Safety Information
About Photosensitive Seizures
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 dizziness, 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 further 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 health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television
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 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.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.
Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Unreal Championship disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Unreal Championship.

Avoiding damage to discs or the disc drive
To avoid damage to discs or the disc drive:
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Unreal Championship.
**Connect to Xbox Live**

Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings.

**Step 1: Connect**

To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B. For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

**A. Direct Connection**

![Diagram of Direct Connection](image)

**B. Shared Connection**

![Diagram of Shared Connection](image)

**Step 2: Go Live**

Important! Xbox Live is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.

2. From within the game, select the option for Xbox Live. At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on-screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

**Step 3: Configure (if necessary)**

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

**Quality of Service:**

When using Xbox Live, Unreal® Championship seamlessly determines how many players you will be able to host, based on your available bandwidth. This is to ensure that the people connecting to your game, and yourself, achieve the optimal Xbox Live performance. Quality of Service will also sort Xbox Live games by default, starting with the best available connections.

**Need more help?**

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and will also void your warranty. For additional assistance see www.xbox.com/live.
Controls

Primary Fire
Forward/Back
Jump
Strafe Left/Right
Pause
Start Menu
Move Forward
Strafe Left
Strafe Right
Move Back
Secondary Fire
Previous Weapon
Taunts/Orders
Next Weapon
Jump
Scoreboard
Stats
Center View
Look Up/Down
Turn Left/Right

Main Menu

Single Player

Here you assemble a team from a group of freelance agents. Your team will remain with you throughout the game. As you progress, your teammates will improve in their various skills.

Once you have your team, you can enter one of four games against AI opponents: Team Deathmatch, Capture the Flag, Bombing Run, and Double Domination. (For more information on the types of combat see "Instant Action").

System Link

Through each ladder, you will be pitted against other teams in the tournament. You must win all four ladders to finish the game, in order to earn your freedom. However, when you conquer all of the divisions, you will be given one final task!

Play Live

System Link allows you to join separate Xbox systems connected via a Local Area Network (LAN) and have multiple Xbox consoles on one game. Each Xbox can add one to three players (depending on the map for split-screen. Once you select System Link you have the option of either joining a match in progress on another Xbox on the LAN, or hosting a match for other Xbox consoles to join.

Roaming Accounts:

You will be able to access your Xbox Live player accounts stored on a Memory Unit. However, Unreal Championship does not provide an interface to save these accounts directly here. Instead, accounts must be copied over to the Memory Unit from the Xbox Dashboard, under Xbox Live Account Management.

Tutorial

The Tutorial will prepare you for your foray into Unreal Championship. You will learn how to use the controller, and navigate through the world. You will be required to perform certain tasks in order to progress, and you will build the skills necessary to conquer your opponents.

Profiles

In this section, you can create and manage single or multiple player profiles. There is a large roster of player models to choose from, and you will be able to edit your character's alias.
Instant Action

Instant Action allows you to start a quick game versus an AI controlled opponent in either Deathmatch, Team Deathmatch, Survival, Capture the Flag, Bombing Run, or Double Domination.

Deathmatch is an every-man-for-themselves sport in which you use weapons and pickups found throughout each match to kill the other players. Every time you kill another player, your score goes up one point. The first player to reach a predetermined score wins the match.

Team Deathmatch is just like regular Deathmatch, except that the players in the map are split up into two teams. A team's score goes up one point every time a player from the other team is killed. The team that reaches the predetermined limit first wins.

Survival is a one-on-one match, that pits you against all of the other players in the game, one at a time.

Capture the Flag is a team game where one team must capture the other team's flag a predetermined amount of times to win the match. To capture the other team's flag, run over the flag in the other team's base, and then return to your base and touch your own flag. You drop the flag if you are killed, or use the Translocator.

Bombing Run is a team game where one team must grab the ball, which spawns in the middle of the map, and deliver it to a bomb gate in the opposing team's base. Players can launch the ball through the bomb gate or run it through. Once a team has scored a predetermined number of times, they win the match.

Double Domination is a team game where one team must control both Domination Points in the map simultaneously for 12 seconds. Each time a team manages to do this, they score one point. The first team to reach a predetermined score wins the match.

When you select the game type you wish to play, you have the option of choosing which maps to play on and whether to play with a game mutator. Your team is picked automatically for you and will be different in each game.

The only goal of Instant Action play is to win individual matches. At any time during instant action play, a second (and third or fourth player, depending on which map is being played) can plug in another controller and join in the action on split screen.

