

Psionics

MIND OVER MATTER

A mutator for Unreal Tournament 2004

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Standard Stuff

Release Notes

The Psionics Mutator for Unreal Tournament 2004 has a Release Notes file where you can view updated information about the mutator. We strongly encourage you to read this file in order to benefit from the changes made to the mutator after this manual was made. It also contains release and bug information.

To view this file, double click the pmreleasenotes.txt file in the UT2004 directory found on your hard drive (default C:\UT2004.)

System Requirements

Operating System:	Windows© 98/Me/2000/XP/Linux
Processor:	1.0 GHz processor or faster (1.2 GHz or faster recommended)
Memory:	128 MB RAM (256 MB recommended)
Hard Disk Space:	6GB (UT2004) + 0.5MB (Psionics)
CD-ROM Drive:	8X speed (DVD-ROM for DVD edition)
Video:	32 MB card (64 MB card recommended)
Sound:	Windows compatible sound card. NVIDIA nForce or other motherboards/soundcards containing the Dolby Digital Interactive Content Encoder required for Dolby Digital audio.
DirectX:	DirectX© 9.0b or higher
Modem:	33.6 Kbps (Broadband recommended)

Setup and Installation

1. Unzip Files to the UT2004 folder (Wherever it was installed, default is C:\UT2004)
2. Run UT2004.exe and activate mutator (see UT2004 manual for how to do this)
3. You will need to bind two keys to use the mutator (see Key Commands.)

Introduction

About

Psionics is a mutator for Unreal Tournament 2004 by Epic games. This mutator allows the use of special 'psionic' moves that allow for greater tactical combat. These special moves allow the user to perform many different things not possible currently in UT2004. The Psionics mutator features the following:

- Special 'Psionic' moves
- Custom HUD
- New Key Bindings
- Fully configurable options
- Ability to create custom moves
- Full AI support

This mutator replaces the adrenaline in UT2004, thus any adrenaline combos will not be available when this mutator is active. This mutator works in both single and multiplayer (online) modes.

Specifications

Game	
Name:	Unreal Tournament 2004
Version:	3369
Developer:	Epic Games, Digital Extremes
Publisher:	Atari
Website:	www.unrealtournament.com
Developer Website:	www.epicgames.com www.digitalextremes.com
Publisher Website:	www.atari.com
Mod	
Name:	Psionics
Type:	Mutator
Version:	0.4 beta
Website:	www.addondb.com
Developer Website:	

History

The Psionics Implant Chip

The Psionics chip was developed by the Ontarix Corporation on the planet Protius. Little is known about its initial development or prototyping as all records of the chips development were destroyed when Ontarix disappeared.

From studies performed by the Axon and Liandri Corporations it is believed that the chip allows the brain (or core processor in the case of robots) to function at a far higher level than it would naturally achieve. Studies have shown that the average human can go from using 10% of their brain up to 50%. The chip has been shown to draw power from the emotion portion of the brain, influencing the functionality of the chip greatly.

This extra brainpower allows the wearer of the chip to perform many different psionic abilities that utilise the power of the mind. The different corporations are very excited by the prospect of the new chip.

Ontarix Corporation

Several separatists from the Axon Corporation founded Ontarix. Leading scientist, Alexander Scioni, became frustrated by the way he was being used by Axon. Scioni believed strongly in mind over matter, that the brain was vastly more powerful than the body. Axon was sceptical of his theories, and his budget, and so they refused to fund his research, forcing him instead to work on the popular genetics program. Eventually Scioni became so disillusioned that he left Axon, along with some of their top scientists, and fled to a distant planet known as Protius, a small, barren world orbiting a dying sun.

Ontarix's research on Ontarix is mostly unknown as most of their work disappeared around the same time they did. Only fragments of data files have been recovered from the Axon excavations of Protius, most of which is kept secret from the public. When the Corporation wars broke out Axon decided it was time to force a merger with their separatist company...

The Assault on Protius

Very little is known of the whole events of the Axon invasion of Protius. No one survived the attack, and 3 days later the bodies of the Axon assault team landed on Earth with an obvious message, “Don’t mess with us.” Fortunately it appears one soldier lived long enough to record his version of what happened before dying, this is his story...

