# Stargate TC: Multi
Users Manuel
For Version 1.1

Welcome to the Stargate TC users Manuel. If you were wondering, TC stands for Total Conversion. This Document will cover all the most important aspects of playing the game.

Entering the game:

Section 1: Motd Screen & Map Briefing Screen

When you first enter a server you will either be presented with a Motd (Message of the day) or the Map Briefing Screen. If the image below does not match what you see skip to the next section.
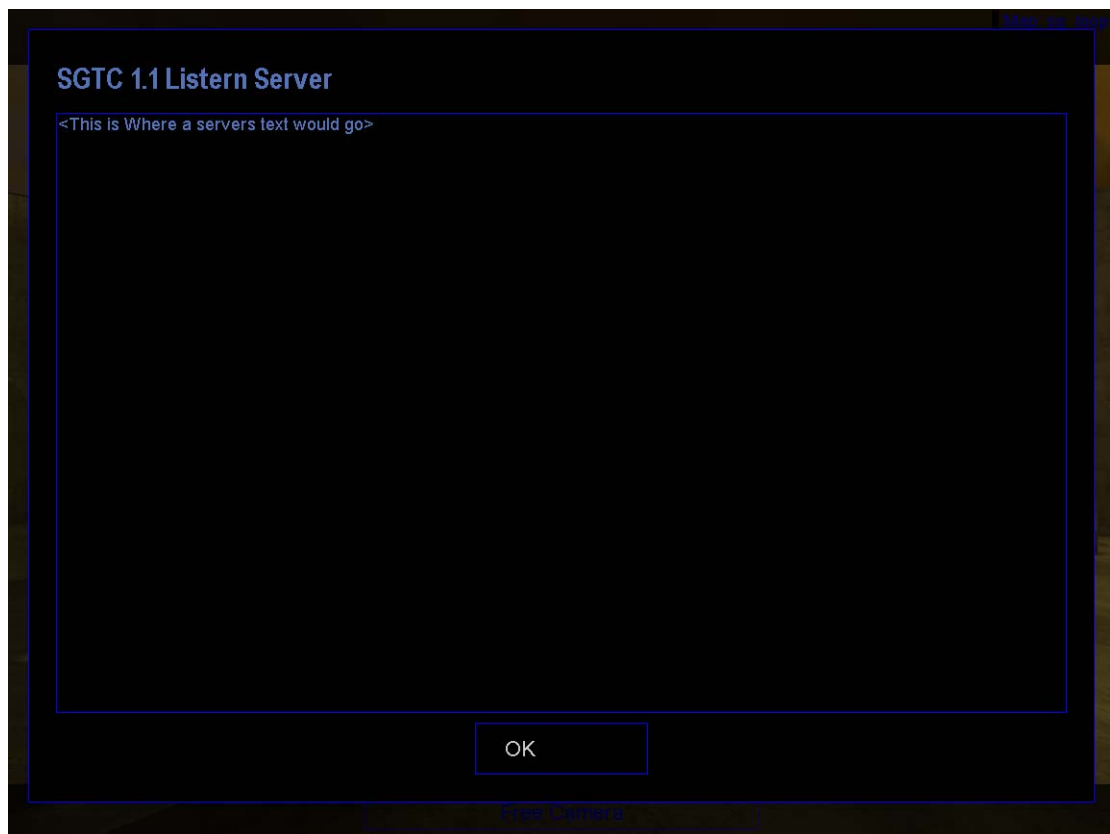
The Motd shows a server operator created text message which can describe various information including:

- Contact Information such as email addresses and web site addresses.

- Rules and regulations > Rules of the server are to keep the order and fun of the game equal for all players. Please try to obey their rules no matter how unfair they may sound. Remember they run the server at their cost. So be respectful and adhere to their wishes.
- Current events > these may include tournaments and other competitive events.

Once you have read through this text, click "Ok" to close this message and move onto the map-briefing screen.

Section 2: Map Briefing Screen

This page is very similar to the Motd screen. The only difference is that it contains the information relevant to the map the server is currently running. If you don't already know, a map is the environment that you will be playing in. The text on this screen displays author details, version information and a list of goals for each team. The goals listed are map designed and only apply to the game until the map is changed.

