, Gorek, Kraag, Torq

## **CRUI STAFF**

Malcolm

# MELEE AND MOBILITY

## Melee

Now you can kill like you were meant to: with your hands! New melee weapons have been updated with technologies that make them a match for any traditional tournament weapon. To wield your melee weapon, press the **B** button.

## The Basics

**SPIN ATTACK** - Pull the **B** trigger for a spin attack that can hit multiple enemies. Continue holding the **B** trigger for additional, more deadly attacks.

**HEAVY ATTACK** - Press the **B** button for a forward-momentum attack aimed at one opponent.

## Aerial Attacks

**JUMP ATTACK** - Tap the **A** button to jump, and then pull and hold the Right trigger. Release to launch through the air at a distant target.

**POUNCE** - Tap the **A** button to jump, and then press the **B** button. With sufficient Adrenaline you launch at an enemy and connect for devastating damage!

## Defense

**SHIELD** - Pull and hold both triggers to reduce damage from all frontal attacks.

**REFLECT** - Pull the **C** trigger to reflect incoming projectiles. If you're facing your enemy and time the reflection properly, you can send it back at your enemy with even more damage. Time your reflection perfectly, and you'll send their projectile back at them unerringly.

## Coup de Grace (Killing Blow)

Melee weapons do 5stun damage, as does the alternate fire mode of most pistols. When enough 5stun damage is inflicted, you'll freeze your enemy in his tracks for just a few moments. Hitting them will end the stun, so make sure to use this opportunity for a heavy blow.

You can also humiliate your enemy with a Coup de Grace. While wielding melee weapons, lock on to a frozen opponent and move in for the kill. Follow the on-screen instructions to kill your opponent in a single blow, and get a huge adrenaline boost as well.

## Mobility

Gone are the days of ponderous behemoths ruling the arena. Modern Unreal players leap, spin, backflip - even dodge bullets, if they see them coming. Combined with **NIMBLE**, **SPEED**, and other adrenaline abilities, players can be virtually untouchable!

Many Unreal arenas have features that let a savvy player take advantage of this new agility, such as chimneys, jump pads, and more. Being light on your toes just became as important as a loaded gun!



# RACE WEAPONS

## PISTOLS

Each intelligent race that sends competitors to the grand tournament is allowed to bring a unique set of ranged weapons. These pistols, along with melee weapons, are the only weapons immediately usable when a competitor is first teleported into the arena. Most pistols have limited shots before they must be allowed to recharge or be reloaded, but unlimited ammunition is always available.



### Nakhti Scorpions

Rapid-fire energy pistols loosely based on TCA dispersion pistol design. Alternate fire is an energy charge that shocks and immobilizes opponents.

### Skaarj Razin

The dreaded Skaarj blades are just as dangerous at a distance, firing a pair of deadly laser-charged poison projectiles. Alternate fire is a debilitating poison that slows opponents.



### Liantri Rivet Gun

Modified construction tool that rapid fires red-hot rivets with quick reloads. Alternate fire is a spike that stakes opponents to arena walls.



### Dual Enforcers

These semi-automatic pistols have been the tournament standard for decades. Bullets impact instantly, but the reload can be time-consuming. Force a combat reload by pulling the **R** trigger while firing.



**HUMAN VERSION:** Alternate fire for humans is an icy blast that freezes enemies solid.

**JUGGERNAUT VERSION:** Alternate fire shoots an uncontrollable fully-automatic spray of bullets. Definite crowd pleaser!

**NECRIS VERSION:** Alternate fire releases a bolt that stuns enemies while their immune system fights the nanoblack infection. Remember, nanoblack will recharge and heal Necris opponents, not hurt them.

### Lightning Bolts



The tournament rules require combatants to use pistols, so Raiden makes his own from pure energy. Each shot fires a small lightning bolt, and the alternate fire is a charge that

shocks and immobilizes opponents.

# ENERGY WEAPONS

All energy weapons require Tarydium crystal energy ammunition, which must be found in the arena during combat (see pg. 11).

### Sniper Rifle

The old Axon Research long-range target interdiction rifle is the weapon of choice for the discerning sniper. Primary fire is a burst of three deadly shots.



Alternate fire enables the sniper scope. When zoomed, the rifle fires a more powerful round which is an instant kill on a head shot.

### Shock Rifle

The natural evolution of the A5MD shock rifle adds new damage-causing potential to an aging favorite.

Shock cores can now be frozen in mid-air to create complex traps or larger shock combos.