“Just a bunch of loony scientists,” they said, “very little resistance.” Well, sitting in this floating coffin, bearing a wound I fear to be fatal, I say they spoke shit.

I remember the heat of the invasion pod as we blasted through the atmosphere of the enemy planet. I checked my rifle carefully, loading and cocking it along with my comrades. The pod started jinxing wildly as we exited the atmosphere, dodging the Anti-Air fire that poured from the target on the ground.

“Attention”

We turned as one towards our commanding officer, the Alpha troop commander, also commander of the entire operation.

“Alright boys and girls, we’re 1 minute out, seatbelts on and prepare for landing. This is it ...”

The commander was cut off by a devastating explosion to our right,

“What the hell was that?” he asked turning to the pilot

“Dunno commander...I think one of the other pods was hit,” he replied,

“You might wanna brace yourself.”

The commander responded by grabbing hold of a handle on the roof and smiling,

“Here we go”

The pod hit the ground with a bang, the rear doors already opening. I had my belt off and gun up as I stormed out, scanning for hostiles. The others exited behind me, but there was no one to shoot,

“Where the hell’s our welcoming party?” one asked

“Too scared to come out to play,” replied another

Other pods hit the ground around us; we each headed off to our individual posts, I was supposed to be guarding the Leviathan.

“Where’s the Levi’s pod?” I asked another soldier

“Haven’t you heard?” he replied, “only thing they shot down, like they knew where it was, scary shit.”

I turned and leapt aboard a Goliath tank as it rolled past, commandeering the gunners seat as my radio squawked,

“Incoming aircraft”

I turned the gun up as the raptors and cicadas closed in. The aircraft had range on us, opening fire from a distance. We lost three tanks before we could return fire. The aircraft turned and ran as we picked them out of the sky.

“Move out!” came my commander’s voice, causing the entire force to begin the trek towards the fortress compound.

We encountered very little resistance on the way, just the harassing attacks of the aircraft. The front gate succumbed to tank fire easily,

“Didn’t even need the damn Levi.” grunted my goliath driver.

“Piss weak scientists, don’t know shit ‘bout defence” I replied.

As we rolled on over the destroyed gate, I leapt from the turret and grabbed a minigun from a nearby armoury truck. I joined in the random shooting as we blasted away at the fortress walls, laughing at the thought of the scientists inside pissing themselves. If only we had known what we did 10 seconds later. As the last soldier entered the compound a large metal door shot up from the ground, sealing us all in. Confused but unfazed we entered the main facility through the front door. Only one enemy scientist in a white lab coat stood inside on a raised platform. As one we turned and fired, 100 guns blasting away at what we thought was an unfortunate fool. When the smoke cleared we stood stunned as the scientist stood, alive and undamaged, on the platform. In an instant he disappeared in a blue swirl, appearing on top of the tank I had arrived here on. We could do nothing but watch as he raised his arm and grew fire red. All around him vehicles began rising into the air. He turned a full 360 degrees smiling, and then he threw his arms outwards. The vehicles flew outwards crushing everything in their way, exploding upon the compound walls. All of a sudden more enemy began appearing amongst us, glowing fire red and sending out huge shockwaves that sent man and machine flying in all directions, or vaporising them on the spot. I ran, diving for cover as gunfire exploded all around us, cutting down anyone who got in it’s way. It only took a minute for our morale to break before the invasion force turned and ran for the exit. The battle quickly became a slaughter fest. I kept low to the ground crouched behind an aging manta. As I watched the slaughter I felt a pair of eyes glaring into my back. I turned to see a Skajj warrior glaring at me, blades raised menacingly. I dove left as one blade whipped forward. It missed and I raised the minigun and emptied it into the Skajj’s face. All it

seemed to do was make him angry. He fired the second blade at me, smashing the gun I held in my hands. I dove again as he struck again, the blade whipping over my head. Pulling out a combat knife I rolled to my feet and began circling the Skajj. We went round a full circle before he struck again, this time I blocked with the knife and fired a punch at his face, breaking off one of his curved tusks. The Skajj slammed his body into me and we sprawled on the ground wrestling to gain the top position. I eventually won the battle and poised to drive the knife home when he disappeared from under me. He appeared again behind me but before I could strike he glowed red and I felt myself get thrown across the room to slam against a wall. The knife fell from my hand as I watched the Skajj walk slowly towards me. I was frozen to the spot by some unseen force as he approached, drew back his blade and plunged it deep into my chest. The world turned black. I eventually woke up in this coffin of floating, I write this in the hope that some idiot in high command reads it and realises the futility of assaulting that planet. God damn this hole hurts...growing dark again...bloody scientists...

