UT⊙PIA CITY

USER MANUAL

CASINO

Content

INTRODUCTION

Utopia City
This is a tactical action game with elements of RPG, in which the player has
to be ready to plunge into the fantastic virtual world of "Utopia".

While moving along the path of confrontation, you free yourself and other hostages who
are immersed in the ghost's dream, the name of which is Utopia City. Destroy the heart
of "Mastermind" and then people will have a chance to recreate their own, real world.

The player will get help in getting through the game as well as receive information about
the development of the plot of the game from the virtual helper Daisy, as well as from
messages that the player will get on his or her pager.

Pre-History
In the year 2091, the people of a small city named Postville became the object of a great
experiment. A virtual prototype of a real world was made, which existed and developed
independently, transforming this new virtual world, named simply "utopia", into an ideal
city. The people who lived in Utopia, or more precisely their thoughts, knowledge,
fantasies and feelings, became a part of this new world, which helped Utopia to grow
and flourish.

This experiment became so successful that it was decided to open Utopia to the whole
world. During this time Utopia became so popular that the quantity of people living there
became greater than the number of people who stayed in the real world. It was found
that the central server, which was called Mastermind, had taken control of all the people
living in Utopia and their thoughts as well. Thus, thousands of users of Utopia refused to
leave the virtual world, which eventually led the real world to collapse in their absence.

The destruction of the physical world caused the government to create an elite team of
agents called Anti-Utopia, and to send the team to Utopia, calling the agents "freedom-
fighters". The mission of the agents was to free the victims who were caught in the
virtual network and to destroy Mastermind. Unfortunately, soon all the agents were
swallowed up by Utopia, and will never return to the real world from there. Even those
who were true to their mission found themselves in danger, and were unable to destroy
Mastermind. The agents stated that the only way to free man from Utopia would be to
act at the exact moment of the virtual death of Mastermind.

System requirements

Minimum requirements:
• OS: Windows XP/2000
• CPU: 800 MHz Intel Pentium III or AMD Athlon XP processor
• RAM: 256 MB
• Hard Drive Space: 1 GB free hard disk space plus space for saved games
• Video: 64 MB AGP video cards using the NVIDIA GeForce 3, ATI Radeon
  8500, or more recent chipsets with the DirectX 9.0c compatible driver
• Sound: DirectX compatible PCI 16-bit sound card
• DVD-Rom
• DirectX 9.0c
• Input: Keyboard, Mouse

Recommended system specifications:
• OS: Windows XP/2000
• CPU: 2.5 GHz or faster Intel Pentium IV or AMD Athlon XP processor
• RAM: 1024 MB or more
• Video: NVIDIA GeForce FX 5950 / ATI Radeon 9800 or
  better Direct3D capable video card
• Sound: Audigy 2ZS
• Hard Drive Space: 1 GB free hard disk space plus space for saved games
• DirectX 9.0c
• DVD-Rom
• Input: Keyboard, Mouse

Supported Video Cards:
To run the game you will need a video card that supports modern technologies
(Vertex/Pixel Shaders) and whose video memory is no less than 64 Mb.
The game has been tested on the following video cards:
• Geforce3
• Geforce4 (except MX type (three-digital numbers like 420, 440))
• GeForce FX
• Radeon 8500
• Radeon 9000
• Radeon 9700
• Radeon 9800
• Radeon X700

More powerful video cards will be fine to run the game.
We have not tested how the game works on laptops however we assume that the game
should work on laptops with the following video cards:

• Mobility Radeon9600
• GeForce 4200 Go
• GeForce FX Go

Installing and Running Utopia City

1. Insert the game DVD into your DVD-ROM drive. The setup should begin automatically. If not, use Windows Explorer to open the game DVD and run the file labeled Installer.exe in the root folder of the Utopia City DVD.
2. The installation wizard will guide you through the setup process.
3. To start the game, click start>programs>Utopia City.

Removing the game

Click start>programs >Utopia City and run Uninstall or use the Windows add/ Remove utility from the Control Panel.

GAME SETUP

You will see the main menu after running the game.

New Game
Use this function to start a new game.

