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## SYSTEM REQUIREMENTS

<b>Operating System:</b>	Windows® 98/Me/2000/XP
<b>Processor:</b>	Intel® Pentium® III or AMD Athlon™ 733 MHz (1.2 GHz or higher, recommended)
<b>Memory:</b>	256 MB RAM (384 MB RAM or greater recommended)
<b>Hard Disk Space:</b>	3 GB Free
<b>CD-ROM Drive:</b>	8X Speed
<b>Video:</b>	32 MB NVIDIA® GeForce2 MX™ or better. (64 MB NVIDIA® GeForce3™ / ATI® Radeon™ 8500, or better, recommended)*
<b>Sound:</b>	Windows®-compatible sound card. (NVIDIA® nForce™ or other motherboard/soundcard containing the Dolby® Digital Interactive Encoder required for Dolby® Digital audio.) Sound Blaster® Audigy™ series sound cards recommended.
<b>DirectX®:</b>	DirectX® version 8.1 (included) or higher
<b>Modem:</b>	An Internet connection is not required to play this game. However, files created with Unreal Editor may be shared and/or downloaded. An Internet connection and a 33.6 kbps or faster modem (Cable/DSL recommended) is required for sharing and downloading.

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

## THE README FILE

The *Unreal® II – The Awakening* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. To view this file, double-click on that file in the *Unreal II* directory found on your hard drive (usually c:\Unreal Anthology\Unreal2\Help\Readme.txt). We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print. The ReadMe file also contains tips to improve the performance of your computer when running *Unreal II – The Awakening*.

## SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP. Exit all other applications.
2. Insert the *Unreal II – The Awakening* CD-ROM Install Disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, double-click on the “My Computer” icon on your Windows® desktop. Next, double-click on your CD-ROM icon. If the install screen still does not appear at this point, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD drive letter is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing *Unreal II – The Awakening*.
5. Once installation is complete, click on the Start button on your Windows® taskbar, then select Programs, then *Unreal II – The Awakening*, and then click on *Unreal II – The Awakening* to play the game.

**Note:** You must have the *Unreal II – The Awakening* CD-ROM Play Disc in the CD-ROM drive to play.

The *Unreal II – The Awakening* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click “Yes” when asked if you would like to install it.

## STORY

Eight years after the Strider Wars ended, Earth resumed its expansion into space. The central government grew weak, and power passed to the major corporations funding the exploration and exploitation of new planets. Each of these corporations maintained a private force of mercenary soldiers to enforce its will, and law became largely a matter of “Might Makes Right.”

As *Unreal II – The Awakening* opens, you are John Dalton, a Marshal in the Terran Colonial Authority. The TCA is an undermanned police force that patrols the outer reaches of space. Your job is similar to that of a Marshal in the Old West — you are the lone representative of governmental law and order, charged with keeping the peace in a vast and unruly territory.

## KEYBOARD COMMANDS

Below is a list of the default controls. To change any of these, press the Esc key to bring up the Main Menu, then choose Options > Controls. Click the box next to the function you want to change, then press the key you want to assign to it.

### MOVEMENT

Move Forward . . . . .Up Arrow / W  
Move Backward . . . .Down Arrow / S  
Strafe Left . . .Left Arrow / A / Comma  
Strafe Right .Right Arrow / D / Period  
Jump . . . . .Spacebar  
Walk . . . . .Shift  
Strafe . . . . .Single Quote (')  
Crouch . . .Ctrl / C / Num Pad Period  
Lean Left . . . . .Q  
Lean Right . . . . .E  
Use . . . . .Enter / F

Previous Weapon . . [ / Mouse Wheel  
Next Weapon . . . . ] / Mouse Wheel  
Individual Weapons . . . . .Top-row  
number keys 1-5

### MENUS

Show Menu . . . . .Esc  
Show Console . . . . .Tilde (~)  
Pause . . . . .Pause

### FUNCTION KEYS

F4 . . . . .View Objectives  
F5 . . . . .Quicksave  
F8 . . . . .Quickload  
F9 . . . . .Screenshot  
F10 . . . . .Gamma  
F11 . . . . .Brightness  
F12 . . . . .Contrast

### WEAPONS

Primary Fire . . . . .Left Mouse  
Alternate Fire . . . . .Right Mouse  
Middle Mouse  
Reload . . . . .R

## MAIN MENU

**NEW GAME:** Click to begin a new game of *Unreal II – The Awakening*.

**SAVE GAME:** Select one of the empty slots to save your game progress. Select a used slot, and the game will overwrite that file with the new save file.