The Ontarix Downfall

What happened to Ontarix Corp. is unknown. A year after the failed assault on Protius their was a massive explosion at the main Ontarix headquarters on Protius. The base was razed and no known soles survived the blast. It was a few years later before anyone was game enough to go near the planet. Eventually Axon corporation launched an excavation to the destroyed planet. What they have discovered there they have kept quiet but to satisfy public demand they released the following. The recording appears to be of what we feel are the final moments before the explosion. It is heavily broken by static and barely audible but this appears to be an accurate transcript:

[voice1]: “All ready Dr ... all systems are functional, are you sure you wish to...”

[voice2]: “... All fine here sir, ready when ...”

[voice3]: “Begin”

[Sound of various machines powering up]

[voice1]: “Administering psionic ...”

[voice2]: “It’s flowing through his body ... man look how fast”

[voice1]: “Bodily functions elevating ... spiking”

[voice2]: “It’s drawing from everywhere ... good god”

[voice1]: “I still ... test is dangero... we should ...”

[voice2]: “Look Jim, ever...g is fine, look at the ... it’s, wait what the hell”

[voice3 screaming in pain]

[voice1]: “SIR?”

[Buttons being pushed frantically]

[voice1]: “Sir ... something ... not right ... abort?”

[voice3]: “NO”

[voice1]: “But sir ... too much power ... kill it now”

[voice2]: “Can’t ... Oh my god ...”

[voice2 cries in pain and falls silent]

[voice1]: “Abort ... Abort God damn it”

[voice3]: “HA HA HA”

[Explosion then static]

Protius Excavation

Intrigued by what caused the destruction of Ontarix Corporation, Axon mounted an excavation of the ruins of the Ontarix fortress on Protius. Initially the project was delayed by lack of support, the very public failed assault on Protius and the mysterious destruction of Ontarix, caused many superstitions to arise. Once enough support was gathered the expedition landed on Protius three days later.

Axon began excavation on the fortress headquarters, supposedly uncovering many destroyed data files and then a prototype of what was to become known as the Psionic Implant Chip.

Axon brought the chip back to their main headquarters, intent on examining the chip. They had just successfully managed to reproduce the chip when a Liandri assault force broke into Axon headquarters and stole the reproduced chip. This action caused many tensions to re-arise between the two rival corporations.

Goliath vs. Corrupt

The Axon sponsored Goliath were meant to be a simple appetizer for Xan Krieger's Corrupt. Unfortunately for the Corrupt, the Goliath came out with some devastating surprises. The fight soon became one of the most controversial in tournament history.

The corrupt came out strong, 5 minutes in the score was 20 – 5, in a first to 25 match. It was then that the Goliath unleashed their secret weapon. The ironically named Axon launched a rocket at a Rampage. The rocket struck but Rampage emerged unharmed before storming up to Axon and unleashed a massive blast, launching him across the arena; he didn't get up. Xan's Corrupt were promptly slaughtered until only Xan himself was left. Before succumbing to the devastating fire of the Goliath team, Xan, on a whim, smashed his fist through the back of Clangor's head and tore out a Psionic Implant Chip. The outcry was loud and a boycott of the tournament imminent until tournament officials introduced new rules and banned Goliath from competing in the next tournament.

Key Commands

Name	Key	Description
Psionic Move	Alt	If not powering up: Start powering up If powering up: Use move If a move is on: End move
Change/Secondary	X	If not powering up: Cycle through moves If powering up: End powering up If a move is on: Secondary function
In-Game Menu	Alt then X double tap	Brings up the in-game move selection menu if can select own moves.

Note that these keys must first be set in the:

Settings → Input → Configure Controls menu.

The keys are not mandatory, they are just the ones used during testing.