Continue
The player may continue the last saved game.

Load
The player may load a saved game from the list.

Settings
The player may change default settings here (controls, audio, video, game options).

Game – Game Options
1. Always run: The player always runs.
2. Artefacts Auto Change: Turns auto change of Artefacts on/off.

Video – Video Settings
Changing default video settings may improve the performance of the game at the cost of the visual appeal. By default, all settings are set to match the capabilities of the recommended machine specs. To make all changes effective, confirm them using "Apply" in the menu.
1. Resolution: choose from a list of all available resolutions.
2. Refresh Rate: adjust display's refresh rate. Changes can be applied in full screen mode only.
3. Color Depth: adjust color depth. Changes can be applied in full screen mode only.
4. Anti Aliasing: adjust anti aliasing settings.
5. Full Screen: play in full-screen mode.
6. Vertical Synch: check this to synch display rate to the game's refresh rate.
7. Anisotropic Filter: adjust anisotropic filter quality settings from 0 to 16.
8. Texture Quality: adjust the texture resolution.
9. Screen Effects: turn screen effects on/off.
10. Mirrors: turn reflections on/off.
11. Relief Textures: turns relief texture mapping on/off.
12. Dynamic Shadows: turn dynamic shadows on/off.
13. Gamma, Contrast, Brightness: adjust your display device gamma, contrast and brightness properties.

Audio – Audio Settings
1. EAX: check this to enable EAX-effects (needs hardware mixing and EAX support)
2. Safe Mode: use this mode in case of troubles with sound reproduction.
3. Music Volume: adjust the volume of the background music in the game.
4. Effects Volume: adjust the volume of sound effects and voices in the game.

Controls – Setting the player's controls:
Choose «Control settings» to see the list of computer keys and current control settings. In the left corner of the screen you will see a description of the movement made when pushing the "hot key". In order to change the controls, click twice on the name of the action and bind a new key to be used for this action.
When a player learns a new skill in order to take a new action in the game, the player is told the combination of keys which can be used to make this action. Afterwards the player can redefine keys for this action.
In the section in the menu called "Default key settings" there is a list of all keys and bindings.

Input – Input Devices Settings
1. Mouse Sensitivity: mouse sensitivity settings
2. Inverse Mouse: inverse mouse
3. Joystick: activate joystick

Intro
Use this function to see the introduction

Credits
Use this function to view the name and e-mail of the developers of Utopia City.

Exit
Use this function to quit from the game.

GAME

Main Characters

The game "Utopia City" features a wide collection of characters, each of whom is unique. The player is not the main connecting link in the game. Utopia lives by its own rules, and does not depend on the participation of the player.

Richard Grey

This agent works for the department of Anti-Utopia. The destruction of the real world forced the government to create a team of special agents called "Anti-Utopia" and to send these agents to free people from Utopia. Richard Grey was among these agents.
His mission is to free the victims who are being held hostage by the virtual network, and to destroy it's heart: the main server, "Mastermind".

Daisy

This agent also works for the department of "Anti-Utopia". This virtual helper of the main hero makes the hero's connections with the department and gives the hero tasks.

Scene script characters

Scene characters take part in the scenes of certain missions. Throughout the game they can give the player additional information and other objects which are key to the game.

Silver

This character is a former worker of the security structure of Utopia City. Silver stole an important artefact from the bank of the city. Now Silver is being hunted after, and the main hero should try to reach him before anyone else does and take the artefact away at any cost.

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Torn

This character is a former worker of the department of "Anti-Utopia". Torn is a rational, cold-blooded killer. Just like the main hero, Torn is looking for artefacts, but for his own treacherous goals.

The common inhabitants of Utopia

The inhabitants of Utopia, who lead their own lives, are serene, and free to choose how they spend their free time.

Repair-workers

1. These workers repair the territories of Utopia City that suffer from errors in programming code. They service the technology of Utopia too.

2. Repair workers accompany security officers of the city whenever problems come up in the daily life of the city. The repair workers put infodiscs together about the inhabitants of Utopia who die and bring these to the department in order for a virtual copy of the dead inhabitant to be made.

