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STRATEGY GUIDE



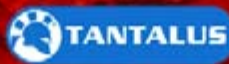
# Unreal II<sup>®</sup>

## THE AWAKENING

This game has received the following rating from the ESRB



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ATARI



## Weapons and Equipment

The weapons and equipment you carry into missions (and collect during missions) are the only things between you and annihilation at the hands of your enemies. The amount of equipment you can carry isn't an issue. The technology of the future allows you to carry a loadout rivaling that of an entire platoon. The trick is learning how to use your weapons and equipment to their maximum advantage.

This section gives you a rundown of the weapons and ancillary equipment you use throughout the game.

### WEAPONS

Your firepower depends on the weapons you carry. Most weapons are at least marginally effective in most combat situations and against most enemies, but know the strengths and weaknesses of each offensive item at your disposal.

While your weapon-carrying capability borders on amazing, ammunition is limited—sometimes rare! To avoid wasting ammunition, understand the capabilities and limitations of your weapons.

#### NOTE

**Not every weapon and equipment item is available in every mission. Before you dive into the action at the start of each mission, browse through your arsenal so you don't experience any nasty surprises when you try to switch to a weapon or item that's unavailable. Even if you don't have a certain weapon at the start of a mission, one may be waiting for you to pick it up somewhere on the battlefield. Look for weapon stashes.**

### COMBAT ASSAULT RIFLE



The Combat Assault Rifle (CAR) is a fully automatic weapon that fires depleted uranium shells at a high rate. The alt-fire mode fires a cluster of five shells in a single, slower-moving blast. These alt-fire clusters break up and ricochet when they hit a wall or other solid object, so you have a chance of inflicting damage from the ricochet if your shot hits near your target.

The CAR hurts light and medium enemies, and ammunition is easy to find on most levels. Don't use the CAR against heavily armored or extremely large targets if you have a more powerful alternative.



#### CAUTION

**Because the CAR's alt-fire blast bounces, watch where you point it. If you fire at a solid object—or a Skaarj's claws—at point-blank range, the bullets may bounce back and hit you.**

### DISPERSION PISTOL

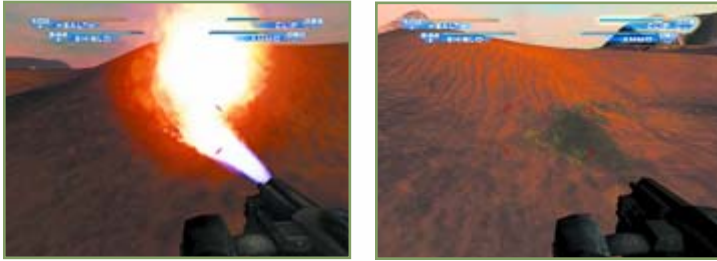


The T-13 Dispersion Pistol is your most basic weapon. You always have it, and it's always ready to fire because it doesn't need ammo—it recharges automatically. Its blast inflicts minimal damage and moves too slowly to hit a fast-moving target.

The Dispersion Pistol's alt-fire mode fires a more powerful blast. The amount of damage delivered depends on how long you hold down the alt-fire button. The longer you let it charge, the more powerful the blast. Your crosshairs turn red when the blast is at full strength.

Use the Dispersion Pistol as a fallback weapon for times when ammo is scarce or you're facing weak, slow-moving enemies such as local wildlife: the Snipes on Na-Koja Abad, for example.

## FLAMETHROWER



This weapon works like you'd expect. The primary fire mode sprays out a stream of flaming napalm that sticks to your target and inflicts damage for a few seconds after the initial blast. Holding down the fire button emits a continuous flame until the ammo is depleted.

The Flamethrower's alt-fire mode sprays un-ignited napalm into the target area. The napalm sticks to most surfaces, and you can ignite the napalm by shooting it with just about any weapon (though a primary fire blast from the Flamethrower itself works best). This is a great way to set traps when you're being pursued by enemies. Wait until your target is in the napalm puddle, shoot the puddle, and watch the fun.

The Flamethrower works well against most light and medium enemies, but is somewhat ineffective against non biological targets (the Drakk for instance).