Settings

Select from the following options:

Audio: Adjust levels of sound and music and voice taunt options
Controller: Change controller configurations or map controller layout.
Minigun

With an unloaded weight of only 8 kilograms, the Schultz-Metzger T23-A 23mm rotary cannon is portable and maneuverable, easily worn across the back when employing the optional carrying strap. The T23-A is the rotary cannon of choice for the discerning soldier.

Shock Rifle

The ASMD Shock Rifle has changed little since its incorporation into the tournaments. The ASMD sports two firing modes capable of acting in concert to neutralize opponents in a devastating shockwave. This combination attack is achieved when the weapon operator utilizes the secondary fire mode to deliver a charge of seared plasma to the target. Once the slow-moving plasma charge is within range of the target, the weapon operator may fire the photon beam into the plasma core, releasing the explosive energy of the anti-photons contained within the plasma's EM field.

**Combo 1:** Shooting the projectile from the secondary fire, with a blast from the primary fire, will result in a large blast with an explosive force.

Rocket Launcher

The Trident Tri-barrel Rocket Launcher is extremely popular among competitors who enjoy more bang for their buck. The rotating rear-loading barrel design allows for both single- and multi-warhead launches, letting you place up to three dumbfire rockets on target. The warheads are designed to deliver maximum concussive force to the target and surrounding area upon detonation.

Translocator

The Translocator was originally designed by Liandri Corporation's R&D sector to facilitate the rapid recall of miners during tunnel collapses and other emergencies. The technology has saved countless lives, but not without cost. Rapid derealization and reconstitution of the subject organism can have several unwelcome effects, including increases in aggression and paranoia, as well as increased probabilities of respiratory and cardiac arrest. Artefacts of synaptic disruption accumulate in the biological snapshot of the individual, leading to Teleportation Related Dementia (TReDs), an incurable disease that has stricken some of our greatest champions. In order to prolong the careers of today's contenders, limits have been placed on Translocator use. This was deemed necessary to prevent new recruits from becoming too reliant on the device, thereby sealing their own doom. The latest iteration of the Translocator features a remotely operated camera, exceptionally useful when scouting out areas of contention. It should be noted that while viewing the camera's surveillance output, the user is effectively blind to their immediate surroundings.

T.A.G Rifle

The T.A.G Rifle seems innocuous enough at first glance, emitting a harmless low-power laser beam when the primary firing mode is engaged. When it hits a small glow will appear for a brief period, 'painting' the target. If there is a direct line of sight to the orbiting Ion Cannon satellite, the Cannon will orient itself to the target. Several seconds later the multi-gigawatt orbital ion cannon fires on the target, neutralizing any combatants in the vicinity. The T.A.G Rifle is a remote targeting device used to orient and fire the VAPOR Ion Cannon. The T.A.G Rifle offers increased targeting accuracy via its telescopic sight, easily activated by the secondary fire mode of the weapon. Once the T.A.G Rifle has been used to designate a target it is highly recommended that the user put considerable distance between themselves and the weapon's area of effect.
Ion Cannon

The highly effective Variable Altitude Phased Output Remote Weapons Platform (VAPOR WEP) led to a dramatic decrease in incidents of mob violence within colonial boundaries. Hovering high above the terrain, the VAPOR scans the visible countryside for the activation of rifle-mounted targeting lasers. When a beam is located, the platform moves into position and unleashes two terawatts of ionized plasma streams directly onto the target, vaporizing any agitators and bystanders within fifty meters.

It takes time for the Cannon to orient itself, so the closer the target site is to the orientation of the Cannon, the sooner it will fire. This weapon can only be used in large spaces where an Ion Cannon Satellite exists.

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.

Ball Launcher

A new addition to the Tournament, the Ball Launcher is only available in Bombing Run Mode. Once you've picked up the ball, the Ball Launcher is automatically selected from your arsenal. While you're in possession of the ball, you cannot use any other weapon.

Pressing the Fire button will launch the ball, either at another teammate for a pass, or through the opposing team's goal.