A note on key commands:

For the keys to be bindable in the controls config menu you will need to have a file called MutPsychicPowers.int. In this file you will need the following lines:

[Public]

Object=(Name=MutPsychicPowers.PsychicKeyBindings,Class=Class,MetaClass=XInterface.GUIUserKeyBinding)

This will allow you to bind the keys permanently. Remember that if someone does not have the MutPsychicPowers mutator they will download it but will not be able to use it until they either have an .int file as described above or they bind the keys manually by accessing the in-game console with the ~ key and typing:

set input <key (i.e. Alt)> Psychic

set input <key (i.e. X)> Change/Secondary

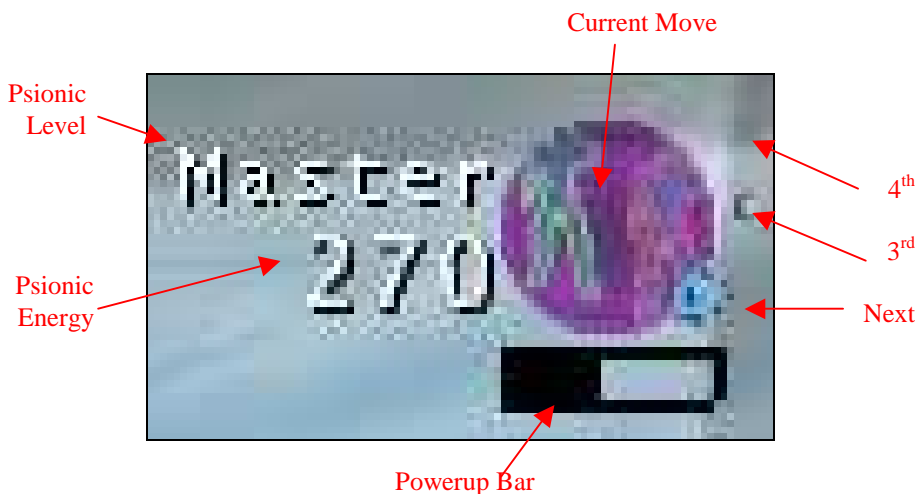
Using the Mutator

Setting Up

You add the Psionics mutator to the mutator list, and then you can access the options menu for the Psionics mutator via the global mutator configuration window, by clicking ‘open’ under the Psionics heading. Once you are ready click play to begin.

The HUD

The following HUD appears in the top-right corner of the screen (replacing the adrenaline indicator):



When in Normal State

Normal state is the when you are not powering up and not using a move (i.e. like a normal game.) When in this state you have two options:

- Clicking ‘Change/Secondary’ will cycle through the moves in a sequential order.
- Clicking ‘Psychic’ will begin the powering up state.
- Clicking ‘Psychic’ then rapidly hitting ‘Change/Secondary’ (within 0.5 seconds) will bring up the in game move selection menu (if select own moves option is enabled.)

When Powering Up

Powering up is where you are currently gaining energy to increase the level you can use. In this state a bar appears under the main HUD element that fills up until maximum capacity is reached. In this state you can:

- Click ‘Change/Secondary’ to cancel with no effect
- Click ‘Psychic’ to use the move at the current level
- Leave the bar to fully power up at which point the move will automatically discharge at full power.

When Using a Move

If a move is not instant (explained later) then you will enter this state once a move is activated. Every second your energy will drain the appropriate amount. From this state you have the options of:

- Clicking ‘Change/Secondary’ to use the secondary function of the move.
- Clicking ‘Psychic’ to end the move.
- Power reaches 0 and ends the move automatically.

Types of moves

There are two types of moves. Instant moves occur instantly, i.e. Blast, they use an initial hit of energy and that is all. Non-instant moves work over time, using a smaller initial hit and then draining energy every second, i.e. Levitate.

Levels

The more you use your powers the higher your psionic level will become. There are currently 5 known levels of psionic power:

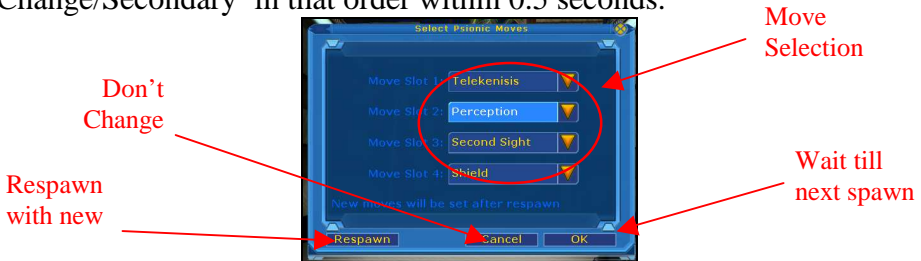
Level	Name	Max Power	Regeneration handicap	Approx. no. of moves
1	Beginner	50	None	0
2	Apprentice	100	None	5
3	Medium	150	90%	10
4	Adept	200	75%	15
5	Master	300	50%	20