Once you have read through this text, click "Ok" to close this message and move onto the team and class selection menu.
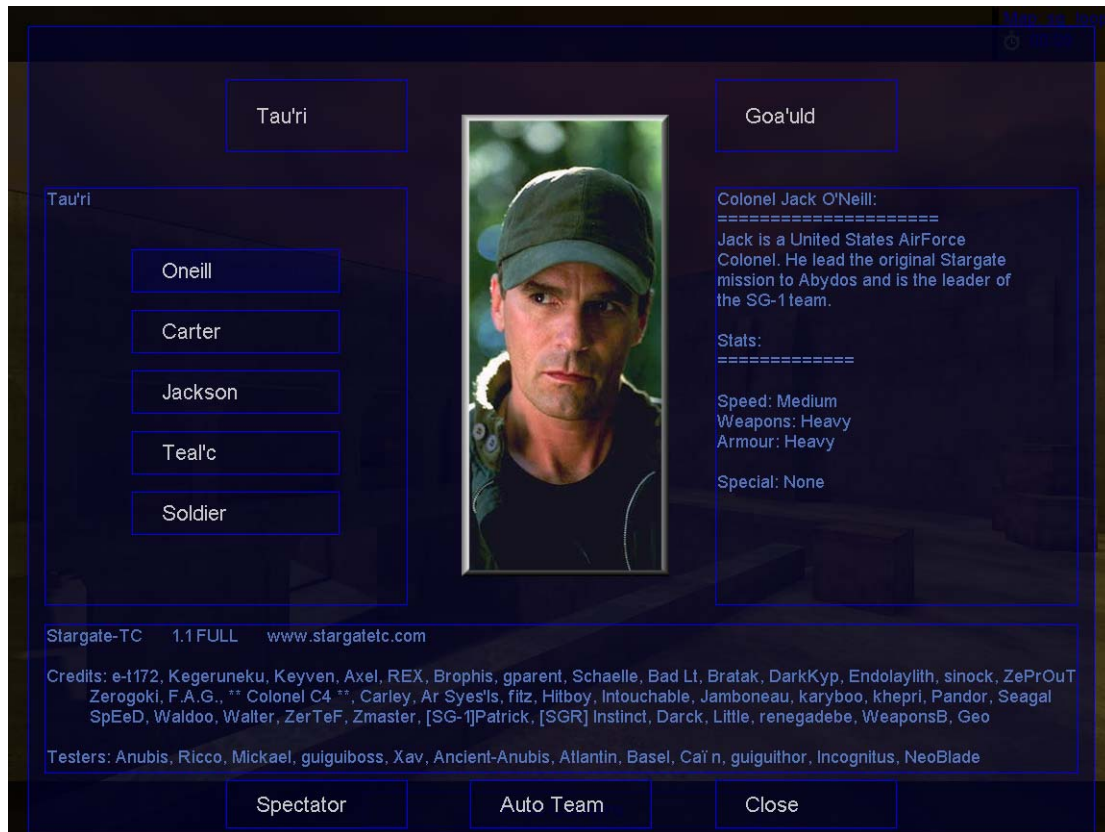
Section 3: Team and Class selection menu
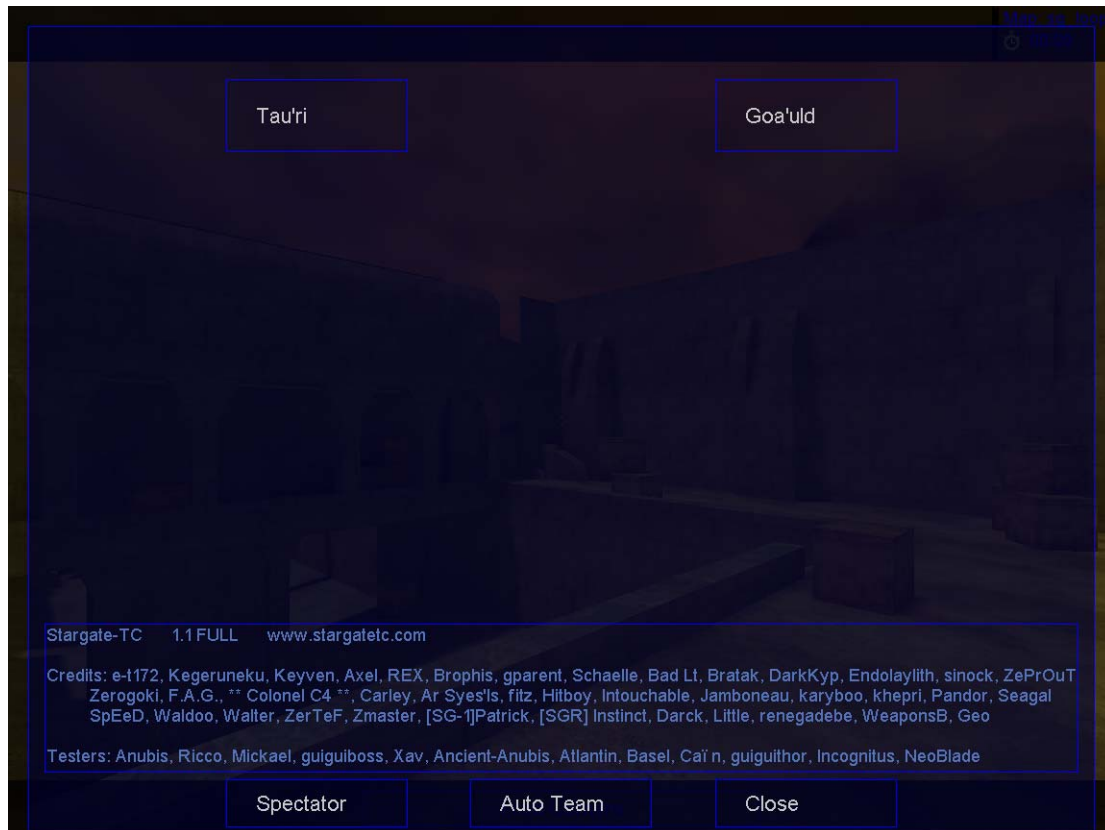
This is the team and class selection menu. This is where you must decide which team you are going to be on and what class of fighter you will be.

For team selection you can either wave the mouse over one of the team name buttons seen at the top of the screen or click "Auto Team" and it will set your team and class automatically. The Teams are "Tau'ri" and "Goa'uld".

Tau'ri: If you have not seen the TV series and/or movie Stargate, the Tau'ri are humans. If you select this team you will play as a member of SG-1 (Stargate 1) or their extra support troops from various other SG teams. This team is comprised of mostly Air force Special Forces. As you would expect they use a mixture of human (Projectile) and alien (Energy) weapons.

Goa'uld: The Goa'uld are a mixture of humans with alien parasites controlling their bodies and humans who are enslaved and bred as warriors (Jaffa). They use energy weapons including some, which are only usable by their team. All members of the goa'uld team have goa'uld Symbiots/Larva inside their bodies giving them fast health regeneration and speed benefits.