BioRifle 2.0

The GES BioRifle continues to be one of the most controversial weapons in the Tournament. Loved by some, loathed by others, the BioRifle has long been the subject of debate over its usefulness. Some Tournament purists argue that the delayed detonation of the mutagenic sludge, coupled with the ability to quickly carpet an area with the highly toxic substance, has reduced the weapon to the equivalent of a minefield, a barbaric and cowardly weapon employed during past human conflicts. Proponents of the weapon argue that it enhances the tactical capabilities of defensive combatants, allowing participants to cover multiple choke points more efficiently. Despite the debate, the weapon remains historically accurate, providing rapid-fire wide-area coverage in primary firing mode, and a single-fire variable payload secondary firing mode. In layman's terms, this equates to being able to pepper an area with small globs of Biosludge, or launch one large glob at the target.

The Link

The Link looks like a high tech laser and is similar to a Shock Rifle in its functionality, but delivers less damage. This is more of a team weapon and its real power comes when used in a team. If this weapon is fired at a teammate, it creates a link between the two players for as long as the firing player keeps their fire button and as long as a direct line of sight is maintained between the players. This link will allow the linked player's weapon to do extra damage, with a faster rate of fire. If another player is added to the link, the firing rate will increase again, and the beam will deliver a devastating blow.
Other Items

Health
Each health vial gives you 5 health points, to a maximum of 199.

Health Pack
Replenishes 25 points of health, up to the maximum of the character species.

Mega Health
A new lease on life, 100 health points up to the maximum of the character species.

Shield Pack
Protects you with 50 armor points, up to a maximum of 150.

Super Shield Pack
Gives you 100 armor points, up to a maximum of 150.

Double Damage
Doubles the power of all weapons. The Damage Amplifier's effects last for thirty seconds.

Adrenaline
Tasty and nutritious, Adrenaline provides you with the extra energy needed to execute special adrenaline abilities.

Bomb Gate
During a Bombing Run, this is the goal. The Bomb gate is found at the opposing team's base. Launch or carry the ball through the gate to score 3 or 7 points respectively.

Domination Point
In a Double Domination match, Both Domination Points must be controlled by your team for 12 seconds. Take control of the Domination point by running through it.

Flag Base
Steal your enemy's flag and return it to your team's base in a Capture the Flag match. To take the flag, run over it and get back to your base alive.
The Species

Gen Mo'Kai
Faster and more agile than their human counterparts, the lithe Gen Mo'kai lack the vitality of robust opponents like the Juggernauts. They more than compensate for this handicap with their ability to distance themselves from the enemy with great haste.

Automatons
Lightning-fast reflexes and a powerful synthetic musculature allow the Automatons to jump higher and dodge faster than any other race in the arena. Limitations in the gyroscopic stabilizers require that jumping maneuvers have decreased horizontal motion, in order to ensure a stable landing.

Anubans
The Anubans carry with them a long standing tradition of acrobatic maneuvering and stimulant use in battle, possibly inherited from the ceremonial combat rooted deep in their planet's history. Deemed showoffs by some, they have shown their prowess repeatedly by using their unique skills to navigate even the most treacherous arenas safely. Because of their unique affinity for stimulants, their bodies absorb the adrenaline ampules with considerably more efficiency than other races.

Juggernauts
Hampered by the bulk of their genetically boosted physiques, the Juggernauts move ponderously through the arenas, shrugging off enemy fire as if it were a mere annoyance. They may not be fast, but they tend to keep coming long after others have retreated to lick their wounds.

Mercenaries
Somewhat more rugged than their earthly counterparts, the Mercs of the 7th Fleet suffer from none of the vulnerabilities that make their opponents easier targets.

Nightmare
The pleasure these foul creatures derive from the pain of their wounded enemies triggers the release of powerful regenerative drugs secreted from their heavily modified glandular systems. The more pain they inflict, the harder they become to kill.

Weapon Affinities
Each character possesses an affinity for a particular weapon. When using their favorite weapon the character will have the advantage of one of the three following affinity bonuses. Weapon Affinities are indicated on the character bio screen by a letter (A/D/F) next to the Affinity Weapon stat.

AMMO: The ammunition affinity increases the maximum amount of ammunition per clip, that the character can carry.

DAMAGE: The damage the character inflicts with this weapon is increased by a certain percentage.