Temperature

Your temperature will increase when a move is used (+1) and whilst it is on (+0.1), anything over 10 degrees above normal may result in a backfire, where the move will not go as planned. When in normal state your temperature will go down (-0.1.)

Selecting Own Moves

If the creator of the game allows you to select your own moves then during the game you will be able to select your own moves to use during that game. The selection menu can be accessed when you hit 'Psychic' and 'Change/Secondary' in that order within 0.5 seconds.

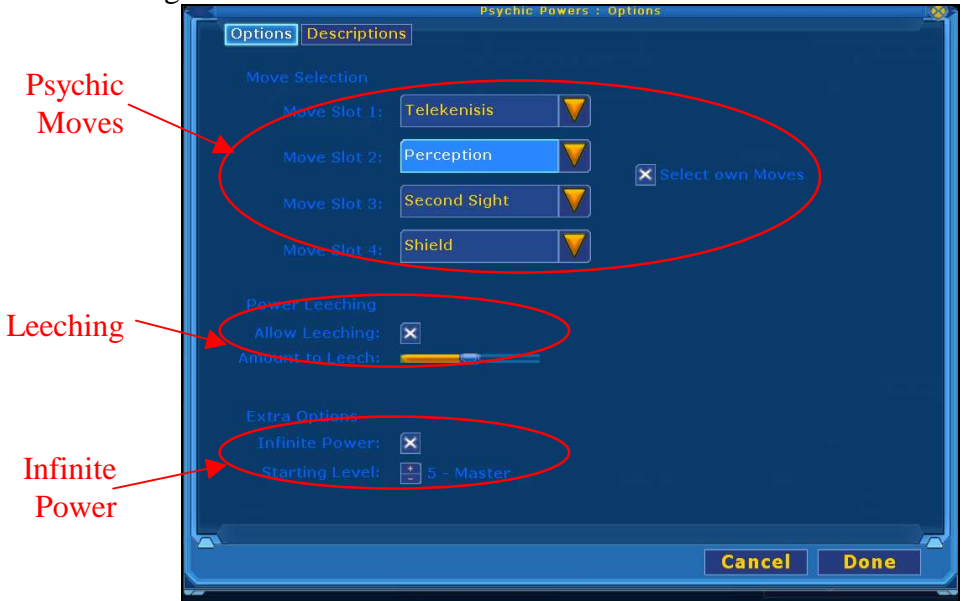


From the menu you select the moves and then either click OK to set up for the next respawn, cancel to cancel all changes, or respawn to respawn immediately with the new moves.



Options

The Psionics mutator has a few configurable options found under the mutator configuration window.



These options are as follows:

- Psychic Moves
 - Select the 4 moves you wish to use in your game, random selects at random.
 - Select own moves allows players to select which moves they want to take into battle.
- Leeching
 - Allow leeching allows you to boost your own psionic power from those you kill.
 - Leech percent is the amount of psionic energy to steal from the dead (0 – 100%).
- Infinite power
 - You never run out of power, a complete blast fest just for fun.

Also included is a second menu that allows you to view the descriptions of all moves as well as an abridged version of the history found in this document.

Known Moves

The following is a list of moves that are packaged with this mutator.

Blast

Focusing the mind, the user can cause a large disturbance in the air around them, sending any unfortunate soul close enough to be hurtled backwards.



Levitate

Using your mind to bend air particles to your will you can take to the skies and rain death from above. You can hover in the air, and at higher levels, ascend.



Perception

Reaching out with your mind you can sense others around you. This move allows shows you the location of anyone around you, and at higher levels, extra information.



Shield

By focusing the air around your body you can create a shield that protects you from harm. Remember that any damage to the air shield costs power to replace.



Sight

Using your inner eye you can peer into other minds and see what they see. This move allows you to view the world through other eyes.