Tau'ri
Goa'uld

Tau'ri

Oneill

Carter

Jackson

Teal'c

Soldier

Colonel Jack O'Neill:
=====================
Jack is a United States AirForce
Colonel. He lead the original Stargate
mission to Abydos and is the leader of
the SG-1 team.

Stats:
=============

Speed: Medium
Weapons: Heavy
Armour: Heavy

Special: None

Stargate-TC   1.1 FULL   www.stargatetc.com

Credits: e-t172, Kegeruneku, Keyven, Axel, REX, Brophis, gparent, Schaelle, Bad Lt, Bratak, DarkKyp, Endolaylith, sinock, ZePrOuT
     Zerogoki, F.A.G., ** Colonel C4 **, Carley, Ar Syes'ls, fitz, Hitboy, Intouchable, Jamboneau, karyboo, khepri, Pandor, Seagal
     SpEeD, Waldoo, Walter, ZerTeF, Zmaster, [SG-1]Patrick, [SGR] Instinct, Darck, Little, renegadebe, WeaponsB, Geo

Testers: Anubis, Ricco, Mickael, guiguiboss, Xav, Ancient-Anubis, Atlantin, Basel, Caï n, guiguithor, Incognitus, NeoBlade

Spectator
Auto Team
Close

After you have chosen your team you will notice a list of new buttons will appear on the left of the screen. This list contains the various classes, which you can use in the game. Detailed information about each class is available by hovering your mouse cursor over the class you wish to find information about.

When you have decided which class you are going to use. Click the button with the name of the class you have decided on. After the button has been pressed, the server will automatically put you in the spawn cue for beginning your play.

If you wish to watch the game being playing rather than play yourself, you can click the "Spectator" button.
There is also a close button but because you have not yet selected a team and class, it will force the menu back up again after you click it. The close button is to be used when you go to change class or team but then change your mind before clicking a class button.

Weapon Selection:

There are two different weapon selection types/methods available in Stargate TC. The server you are connected to chooses the type of weapon selection used by the game. Some servers prefer one to the other. Also note that no matter what weapon choices you make you will always be given a team standard knife. You can change or update your weapon selection by pressing the weapon selection bind key. This key is configurable in the steam key configuration menu. By pressing the key you will display the weapon menu once more and can repeat the steps you have previously taken.

Choice Menu:
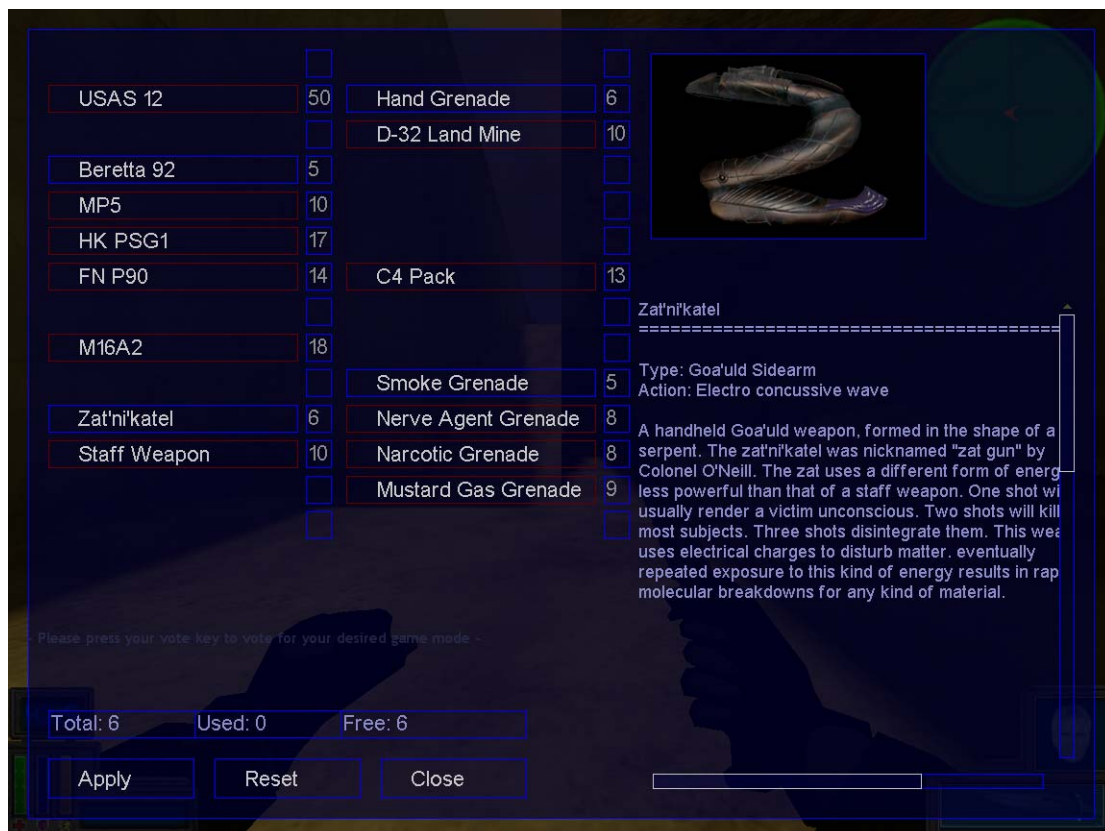
This type allows you to select each weapon you wish to equip. You are given a number of points, which you can use to select and deselect a specific piece of equipment. Depending on the configuration of the server you can gain more points by killing enemies, accomplishing various map goals and lastly by dieing. If you die by being killed by an enemy (not suicide) you are given an amount of points determined by the server which helps make the game fair on you since a player who dies a lot can have a chance at a comeback. The benefit/difference of a point system

over a purchase system is that instead of the points or money vanishing until you earn more, you can remove used points on one weapon and apply them to another.

