Tournament of Heroes
User Manual

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Storyline

Years in the future evolution has altered human DNA to the point where a new race has been born. These people, "super humans" as they've been called, can now control the elements, move at unbelievable speeds, and fly high over the land. The new powers that these super humans possessed caused problems between them and the humans who had yet to develop any special powers. The super humans attempted to use their powers to take over the land, leading to a massive World War between both races. Unfortunately for the super humans their special powers did not help them against the massive number of humans that defended their land.

Shortly after the war the humans began persecuting the smaller population of super humans. Any use of special powers was proof enough to imprison a super human for the rest of their life. Humans developed special materials that were able to withstand the super strength and elemental powers that the super humans had. Super humans, feeling that their race was in danger, attempted to flee to a utopia where they would not be treated like animals. They attempted to setup a society that would benefit the world, and show their abilities.

For a while the utopia was a paradise. The super humans contributed to the world economy like all other nations, and provided valuable services to the rest of the world. Although some super humans still harbored a grudge against the humans, there were disputes within the city regarding how to handle outsiders. These differences soon escalated into violence, and the world took notice of the happenings within the city. The outsiders dubbed the city "Psychotropolis", and began preparing for an attack from the super humans.

One of the larger corporations fearing for the safety of the world began working on mass producing the materials that neutralized super human powers. A breakthrough was made in the manufacturing process and it was discovered that massive structures could be built out of the material. Soon designs were coming in how to design large skyscrapers capable of withstanding super human assault. Although one scientist had a different idea, designing an enclosure to completely separate the super human city from the world. The design was presented to the leaders of the world and unanimously approved. Within months a huge dome was constructed to trap the inhabitants of Psychotropolis. The super humans were caught completely off guard due to the turmoil within the city. Violence erupted into a civil war as the super humans realized they would not be able to break through the barrier.

Venture inside the domed city and take part in the Tournament of Heroes!

How to Start the Game

You must have the full version of Unreal Tournament 2004 installed and patched up to version 3369 (the Mega Pack version). Afterwards run the Tournament of Heroes installer which will install all of the Tournament of Heroes game files in to the TofHeroes folder in your UT2004 game directory.

Upon finishing the installer will create two shortcuts to play Tournament of Heroes. One in the start menu and one on the desktop. Click either to begin playing Tournament of Heroes. If you would like to start the game via command line, you will need to start the UT2004.exe with the –mod string so that the game loads the assets properly. For example if you install UT2004 to the default path, the command to load Tournament of Heroes would be: `C:\UT2004\System\UT2004.exe –mod=TofHeroes`

The format to follow is just the path to the UT2004.exe and then the –mod switch with the mod's name.

Gameplay

Fighting will take place within the city of Psychotropolis. Players will be divided into two teams, the team with the most kills after a certain time limit/the team that reaches the kill limit will be the winner. You will be able to choose from a variety of abilities to fight and defend yourself with. These abilities can be chosen from the blue power selectors located in various parts of the city.

Health and Adrenaline stations

When you get to a station simply walk inside! If your adrenaline is zero it will set your health and adrenaline to 100.
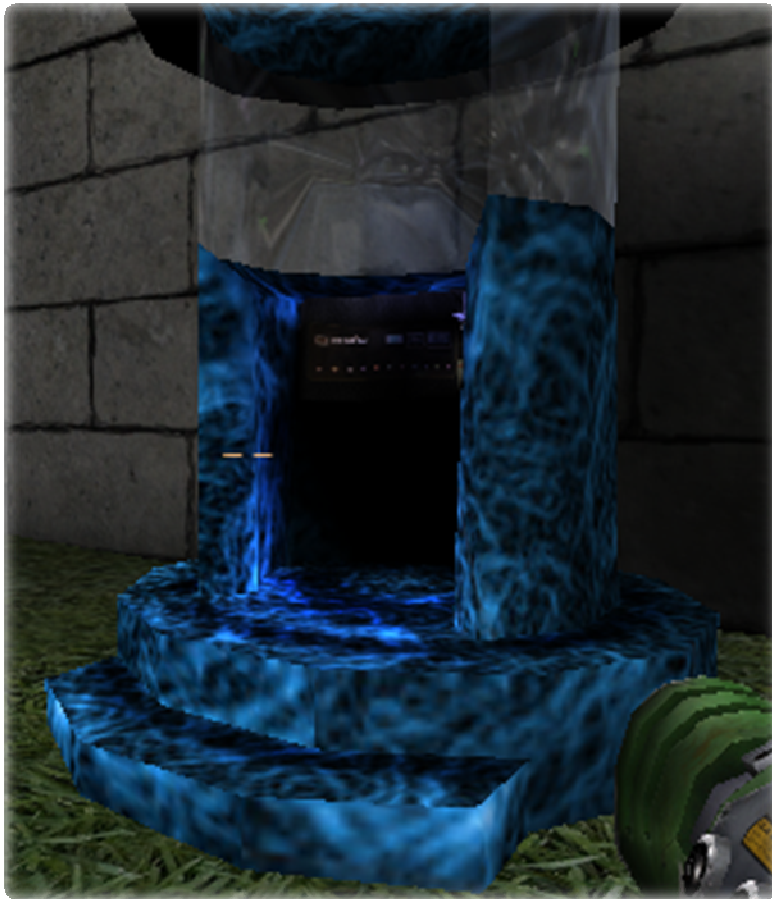
Super Powers and Sub Powers

Your primary powers are unlimited; use them as much as you want! Your sub powers, however, require you to have 100 adrenaline. As you use your sub power you will notice your adrenaline decreasing at a certain rate. Once it hits zero find an adrenaline station to use your sub power again!