FIRE RATE: The character's weapon has a substantially improved rate of fire.
Mutators

The Mutator menu allows you to affect visuals or gameplay with the press of a button. The mutators available are listed below:

**Arena**
Replace weapons with one that you don't suck at using.

**Big Head**
Are your elite fighting skills giving you a swelled head? Now your opponents can see it in-game.

**Floaty Cadavers**
Your kills weigh lightly on your conscience.

**Competition Mode**
Disable each race's unique combat statistics and each character's weapon affinities.

**Insta Gib**
Instant-kill combat with modified Shock Rifles.

**Regeneration**
All players regenerate health.

**Link Gun Medic**
Link Gun beam heals teammates.

**Slow Motion Corpses**
Death should not be rushed.

**Low Grav**
One small step for combat, one giant leap for mankind.

**Vampire**
Suck the life from your opponents and add it to your own.

**No Adrenaline**
Adrenaline pickups are removed from the map.
**DANSK QUICKSTART**

**Brug af Xbox-videospilsystemet**

1. Installer Xbox™-videospilsystemet ved at følge instruktionerne i brugerhåndbogen til Xbox.
3. Tryk på skub ud-knappen, og diskskuffen åbnes.
4. Anbring disken Unreal® Championship på diskskuffen med mærkatet opad, og luk diskskuffen.
5. Følg instruktionerne på skærmen, og se i denne brugerhåndbog efter flere oplysninger om at spille Unreal® Championship.

**Undgå beskadigelse af diskene eller diskdrevet**

For at undgå skader på diskene eller diskdrevet:
- Sæt kun Xbox-kompatible diske i diskdrevet.
- Anvend aldrig diske med en usædvanlig form som f.eks. en stjerne eller et hjerte.
- Efterlad ikke en disk i Xbox-konsollet i længere tid, når det ikke anvendes.
- Flyt ikke Xbox-konsollet, når det er tændt og en disk er sat i.
- Anbring ikke mærker, klistermærker eller andre fremmede genstande på diskene.

---

**Brug af Xbox-controlleren**

1. Sæt Xbox-controlleren i en hvilken som helst controllerport foran på Xbox-konsollet. Sæt ekstra kontroller i de tilgængelige controllerporte, hvis der er flere spillere.
2. Sæt eventuelle udvidelsesenheder (f.eks. Xbox-hukommelseskort) i controllerens udvidelsesporte, hvis det er nødvendigt.
3. Følg instruktionerne på skærmen, og se i denne brugerhåndbog efter flere oplysninger om brug af Xbox-controlleren til at spille Unreal® Championship.

<table>
<thead>
<tr>
<th>Venstre styrepind</th>
<th>Bevæg</th>
<th>X knap</th>
<th>Forretningsvæsen</th>
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</thead>
<tbody>
<tr>
<td>Venstre styreknop</td>
<td>Hop</td>
<td>B knap</td>
<td>Næste våben</td>
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<tr>
<td>Navigationstast op</td>
<td>Flyt fremad</td>
<td>Y knap</td>
<td>Tailll.</td>
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<tr>
<td>Navigationstast ned</td>
<td>Flyt tilbage</td>
<td>A knap</td>
<td>Kommando</td>
</tr>
<tr>
<td>Navigationstast til venstre/højre</td>
<td>Affyr til</td>
<td>X knap</td>
<td>Kommando</td>
</tr>
<tr>
<td>Højre styrepind</td>
<td>Drej til venstre/højre</td>
<td>Venstre udløserknop</td>
<td>Sekundær</td>
</tr>
<tr>
<td>Højre styreknop</td>
<td>Venstre/højre</td>
<td>Højre udløserknop</td>
<td>Primaer</td>
</tr>
<tr>
<td>Højre styrepind op/ned</td>
<td>Så op/ned</td>
<td>START knap</td>
<td>Startmenu/Pause</td>
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<tr>
<td>Højre styreknop</td>
<td>Contrast udsyn</td>
<td>BACK knap</td>
<td>Stemmekanaler</td>
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<td>A knap</td>
<td>Hop</td>
<td>Hvid knap</td>
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<td>Sort knap</td>
<td>Score</td>
<td>Venstre HV knap</td>
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23
1. Kokoa Xbox™-pelikonsoli Xboxin käyttöohjeessa kuvatulla tavalla.
3. Levykelkkaa avautuu, kun poistopainiketta (eject) painetaan.

Levyn tai levyaseman vauriointumisen väältäminen
- Aseta levyasemaan vain Xbox-yhteensopivia levyyjä.
- Älä koskaan käytä kummallisen muotoisia levyyjä, kuten tähden- tai sydämenmuotoisia levyyjä.
- Älä jätä levyä Xbox-konsoliin pitkäksi aikaa, kun konsoli ei ole käytössä.
- Älä siirrä Xbox-konsolita virran ollessa kytketynä ja levyn ollessa sisällä.
- Älä kiinnitä levyihin etikettöjä, tarroja tai muita vieraita esineitä.

