# TRIBES® VENGEANCE

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# INTRODUCTION

TRIBES®: VENGEANCE is the 12th game set in a universe alternately called **Metaltech®, Earthsiege™, Starsiege®,** and finally, TRIBES. This is, however, the very first TRIBES game not made by Dynamix, the company that started it all. I want to salute the hundreds of individuals whose talent and dedication, whose passion and sleepless nights created such a legacy. They set a high bar.

When Sierra and Irrational Games took on a project with this much history, this much expectation, we knew only something ground-breaking would do. TRIBES®: VENGEANCE is the first TRIBES game with a robust solo experience. It's also the first game ever to let you experience the story through the eyes of a whole cast of characters, instead of just one or two. And it raises TRIBES online game-play to never-before seen heights. If you're an old fan of the series, you're about to have your mind blown. If you're a newcomer, you picked a good time to come in.

No introduction to this game could be complete without mentioning the amazing fans who have stuck with us through it all. To all you competitors, testers, shoutcasters, fiction-writers, scripters, mappers, modders, admins, webmasters, all the server hosts, and everyone else – a big thank you, and thanks for sticking with us.

This is what you've been waiting for. Get to it.

Chris Mahnken, Producer

# INSTALLATION

## QUICKSTART (for expert gamers)

■   Install the game, following on-screen installation instructions.

■   Launch the game, allowing for any automatic updates.

■   From the **Main Menu**, select **Options** to adjust your **Audio** and **Video** settings the way you like them, and review the game **Controls**. Click **Main Menu** to exit **Options**.

■   Click **New Game** to start the single player campaign. Select your desired difficulty. Play the single player campaign to familiarize yourself with TRIBES equipment and gameplay before going online.

■   Or, from the **Main Menu**, click **Multiplayer** to play online. Select JOIN, and double-click on a server from the list.

■   Check out the MENUS AND OPTIONS section for details on tweaking the game to your liking.

## STEP BY STEP INSTRUCTIONS (for the rest of us)

Insert the TRIBES®: VENGEANCE CD into your CD- or DVD-ROM drive. The TRIBES®: VENGEANCE installation program runs automatically.

*If an installation window does not appear, double click on the icon for your CD or DVD drive, and then double-click on SETUP.EXE to launch the installer.*

Follow the on-screen instructions for installation. You will be asked to install DirectX® and other supporting software included on the CD. This software is required to properly run your game. Carefully read and follow the on-screen instructions. When the installation is complete, you will be asked to register your product with Vivendi Universal Games. Registration is strongly advised, as it will allow you to receive important product update information. Several icons have been placed on your Start Menu or Desktop (whichever you indicated during install). Double-click on the TRIBES®: VENGEANCE icon to play. After a brief introduction, you are taken to the **MAIN MENU**.

*Every time you run TRIBES®: VENGEANCE, the game will look for an internet connection to check for a product update. If an update is found, the game will automatically download and install it.*

# MENUS AND OPTIONS

## MAIN MENU

The main menu allows you to start a new game, continue a previously saved game, adjust options for TRIBES®: VENGEANCE, and play online with and against other human players. You can return to this screen whenever you see a MAIN MENU button by clicking on it.

## NEW GAME

For the first time ever, TRIBES®: VENGEANCE lets you into the vast TRIBES® universe with a complete single-player story. In addition to giving you a glimpse into the lives of some very important people, it will gradually introduce you to every element of playing TRIBES®: VENGEANCE . Before you start, you will be asked to select a difficulty level appropriate to your experience level.

■ **Easy** – for people who have limited experience with games, or have never played a TRIBES game before.

■ **Medium** – for experienced players of other first-person shooters, and people familiar with other TRIBES games.

■ **Hard** – for expert TRIBES players familiar with advanced techniques.

***Read the SINGLE PLAYER section of this manual before starting!***

## LOAD GAME

Select this option to continue a single player campaign already in progress. All available save games (autosaves, manual saves, quick saves) are displayed in the main window. Click on a line in the window and select one of the following options.

**LOAD GAME** – continue the single player campaign from this point.
**DELETE GAME** – remove the file for this save game from your hard drive.

# MULTIPLAYER

TRIBES®: VENGEANCE is very fun to play with other people over the internet. From simple arena shoot-outs to highly organized team sports to all-out intergalactic war, there's something online for everyone. Familiarize yourself with these options and the MULTIPLAYER section of this manual before going online.

The MULTIPLAYER menu is divided into several tabs listed across the top: PROFILE, JOIN, HOST, and CHAT. The menu opens in PROFILE by default.

## PROFILE TAB

This section controls your warrior's name and appearance, and provides access options for keeping track of your team and online statistics.

**CREATE** — Press the CREATE button to make a new online warrior profile. You will be asked to name this profile. You can make multiple profiles for different online games or servers.

**DELETE** — Permanently removes the selected profile from your hard drive.

**LOAD PROFILE** — Use this drop-down menu to switch between different profiles.

**EDIT LOADOUTS** — Clicking on this button takes you to the inventory station interface where you can customize presets for your warrior's favorite weapon and armor combinations.