### Bio Rifle

The bio rifle is the standard canister gun loaded with Tarydium ammunition, processed from its stable crystalline form into a reactive biotoxic sludge.

These semi-sapient blobs of green goo will pursue enemies at a limited distance. Alternate fire combines multiple canisters for a more deadly blob or an air-detonated poisonous mist.



### Stinger



The stinger is a Liantri mining tool that fires shards of Tarydium crystal at an alarming rate. Continuous fire causes overheating, leading to a catalytic process that makes the shards even more deadly.

The alternate fire shoots larger, semi-sapient shards that will veer towards a locked-on opponent.



## EXPLOSIVE WEAPONS

Explosive-based weapons pack a massive bang for the buck. Their powerful blasts require Explosive Ammunition, which is so heavy and unstable that only a small amount can be carried. Explosive Ammunition must be found in the arena during combat. (see pg. 18).

### Rocket Launcher

The tri-barrel rocket launcher is a tournament favorite. New for this year, each rocket consists of two missiles locked together, which can be split for a drunken fire mode.



### Flak Cannon

The flak cannon is the weapon of choice in tight corridors. Alternate fire lobbs an explosive shell, while primary fire detonates the shell in the barrel to shoot shotgun-like fragments.

### Grenade Launcher

The grenade launcher is the standard canister gun loaded with explosive grenades. Alternate fire shoots a mine that can be detonated on command by holding alternate fire, then pressing primary fire. Mines can be detonated in midair, though this does less damage because they are not yet fully armed.



### Rip-Jack

The ripjack is the descendant of the ripper and razorjack weapons from previous tournaments. The primary fire is a ricocheting saw blade that can remove an opponent's head on a direct hit to the neck.

The alternate fire spins the blade to increase its kinetic energy so that it will explode on contact. While spinning, the blade can also be fired as a proximity mine by pressing fire.

## PICKUPS / POWER UPS

PICKUPS replace those things normally expended during the course of play - AMMUNITION, ADRENALINE and HEALTH - to take a pickup, just walk into it. Some Pickups will be ignored if they aren't needed. After a pickup has been taken, it will be replaced by game officials via teleporter.

### HEALTH

Nanosurgeon packs that work for biological, mechanical, and nanoblock competitors. These appear in small and medium varieties.



### ADRENALINE



Tasty polysaccharide adenosine triphosphate provides all the extra energy combatants need for their special abilities.

### ENERGY AMMO

Tarydum energy crystals used in Sniper Rifles, Shock Rifles, Bio Rifles, and Stingers.



### EXPLOSIVE AMMO

Semi-stable percussex explosive used in Rocket Launchers, Flak Cannons, Grenade Launchers, and Ripjacks.

POWERUPS provide special powers for a limited time, similar to an adrenaline ability. To take a powerup, just walk into it. An icon appears in the upper left corner of the heads-up display with a meter that slowly drains, indicating remaining duration.

### SUPER HEALTH



Boosts the combatant's health to the maximum.

### SUPER ADRENALINE

Gives the combatant a full recharge of adrenaline.



### DAMAGE AMPLIFIER

It wouldn't be a Uandri tournament without the damage amplifier, also known as the UDamage by spectators. The UDamage changes the color of weapons and projectiles to purple, and makes a loud noise with each shot. When you notice these, run.

### INVISIBILITY

Makes the combatant nearly invisible. A favorite of sneaky assassins and snipers everywhere. Note, some adrenaline abilities will counter this effect.



# ADRENALINE

Adrenaline can boost a tournament competitor's abilities to superhuman levels. Your current Adrenaline level appears as a series of blue bars in the upper left of the Heads-Up display. Competitors gain more adrenaline by performing well in the arena, killing opponents, capturing the flag or performing a Coup de Grace. Adrenaline can also be found in the arena, and it slowly regenerates over time.

Each player has six Adrenaline-fueled abilities. To view the adrenaline menu press **O**, then activate an ability by pressing either the **A** or **B** trigger, or **X**. Press **O** again to view your other abilities, or a third time to close the menu. If an ability is unavailable due to lack of adrenaline or other circumstances, it will be gray. Once an ability is activated, an icon appears in the upper left corner, which slowly drains of color as its duration runs out.