### CAUTION

**Don't use the Flamethrower in close quarters. If you get caught in the blast, you'll set yourself on fire. The consequences are bad if you set your enemy on fire and the creature comes into contact with you while it's still burning. The only thing worse than having a Medium Araknid jump on you is having a flaming Medium Araknid jump on you.**

## GRENADE LAUNCHER



The Grenade Launcher is a versatile grenade delivery system. Pressing the fire button lobbs a grenade in the direction you're aiming. The higher you aim, the greater the arc and the greater the range. Normally the grenades (regardless of type) explode on impact. However, if you hold the trigger down

before you release it, a timing mechanism is engaged and the grenade bounces a couple of times before it explodes. A direct hit scores the most damage on your target, but a near miss causes proximity damage.

Six grenade types are available (though seldom all in the same mission):

- **Fragmentation Grenade:** This high explosive charge releases needle-sharp fragments when it detonates. This is the most common grenade type available.
- **Incendiary Grenade:** This explosive charge sprays burning phosphorous throughout its blast radius, briefly setting almost anything in the target area on fire.
- **EMP Grenade:** The electromagnetic pulse this releases permanently disables most small electronic devices. This grenade shuts down Plasma Field Generators with a single shot and is also effective against Auto Turrets. Larger systems aren't usually affected.
- **Concussion Grenade:** The blast this produces knocks most targets to the ground for a few moments.
- **Smoke Grenade:** This grenade releases a thick cloud of smoke concealing you from your enemies while you take cover or run away.
- **Toxic Grenade:** A slowly spreading cloud of lethal gas releases on impact. Deadly against light targets and effective against other biological threats, Toxic Grenades have limited effect against mechanical targets.

Alt-fire switches between grenade types when you have multiple varieties available.

Aiming grenades takes practice, and hitting targets is difficult at first. But, when you've mastered the skill, this weapon is arguably better than the Rocket Launcher due to the variety of ammunition types available.

### TIP

**Although the blast itself inflicts no damage, the Concussion Grenade can be lethal in high places. A well-placed shot can cause an enemy to fall to its death.**





## LASER RIFLE (DRAKK)



Isaac puts together the Drakk Laser Rifle after the Na-Koja Abad mission. A medium-range weapon, the rifle's primary fire is a railgun-like laser blast.

This is the optimum weapon against Drakk, but it works well on most other targets too.

### NOTE

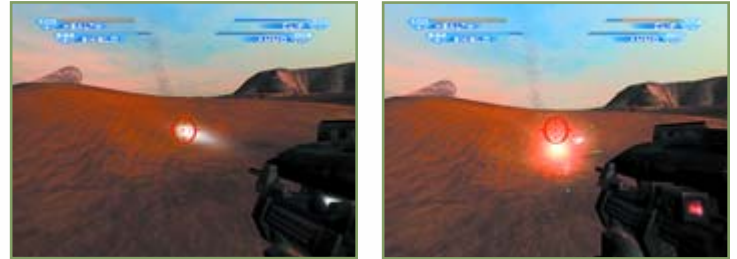
The alt-fire mode for the Drakk Laser Rifle is available in the last two missions of the game—Avalon and Dorian Gray.

## PISTOL (MAGNUM)



After the Hell mission, Aida gives you her magnum, "Grace," as a backup weapon. This powerful pistol fires 50-caliber rounds in primary fire mode, and alt-fire mode releases a three-round burst. The rate of fire is moderate at best in primary mode, and considerably slower in alt-fire. The Pistol shines at medium range, where it inflicts damage comparable to the Shotgun with accuracy that approaches that of the Sniper Rifle. Despite the fact that the Pistol works well against most light and medium human-sized targets, the practicality of the weapon is limited due to the scarcity of ammunition in most missions. Use the Pistol only as a backup when your other weapons are low on ammo.

## ROCKET LAUNCHER



With the Rocket Launcher, what you see is what you get. In primary fire mode, it launches a cluster of powerful, high explosive rockets at your target. A direct hit inflicts massive injury, and the collateral damage from a near miss isn't too shabby either.

