



Unreal Tournament 2004

PC Games

Developer: **Digital Extremes**

Publisher: **Atari**

Rated: **"M" for Mature**

Strategy Guide

written by **JPaterson**

INTRODUCTION

The ultimate sport of kill-or-be-killed is now an explosive new experience, with mind-blowing new ways to move like lightning and annihilate enemies.

Welcome, one and all, to my Unreal Tournament 2004 guide for PC. Contained in this guide is everything you need to become a master player. You'll have weapon strategies, vehicle strategies, strategies for all ten game modes, as well as details on the various mutators available, and much, much more.

Unreal Tournament 2004 has one of the most user friendly server browsers available. From just one screen, you can join any type of game, chat in IRC servers, and read up on the latest news about the game, including patch releases, competitions and contests.

Note that this guide covers only officially released mutators and maps. Any maps made by people outside of Epic Games will not be detailed. The only time these will be detailed is if those maps are used by Epic Games in a future download.

In order to install and play Unreal Tournament 2004, you will need the following system requirements (these are the minimum required):

Operating System	Windows 98/Me/2000/XP/Linux
Processor	Pentium III 1.0GHz or AMD Athlon 1.0GHz or faster
Memory	128MB RAM
Hard Disk Space	5.5GB (5,500MB)
CD-ROM Drive Speed	8X (DVD-ROM required for DVD version of game)
Video	32MB Windows 98/Me/2000/XP-compatible video card
Sounds	Windows 98/Me/2000/XP-compatible sound card
DirectX	Version 9.0b (included)
Modem	33.6 Kbps modem for LAN/Internet play

If you would like more information about Unreal Tournament 2004, be sure to check out the official website at <http://www.unrealtournament.com/>.

PLAYER CONTROLS

These are the default controls for the game. You can change them to whatever you wish through the Game Options screen, available from the "Settings" link on the main menu.

Movement Controls

<u>Control...</u>	<u>What it does...</u>
Left Mouse Button	Fire Weapon
Right Mouse Button	Alternate Fire
Up Arrow/W	Move Forward
Down Arrow/S	Move Backward
Left Arrow/A	Strafe Left
Right Arrow/D	Strafe Right
Spacebar	Jump
Shift	Crouch/Down
Delete	Look Up
Page Down	Look Down
End	Center View

Communication/Taunt Controls

<u>Control...</u>	<u>What it does...</u>
T	Say (to everyone)
R	Team Say (teammates only)
V	Show Speech Menu
F	Activate Microphone
;	Point (animation)
J	Pelvic Thrust (animation)
K	Ass Smack (animation)
L	Throat Cut (animation)

Miscellaneous Controls

<u>Control...</u>	<u>What it does...</u>
M	Show Path to Red Base
N	Show Path to Blue Base
-	Decrease HUD Size
+	Increase HUD Size
E	Use/Action/Activate/Get In Vehicle
Pause	Pause Game (single player only)
F9	Take Screenshot in .BMP format ¹
Escape	Open Game Menu/Map
F1	Open Scoreboard
F2	Open In-Game Voice Chat
F3	Show Personal Stats
F11	Show Music Playlist
F12	Toggle Radar Map On/Off

¹ Screenshots are saved to the "/ScreenShots" directory of wherever you installed the game.

Weapon Controls

<u>Control...</u>	<u>What it does...</u>
Mousewheel Down/Numpad +	Next Weapon
Mousewheel Up/Numpad -	Previous Weapon
B	Switch to Last Weapon
G	Switch to Best Weapon

WEAPONS - LIGHTNING GUN

The Lightning Gun is a high-power energy rifle capable of ablating even the heaviest carapace armor. Acquisition of a target at long range requires a steady hand, but the anti-jitter effect of the optical system reduces the weapon's learning curve significantly. Once the target has been acquired, the operator depresses the trigger, painting a proton 'patch' on the target. Milliseconds later the rifle emits a high voltage arc of electricity, which seeks out the charge differential and annihilates the target.

-- Official description

The Lightning Gun made its debut in Unreal Tournament 2003, replacing the Sniper Rifle, and for good reason; it can only be used as a long-range weapon. The weapon is useless in close quarters fighting, as the recharge rate is very slow, and most enemies won't stand around for you to get a clean shot.