**BERSERK** - Rage makes you tougher, fire faster, do more damage, and helps you see enemies.



**BLADE BURST** - Deadly orbiting blades injure nearby opponents.

**BLADE SHIELD** - A shield of blades reduces explosive damage.



**CANNIBALIZE** - Construct ammunition from your robot body.

**CONCUSSION** - Dazes and disorients your enemies.



**DISCHARGE** - Creates a charge which arcs to a nearby foe.

**EARTHQUAKE** - Mangles your enemies with every step.



**EMP** - Electromagnetic pulse that detonates most projectiles.

**ENERGY BURST** - Deadly eruption of energy injures nearby opponents.



**ENERGY SHIELD** - A shield that reduces energy damage.

**ETHEREAL** - Enemies see you slightly out of position.



**FEAR** - Stop an enemy from using adrenaline.

**FLASH** - Blinds nearby enemies for a few precious moments.



**HEAD TURRET** - Activates visor-mounted automated defenses.

**HEAL** - Partially recover from your injuries.



**HOMING** - Makes your projectiles home on your target.

# ADRENALINE



**ICE BURST** - Nearby enemies are frozen solid.

**IRON SPIRIT** - Encases your body in solid armor.



**NIMBLE** - Increases agility and reduces effects of gravity. Available to all competitors.

**POISON CLOUD** - Blights enemies with a debilitating toxin.



**PREDATOR** - Boosts speed and damage for your blades and helps you spot enemies.

**PRIMAL SCREAM** - Stop nearby enemies from using adrenaline.



**RADAR** - Activates threat detection software.

**REGENERATE** - Slowly increases your health.



**REPULSE** - Magnetic field pushes away projectiles.

**SELF-DESTRUCT** - Overheat your core, causing massive meltdown.



**SENTINEL** - Launches allies that fire upon nearby enemies.

**SIPHON** - Nanoblack cloud that drains enemy health.



**SMASH** - Pound the ground and people get hurt.

**SPEED** - Additional burst of speed. Available to all competitors.



**STUN TRAP** - Creates an electrical trap to stun an enemy.

**TELEPORT** - Instantly transports you across the arena.



**UNSTOPPABLE** - Makes you invulnerable, but you slowly lose health.

**UPGRADE** - Summons robots to repair your chassis.



**VAMPIRE** - Heal yourself by damaging your enemies.

**VAMPIRE CLOUD** - Nanoblack cloud drains that enemies health.



**WARRIOR SPIRIT** - Increases firing rate and speed and helps you spot enemies.

**WRAITH** - Become a ghost, barely affected by enemies, that detects enemy life force.



# ARENA FEATURES

Llandri tournament arenas are filled with special features that combatants must recognize quickly in order to survive.

## Teleporters



Teleporters provide instant one-way transportation to a different part of the arena.

## Overdose Ball & Spawn Point

After an Overdose ball is delivered, or the ball carrier is killed, the ball will be out of play for a short time. The ball will be put back in play at one of the spawn points, chosen randomly.



## Overdose Delivery Point



Each Overdose arena has a gold and a white delivery point. Maximum points are gained by delivering a ball to the goal with the same color.

## Flag & Base



In Capture the Flag, competitors must steal the enemy's flag and return it to their own base.

## Chimneys



Many levels have areas which are custom-made for climbing by rapid wall dodging. Look for these chimneys, which aren't always obvious, but will often give a tactical advantage or a quick path to a powerup.

## Manual Jump Pads

Manual jump pads launch a competitor upwards, but only if they jump while standing on it.



## Jump Pad



Jump pads launch combatants upwards to another level or area of the arena.

# UNREAL COMPETITORS

## Anubis

**RACE:** Nakhti **AGE:** 29

**BIRTHPLACE:** Nakhti Imperial City

**STARTING WEAPONS:** Nakhti Scorpions, Energy Staff  
**ADRENALINE:** Energy Burst, Repulse, Heal, Warrior Spirit

Anubis is a prince of the illustrious Reydi family, whose ancestors include fourteen former Nakhti Emperors. Favored to win the tournament ten years ago, Anubis left on the eve of the competition. Some say he was a coward; others speculate that political scheming forced him from the tournament. For the past decade he has served in the Desert Legion, honing his combat skills and revealing none of his secrets.



## Selket

**RACE:** Nakhti **AGE:** 26

**BIRTHPLACE:** Nakhti Imperial City

**STARTING WEAPONS:** Nakhti Scorpions, Nakhti Swords  
**ADRENALINE:** Flash, Repulse, Heal, Warrior Spirit

Selket is a princess of the Jehfar family, and a distant cousin to Anubis. Her desire to be Empress has eclipsed all other minor concerns like ethics and morality. Selket holds little respect for the animal-totem religion of the Nakhti people. She prefers instead the lucrative opportunities that the Llandri Mining Corporation can provide her and her future empire.