Click on a tab you wish to customize. Choose the armor, pack, and weapons combination you want to be able to access quickly. Click on the tab name again, and type a new name for this loadout.



Click on the left and right arrows at the top right to cycle through additional tabs.

- ■ Click the **Reset Loadout** button to restore a tab to its original setting.
- ■ Click the **Next Skin** or **Previous Skin** buttons to cycle through different looks for the armor.
- ■ Click **Accept Changes and Exit** to return to the PROFILE section.

## JOIN TAB

The main interface for finding TRIBES®: VENGEANCE games is on this tab. The large window on the right lists a link to every TRIBES®: VENGEANCE game registered with the master server. The window displays the server status, name, map, number of players, and ping (ping is a measure of connection speed – the lower the better). Click on any heading to sort based on that data. Click again to sort backwards and forwards. Click on any server name to highlight it, and then select one of these options.

**JOIN GAME** — Connect to the highlighted server and join the game. You can join most games even while they are in progress.

**VIEW INFO** — Opens another window that shows additional information about the server (such as game type), notes any mods or mutators, and displays a full player list. Click Connect to play on the server, or Done to return to the JOIN TAB.

**MARK FAVORITE** — Marking a server as a favorite allows you

to quickly find it again later. Sort by favorite and it will appear at the top of the listing.

**MANAGE FILTERS** — This option takes you to an interface which allows you to specify in detail what kind of servers appear and do not appear in your main server window.

**BUDDIES** — TRIBES®: VENGEANCE is a team game and offers robust controls for finding and communicating with your teammates online. Click on Buddies to manage your buddy list. Once you have created a buddy list, you can use the Show Buddies Only checkbox at the bottom of the screen to see only the servers your friends are playing on.

**REFRESH ALL** — Update information on all servers listed in the main window.

**ADDITIONAL OPTIONS**

Check the **Show Buddies Only** box to only show servers with people from your buddy list playing on them.

Check the **Show LAN Servers Only** box to find only local area games.

Use the **Filter** drop-down menu to apply any of the filters created using the **Manage Filters** option.

Use the **Modification** drop-down to find servers running a specific mod.

## HOST TAB

If you have a fast connection to the internet, you can run a game on your own computer that others on the internet can join. This is best on a dedicated T1 line, though it can sometimes work with DSL or cable modems. The faster your connection, the more people you can have playing together without slowdowns. You can also host a server to familiarize yourself with a map before playing it online, or practice tricks and maneuvers without anyone watching.

**START SERVER**

To start a server you must select a game type and a map to play on. At the bottom, enter a Server Name and a Password if you don't want the server to be public. Check the Dedicated box if you want your computer to shut down the interface and run the server in the background, allowing you to use your computer for something else. Leave this box unchecked if you intend to play on the server you're hosting.

**ADVANCED**

This section allows you to further customize the server you host. If you're interested in hosting servers, check out the community at **http://www.tribesvengeance.com** for additional information.

## CHAT TAB

This tab lets you chat with other players without ever leaving the game. This is a convenient place to organize pre-match strategies, and find other people to play with. Click the Connect button to enter the chat. Click Disconnect to leave chat.

## OPTIONS TAB

This section allows you to adjust the way your game looks, sounds, and is played. It is divided into several tabs across the top. Click on each tab to make adjustments to VIDEO, AUDIO, CONTROLS, or NETWORK settings.

## CREDITS

CREDITS, which displays the names of the people who made this game.

# SINGLE PLAYER

TRIBES®: VENGEANCE intertwines the stories of two princesses – a mother making choices that effect the entire universe, and her daughter, 20 years later, dealing with the repercussions of those decisions. Unlike many other games, this story is told through the eyes of multiple characters, so as the player you will experience life as an Imperial Royal, a battle-hardened Phoenix tribesman, and even a mysterious assassin.

## DISPLAY

**1. Health Bar** – The amount of protection your armor can offer you. Decreases as you get damaged. When this meter goes below zero your single player mission ends, or you RESPAWN in multi-player.

**2. Energy Bar** – The amount of energy available for your jetpack and energy based weapons. This meter regenerates quickly over time.

**3. Kill Box** – Displays who has killed whom and with what weapon. Multiplayer only.

**4. Weapons** – Displays icons for the weapons you have equipped. Shortcut key for each weapon is indicated in the upper left corner of each icon. Amount of ammunition for the weapon is shown in the lower right.

**5. Pack** – Displays the type of pack you're wearing and its charge state. Shortcut key is in the upper left.

**6. Grenades** – Displays this icon if you are carrying hand grenades. The shortcut key is shown in the upper left and the number of grenades left in the lower right.

**7. Message Box** – In multiplayer, shows time left in match and score across the top. The window displays chat from other players. In the single player story it shows recent dialogue.

**8. Radar** – A map of the surrounding area. Shows objectives, important items, and other players.

**9. Personal Points** – Shows your personal point total in various activities.

## GAMEPLAY

In TRIBES®: VENGEANCE you play from the viewpoint of different characters in the story. You see what they see, hear what they hear, and control their movement, combat, and interaction with their environment. All the characters you play are warriors of one kind or another, so expect heated battles and tense situations everywhere you go. The sections below will teach you how to interact with the world of TRIBES and best enjoy this experience.