To select and deselect each weapon click the weapon name on the list. The white-bordered buttons means you have selected that weapon. The blue-bordered buttons are weapons you can currently afford and red-bordered are items you lack the points to equip.
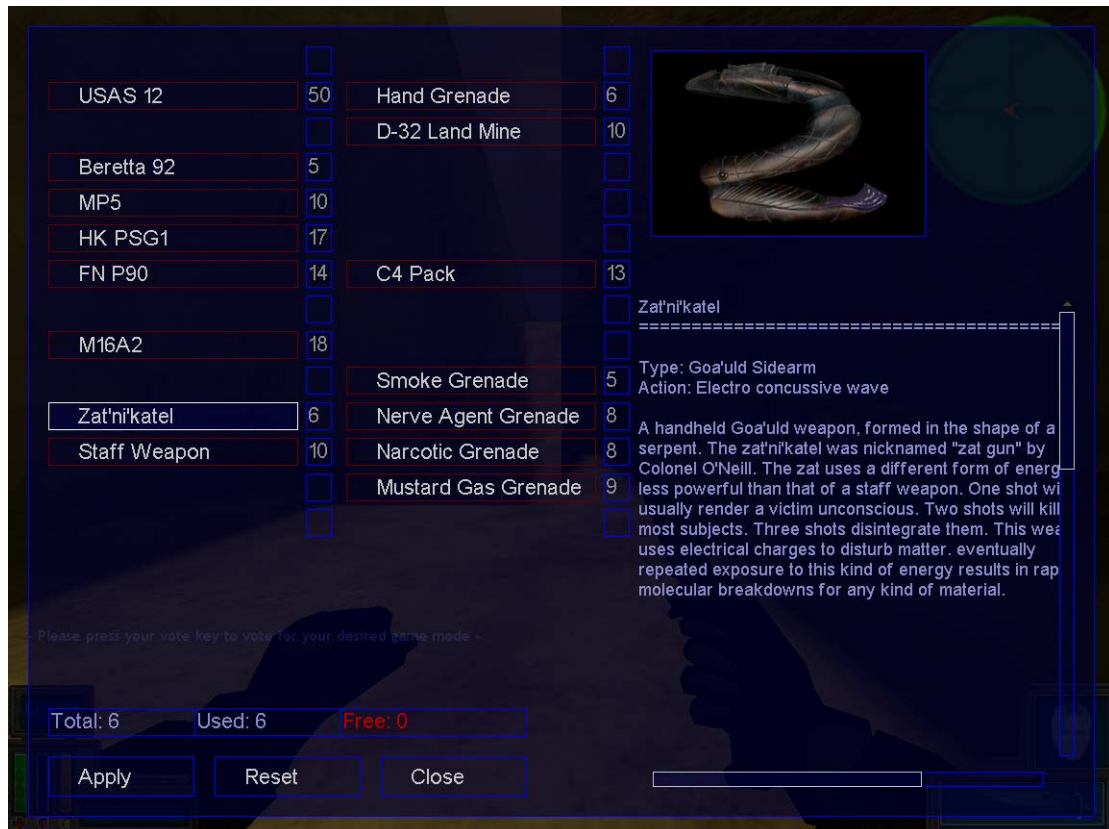

You may notice some spaces are black and the buttons are missing. This is because the class you have selected is unable to use them or doesn't have them available from the start. Some weapons can only be equipped by a player class if picked up off the ground.
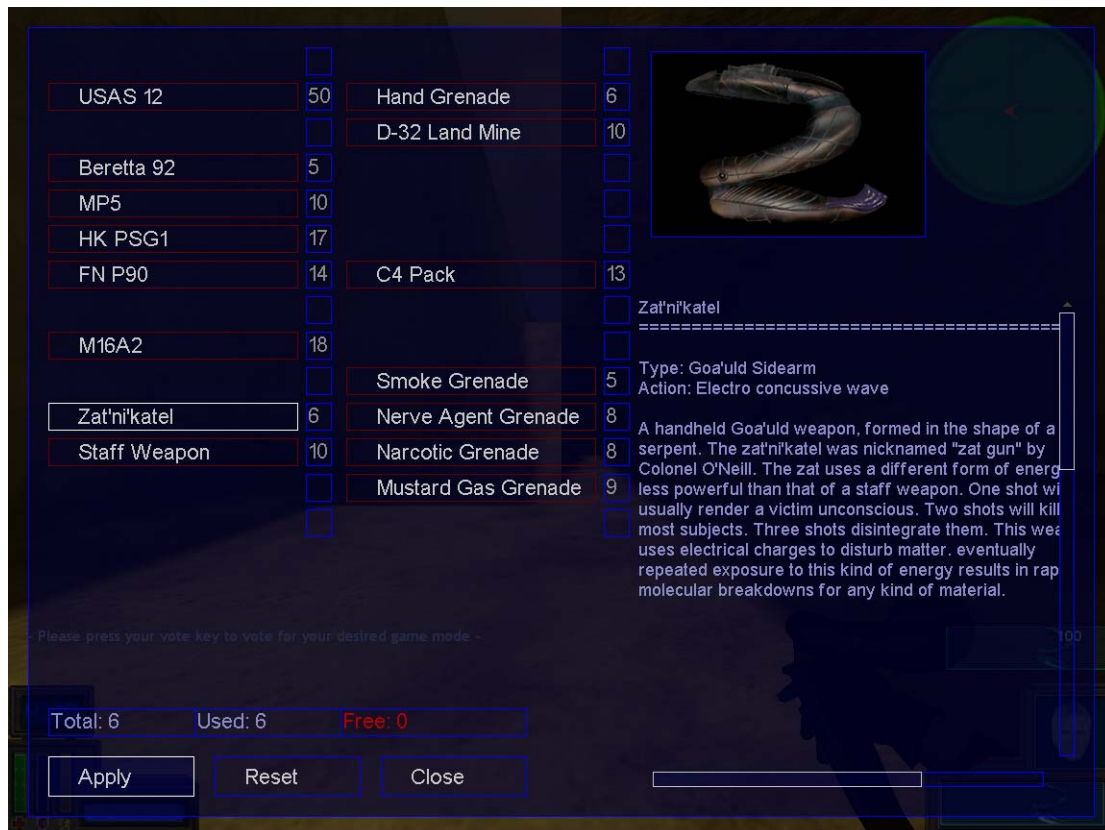
After you have selected your equipment, you must apply that equipment change. To do this, simply click the "Apply" button. This will light up white and you may notice behind them menu you have changed weapons. Now that you have finished your equipment change, click "Close" to exit the menu. If you wish to reset all your selections and start from scratch, you can click the "Reset" button.

