URBAN CHAOS DEMO
11/15/99

Thanks for getting the demo. Urban Chaos, is coming to your retailer in early December.

Game Setup

Minimum System Requirements:

- Pentium 233Mhz or equivalent
- Windows 95/98
- 32 MB Ram
- 4 MB DirectX 6.1a compatible video card
- 100% DirectX 6.1a compatible sound card
- 40MB of uncompressed Hard drive space
- Keyboard

Recommended System Requirements:

- Pentium II 300Mhz or equivalent
- 64 MB Ram
- 8 MB D3D Hardware accelerator card (100% DX6.1a compatible)
- 100% DX6.1a compatible sound card.
- DirectInput Game pad

NOTE: DirectX 7.0 should be fully compatible with the game, please update all drivers.
Play on laptops or in Windows NT is not supported

Urban Chaos is an innovative 3D graphical and audio game. As such, it demands the most of your hardware. Please update all system drivers!

Urban Chaos uses D3D for its graphical API. If you have a D3D accelerator you will view the game at its best. However, it does have a software render if you cannot operate with 3D acceleration. If you have an A3D or EAX capable card, they are supported. Choose your options at the startup menu.

Gameplay

Urban Chaos is all about action! In this demo, you play our lead character, D'arci Stern.
She has 4 minutes to save some unfortunate construction workers. However, this district
is crawling with their captors - the WILDCATS. The Wildcats are comprised of all
the gangs in Union City. Their goal is chaos and destruction.

As D'arci, you are a UCPD rookie cop. You need to save those men or they are toast.

General Controls

Name	Action	Keyboard	Game pad
direction keys	Use the UP direction key to run forwards, LEFT and RIGHT to turn in that direction, Down to walk backwards	Arrow keys	Up D- pad or stick
action key	Crouch down, sprint (when running), pick up/throw object,	C	Button 3

	enter/exit vehicle, pull lever, talk to person, arrest prone suspect, search body.		
jump key	Jump, jumping kick	SPACE	Button 4
punch key	Punch, fire selected weapon	Z	Button 1
kick key	Kick, sliding tackle	X	Button 2

ENTER key
Press and hold the ENTER key to bring up your inventory and toggle your selection.

View Controls

Look around
Hold down the **A** key then use the direction keys to look around. Your character will become transparent. You may also fire your weapons in this mode, but not engage in hand combat.

Rotate camera right
Press the DELETE key to rotate the view to the right.

Rotate camera left
Press the PAGE DOWN key to rotate the view to the left.

Center view
Press the END key to look straight

Raise Camera / Lower Camera
F5 – tilt camera
F6 – zoom in (default)
F7 – raise camera
F8 – lower camera

City Navigation

While in some missions you will have access to vehicles, in most you're on foot. Successful exploration and navigation of the city is dependant on climbing, crawling, and jumping.

Running and Sprinting
Hold the UP direction key to run forward. Hold the action key while running to sprint (note, you can only sprint for a limited time).

Traffic

Union City has some terrible drivers. Normally they obey the traffic laws, but it is recommended you do not loiter on the street or an ambulance just might flatten you.

Jumping
You can jump using the jump key. Pressing the jump key together with one of the direction keys allows you jump in any of four directions.   You do have some control while in the air.
Additionally, sprinting and jumping is recommended for rooftop leaps of faith.

Getting Over Obstacles
You can scale obstacles such as walls and fences by facing them and pressing the UP direction key.

Crouching and Crawling

Press and hold the action key when stationary to crouch down; now press one of the direction keys to begin crawling in that direction. Crouching and crawling are essential stealth moves.

Ladders

When you're standing close to the foot of the ladder and press the UP direction key to begin climbing. Use the UP or DOWN direction key to climb up or down a ladder.

Making Enquiries

You can talk to anybody in the game by standing in front of the person and pressing the action key to initiate a conversation. This is particularly useful if you want to question an eyewitness to
 a street crime and find out what they know (if you're lucky you can often find a few witnesses hanging around a crime scene).

Items and Inventory

You can pick up many items you see in the game by standing over them and pressing the action key. Press and hold the ENTER key to bring up your inventory: this is where all the items and weapons you have collected are displayed. Use the direction keys to select an item then release the ENTER key to close the inventory - the item will now be selected. Pressing ENTER quickly activates fast selection of inventory items. Weapons have numerical hotkeys.

On-Screen Scanner

The onscreen scanner shows your current health (rainbow bar), red is critical and you will leave traceable blood trails. The item in your hand (inventory), ENTER toggles items. Text description of item/location/objective.

On the radar, the center area is D'Arci. Colored markers at top (wedges) are locations and targets. Once the wedge is aligned to the TOP (North) your are heading toward it. When the objective nears it turns into a colored dot. Red Dots are Wildcats.

