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Minimum System Requirements

Requires Unreal™ or Unreal Tournament™

CPU:	P166 MHz
Memory:	16MB RAM
Available HD Space:	100MB
Distribution Media Drive:	CD-ROM
Audio System:	Windows® 95 Compatible Sound Card
Video System:	PCI Local Bus Video Card
O/S:	Windows® 9X

Installation under Windows® 95 or 98

1. Quit all other applications and insert the Unreal™: Return to Na Pali™ CD into your CD-ROM drive.

   If Windows® 95 is set up to use the CD AutoPlay feature, Unreal: Return to Na Pali will automatically display its installation screen, shortly after you insert the CD. If AutoPlay is disabled, you will need to start the installation manually. To do this, double click on the My Computer icon, then double click on the CD-ROM icon in the window that opens. This will open the first installation window.

3. Follow the instructions in the installation windows to install Unreal: Return to Na Pali on your computer.
   The following steps describe each installation window.

4. The first window shows you what languages Unreal: Return to Na Pali can use, as well as links to some informative web sites (you do not need to use the web sites to complete the installation). Select your preferred language and click Next.

   The next window asks you where on your computer you'd like to install Unreal: Return to Na Pali. The window suggests a default directory (or folder), usually C:/Unreal. If you want to install to a different hard drive and/or directory, simply delete the default hard drive and directory and type in the new location. Click Reset at any time to return to the default hard drive and directory.

   The amount of free space available on the chosen directory's hard drive is displayed at the bottom of the window. You need 100 megabytes of hard drive space available for a minimum install, or 400 megabytes for a full install.

   Click Next when you have decided on a hard drive and directory.

6. The next screen presents you with a list of Unreal: Return to Na Pali components which may be installed. You may choose from the following items:

- **Unreal:** Return to Na Pali Game: The Unreal: Return to Na Pali game engine, which requires 100 megabytes of free space. Installation is required.
- Game Content: Select this component to install all game content onto your hard drive, which requires 300 megabytes of free space. Select this for optimal performance. If you deselect this option, the game content will be loaded from CD each time you play, degrading performance.
- Unreal Editor: Installs the editor program that lets you create your own Unreal levels. This component is not necessary to play the game.
- DirectX: Installs Microsoft's DirectX drivers for optimal rendering performance, audio support and joystick support. This component is optional, but highly recommended if you do not already have it installed.

Click Next when you have decided which components to install.

7. The next screen lets you review your choices. Click Install when you are ready, or click Back to change your choices.
8. After the game has been installed, the Unreal: Return to Na Pali Options window will appear. It is highly recommended that you select and read the Release Notes for important information about Unreal: Return to Na Pali. After reading the release notes, select Play to play Unreal: Return to Na Pali.

back for more

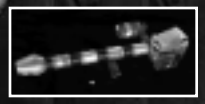
You survived the wreck of the Vortex Rikers and fought your way off Na Pali, only to find yourself trapped in a stranded life pod, waiting to die. You thought anything would be better than a slow suffocation in orbit . . . until you were rescued and sent back down to the surface.

The salvage mission they assigned you to actually sounded appealing at first . . . a chance for revenge, to return with plenty of weapons, ammo, armor, health packs . . . maybe even some backup. But the expectation of any support was just a dream . . . like your hope for freedom. Your so-called rescuers sent you back to Na Pali with nothing more than your dispersion pistol and a heart full of bitter resentment. Back to where the Brutes, the Titans and the other Skaarj watchdogs would be waiting. Waiting, but not suspecting. Not even their twisted alien logic could predict that the one creature who escaped, the human who took so many lives and so many risks just to leave Na Pali behind would actually return. But you have returned. And so it begins . . . again.

New Weapons

Grenade Launcher

This cumbersome but potent weapon lobs large explosive shells that go off a few seconds after being discharged. The secondary fire ejects a special grenade that detonates when the secondary fire button is hit a second time, or when triggered by another explosion or impact.



Rocket Launcher

The Rocket Launcher is a medium- to long-range destructive device that fires a high-power incendiary missile. The missile explodes on impact and releases a sizeable shockwave. The secondary fire utilizes a responsive missile equipped with a remote guidance system that follows directions indicated by the launcher. For example, move the weapon to the left after deploying the secondary fire, and the missile will veer left. This remote control feature remains active until the missile explodes.

Combat Assault Rifle

This rapid-fire automatic weapon is similar in function to the Minigun, but the Combat Assault Rifle boasts greater accuracy and larger rounds than its formidable cousin. The secondary fire emits a cluster of five rounds that explode on impact. This all-purpose weapon is effective at short, medium and long ranges.

New Enemies

Spiders

Over the millennia of their existence, these large territorial arachnids have evolved their web spinning glands into dangerous projectile weapons. They fire slow-moving but deadly orbs of poisonous plasma that deliver substantial damage. Their close-range fang attack should also be avoided.

Pack Hunters

Small but blindingly fast, Pack Hunters are reptilian predators equipped with rows of armor-shredding teeth and insatiable appetites. While one or two shots from most weapons will destroy a single Hunter, they compensate for their lack of armor by outnumbering and overwhelming their prey. Masters of efficient killing, a swarm of five to seven Hunters can de-flesh a creature the size of a Brute in a matter of seconds. Since they possess no long-range attacks, and their close-range attacks are so lethal, Pack Hunters are best handled from a distance.

Terran Marines

The Terran Marine is the pride of the Terran Unified Military Services. These elite combat soldiers are heavily armored and carry the latest Terran weapons, including the CAR, Grenade Launcher, and Rocket Launcher. They often use short range matter transmitters to teleport into battle from dropships above the combat zone. Marines are the toughest opponents you'll face - they are smart, fast, and deadly.

New Multiplayer Game Modes

Gravity Match

In this mode, the effects of gravity are diminished, allowing players to jump higher and farther. The low gravity also affects projectiles launched from weapons.

Cloak Match

In this mode, a special cloaking device is located somewhere in each level. Any player who gets it (and activates it) becomes partially invisible. When a cloaked player is killed, his killer becomes cloaked and all other cloaking devices are deactivated. From that point on, only one player at a time can be cloaked.

Terran Weapon Match

In this mode, the Rocket Launcher, Grenade Launcher and Combat Assault Rifle are the only weapons available.

Marine Match

This special botmatch pits players against Terran Marines, who are much more deadly than normal bots.

Technical Support (U.S. & Canada)

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at: **http://www.gtisonline.com** twenty-four hours a day, seven days a week. Through this site you'll have access to our **FAQ** documents, (Frequently Asked Questions) which contain our latest troubleshooting information.
You'll have access to our **FTP** (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an **E-Mail** area where you can leave us your tech support problems and questions if you do not find your answers within the **FAQ**.

Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call GT Interactive Software's **Tech Support** at **425-398-3074**. We have an **Interactive Voice Response** and **Faxback** system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write in to the address below.

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In the event our technicians at **425-398-3074** determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

GT Interactive Software Corp.
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

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A**ssistance Technique:** Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le **00 44 1923 209148**
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