Xbox-ohjaimen käyttäminen

A-laajennuspainikka
B-laajennuspainikka
Vasen liipaisin
Valkoineen näppäin
VASEN peukalosauva
BACK-painike
A-peukalosauva
START-painike
Suunta-alusta
Sort knap
Y-painike
Musta näppäin
Oikea peukalosauva

NORSK QUICKSTART

Bruke Xbox-spillkonsollen

1. Installer Xbox-spillkonsollen ved å følge fremgangsmåten i instruksjonshåndboken for Xbox.
4. Plasser Unreal® Championship -CDen på CD-skuffen med etiketten vendt opp, og lukk CD-skuffen.
5. Følg instruksjonene på skjermen og slå opp i denne håndboken for mer informasjon om hvordan du spiller Unreal® Championship.

Unngå å skade CDene eller CD-stasjonen

Slik unngår du å skade CDene eller CD-stasjonen:
- Sett kun inn Xbox-kompatible CDer i CD-stasjonen.
- Bruk aldri CDer med rare former, for eksempel stjerne- eller hjerteformede CDer.
- Ikke la en CD ligge i Xbox-konsollen i lengre tid når den ikke er i bruk.
- Ikke flytt Xbox-konsollen når strømmen er slått på og det ligger en CD i den.
- Ikke fest etiketter, klistermerker eller andre fremmedlegemer på CDene.
SVENSK QUICKSTART

Användning av Xbox™ TV-spel

1. Installera Xbox™ TV-spel enligt anvisningarna i Xbox instruktionsboken.
2. Tryck på av/på knappen. Statusindikatorn tänds.
3. Tryck på utmatningsknappen. Skivfacket öppnas.
4. Placera Unreal® Championship skivan på skivfacket med etiketten uppåt och stäng skivfacket.
5. Följ anvisningarna på skärmen. I instruktionsboken finns ytterligare information om hur du spelar Unreal® Championship.

Undvikas skador på skivorna eller CD-spelaren
Så här undviker du att skada skivorna eller CD-spelaren:
- Sätt endast i Xbox-kompatibla skivor i CD-spelaren.
- Använd aldrig skivor med uthållig form, t.ex. stjärna eller hjärtformade skivor.
- Låt aldrig skivan ligga kvar i Xbox-konsolen under längre perioder när den inte används.
- Flytta inte Xbox-konsolen medan strömmen är på och du satt i en skiva.
- Fäst aldrig etiketter, dekaler eller andra främmande föremål på skivorna.

Användning av handkontrollen

1. Sätt i handkontrollen i valfri handkontrollsport fram till på Xbox-konsolen. För flera spelare: sätt i ytterligare handkontroller i tillgängliga handkontrollsporter.
2. Sätt eventuellt in utbyggnadskomponenter (t.ex. Xbox-minneskort) i lämpliga utbyggnadsöppningar på handkontrollen.
3. Följ anvisningarna på skärmen. I instruktionsboken finns ytterligare information om hur du använder handkontrollen för att spela Unreal® Championship.

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<th>Y-knapp</th>
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<td>Vänster styrspak</td>
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<td>B-knapp</td>
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<td>Styrknapp nedåt</td>
<td>Flytta bakåt</td>
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<td>Styrknapp vänster/höger</td>
<td>Flytta vänster/höger</td>
<td>X-knapp</td>
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<td>Flytta vänster/höger</td>
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<td>Höger styrspak uppåt/nedåt/Titta uppåt/nedåt</td>
<td>Höger styrspakknapp</td>
<td>Föregående vapen</td>
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<tr>
<td>START-knappen</td>
<td>Startmoni/Pass</td>
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<td>BACK-knappen</td>
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<td>Resultattavla</td>
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Credits

DigiTal Extremes

Programming
Adriano Bertucci
Jeff Jam
Glen Miller
Tony Pilger
Steve Sinclair
Justin Smith

Character Models & Animation
James Edwards
Steve Jones

Art & Models
Mike Bastien
Geoff Crookes
Pancho Eekels
Dave Ewing
Baslian Frank
Mike Leatham
Scott McGregor
Tony Pilger
Evron Trehane
Dan Sarkar
James Schmalz
Cassidy Scott
Mat Tremblay
Mario Vazquez

PR Director
Meredith Brau

Level Design
Mike Bastien
Pancho Eekels
Dave Ewing
Baslian Frank
Scott McGregor
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