Hand To Hand Fighting

(review the Hand Combat section toward the end for more details)

Name	Action	Keyboard	Game pad
direction keys	Movement. Use the LEFT and RIGHT direction keys to circle an opponent. Press the UP key to advance and the DOWN key to retreat. If you are fighting multiple opponents the direction keys allow you to aim your attacks towards one of your assailants (see the section: Fighting Multiple Opponents).	Arrow keys	Up direction pad or stick
Action key	Pick up / throw object. Press the action key while standing over an object on the floor to pick it up. Press the action key a second time to throw it.	C	Button 3
punch key	Punch. Use selected object. If you have knife or baseball bat selected press the punch key to use that object. If you have a	Z	Button 1

	gun selected press the punch key to fire it.		
kick key	Kick	X	Button 2
jump key	Roundhouse	SPACE	Button 4

Sliding tackle

Press the kick key when running or sprinting to perform a sliding tackle. Timed correctly you can knock two or more people to the floor in this way.
This may give you the opportunity to arrest an opponent before they have a chance to get an attack in. Sprinting creates a longer slide tackle.

Fighting Multiple Opponents

If you come up against more than one opponent, you will find they often try to surround and pummel you. In the worst case scenario you will have an opponent to the front, one each to your left and right and a fourth directly behind you. In this situation, you can use the direction keys (or the Left Stick if you are using an Analog Controller) to aim your attacks. For example holding the LEFT direction key and pressing the punch key will throw a punch to the opponent standing to your left, while holding the DOWN direction key and pressing the kick key will kick out at the opponent standing directly behind you.

Grabbing your opponents

Forward on the D-pad and punch will allow you to grab the enemy, you can then throw them to the floor (for stomping or arresting) or knee them in the stomach.

Ducking your opponents attack

Ducking is achieved by backing away from the enemy and pressing action and the down arrow/direction. When ducking, a foot sweep can be performed using the kick button.

Identifying Your Opponents

If you come up against more than one opponent, you can identify the gang members by the color of their jacket. The jacket color represents the overall strength of your opponent. Since all the UC gangs have united as the Wildcats, you can expect trouble on almost every corner.

Grey Jackets: Easy
These guys are easy to beat. These are the Wildcat punks you will meet early on in Union City.

Green Jackets: Medium
The Green colored jackets on your opponents mean that these Wildcats gang scumbags are more skillful in hand-to-hand combat and more accurate with weapon fire.

Red Jackets: Hard
These are the street lieutenants of the Wildcats. The red colored jackets on WILDCAT gang members signify that these guys are deadly in unarmed combat and lethal with a weapon. Be prepared for a serious rumble when they catch up with you.

Dealing with Suspects

Making an Arrest

You get the opportunity to arrest a suspect only if you physically overpower them during hand-to-hand combat, while they are lying dazed on the floor, you can restrain them and place them under arrest. Stand over the suspect and press the action key to handcuff them. Note: you only have a few moments to do

this - after that the suspect will be back on their feet and either running off or ready to continue the fight. If the suspect has indeed been involved in some criminal activity the Sarge will notify you, and the crime rate will be reduced.

Searching Suspects

You can frisk bodies or anybody you've placed under arrest for weapons or other concealed items. Stand over the suspect and hold down the **action** key to begin the search. You will see a rising percentage bar to indicate how far the search has progressed; if it gets to 100% and you've found nothing then it's safe to assume the suspect is clean. If you do find something it will appear next to the suspect, stand over it and press the **action** key to pick it up.

<u>Outwitting suspects</u>

Stealth
You will find that in many situations stealth tactics will yield better results than a gung-ho approach. If you are trying to avoid attracting the attention of potential enemies then there are a number of points to bear in mind:

Keep out of sight
Enemies will be alerted to your presence even if they just catch a glimpse of your shadow. If there's low cover nearby, you can use it by crawling along on all fours. Press and hold the **action** key then use the direction keys to move. If you're close to a wall press the action key to push yourself flat against it, then you can use the LEFT and RIGHT direction keys to move along flush against it.

Stay silent
It is important that you do not betray your position by making any noise: firing a gun or accidentally kicking a soda will alert your foes. However, you can sometimes use this to your advantage: throwing a can into another area will draw the attention of guards away from where you are.

Leave no trace
Any evidence you leave as you pass through a sensitive area may be discovered by subsequent guard patrols. If you are badly injured (health bar in the red) you will leave a telltale blood trail that will be spotted by any guard who comes across it - use a medical kit before proceeding.
If you are forced to confront and kill an enemy you must hide the body by moving it into cover. Stand over the body and pick it up using the action key. Carry it somewhere secluded then dump it by standing still and pressing the action key again.

<u>*Vehicle Usage*</u>

Because of the high crime rate, most vehicles are locked. However, you may be able to find keys or remove them from suspects. You do not have to select the key to open a locked vehicle, if the key is in your inventory then you merely have to walk up to the door and press the action key. In desperate situations you can even commandeer vehicles.

There are many vehicles on the streets of Union City: cars, vans, taxis, police cruisers, police SUVs. Each type vehicle is different in terms of top speed, handling, and protection offered.