Pack Menu:
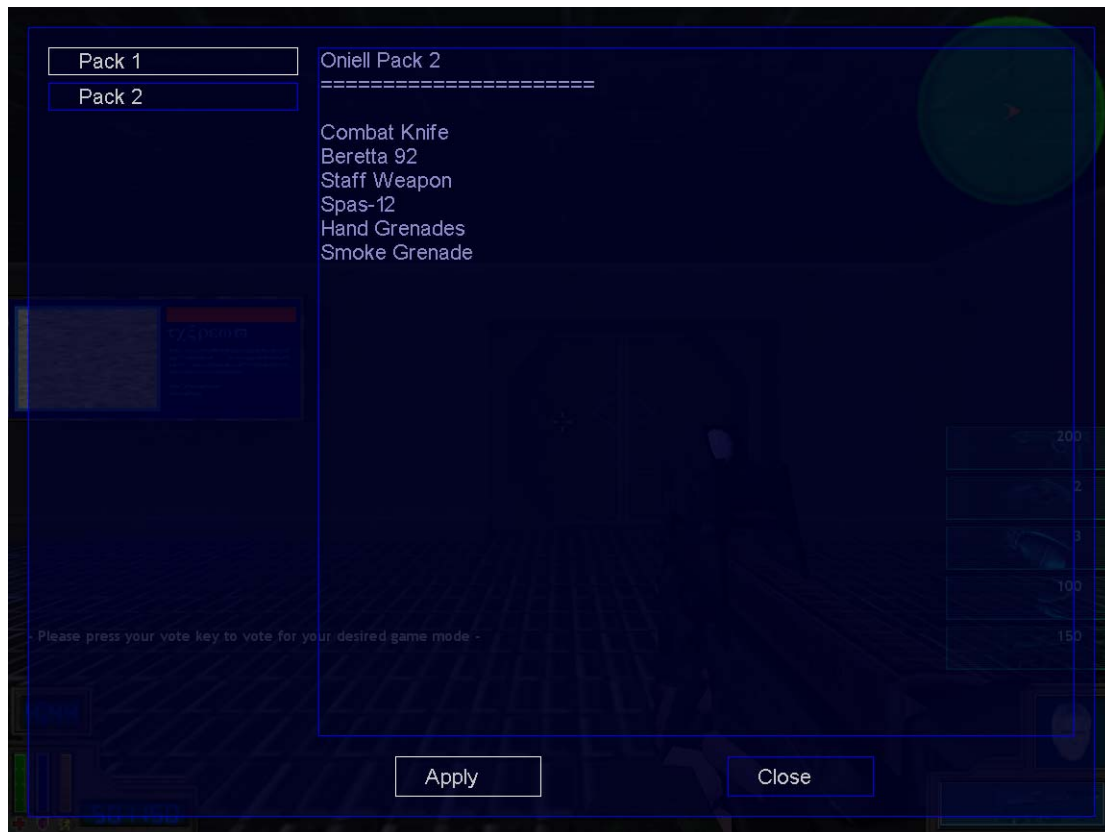
This is a very simple version compared to the choice menu. You are given a number of preset weapon packs to choose from. Some classes have two packs where others have four.

Like the class menu, to find out exactly what is in each pack hover the mouse cursor over the respective button.

Once you have made your choice, click the button of the pack you wish to use. Then click the "Apply" button to make the change. After this, click "Close" to close the pack menu so you can start using your new gear.

The HUD (Heads Up Display):

The Heads up display in Stargate TC gives you information about your character and your team status.

1. "Health Bar" – This bar indicates the health of a player from 0-100%, the taller the bar the more healthy your player is. If the bar is very short it means you are wounded or near death. If a player has a Symbiot, the health percentage will slowly regenerate automatically.

2. "Armour Bar" – The armour bar indicates the amount of body protective combat armour that is still effective. Like the Health bar it indicates the percentage of protection remaining from 0-100%. A side note: Each class has a different amount of body armour so the value of each percent will be different from class to class.

