

Hello there...



Well, first of all, thanks again for downloading the UT99.org Community Mappack 2. If you have opened this PDF file, it seems you are interested to learn more about xpickups (this new wired pickup charger stuff on several maps.) The answers to your questions should be given in detail in this document.

The file is splitted into two parts. The “gamer” manual and the level designer’s manual, those guys who are maybe interested to use xpickups for their own maps. The “gamer” manual will describe the charger in categories: Health, Armor, Timed Powerups, some words regarding the super weapons and finally the Random Charger and the weapon locker. The other part will tell you what you can do with xpickups; it is just more than charger...

Health:

Maybe it is not really necessary to loose big words about this but if you consider that Health pickups are the basic items, I think it can not hurt. I'll make that part short:

Health Pickups:

	<u>Medium Health Pack:</u> Medium Health cross, gives you 25 Health, Normal healing (max 100) <u>Respawn Time:</u> 27 seconds
	<u>Health Vials:</u> Small green – blue jumping vials, gives you 5 Health Super Health (max 199) <u>Respawn Time:</u> 27 seconds
	<u>Big Keg O' Health:</u> The big barrel gives you as like always 100 Health (Super Healing). At the start it is not available. Overall, look for blue particles to identify a Super Health Charger as such. <u>Respawn Time:</u> 54 seconds

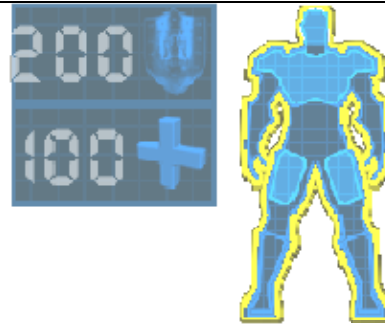
Armor

Armor Rules Changes:


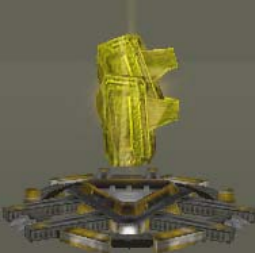


The system of the armor rules is rather different than before, you can get now 33 % more armor points then before. But not only that, some bullet points will explain in brief about the most important changes.

- > You can stuck up to max 200 Armor Points
- > Each armor item lost in contrast before a certain amount of armor points
- > You need every armor item for maximum reachable armor in the particular map
- > The Shield Belt can not be "filled up" through other armor items anymore

The "HUD dude" should also show that each armor item will be now displayed every time.



Armor Pickups:

	<u>Armored Vest:</u> 50 points of armor, 75% absorption. A suitable medium protected class armor pickup. <u>Respawn Time:</u> 27 seconds
	<u>Thigh Pads:</u> 30 points of armor, 50% absorption. Does not protect as well as the Armored Vest, but you should not hesitate to grab it. <u>Respawn Time:</u> 27 seconds
	<u>Armored Helmet:</u> 20 points of armor, 50% absorption, but has the special ability to block a single Head Shot even if is there only one point of armor left. However, if you should get with the helm a Head Shot, the helmet will be destroyed. <u>Respawn Time:</u> 27 seconds
	<u>Shield Belt:</u> 100 points of armor, 100 % absorption. The ultimate armor item. Unlike the other armor items not available at the start. <u>Respawn Time:</u> 54 seconds

Powerups

Jump Boots

Charge: 3 Jumps (as always)

Available at the start? Yes

Respawn Time: 27 seconds

Droppable Powerup? No



Although the Jump Boots got no change in their usage and effectivity, I want to use this chance to explain the features of the Powerup Chargers shortly.

Sometimes it can be useful for you to look after the side lamps and the fluid between it. In the last five seconds before its respawn you can note a glowing and darkening of both elements. So, if you should pass one of those chargers and you see this, make yourself a favor and try to wait those few seconds for its respawn.