Security Forces
These people sustain order in Utopia City.

The Police

When executing their operations the Police try to make as few victims as possible. They guard the Infodiscs of people who die until the repair workers arrive.

Soldiers

Soldiers are the main armed forces of the city. They are well armed and equipped. They don't ask unnecessary questions. Their goal is to suppress the enemy at any cost.

Green Berets

The elite part of the security forces.
The Green Berets replace the police and soldiers in situations when the police are helpless. The Green Berets don't care who they kill when returning order to the city. Anybody can be their target. To get shot by the Green Berets is entirely possible.

Destructors of open spaces

These are fighting robots that clean the borders of the city from uninvited guests.

Scanner

The scanner is a constant helper to the main hero. Daisy gives assignments through the scanner from the department to the main hero using messages that come to the hero's pager. The scanner shows how the inhabitants of Utopia relate to the player by changing the color on the indicator from green to red (check the Player's Screen).

Green – Loyal attitude.
Yellow – This is a warning to the player that the attitude of the inhabitants of Utopia may soon change to negative. The player needs to either hide his weapon or stop any unlawful actions.
Red – Negative attitude.

Weapons

Weapons in the world of Utopia can be generated from energy and the Infodiscs which the player will collect from the dead inhabitants of Utopia. Each weapon that is used in Utopia demands a certain amount of energy in order to be activated and used.

Bulldog

This is the most basic weapon. It features rather low accuracy, weak power, and is doesn't make large wounds. However it is useful when shooting from a short range.
Firing Mode 1: single shot
Firing Mode 2: automatic

Barett

This gun has an optical scope. The Barett has strong power, however it shoots quite slowly and it's ineffective for short-range battles. This gun is perfect for shooting from an ambush or from long-range.
Firing Mode 1: single shot
Firing Mode 2: optical scope

Tornado

This gun is effective against targets which are close by. The power of this gun is reduced at longer distances from the target. This gun is outfitted with an under-barrel grenade-launcher, which is useful against larger groups of enemies.
Firing Mode 1: automatic
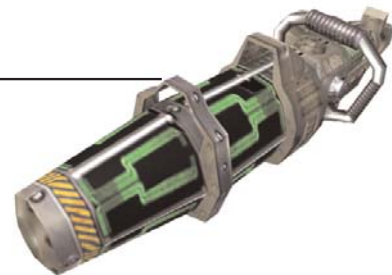**Firing Mode 2:** under barrel grenade launcher

Lancer

This gun uses energy. It is most effective at short distances.
Firing Mode 1: energy impulse
Firing Mode 2: energy balls

A.M.TECH

This weapon is especially effective when fighting against extremely strong enemies (destructors), or against a group of enemies. This weapon isn't very accurate, but it has a wide target range. Therefore, one must be careful when using the rocket-launcher inside buildings, since this weapon can destroy not only the enemy, but you as well.
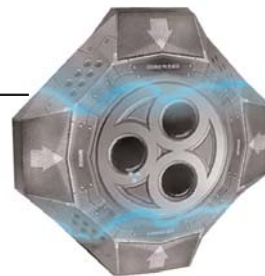**Firing Mode 1:** single rocket
Firing Mode 2: self-guided rocket

Inventory
Infodiscs

These discs are a source of energy. Each inhabitant of Utopia has an Infodisc. This disc is like an identification number. Each person's Infodisc contains a virtual copy of the person.

Infodiscs appear at the locations where citizens of Utopia City have died. If, at the moment that a citizen of Utopia City dies a virtual death the player manages to get this person's Infodisc, then this person returns to the real world, and the player gets an extra supply of energy. When a player reaches a certain number of Infodiscs, the player gets a new type of weapon in his command.

Artefacts
All Artefacts spend the energy of the player when they are activated.
To call up the Artefacts menu one needs to press the hot key "I".