3. "Stamina Bar" – This bar shows the level of vital energy available to the player in a percentage form, like the other two bars. Jumping, sprinting and taking various types of weapon damage expends this energy. Once the bar indicates near or exactly 0% stamina you cannot do jump or sprint adequately. In addition to that, your normal movement speed is decreased when you expend too much stamina.

4. "Ammo Counter" – The ammo counter takes 2 forms depending on the type of weapon being used. There is the number indicator and the horizontal bar indicator. The horizontal bar indicator gives a percentage of the maximum weapon energy available. This indicator is used only on energy-based weapons. The second weapon counter type shows on the left, the amount of available shots or uses of that weapon/device and on the right it displays the

amount of ammunition available in stored away magazines or pouches.

5. "Timer" – Just as the name says, the timer displays the amount of time till an event in the game depending on game mode. Generally it counts down the amount of time remaining in the current game round. This HUD Item is interchangeable with the "Point Counter". The Point counter is used in modes where the timer is not needed.

6. "Tac Display" – The Tac display shows by colour indication what mode the Tac weapon is in. This display slides in and out of view when needed. More information on this is available on the Tac weapon information within the game.

7. "Self-Portrait Image" – The self-portrait shows an image of the character's face. This helps you remember what class you have chosen. There are also various other indications shown on this image. These indications are the same as the Team Portrait indications. For more information see the Team Portraits HUD element.

8. "Weapon Block" – Shows an icon of the weapon you are currently using.

9. "Key Slider" – When it is extended onto the screen, it means you currently have the naquada bomb key.

10. "Ammo Log" – When you collect or are given weapon and/or ammo in game the weapons you have received are shown here in icon form. When the amount of ammo or devices of that type is greater than one a number value is visible on the icon. This displays how much extra ammo or how many extra devices you have received.

11. "Radar" – The radars shows the location of friendly units and equipment to aid in your efforts as a team. Some enemy weapons and equipment may be visible on the radar depending on their status.

12. "Alert Log" – The Alert log shows preset alerts about game-play, which help you understand what your next goal should be. For example the log may say, "Your Team is Defending". This helps you understand that attacking is not an option on this map and you should not run around looking for the enemy.

13. "Weapon Switch Menu" – Allows you to go through you list of weapons and select the one you wish to use.

14. "Chat & Server Log" – This displays all the game chatter for players to communicate within the team and globally.

15. "Team Portrait Bar" – This long bar seen at the top of the screen shows the faces and status of all your teammates. The player's name is visible at the top of the portrait icon and the player's class

seen directly below it in the form of a head. Their health level can be seen below the class icon. The space below the health bar sometimes has a red or green bar on it. The red bar means this is your team captain (Captain mode only) and the green bar means they hold the bomb key (Normal mode only). Like the Self-Portrait the team portrait icon can change to represents different physical conditions that player is enduring. First of all, if the icon becomes tinted yellow it means they have very low stamina and cannot move. If there is a lightning bolt icon it means they have been hit with the Zat weapon and are stunned. The purple syringe icon means they have been drugged or infected with a Goa'uld Symbiot. While dark read just means they are dead. These icon changes a lot apply to the Self-Portrait.
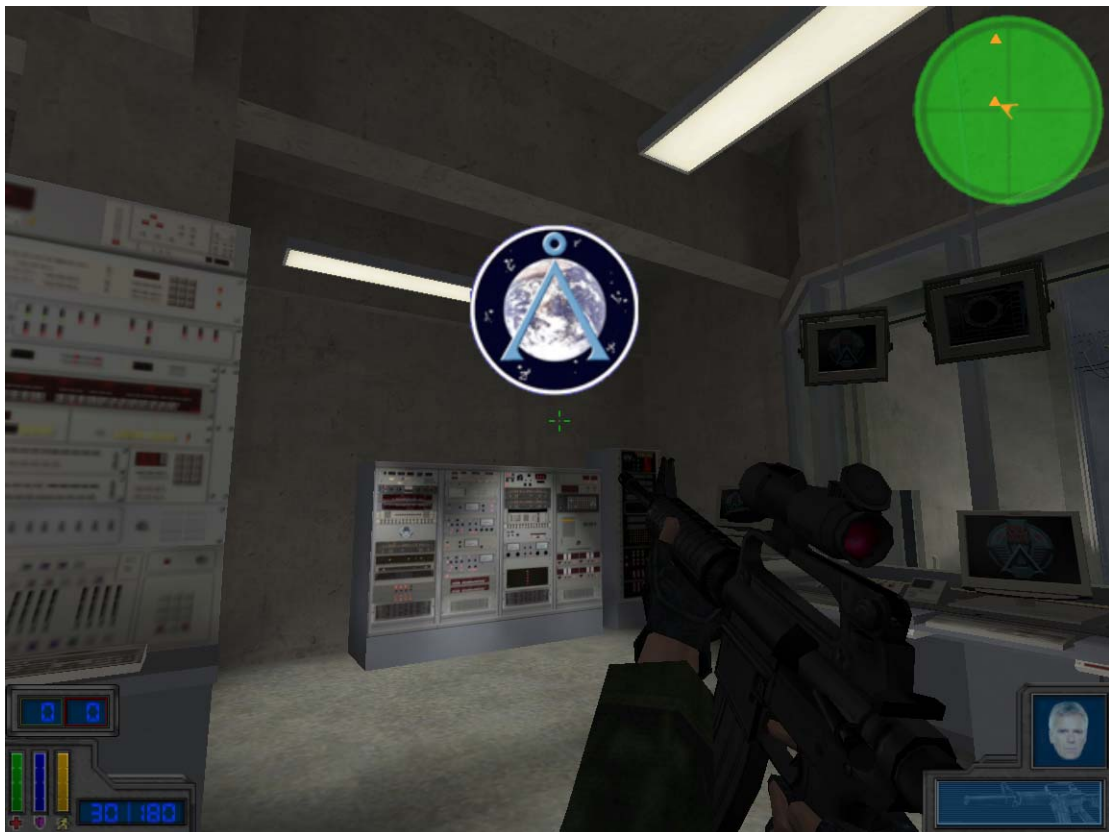
Game Modes:

Maps with the "SG_" Prefix:

- **Normal Mode:** This mode allows players to spawn once and fight till one team has no players left or the time limit expires. Obviously the winner is the team who eliminates the entire other team. If both teams die it is counted as a draw. There are also special goals in this mode. The most common goal is detonate the naquada bomb. To do this you must collect the key circuit board and fit it into the naquada bomb. Another goal is to find the escape point on the map depending on what team has one. The goals are usually defined in the map-briefing page.
- **Ticket Mode:** This mode allows players to spawn multiple times. But every time they die one life ticket point is taken from their team on the "Point Counter" which replaces the position of the timer. Whichever team can eliminate all the other teams tickets first, wins the round.
- **Conflict Mode:** In this mode each team is given a structure to defend. The Tau'ri get the asguard stasis pod and the Goa'uld get the Symbiot tank. To win the round, one team must destroy the other teams structure using melee weapons before the other team can do it to theirs. Heavy teamwork is needed on this mode because sixty seconds after a structure is no longer being attacked it regains all it's health. Each team can spawn infinitely with no limit on time or life tickets.

- **Unas Mode:** This game mode operates exactly the same as ticket mode but after a minute into the game the server turns one player on a random team into a highly powerful Unas creature. This gives an advantage to one team. When the Unas is killed the other team has one of its players transformed into the Unas. The goal of this mode is the make sure your team has the Unas advantage to help remove more like tickets from the other team.
- **Captain Mode:** This mode works the same as ticket mode but with a variance. Both teams are automatically assigned one captain each. The captain glows bright red and has enhanced powers and access to the super weapons, regardless of server settings. Captains may be powerful but must be protected by the rest of the team. If the captain dies, the rest of his/her team will explode in a spray of blood. This will pack a big hit a teams life ticket count. Teamwork here is key.

Maps with the "CTP_" Prefix:

There are only two game modes in CTP. The mode is built into the map and cannot be voted on or selected by server.

- **Standard:** In this mode that map contains a number of positions to capture. The goal of this mode is to capture enough positions to

win the round. In some maps you must control all the positions in others only 80%.

- **Survival:** This mode only has one securable position. One team is set as defender and the other as attacker. The defending team usually spawns directly next to that securable position. In this mode the defenders are given infinite equipment resources and absolute maximum armour. The attackers are given limited starting points, which must be built on, no armour and half the normal health. The attackers are able to spawn infinitely but the defenders only spawn once each per player. The goal of the defenders is to stay alive and hold down the securable position for as long as possible, before they are completely overwhelmed by the enemy. For every few seconds of holding the position a team is rewarded with a point. The Goal of the attacker is to kill the enemy defends as quickly as possible to limit their points. After all the defenders are dead. The spawn points swap over and the attackers become the defenders. After the now defending team all die. The team who has the most points (survived the longest) while defending wins the round.

Weapons & Devices:

All weapons and devices have adequate descriptions and explanations inside the game itself. Here are a few extra pieces of information regarding the functionality of weapons.

- In StargateTC you can fire every type of weapon into the Stargate and it will come out the other side at the correct angle and speed.
- The rings can also teleports weapons such as: Tacs, C4, Mines and the various types of grenades. On a rare occasion bullet shots or staff blast may be caught by the ring teleporters and thrown out of the teleport destination.
- The C4 can be placed on map preset special bomb positions. You will know if it has been placed on one of these areas because the c4 will begin count down flashing and will no longer remote detonate. After it explodes it will trigger a goal or map event. This may include a door opening, a secret room being revealed or maybe a bridge collapsing.

Class Talents:
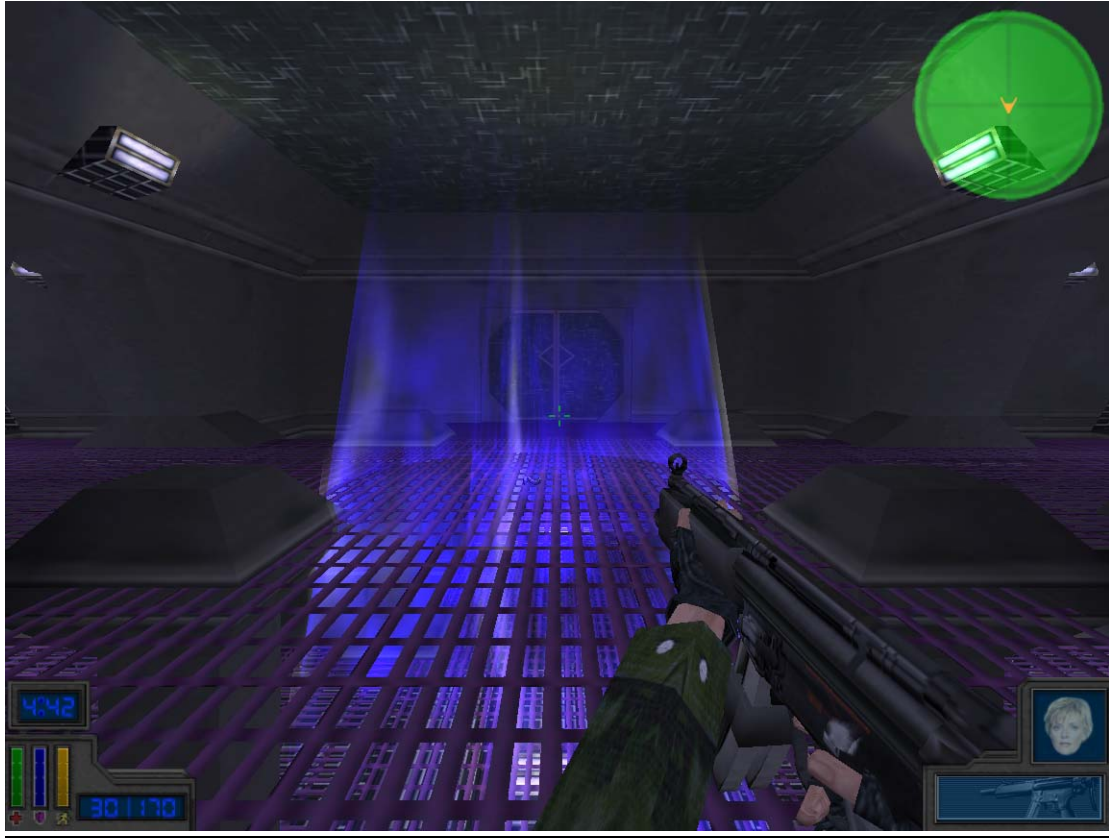
(Carter's Zat Overload in progress)