The primary firing mode is an arc of electricity that shoots straight out. If aiming at the body, it will take two shots to kill an unarmored foe, three or four to kill one with armor (depending on how high the player's armor is). However, since it's a long-distance weapon, you should go for head shots, by aiming directly at the player's cranium. A head shot will result in an instant death, regardless of the player's health or armor. You also get a cool "Head shot!" from the announcer.

The alternate firing mode brings up the Lightning Gun's scope. You can zoom in a great distance to get a clear shot. Unless you have superhuman eyesight, the scope is essential for getting head shots. Keep in mind, however, that when you are zoomed in, you cannot see immediately around you, so an enemy could be doing a little dance behind you before finally deciding to kill you and you'd have no idea.

Besides the slow recharge rate, your view when looking through the scope is partially obstructed due to the "snow" you get, which looks similar to a bad connection on your television or computer monitor. It doesn't hinder your view as much as the smoke from the Sniper Rifle, but it's enough to make you pay attention.

One good strategy, which I used to do all the time in Starsiege: Tribes, is to get the Lightning Gun, find a good area to snipe from, and grab a vehicle, preferably a Raptor, although a Manta may also work. You use the Raptor to fly to the destination, then park it while you're sniping at your enemies. When you are spotted (or if, depending on good you are), you can jump back into the Raptor, and retreat to safety, or to another sniping location. This tactic worked wonders in Tribes, as I would use the Scout flyer to get around, then use it to run away. I call this a "hit & run".

Whatever you do, please don't camp near a respawn point and kill people after they spawn from a death. This is not only a cheap way to get kills, but it ruins the game for everybody. How do you improve your skill if you kill people before they have a chance to do anything?

If you are, unfortunately, on the receiving end of a spawn camper, you can hold down your move forward button (default Up Arrow/W), and hold it down as you spawn. This gives you a chance to run as soon as you appear, possibly avoiding the sniper.

VEHICLES - LEVIATHAN

Originally designed for urban pacification, the Leviathan found its greatest deployment near the end of the Human/Skaarj wars. The Leviathan represents the ultimate in mobile military force projection, able to carry one driver and four passengers. Each passenger mans an anti-vehicular turret at the corners. The pilot can target enemies with the rear-mounted rocket pack while driving, firing a continuous swarm of projectiles. When the pilot needs to hold a position, the main weapon can be deployed. This will immobilize the Leviathan for stabilization. Powered by two quantum-fusion impulse reactors, the main gun projectile creates a negative singularity at the point of impact, drawing all energy and matter out of the immediate area. Exploding outward with devastating force, the shockwave can annihilate everything within its radius. There are documented cases of Leviathans single-handedly leveling entire cities and lone attacks against a fully manned Leviathan are suicide.

-- Official description

Driver Controls	<u>Control</u>	<u>What it does</u>
	Mouse	Aim Turret/Ion
	Up Arrow/W	Accelerate
	Down Arrow/S	Brake/Reverse
	Left Arrow/A	Turn Left
	Right Arrow/D	Turn Right
	Left Mouse Button	Fire Rockets/Fire Ion
	Right Mouse Button	Deploy/Pack Up Vehicle

Gunner Controls	<u>Control</u>	<u>What it does</u>
	Mouse	Aim Turrets
	Left Mouse Button	Fire Turret
	Right Mouse Button	Zoom In/Out

The Leviathan is the most powerful and most armored vehicle in the game, but all this comes at the cost of speed. An enemy runs faster than the Leviathan drives at top speed. In addition to the driver, the Leviathan can transport four players, all of whom control side turrets.

While driving, the Leviathan driver has access to the rear rocket turret, which can fire a continuous stream of rockets. They home in on targets, but they aren't too accurate. Each additional player has access to a side turret which fires plasma bolts. A fully armed Leviathan can be devastating, and with 6000 points of armor, it takes a lot to bring it down.

The Leviathan can be deployed into an immobile mode. In this mode, the Leviathan cannot move and is more vulnerable to damage, but the driver has access to an extremely powerful ion weapon, similar to the Ion Cannon. Firing this weapon at a target creates an ion beam, and seconds later, a huge ball of ion at the target erupts in a devastating explosion, killing everyone, regardless of health or armor, and causing severe damage to any vehicles or power nodes/power core. Because it is stationary in this mode, the driver should make sure there is at least one or two players outside, ready to heal the vehicle with the Link Gun whenever it gets damaged.

CREDITS

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