Driving Controls

Name	Action	Keyboard	Game pad
action key	Enter/exit vehicle	C	Button 3
direction keys	Use the UP direction key to go forwards, LEFT and RIGHT to steer the	Arrow keys	Direction pad or

	vehicle, and DOWN to put it in reverse.		stick
jump key	Pursuit mode - accelerates to maximum speed.	SPACE	Button 4
Hand Brake	Stops the car quickly but you will skid…	X	Button 2

Commandeering vehicles

As a police officer you will have access to the police impounded vehicles such as cars or vans. In the course of your duties you may need to commandeer a civilian vehicle. To do this stand in front of the vehicle and fire a warning shot from your weapon at the vehicle. If the civilian in the vehicle gets scared, they may exit the vehicle and allow you to take control. Be careful though some civilians will not give up their vehicle. You can also disable vehicles by firing enough rounds into them.

Weapon Combat

On many missions you will start with no weapons. By investigating the area, you should be able to find some fairly easily. You can often disarm an armed assailant during the course of a brawl; when you see the weapon fall to the floor nearby stand over the top of it and press the action key to pick it up. You may also find ammo behind objects.

Remember: once a weapon is in your inventory you still have to select it before you can use it.

When D'arci or Roper draws their firearm, the camera view will switch to behind the character. From this viewpoint, you will be able to better view the targeting system. However, in this view D'arci will challenge any person in her sights. Civilians normally will freeze when ordered and when **action** is pressed, lay down for search. Guilty suspects may run or challenge you. Be warned, the UCPD comes down hard on Officers that shoot innocent people.

When you are gun targeted by an enemy, a green target symbol will appear over your body. Its bars will quickly close and eventually turn RED. This means the enemy is taking aim. Once the symbol turns RED, you will be shot. Try to run away or take out the enemy. Your gun on a target will trigger a similar symbol. A black dashed line to your target will mean your enemy is within weapon's range.

Keyboard weapon shortcuts

Key	Weapon
1	Fist
2	Pistol
3	Shotgun
4	M16
5	Grenade
6	Explosives
7	Knife
8	Bat

<u>Firearms</u>

All guns work in the same way, when a target presents itself a targeting icon will appear around it to denote that you are aimed and ready to fire. A black dotted line signals target is within range.

Warning: firearms can be knocked out of your hands if you are punched/kicked while holding it.

Hand Combat Moves

Combat moves are separated in three categories: Single, Combination, and Special. You must be in combat mode to attempt combination attacks

Single

Single moves are one-key or button press actions that inflict minimal damage, but are easy to execute.

Punch - Z or Button 3 (front only)

Kick - X or Button 2 (direction specific)

Round house kick - Space or Button 0

Slide Tackle – Run + X or D-pad + Button 2

Combination

Combination moves are your best choices for quick, devastating attacks. Combinations are activated by position and timing.   You must be in a combat position close to your target and time the move so the enemy is not attacking and vulnerable.

Grapple – Up Arrow + PUNCH or Up D-pad + Button 3
Grapple and throw – while in grapple, tap PUNCH or press Button 3
Grapple Kick to ribs - while in grapple, tap KICK or press Button 3

Speed Jab – Left/Right arrow + PUNCH (fast tap) or Left/Right D-pad + Button 3

Flying Kick – sprint, then jump, and press KICK – target must directly at the contact point of the down kick

Power combinations: successful attack combinations (three hit) yield a power combination that **knocks down the enemy**. There is a power combination for punching and kicking.

Roper and D'arci have special combat moves that inflict more damage to enemies and bring them to the ground.

D'arci

Elbow to head – when directly behind a target, press PUNCH

Groin Kick – use when very close and facing target, press KICK (usually activated after an initial stomach kick

Flying Kick – run then jump, and press KICK – target must directly at the contact point of the down kick. Sprinting kicks have a longer range.

Defense

Duck – press ACTION and DOWN ARROW to duck

Tumble – press jump and right or left arrow to tumble away from a fight or break a gun lock.

Sweep – while in Duck, press KICK or button 2 (360° attack)

Hints

1. Enter the Police Car behind you. Go to driver side door and press ENTER. When you Drive, SPACE activates HIGH GEAR and the SIRENS. Go to the gate, if WILDCATS oppose you...run over them.

2. Do not try to fight all the Wildcats, the goal is to free the Hostages and kill the Wildcats in the nearby area.

3. If you are wounded, go to the park and gather the medical kits.

4. Go to COMBAT TRAINING first and hone your martial art skills.

Urban Internet

Mucky Foot Productions: www.muckyfoot.com
Eidos Interactive: www.eidos.com

Technical Support

As only a portion of the game, this demo gives an accurate but not complete representation of the game. The Demo is provided "as is" and Technical Support is not directly offered. However, you can go to the Eidos Games Urban Chaos forum with queries or concerns. http://www.eidosgames.com/cgi-bin/Ultimate.cgi