Here the player can choose the necessary artefact, and in the future the player can activate this artefact simply by pressing the hot key "Q".
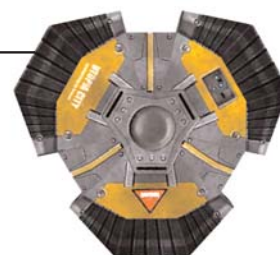
1. Time Freeze

This function makes time slow down, thereby allowing the player to act at lightning speed.
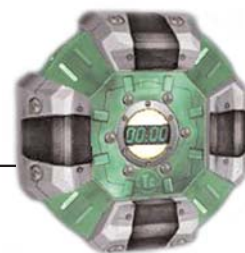
2. Accelerator

This function allows the player to move around many times faster than normal people. You can use this function to cover large distances on open terrain, or simply to get away from your attackers.

3. Teleport Control

This technology allows the player to move from any one spot to the main Teleport Control. You can use this artefact if you got trapped or surrounded, or if you simply got lost on a level.
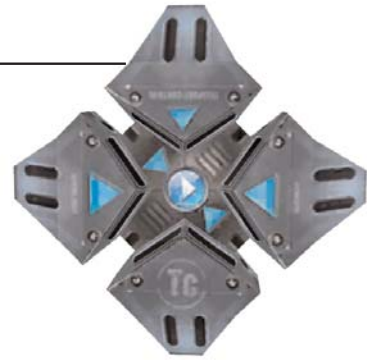
4. Protection Shield

The Protection Shield protects the player from various attacks. If it gets "hot" and the rain of bullets pounding on you from all sides becomes too much, you can use this tool. Perhaps it will save your life.

5. Master key

The master-key allows one to break coded locks on doors that lead into the base, as well as those on the final fortress, which contains the main server of the city – Mastermind.

6. Invisibility

Invisibility makes the player invisible to other characters. Invisibility is especially useful in the situation when it is necessary to get away from a group of enemies without being detected, or to secretly capture information without raising people's attention.
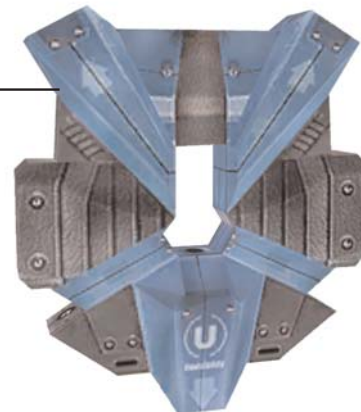
Pager
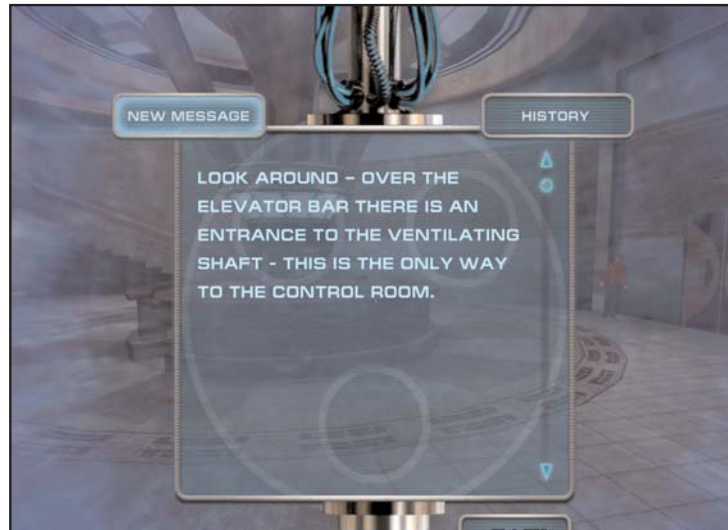
This tool for one-way messaging connects the player with the department. Messages about the current goals of the mission come to the pager.

When new messages come to the pager, the player sees a corresponding sign named "New message" in the upper central part of the screen.
The message can be read by going into the pager menu, then hitting the "hot" keys "TAB" or "P".

Player's screen

This screen gives information about the current amounts of energy and health, about the amount of ammunition left for the chosen weapon, about the amount of Infodiscs collected, and about tools in use.

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Energy
This figure shows the amount of energy the player has left.

Weapon
Here you can see the type of weapon that is accessible at the moment and its name.