## Sobek

**RACE:** Nakhti **AGE:** 54

**BIRTHPLACE:** Na'pt Bon

**STARTING WEAPONS:** Nakhti Scorpions, Legion Sword

**ADRENALINE:** EMP, Repulse, Heal, Warrior Spirit

Sobek is a grizzled veteran of both the Llandri Unreal Tournament and the Imperial Legion. He has befriended Anubis, and taught him everything he needs to know about Tournament fighting. He's not as fast as he used to be, but he's twice as cunning.



# UNREAL COMPETITORS



## Malcolm

**RACE:** Human **AGE:** 54

**BIRTHPLACE:** Earth

**STARTING WEAPONS:** Enforcers, Eryo Staff  
**ADRENALINE:** Sentinel, Iron Spirit, Heal, Homing

The most famous Tournament player, Malcolm is a nine-time Champion whose face is recognized on every planet in the galaxy. His winning streak and his spine were snapped a few years ago by a crushing blow delivered by Gorge in the tournament finals. Malcolm never regained his former agility, but makes up for it with decades of experience. The Liandri use him extensively as a color commentator in their pre-game shows.

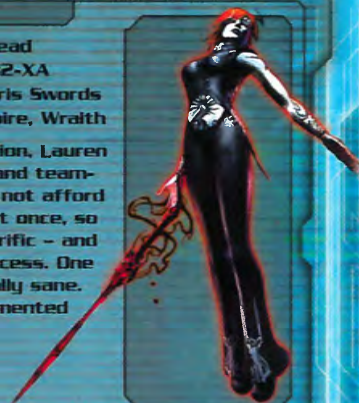
## Lauren

**RACE:** Necris **AGE:** Undead

**DEATHPLACE:** Asteroid 35332-XA

**STARTING WEAPONS:** Enforcers, Necris Swords  
**ADRENALINE:** Siphon, Ethereal, Vampire, Wraith

A former grand tournament champion, Lauren took her life after her boyfriend and teammate Brock died. The Liandri could not afford to lose two popular competitors at once, so they resurrected her with the horrific - and horribly expensive - Necris process. One side effect: Lauren is only marginally sane. She does her best to share her demented grief with others.



## Szalar

**RACE:** Skaarj **AGE:** Unknown

**STARTING WEAPONS:** Skaarj Razik, Skaarj Blades

**ADRENALINE:** Blade Burst, Blade Shield, Regenerate, Predator

Szalar is a proud Skaarj warrior, who suffered the ultimate humiliation: he was captured and enslaved by his mortal enemies, the Torgr tribe. He tried to die fighting his captors and thus regain a small measure of honor. Instead he only impressed the Torgr with his ferocity. They entered Szalar into the tournament, hoping to watch an entertaining death. If he manages to win, however, he will be set free.



# UNREAL COMPETITORS

## Arcrite

**RACE:** Juggernaut **AGE:** 39

**STARTING WEAPONS:** Enforcers, Fists  
**ADRENALINE:** Concussion, Unstoppable, Heal, Berserk

Unlike most Juggernauts in the tournament, Arcrite is neither a criminal nor a killer by nature. His presence in the tournaments is simply a byproduct of his genetic makeup. Watch your step around him - he's not happy to be here.



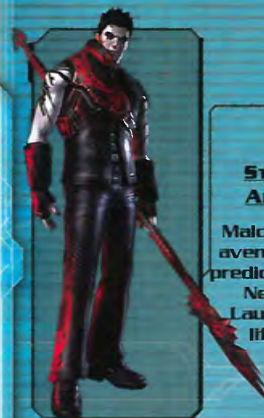
## Brock

**RACE:** Necris **AGE:** Undead

**DEATHPLACE:** Deneb IV

**STARTING WEAPONS:** Enforcers, Necris Staff  
**ADRENALINE:** Fear, Ethereal, Vampire, Wraith

Malcolm's loyal teammate, Brock attempted to avenge his defeat and kill Gorge. His death was predictable. He was resurrected via the patented Necris process. Unlike his former girlfriend, Lauren, Brock has no memories of his previous life. Unburdened by remorse, he's free to kill in the tournament again.