**LOAD GAME:** Pick a saved game from one of the saved game slots to continue where you left off. Selecting an icon from the Missions sub-menu will re-start that mission. **Note:** A mission icon will only appear after you have already begun that mission.

**OPTIONS:** Configure the game settings to your liking. See “Controls and Settings” below for further details.

**CREDITS:** See the names of the people who made the game.

**QUIT:** Exit the game.

## CONTROLS AND SETTINGS

In the Options menu, you'll find several sub-menus that allow you to configure *Unreal II – The Awakening* just the way you like it. If you don't like the changes you have made, you can easily restore the original settings by clicking the “Defaults” button. Here are some of the features most commonly customized by users:

### GAME

**Dodging:** Determines whether or not double-tapping a direction key will cause you to leap quickly in that direction. The slide-bar adjusts the sensitivity of the double-tap.

**Game Difficulty:** Choose Easy, Normal or Hard.

**View Bob:** This slide bar determines how much the screen bobs to simulate running.

#### VIDEO

Configure the look of the game here. Choose your Screen Resolution and adjust the Gamma, Brightness and Contrast.

#### SHADOWS

This menu contains options for tweaking shadows. The Master Detail selector allows for quick changes to the overall settings. Lowering/disabling shadows may help performance in certain levels of the game.

#### AUDIO

Modify the game's sound configuration here. You can adjust the music and sound effects volumes. You can also activate 3D audio hardware and Surround Sound features.

#### EAX

On Creative's SoundBlaster Audigy or Audigy 2 sound cards, this setting activates hardware-accelerated 3D positional audio and EAX ADVANCED HD audio technology. *Unreal 2* uses EAX ADVANCED HD to portray realistic acoustic environments and the natural filtering effects that occur when sound passes through and around objects. On other 3D audio accelerators, this setting enables 3D positional audio only.

#### HUD

Important information is displayed in the Heads-Up Display during the game. In the HUD menu you can adjust GUI mouse speed and turn the subtitles, crosshair glow and display objectives ON or OFF.

#### CONTROLS

Here you can assign keys to different game functions like movement and weapons. For example, you can reassign the "Next Weapon" function to the Shift key. Click on the box next to the function you want to change, then hit the key you want to assign to that function.

#### INPUT

Turn the following controller options ON or OFF, or adjust them on the slider bar.

**Mouse Sensitivity:** Determines how sensitive the game's mouse controls are to the movement of your mouse. The higher the sensitivity, the less you have to move the mouse to produce a given action.

**Invert Mouse:** When turned ON, moving the mouse down causes you to look up, and moving the mouse up causes you to look down.

**Mouse Smoothing:** This option makes your player movement smoother when you MouseLook.

**MouseLook:** With this option enabled, you can use your mouse to look around without pressing the MouseLook key.



## HEADS-UP DISPLAY



1. **Health Indicator:** This number indicates how healthy you are.
2. **Shield Indicator:** This number shows how much power remains in your shield.
3. **Clip Indicator:** This counts down the amount of ammo left in your current clip.
4. **Ammo Indicator:** This number shows how much ammo you have in reserve.
5. **Subtitles:** Subtitles for some spoken text appear at the bottom of the screen.
6. **Objectives:** Press the F4 key to display your current set of objectives.
7. **Artifact:** This icon is displayed in the lower left corner if you are currently holding an artifact.
8. **Extra Equipment:** This icon is displayed when you have additional equipment that is ready to be deployed.
9. **Dialog Options:** When you have response choices for dialogs, the numbered options will be displayed here.
10. **Weapons Info:** Weapon information is displayed here.

## WEAPONS

### TERRAN MILITARY HARDWARE

#### DISPERSION PISTOL

**Alternate Names:** LEPEW-13 or “Law Enforcement Personal Energy Weapon, Type 13,” also known by cops as a “Dispersion Pistol,” or more derisively as a “popgun.”



**Ammo:** Does not need ammo; recharges from a small quantum source in the handle.

**Primary Fire:** A fairly low-power, slow-moving quantum energy pulse.

**Alt-Fire:** A pulse with a higher energy level. The weapon charges up over time, stores the charge in a capacitor, and releases a higher-power blast.

**Uses:** While the dispersion pistol is a fine weapon for a law enforcement officer, it was not designed for military use and is ineffective in high-intensity combat. Use it only as a last resort.

#### CAR

**Alternate Names:** M32[A2] 5.56 mm Combat Assault Rifle, standard issue weapon for Military Infantry. Nicknamed the “Duster.”