Every class except the "Jaffa" and "Soldier" have special class based Talents. In this section each class's talent will be explained to you in detail. All Talents are controlled by the talent key bind. This is configurable in the steam key configuration menu.

- **O'Neill (Quick Grenades):** When you press the talent bind key you will throw out your grenade instead of having to change weapons first. The advantage of quick grenades is that you can throw them at any time while using any other weapon. It also releases a lot faster than normal the grenade throwing style. This talent requires that a player carry normal explosive hand grenades.
- **Carter (Zat Overload):** While playing as carter and holding a Zat you can activate your talent. This will make carter throw her Zat away onto the ground but set it up so it will overload and explode. Unlike a normal exploding device, the overloading Zat takes a long time to warm up. While the weapon is getting ready to explode any enemies walking nearby get hit with an arc of Zat energy which

stuns them and stops them from being able to clear themself of the soon to come blast. This is a strong explosion but its range is limited and deals less damage than a normal explosion.

- **Jackson (Fake Death):** Toggling on activation, the Fake death allows Jackson to lay on the ground completely still and unable to fire. This gives the illusion of death or dieing. This can be very useful for ambushes and defensive situations.

- **Teal'c (Rage):** When activated by key bind, Teal'c becomes enraged for five seconds. While enraged a player's melee attack speed is double and the damage per hit is tripled. This is a very good effective method of close range combat. This talent can only be used once per life.

- **System Lord (Body Snatching):** When a System Lord is near a wounded enemy he can release himself from his body and jump into the wounded enemies. This gives him that enemy's weapons and can serve to confuse the enemy in combat. When acquiring a new body a player regains full health. Body snatching can be repeated even from a stolen body to another. If the released adult Goa'uld Symbiot (The player) doesn't find a new host body within a short time, they die.

- **Anubis Guard (Anubis Vision):** Anubis vision is a toggled view mode, which shows everything in blue. This allows a player to see even in the darkest environments with ease. There is no limit to how long it can be used.

- **First Prime (Portable Barrier):** The portable barrier is a two-piece set of emitters, which must be placed on the floor or walls like C4 Near each other. If they are close enough to each other and within line of sight of each other the two devices will create a beam barrier between themselves. The beam causes anything to touch it to die, except teammates. When the player who set this device dies the device deactivates.

- **Horus Guard (Stealth Strike):** When a Horus Guard is cloaked and is holding his knife they can use the stealth strike talent. The talent only works if the user is within a hitting distance of and aiming at an enemy. The talent causes the enemy target to die quietly and without a corpse. The attack doesn't cause a player to become visible and has a short cool down time.

Using The Vote System:

The vote system is quite simple. When you see the flashing text asking you to make your vote or you wish to change your vote, press the vote bind key. This key is configurable in the steam games key configuration menu. When you press the button you will notice a few lines of text have appeared near the centre of the screen.

This is the list of modes you may vote for. The yellow highlighted mode number and name are the currently selected vote. In order for you to change what is highlighted (The mode you want to vote for), Press the vote mode button again and you will notice that the highlight has moved to the next line. You can press the key continuously to cycle through all the modes from top to bottom. When the mode you want is highlighted simply wait for the text area to disappear and your vote has been cast.

Client Console Commands:

- **view_seeownport x**
  0-1, allows or disallows the viewing of your own portrait on the team portrait bar. Default is 0 (off)
- **view_portraits x**
  0-1, shows the team portrait on the HUD. See Section (The HUD) for more information. Default is 1 (on)
- **view_radar x**
  0-1, displays the radar on the HUD. See Section (The HUD) for more information. Default is 1 (on)
- **view_lowvis x**
  0-1, Enables lower quality version of the special vision modes. These modes include: Anubis Vision and Unas Vision. Activating

this should improve frame rate on less powerful PCs. Default is 0 (off)

<u>Conclusion:</u>

We hope you enjoy playing StargateTC. Please feel free to visit our main website at www.stargatetc.com. If you have any further questions about the game, you can post your inquiry on the website forums.

Original English Manuel By Daniel Todd (Endolaylith)

15th January 2006