The alt-fire mode lets you select up to four separate targets and launch guided rockets at each. Hold down alt-fire and hold your crosshairs on each target until you hear a beep. When all targets are selected, release the alt-fire to launch the attack. Any of the four rockets that are not assigned targets follow a winding course in the general direction you're aiming. Alt-fire takes a lot of practice. It also takes time to target the rockets, meaning you must be in a safe position and your targets must be in sight until you finish selecting them.

Needless to say, the Rocket Launcher is effective against targets of all shapes and sizes. Its only drawback is the low velocity of the rockets. If a target sees them coming, it can usually get out of the way. Use this weapon only at medium and long range unless you want to take damage.

## SHOCK LANCE (ENERGY RIFLE)



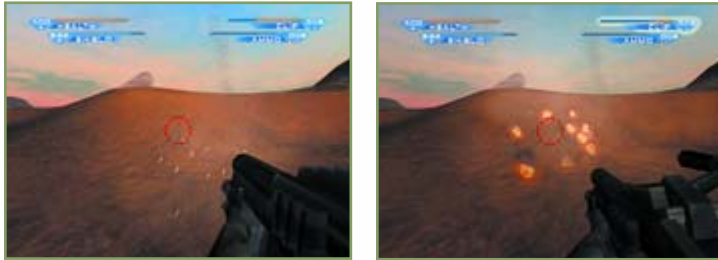
The Izarians you encounter in the early missions carry Shock Lances. Isaac has modified yours to give it a little more kick. The primary fire emits two plasma bolts with each shot. These blasts aren't powerful individually, but the Shock Lance's high rate of fire lets you deliver a lot of hits on a target in rapid succession. The plasma bursts bounce off some surfaces (depending on the angle at which they hit), so watch out for ricochets.



The Shock Lance's alt-fire mode emits an electromagnetic pulse similar to the one produced by the EMP Grenade, but slightly less powerful.

Shock Lances are useful only against lightly armored enemies. Use this weapon as a backup when your Shotgun and CAR ammo run low. The EMP effects of the alt-fire mode are quite useful when you run out of EMP Grenades or when they're unavailable.

## SHOTGUN



The Shotgun is a semiautomatic weapon that works just like its present-day counterparts. The primary fire is a 12-gauge blast that is extremely effective at close range. At medium range, the damage potential is greatly reduced, and long-range combat with this weapon is impossible.

The alt-fire delivers a short-range spread of incendiary pellets that ignite on impact. The result is similar to that of the Incendiary Grenade—a flaming, thrashing victim—but the damage inflicted is considerably less.

The Shotgun is a good weapon for close-quarters fighting. It is more effective on a shot-for-shot basis than the CAR, and ammunition is usually plentiful.

## SINGULARITY CANNON



This powerful weapon is available in the game's last mission—Dorian Gray. You don't just find Singularity Cannons lying around the ship, though. They're attached to the arms of Toscs, and are the creatures' primary mode of attack until you hurt them enough to make them drop the weapon.

The Singularity Cannon fires a burst of energy that forms an unstable micro-black hole that remains in place for a few seconds. The black hole draws any matter (or creatures) within its radius into the singularity, inflicting a great deal of damage (and, in many cases, destroying the object or creature).

This is the ideal weapon to use against the Tosc.







## SNIPER RIFLE



The Sniper Rifle is the best long-range weapon available. It fires a 50-caliber round with pinpoint accuracy from as far as two kilometers away. You can take out most light and medium enemies with a single shot. Heavier bad guys require two or more shots, although a single shot to the head sometimes does the trick.

Alt-fire controls the sniper scope. The scope is ostensibly for shooting, but also provides a means for scouting out a target area from long-range. You don't have binoculars, so the scope is the next best thing.

The Sniper Rifle has two drawbacks—scarce ammunition and slow rate of fire. Use the weapon for its designated purpose which is taking out targets at long range. Not only is the Sniper Rifle impractical at close range, but it can also get you killed if you're fighting multiple targets. The amount of time that elapses between Sniper Rifle shots allows your enemy to inflict a lot of damage on you from medium- or short-range between rounds if the first shot doesn't kill them.