Bullets
This figure shows the amount of ammunition left in the current firing mode of your weapon.

Infodiscs
This figure shows the current quantity of Infodiscs that the player has at his disposal.

Armor
This shows the level of protection the player's armor can provide.
If this level reaches zero, then the player becomes more vulnerable.

Health
This indicator shows the level of your health.

Active artefact
This indicator shows the tool you have chosen and its name.

Attitude Indicator
This indicator shows how the inhabitants of Utopia relate to the player.
It changes in color from green to red.
Green – Loyal attitude.
Yellow – This is a warning to the player that the attitude of the inhabitants of Utopia may soon change to negative. The player needs to either hide his weapon or stop any unlawful actions.
**Red –** Negative attitude.

Energy Use Menu
This menu can be accessed when the player presses the "hot" key "G".

Two modes can be used:
1. If the Auto indicator is active, then energy is used uniformly among all the inventory available to the player.
2. If the Auto indicator is inactive then the player has the chance to manage his store of energy himself, thereby using a large amount of energy to determine which type of weapon or artefact is most needed.

1. Ammunition
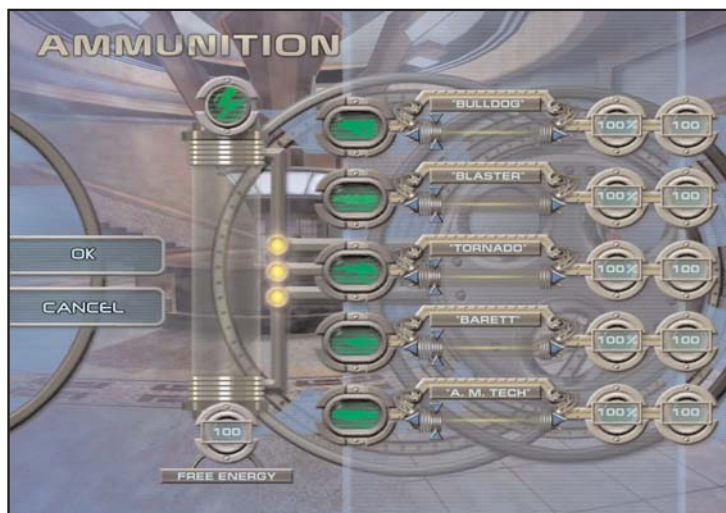
Ammunition for all types of weapons found in the game is generated using energy contained on Infodiscs. The speed at which weapons are restored depends on the amount of energy which is set aside for the given type of weapon.
In this menu the player can distribute the energy available to him, thereby increasing the speed at which the ammunitions for the most needed weapons are regenerated.
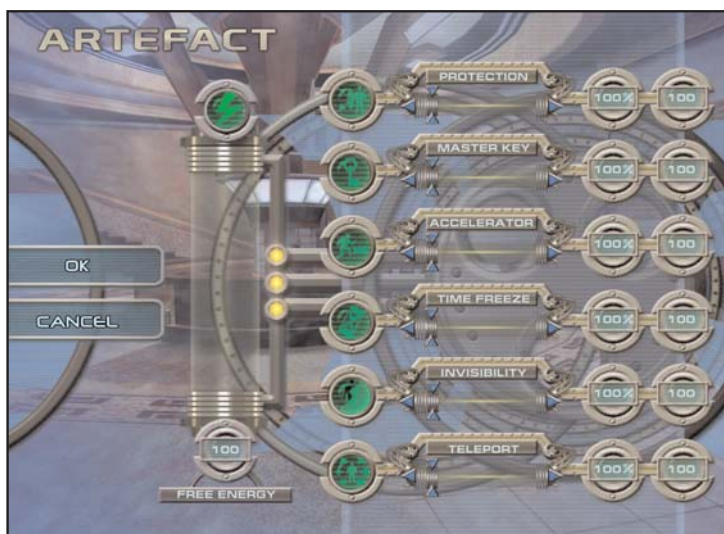
2. Life support
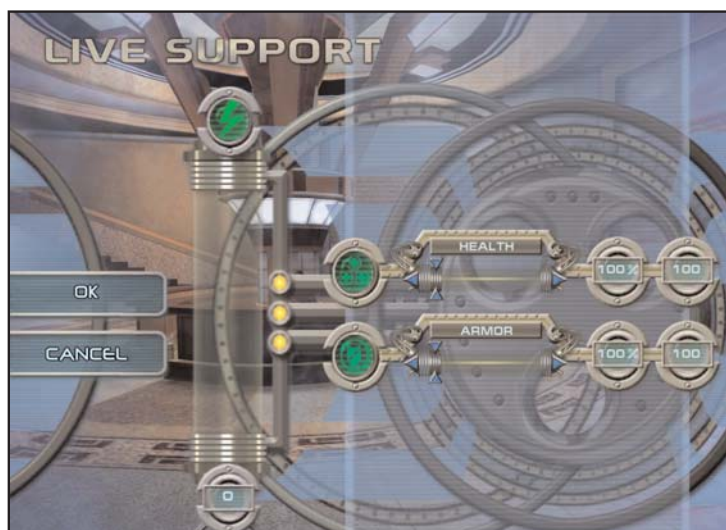
The default setting is that energy contained in one Infodisc is spent on repairing armor and the life of the player equally. The player can decide himself whether energy should