## Devastation

**RACE:** Liandri **AGE:** 0.5

**CONSTRUCTION PLACE:** Liandri Home Services Facility

**STARTING WEAPONS:** Rivet Guns, Molten Kama  
**ADRENALINE:** Head Turret, Cannibalize, Upgrade, Radar

Inspired by the ratings success of earlier robotic competitors, the Liandri converted their brilliant new home service robot into a deadly killing machine. The prototype is constructed with nanochamber alloy and possesses a giga-array processing unit. To further increase audience attraction, and home purchase, Liandri selected a sleek female body type modeled after a popular adult holo actress.



# UNREAL COMPETITORS



## Gorge

**RACE:** Juggernaut **AGE:** 41  
**BIRTHPLACE:** NeoChiba Research Cooche 9  
**STARTING WEAPONS:** Enforcers, Fists  
**ADRENALINE:** Smash, Unstoppable, Heal, Berserk

Gorge, a former inmate of the Allerian Penal Colony, savagely clawed his way through the tournament to the leader boards. Snapping Malcolm's winning streak, and his spine, in the tournament finals should have earned Gorge instant stardom and respect. However, his rough treatment of his fanbase negatively affected his ratings, and 'Gorgeamania' never quite caught on. Gorge is extremely irritated that Malcolm's fans still outnumber his, and that 'Malcolm Will Be Back' t-shirts are still everywhere at tournament competitions.

## Raiden

**RACE:** Elder God **AGE:** Ancient  
**STARTING WEAPONS:** Lightning Bolts, Thunder Staff  
**ADRENALINE:** Teleport, Stun Trap, Heal, Warrior Spirit

As an Elder God, Raiden has been cursed with seeing the devastation to come. When the Gods stood firm on their decision not to interfere in the ways of mortals, Raiden pleaded with them to take action, but they refused. Disgusted, he relinquished his immortal status to travel amongst the realms, gathering the support of the greatest of warriors against the coming storm. And there is no better place to recruit the champions of the galaxy than the Liandri Tournament.



## Raptor

**RACE:** Liandri **AGE:** 7  
**CONSTRUCTION PLACE:** Merkady Production Facility II  
**STARTING WEAPONS:** Rivet Guns, Pneumatic Fists  
**ADRENALINE:** Self Destruct, Cannibalize, Upgrade, Radar

Raptor was originally designed for heavy mining and factory work. In response to audiences' ever-increasing hunger for bloodshed, these robots were refitted with combat equipment and put into the arenas. While they're programmed to win, Raptor's primary task is to eliminate opponents in the most spectacularly bloody manner possible.



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# UNREAL COMPETITORS

## Sapphire

**RACE:** Human **AGE:** 39  
**BIRTHPLACE:** Paso Robles  
**STARTING WEAPONS:** Enforcers, Cryo Swords  
**ADRENALINE:** Ice Burst, Iron Spirit, Heal, Homing

Sapphire is soft-spoken, intelligent and attractive, and on first glance you'd never guess that she's an experienced tournament combatant. Her gentle mannerisms hide a vicious streak that comes to the fore every time she walks into an arena. Sapphire is known for setting the hearts of her many combatants racing - but often for two different reasons.



## Torgr

**RACE:** Skaarj **AGE:** Unknown  
**STARTING WEAPONS:** Skaarj Razik, Skaarj Blades  
**ADRENALINE:** Primal Scream, Blade Shield, Regenerate, Predator

Torgr is the prototypical Skaarj: cunning, brutal, deadly. Leader of the Torgr tribe, he's hoping for a grand tournament victory which will prove him worthy of being Consort to the Queen. Then he can unify the Skaarj and their slave races in his bid for intergalactic conquest! Go Torgr!



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# UNREAL BOTS



**CALYPSO**

(Necris Female)



**DARIUS**

(Nakhti Male)



**HYENA**

(Nakhti Male)



**JUDAS**

(Necris Male)



**KRAAG**

(Skaarj Warrior)



**MEMPHIS**

(Nakhti Female)



**NEPHTYS**

(Nakhti Female)



**SYZYGY**

(Liandri Bot)

**APOPHIS**

(Nakhti Male)



**CORROSION**

(Liandri Bot)



**GAREK**

(Skaarj Warrior)



**JACKHAMMER**

(Juggernaut Male)



**KORIG**

(Skaarj Warrior)



**LILITH**

(Necris Female)



**MIRAGE**

(Nakhti Male)



**RA**

(Nakhti Male)



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