Telekinesis

You can force other objects to do you bidding; secondary function throws the object away. Objects are attracted to your target reticule.



Transport

With unique control over your body matter you can demolecularize your body and transport it at enormous speed to another spot.



Invisibility

Break those laws of physics, who needs em anyway; bend light around your body to give the appearance you're not really there. At higher levels you can make others invisible.



Custom Moves

With a little knowledge of unreal script it is possible to create your own custom moves for use with the psionics mutator. This is designed to be a quick tutorial only, for a more detailed look at unreal script visit www.unrealwiki.com.

What's Required

To begin you will need:

- A text editor of some kind (UDE is best.)
- The file 'PsychicMove.uc.'
- Knowledge of unreal script.

Creating a custom class

All psionic moves must extend from the class 'PsychicMove,' and must implement the following methods and variables:

- level[x]Move() where x = 1 to 5 → The move code
- endMove() → Clean up when finished
- levelInitailCost[1 - 5] → Energy cost to begin move
- Icon → The icon to display on the HUD
- bInstant → Used instantly or power drops over time

The following may be implemented if you wish:

- backfire() → Occurs when temperature is too high
- moveScoreKill() → Called by gamerules scoreKill
- moveNetDamage() → Called by gamerules netDamage
- moveRender() → Called by HUD render
- moveTick() → Called by Tick
- secondaryFunction() → A secondary function of move

Other Descriptive variables:

- thename → The name of the move
- description → A description of what the move does
- levelDescription[5] → A description of what each level does
- levelUsingCost[5] → Cost of using per second if bInstant=true

Variables used by PsychicMove:

- levelUsed → The level that the move last used
- user → A link to the controller who uses this move

Other functions:

- getPowerModifier() → Returns a value between 0.5 and 2 based on score/death ratio for use with handicapping

For bot support:

- botStartMove() → Bot starts using a move.
- getBotWeight() → Called by bots to determine which move is best to use at current time.
- getBestLevel() → Get the best level for the bot to use.
- botUsing() → Called whenever the bot is using a move to determine what to do.
- botuseful → Set to true if bots can use this move

Default Properties:

- thename="Default super class power"
- description="An abstract class"
- moveon=false
- levelDescription[x]="Levelx"
- levelInitialCost[x]=0
- levelUsingCost[x]=0
- binstant=true
- botuseful=false
- RemoteRole=ROLE_SimulatedProxy
- bAlwaysRelevant=True

Installing

Make sure your .u & .ucl files are in the System folder and then add the following to the MutPsychicPowers.int file:

```
Object=(Name=[classname(i.e.MyPackage.MyMove)],Class=Class,MetaClass=MutPsychicPowers.PsychicMove)
```

Your move should then be accessible from the options menu.

Tips & Techniques

- Learn each of the moves strengths and weaknesses and don't always rely on the most powerful level.
- Remember to not use a lot of moves in a short period of time, as you will overheat and the move will have undesirable results.
- Don't rely on a single move to get you through an entire match. Learn to combine moves to make effective combinations.
- Don't flick non-instant moves on and off, it generally costs more power to do this than to leave it on for the few seconds you don't require it.
- Some moves can be used for good as well as evil, learn how to use some moves to help teammates.
- Plan ahead, the power up time, especially for master level, takes a fair amount of time.
- Most of all have fun.

Troubleshooting

If your mutator does not show up in the menu:

Make sure the MutPsychicPowers .u, .ucl and .int files are in your UT2004/System directory.

It doesn't work in multiplayer:

To work in multiplayer you need to add MutPsychicPowers to your ServerPackages list found in the UT2004.ini under [Engine.GameEngine]

The moves don't show up in the options menu:

Make sure the move names are in the MutPsychicPowers.int file, this is where the mutator reads the available moves from.

My friend didn't have the mutator, UT downloaded it automatically but they can't bind the keys in the menu:

See the Key Commands section

All else has failed:

Go on the Internet, there is a fair chance that someone has had the same problem before you and has gotten an answer or fixed it themselves.

Note: Some moves are very processor intensive, if your game suffers then turn down the graphical options in settings.

Credits

Producer

Andrew Glover

Story

Andrew Glover

Programming

Andrew Glover

Manual

Andrew Glover

Art

Andrew Glover