Mundane Weapons

There are weapons other than super powers that you can use against your foes. While they may not be as powerful as your super powers, some of them can prove to be advantageous if used correctly. The mundane weapons include:

Assault rifle – Basic weapon that you start off with. Find a super power quickly!

Sniper Rifle – Stay in the shadows and pick people off from afar.

Redeemer – Terrifying weapon that only houses one bullet. Will destroy anything in the blast radius

Superpowers

Primary Powers

Fire – Shoot powerful, slow moving balls of fire

Energy – Absorb the energy around you and channel it at your enemies

Electricity – Deadly, accurate, and fast blasts of lightning can be used to electrify anyone in your path

Sub Powers

To use your sub powers enter the code below while having 100 adrenaline:

Speed – Up, Up, Up, Up – Increases your run speed and jump height dramatically

Invisibility – Right, Right, Left, Left – Can't be seen by your enemies.

Regeneration – Down, Down, Down, Down – Regenerate your health at a steady rate

Berserker – Down, Down, Up, Up – Go into a fit of rage and fire your weapon or power at twice the rate

Spawnpoint Selection

Press Escape to bring up the spawnpoint selector. You will be able to choose from any of the spawnpoints on the map except for the Office Building spawn. The office building spawn is a capturable spawnpoint that your team has to take control of before you can choose to take it.

Open the spawnpoint selector with the Escape button

Left-click on any of the green spawnpoints to choose to spawn there after dying.

Your team will be able to choose the office building spawn after they have captured it. This spawn will appear as your team color on the map.

When the spawnpoint on the office building is the color of your team it will be available to be chosen.

Transportation

There are various methods of transportation in Tournament of Heroes.

Players without the super jump and flying abilities will be able to use set jump points to reach other areas. These jump points are identified by glowing orbs floating through the air.

There are teleporters located in various parts of the city to allow players to reach other locations instantly.

There are two elevators in the large office building in the center of the map. The elevator requires the player to press a button to call it, or send it up. When the elevator is at your level, you can enter it and press the button on the inside to send it up or down. If the doors are closed, press the button on the outside to call it down.

System Requirements

Tournament of Heroes requires *Unreal Tournament 2004* to be installed in order to play. It needs no greater requirements than those need to run *UT2004*, which are as follows:

- Pentium III or AMD Athlon 1.0 GHz processor (Pentium® or AMD 1.2GHz or greater recommended)
- 128MB RAM (256MB RAM or greater recommended)
- 6.0GB HDD space REQUIRED (Increased from 5.5 to ensure space for MOD files).
- 8X CD-ROM or DVD
- Windows® compatible sound card
- 32 MB video card required (64 MB NVIDIA or ATI hardware T&L card recommended)
- DirectX® version 9.0b (included on game disc)
- Internet play requires a 33.6 kbps or faster modem (broadband recommended)

To play Tournament of Heroes, you should have the UT2004 v3369 or higher patch installed. Slightly older versions MIGHT work, but if you encounter problems, try updating *Unreal 2004*.

Installation

To install *Tournament of Heroes,* simply run the installer application. When prompted for your Unreal 2004 installation directory, click the browse button and navigate to the *Unreal Tournament 2004* installation folder. The installation will not tamper with your *Unreal Tournament 2004* files; all of the mod files will be automatically installed into a separate mod subdirectory called 'TofHeroes'. When selecting the Unreal Tournament 2004 installation directory, do NOT create a separate subfolder; this will cause the installer to fail to recognize *UT2004.*

Uninstallation

Uninstalling *Tournament of Heroes* is extremely simple. There are two ways you may uninstall.

Method 1. Navigate to the 'TofHeroes' subfolder in your *Unreal 2004* installation directory and double-click the UninstallTofHeroes.exe file. Press the "uninstall" button in the window that is displayed.

Method 2. Alternatively, open Window's Control Panel. Double click "Add or Remove Programs". Once the list is displayed, scroll down till you see "Tournament of Heroes." Click that entry and then click the "Remove" button that is displayed next to the "Tournament of Heroes" entry.

Credits

University of Michigan – Dearborn creators

Aaron Curley – Lead programmer, project coordinator, infrastructure

Marcus Gilbert – Programmer, Quality Assurance

Evan Musu – Level Designer, Quality Assurance

Anthony Kline – Programmer, Quality Assurance

Robert Pasco – Level designer, Quality Assurance

College of Creative Studies creators

Bobby Pittman – Props development

Michael Drain – Props development

Derek Salagan – Environments

Kristen Chamberlain – Character creation