be used to extend his life or to strengthen his armor.

3. Special skills

In order for the player to be able to use one or another artefact, this artefact must be powered with energy. Some types of Artefacts require complete charging before they can be used (Master Key, Teleport), while for others it is enough to be energized above a certain minimum percentage of total energy (about 20%).

The speed at which an artefact is charged depends on the amount of energy that it spends. In this menu, you can change the percentage correlation set by default to favor that artefact which you need to use the most.

DEFAULT CONTROLS

«Hot Keys» can be changed from the game menu in: Settings >Controls.

The game is controlled in the following settings:

- Direct control over the movements that the player makes;
- Control from the user's menu;
- Control from the play menu.

When a player learns a new skill in order to take a new action in the game, the player is told the combination of keys which can be used to make this action. Afterwards the player can redefine keys for this action.

Keys

Movement Controls

Control	Binding 1	Binding 2	Function
Forward	Up	W	Move Forward
Backward	Down	S	Move Backward
Strafe Left	Left	A	Move Left
Strafe Right	Right	D	Move Right
Walk/Run	LShift	RShift	Hold this down to run/walk. You will walk if "Always Run" is set off, or run if "Always Run" is set on.

Keys

Movement Controls

Control	Binding 1	Binding 2	Function
Jump	Space		Jumps
Crouch	C	LCtrl	You can shoot "crouched"
Turn Left	-	-	-
Turn Right	-	-	-
Side Step	-	-	-

Action Controls

Control	Binding 1	Binding 2	Function
Fire	Mouse 1	-	Fire weapon
Alternate Fire	Mouse 2	-	Toggle the attack mode for the weapons that have two attacks
Use	E	Enter	Use items, perform actions
Use Artefact	Q	-	Use Artefact
Kick	F	-	Kick
Reload	R	-	Reload weapon
Next Weapon	Mouse wheel Up	-	Choose the next weapon slot
Previous Weapon	Mouse wheel Down	-	Choose the previous weapon slot
Holster	Mouse 3	H	Hide/ready weapon
Bulldog	1	-	
Lancer	2	-	
Tornado	3	-	
Barett	4	-	
A.M. Tech	5	-	

Vision Controls

Control	Binding 1	Binding 2	Function
Look Up	Page Down	-	Look Up
Look Down	Delete	-	Look Down
Zoom In	=	-	
Zoom Out	-	-	

Misc.

Control	Binding 1	Binding 2	Function
Pause	PAUSE	-	Game Pause
Screenshot	F11	F10	Screenshot
Quick Save	F6	-	Quick Save
Quick Load	F9	-	Quick Load
Pager	P	TAB	Pager's Menu
Energy Use	G	-	Energy Use Menu
Artefacts	I	-	Activate Artefact
Next Artefact	]	-	Next Artefact Selection
Previous Artefact	[	-	Previous Artefact Selection

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