**Ammo:** Depleted uranium shards.

**Primary Fire:** Very high rate of automatic fire.

**Alt-Fire:** A cluster of five shards packed together to form a single, slower-moving slug. The slug will break apart on impact, allowing you to bounce the shards off walls and around corners.



**Uses:** The CAR is the standard infantry weapon for the Terran Military grunt. Very effective overall — you can hose down an area using the primary fire mode or deliver a lethal single punch with the alternate fire.

#### GRENADE LAUNCHER

**Alternate Names:** M406 “Hydra” 40mm Grenade Launcher, so-named for the multiple ammo types. Used by a wide variety of military forces.

**Ammo:** Fires six different grenade types:



- *Fragmentation:* Enormous explosive power and needle-sharp carbo-steel fragments. Absolutely lethal in close quarters.
- *Toxic gas:* Sprays out a cloud of neurotoxic gas that is so caustic it eats through metal armor.
- *Incendiary:* Sprays burning phosphorus and will set almost anything on fire.
- *Smoke:* Lays down a smokescreen to help you escape from your enemies.
- *Concussion:* Sends out a shockwave that will knock down most enemies.
- *EMP:* Massive electro-magnetic pulse that will disable almost any electrical system instantly.

**Primary Fire:** Tapping the primary fire lobes out a grenade that explodes on contact. Holding down the primary fire engages the timing mechanism so the grenades do not explode until after a few seconds have passed.

**Alt-Fire:** Switches to the next grenade type, if you have any in your inventory.

**Uses:** The grenade launcher is an amazingly versatile and effective piece of military hardware, perhaps the best all-around portable weapon in the Terran arsenal.

### **SHOTGUN**

**Alternate Names:** M700 12G Semiautomatic Riot Shotgun, affectionately called the “Crowd Pleaser.”

**Ammo:** Uses standard 12-gauge shotgun ammunition.

**Primary Fire:** A single shell containing 16 pellets.

**Alt-Fire:** Incendiary slugs with a wider spread and shorter range.

**Uses:** This gun is absolutely devastating at close range — perfect for clearing a room or taking out an enemy (or small group of enemies) right in front of you. Don’t use it at long distances, the effectiveness drops off quickly as the pellets scatter.



### **FLAMETHROWER**

**Alternate Names:** UA69 “Vulcan” Flamethrower. Used by Urban Assault Units of the Terran Heavy Infantry.

**Ammo:** Canisters of napalm.

**Primary Fire:** A jet of flaming gas.

**Alt-Fire:** A spray of unignited napalm which will stick to almost any surface, and which can be ignited by several of your other weapons.



**Uses:** This is the most lethal short-range weapon in the Terran arsenal — you can incinerate entire squads of enemies at close quarters.

### **MAGNUM**

**Alternate Names:** P400 “Avenger” .50 Caliber Semiautomatic Pistol, standard sidearm for Terran Military Special Forces.

**Ammo:** Uses .50 caliber explosive ammunition.

**Primary Fire:** A standard single shot. Very accurate and very powerful.

**Alt-Fire:** A three-round burst with an even bigger punch.

**Uses:** The Magnum is the most powerful sidearm out there. Best for medium range targets, when you’re too far away for the shotgun, but too close for the sniper rifle.



### **ROCKET LAUNCHER**

**Alternate Names:** MP3 Man Portable Rocket Launcher, Type 3, called the “Shark” by the units that use it (probably because of the weapon’s appearance).

**Ammo:** Self-propelled rockets with four thrusters and explosive warheads that detonate on impact.

**Primary Fire:** Four missiles bound together as one rocket.

**Alt-Fire:** Releases the four component parts of a rocket as individual missiles — they are unstable in flight and hence are called “drunken” missiles.





**Uses:** Nothing beats the primary fire mode for accurate, long-range devastation with significant splash damage. The alt-fire drunken missiles are wildly unpredictable, but are good for saturating an area or providing suppressing fire.

### **SNIPER RIFLE**

**Alternate Names:** Type 72 Sniper Rifle. The “Widowmaker.” Favorite of snipers in the Special Forces.

**Ammo:** Fires .50 caliber depleted uranium slugs.

**Primary Fire:** Fires a single shot.

**Alt-Fire:** Toggles the scope on and off. Use the mouse wheel to zoom in or out.

**Uses:** The T72 is a highly specialized weapon that should be used only for long-range sniping, but it does its job very, very well. Its targeting system compensates for wind and other variables to create an instant hit on virtually any target you can see.



## **ALIEN WEAPONS**

### **ENERGY RIFLE**

**Alternate Names:** Izarian energy weapon, dubbed the “Shock Lance” by Isaak.

**Ammo:** Izarian energy crystals derived from ASMD technology.

**Primary Fire:** Generates two fast-moving plasma bolts that do relatively small amounts of damage — but the rate of fire is very high, allowing you to put many bursts on a target in a short period of time.