## TAKKRA



Takkras are automated smart weapons that serve both offensive and defensive roles. The primary fire mode launches the Takkra at an acquired target. The weapon circles around the target and pelts it with energy blasts until the Takkra (or the target) is destroyed.

Alt-fire sets the Takkra for defensive rather than offensive operation. In this mode, the weapon follows you and attempts to shoot down all incoming projectiles. It's not 100 percent effective, but it reduces damage in situations where the enemy uses heavy projectile weapons such as Rocket Launchers.

Takkras are rare and available late in the game. Once you launch them you can't get them back, so don't waste them on small targets. Hoard them and launch them only in situations where you must deal with heavy enemies and/or boss creatures.

## EQUIPMENT

You never leave the *Atlantis* with anything more than a basic loadout of the weapons, but several missions provide you additional equipment to aid your efforts. You must know how this equipment works and what each item is capable of in order to properly use it.

### NOTE

When you walk to any piece of field equipment you can use, "use" brackets appear around it. The use brackets also display the current "health" status of the equipment (indicating how much damage it has absorbed).



## AUTO TURRET

The Auto Turret is a pair of machine guns mounted on a tripod equipped with sensors and an automatic firing mechanism that discriminates between friendly and unfriendly targets. When an enemy enters the detection range of the turret, the guns orient on the target and open fire. Auto Turrets have an unlimited ammo supply, and they continue to perform their function until they are destroyed. They are effective at short and medium range.

In missions where you access one or more Auto Turrets, pick them up by stepping up to them and pressing the Use button. To deploy an Auto Turret, select it from your inventory and press the primary fire control. The turret deploys in the direction you face. The direction the turret faces is important, because the device's detection and firing arc is limited (45 degrees in the direction it faces). You can pick up and move Auto Turrets whenever you want during the mission. When they're in your inventory, you carry them around with your other weapons and equipment.

In many missions, you encounter enemy Auto Turrets. Approach them from the side or from behind if possible, where you are out of their detection arc. Any weapon can inflict enough damage to destroy Auto Turrets, but stick to weapons that pack a punch and have a range greater than the turret's. That way, you can handle the Auto Turrets before they fire on you.

### TIP

**A direct hit from an EMP Grenade usually destroys an enemy Auto Turret.**

## PLASMA FIELD GENERATOR

Plasma Field Generators let you set up forcefields to block narrow access points. They are useful in defensive missions. In fact, when you need them most, Plasma Field Generators are always provided.

The generators work in pairs or groups. Any two generators deployed within range of one another (about four body-widths or so) automatically generate a forcefield between them that's impenetrable to weapons and solid objects. (If more than one generator is within range, forcefields are generated between all of the generators.)

You can pick up and move Plasma Field Generators like Auto Turrets (see "Auto Turrets" earlier in this section for details). You can also temporarily allow passage through the field by stepping up to it and pressing the Use button. A pair of Plasma Field Generators continues to generate the forcefield between them until one is destroyed.

You encounter enemy Plasma Field Generators several missions before you get a chance to play with them. You can destroy enemy generators with any weapon, but the higher the damage potential, the better. Weapons that generate an electromagnetic pulse—the EMP Grenade or the alt-fire mode of the Shock Lance—are your best choices for quickly knocking out Plasma Field Generators.

### CAUTION

**In missions where you've deployed Plasma Field Generators, avoid firing into or near the forcefield. Your weapons damage the Plasma Field Generators like enemy attacks. Don't help the bad guys get through your own forcefield!**

## ROCKET TURRET

Rocket Turrets are the big brothers of Auto Turrets. Instead of machine guns, these weapons are essentially automated Rocket Launchers. With an unlimited supply of rockets, they're devastating at any range.

In terms of deployment and field of fire, Rocket Turrets are identical to Auto Turrets, although their other operational specifications differ. Their greater attack range over Auto Turrets is coupled with a greater target detection range, which makes a close approach more difficult. The best bet for destroying an enemy Rocket Turret is to fight fire with fire—use your Rocket Launcher and attack from long-range.





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# Unreal II

## THE AWAKENING

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