Timed Powerups

Charge: 30 seconds

Available at the start? No

Respawn Time: 82 seconds

Droppable Powerup? Yes

Let's switch to the Timed Powerups. Unlike the Jump Boots they are not available at the start of a match, you have to wait 82 seconds for the (first) respawn, which matches around a game time of 1 minute and 15 seconds. A new gameplay element at least for UT Classic is that those Powerups will be dropped near your corpse if you should be fragged by an enemy. This means for you: Don't give up, if an enemy player should grab in front of you a Powerup which you wanted to have. Frag him to steal the Powerup for your personal usage.

Each Timed Powerup gives you a charge time of 30 seconds, visible on the HUD left below through a small icon (which can be configured in the menu under Mod > xpickups) and a counter. It is possible without any problem to have different Powerups at the same time. It is also possible to have multiply Powerups of the same type. Each UDamage for example stocks up your charge counter for 30 seconds, up to max 99 seconds. The dropping of the Powerup means for the next carrier that he can use the rest time of the Powerup.



UDamage / Damage Amplifier:

It wouldn't be a Liandri Tournament without the famous Damage Amplifier, also known as UDamage.

Generally completely unchanged, the UDamage does still make those loud sounds with the shots, Triple Damage, what surely not the most know and let fear you as carrier on the battlefield.

It's safe to say that the UDamage is still the most popular and most used Powerup in the arenas, so you will meet this thing mostly during your fights.



Berserk:

The Berserk Powerup is for UT Classic a newcomer but as like the UDamage an offensive Powerup, so intended for direct attacking.

It doubles the rate of fire of all your weapons, independent of their normal fire speed.

Moreover all your weapons you are carrying in the moment of picking up this thing will be loaded up one time with ammo to their maximum.



Invisibility:

It might look as new Powerup, but like the UDamage it is one of the both Oldies regarding Powerups.

This device makes you nearly completely invisible for a short time.

Surprisingly it even works without any reported problem if the carrier should be in possession of a Shield Belt. You can always rely on this Powerup.


The Special One

Charge: 30 seconds

Available at the start? No



Respawn Time: 136 seconds

Droppable Powerup? Yes

	<p><u>Nanoblack Battle Suit:</u></p> <p>A much earlier developed prototype of the later “Invulnerability” by the Phayder Corporation. But it offers already in some aspects Invulnerability, for example against deadly fluids of all sorts, like lava or slime. Weapon damage which doesn't reach 40 will be fully absorbed by this device otherwise the enemy's weapon damage will be halved. A rare used Powerup you will not encounter that often.</p>
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The Super Weapons:

As like the Timed Powerups it is not available at the start. In this case and if it is picked up you can see in the game if this weapon base let spawn a redeemer if you look for yellow or orange particles, the colour says you which of both weapons will spawn there.

	<p><u>Redeemer:</u></p> <p>Who does not know this big Rocket Launcher? If no weapon is currently available, look for yellow particles. In this case you will know that the Redeemer will spawn there.</p> <p><u>Respawn Time:</u> 82 seconds</p>
	<p><u>Ammo required Super Shock Rifle:</u></p> <p>A heavily slowed down Instagib Super Shock Rifle which needs ammo. The weapon gives you 4 shots, each core 3 shots. Maximum is 10.</p> <p>If no weapon is currently available, look for orange particles. In this case you will know that the Super Shock Rifle will spawn there.</p> <p><u>Respawn Time:</u> 136 seconds</p>

Weapon Locker and Random Pickup Charger (Wildcard Base)



Weaponlocker:

Even the Weaponlocker have made it into xpickups. As you might know, they hold several weapons. Just run through it get that stuff. How many ammo and what kind of weapons you can get, depends from the settings of each locker.

The light on top of the locker tells you if everybody can get the lockers weapons (yellow) or it is team based (red and blue) for Capture the flag for example.

It even works for Assault. After each round the team based lockers will be simply switched.
(More details about that in the second part of the manual)



Wildcard Base (Random Charger):

The Wildcard Base it at least optical designed to be the Random Pickup and Powerup Charger. It depends from the level designer's settings what pickups could spawn here. It can be everything, a Health Vial or even a Berserk Powerup.