**Alt-Fire:** An EMP burst that detonates on impact. The EMP burst is particularly effective against machinery.

**Uses:** The Shock Lance generates a lot of sound and fury but isn't terribly effective.

### **OTHER ALIEN WEAPONS**

In the course of the game, you may acquire other alien weapons. Always check in with Isaak before entering your dropship. You never know what old weapons he may have modified or what new weapons he may have cobbled together.



## OTHER ITEMS

### HEALTH STATION

Step inside the station to recharge your health.



### POWER STATION

Step inside the station to recharge your shields.



### AMMO PICKUPS

Run over ammunition to pick it up. If you already have a full supply of that kind of ammunition, nothing will happen. Otherwise, the pickup will disappear and the ammo will be added to your inventory.

## GAME TIPS

Keep moving. A moving target is harder to hit than a stationary one. Strafing is a great way to avoid getting shot (the left and right arrow keys will make you strafe) while keeping your crosshair on your enemy. Use it or lose it!

Weapons with explosive payloads, such as the Rocket Launcher, create “splash damage.” Use this to hurt your enemies by aiming near them or on the ground in front of them. A couple of good splashes will take out your opponent in no time.

Many weapons are great for close combat, while others are better suited for long-distance play. For instance, the shotgun is great in close quarters while the zoom of the Sniper Rifle makes it the ultimate long-range gun.

Many of your weapons cause splash damage that will injure you if they explode nearby. Be careful where you shoot.

If you're unsuccessful jumping to a spot that looks accessible, hold down the jump key to “mantle” and you may be able to pull yourself up.

Save often — but you can always start a mission again using the Mission Log.

Isaak constantly tinkers with your weapons. Check in with him between missions to see if he has made any breakthroughs.

## ADVANCED TECHNIQUES

Some weapons will cause momentary panic among your enemies. Take advantage of their disorientation.

Lean around corners to see what's up ahead. You won't be able to shoot anyone, but they won't shoot you either.

Some dead enemies are great sources of ammo and extra energy for your power armor.

You can ricochet shots off walls and around corners to take out an enemy. Both the Grenade Launcher and the alt-fire function on the CAR are effective ricochet weapons.

Use cover. Your enemies will.

## TROUBLESHOOTING

### **PROBLEMS LAUNCHING THE GAME**

If you are having difficulty launching the game:

Close any other applications that are running on your PC, including applications in the system tray.

If you continue to have difficulties launching the game, please read through the information listed below:

#### **Q: Are you using a backup of the original disc?**

In some cases, due to the fact that some copies are so close to an original, SecuROM does not provide the 'Wrong disc' or equivalent message and instead aborts the launch. If you're not using the original game CD, that's the problem!

#### **Q: Do you have virus scanners, disk management tools, debuggers, or emulators running in the background?**

Most virus scanners and disk management tools are typically OK, but we recommend that they be disabled. Debuggers and emulators are not allowed due to their use in circumvention of SecuROM technology.

#### **Q: Do you have a Kenwood multi-beam CD-ROM drive?**

These drives can have older firmware which will cause problems reading the CD. If your CD-ROM drive is the Kenwood ICR-412 or Kenwood UCR-401, and the firmware is older than version 132, you will need to upgrade the firmware. The firmware update is available from Kenwood at:

<http://www.kenwoodtech.com/downloads.html>

#### **Q: Are real-mode drivers being used for the CD-ROM drive?**

Real-mode drivers are not compatible with this software title; please install the latest plug and play drivers for your CD-ROM drive.

#### **Q: Is your sound card a PCI64 using the ES1371 drivers, version 4.05.1127 or 4.05.1129?**

Please install the latest drivers for your sound card.

#### **Q: Are you running the game on a Dell 4100/4300 series computer and Windows 2000?**

Intel identified a problem with the Intel Ultra ATA storage controller, and has offered an update on their web site.

1) The update to the Intel Application Accelerator program can be found here:

<http://www.intel.com/support/chipsets/iaa/>

2) The latest drivers for the Intel storage controllers can be found here:

[http://appsr.intel.com/scripts-df/Product\\_Filter.asp?ProductID=182](http://appsr.intel.com/scripts-df/Product_Filter.asp?ProductID=182)

Select the drivers for Windows 2000, download and run the setup program, then reboot.

#### **Q: Is the firewall software Zone Alarm Pro being used?**

Make sure the latest version is installed, and older version may cause conflicts with the game software.

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