## MOVEMENT

### WALK/RUN

Your ability to run is very important. Moving around your environment allows you to interact with it. As a trained warrior, your normal movement is running. You can run very fast, especially down hills. You also need to run indoors where jetpacking can sometimes be problematic.

*Your default movement keys are mapped to **W, A, S,** and **D**. These keys move your armor forward, left, back, and right respectively. Use your **MOUSE** or **TRACKBALL** to look around. With practice you can learn to look in one direction while moving in another. See the MENUS AND OPTIONS section of this manual to learn how to change the default controls.*
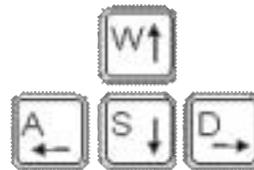
**MOVE BODY**                    **MOVE HEAD**

## ANTI-GRAVITY JETPACK

The jetpack is a key TRIBES®: VENGEANCE component and comes standard on every armor. It is a complex mechanism that negates you and your armor's mass to allow the built-in mini-jets to thrust you through the air.

While the jetpack cannot provide sustained flight, it's powerful enough to propel a warrior over large obstacles or let him quickly explore unsettled terrain. Your jetpack energy recharges quickly after use.



*From a flat surface or precipice, press and hold the RIGHT MOUSE BUTTON to activate jets. Let go of the RIGHT MOUSE BUTTON to cut the jets. Notice how much momentum and maneuverability you have in the air, even when not jetting. Apply jets intermittently during descent to cushion your landing, or leave them off to maintain speed.*



*Using the direction movement keys (W, A, S, D) while jetting shifts some of your thrust forward, sideways, or even backwards. You can also use the movement keys to lean while falling, which provides less control, but does not expend any energy.*
*The armor's energy supply is displayed on your HUD just under your health meter. Good energy management is vital to your survival.*

***Your armor does not protect from falling damage! Don't use up your entire energy supply when jetting, or you won't have enough energy to cushion your landing if needed. Fly using short controlled bursts.***

***Never stand still on the ground waiting for your jets to recharge. Always keep moving in a battle.***

## FRICTIONLESS BOOTS (SKIING)

Don't look for a pair of special boots with your armor – your armor's frictionless boots are really a flexible minimag field around your feet. This technology creates a concentrated sliver of air between armor and ground that can be used to slide along any surface using your momentum. In many ways it's similar to sliding down a slippery hallway in socks when you were a kid.

*While moving, press and hold SKI (the SPACE BAR) to activate your frictionless boots. Let go of the SPACE BAR to regain traction.*
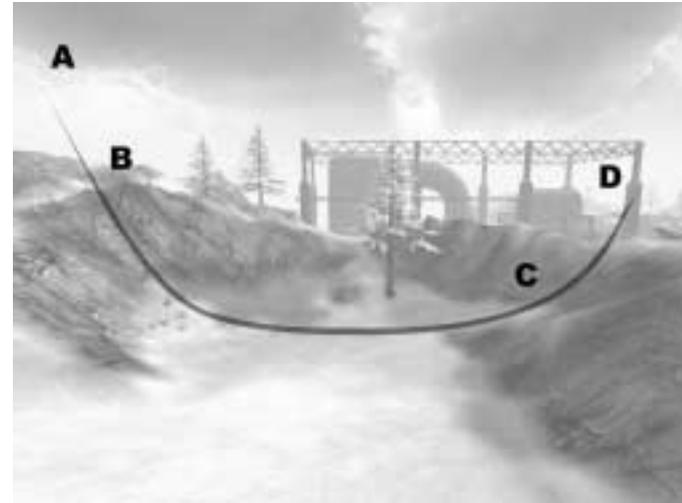
## SKIING

While the jet and the boots provide good basic movement options by themselves, skillfully combining them allows you to achieve speeds faster than any vehicle.

The biggest challenge of fluid movement is maintaining ground speed while your jetpack energy recharges. Here's how you do it.

■ Fly up.

■ When falling, instead of slowing down and landing on level ground as you would normally do, find a gradual incline like the one shown on page 19.

■ When you hit the incline, press and hold the SPACE BAR to "ski" down it using your frictionless boots.

■ Continue to ski all the way down the incline, even across flat terrain, until you start up the opposite side.

■ Now hit your jets again – they've recharged while you were falling and skiing – and crest the hill in front of you.

■ See the diagram on the next page.



*From high point **A**, begin dropping to match the angle of the ground below. Begin skiing at point **B** by pressing and holding the SKI button (SPACE). Push FORWARD (W) to quickly skim along the floor of the valley while recharging jet energy. Use your jets to help power you over the next hill at point **C**, but be careful not to send yourself too high. Try to just crest the ridge, conserving energy, and keeping a low profile. At point **D** begin your descent down the other side of the hill and repeat, as if it were point A.*

With practice you can achieve fluid motion with your armor by flying up and skiing down available surfaces. Because of the frictionless boots, any momentum you had in the air will be preserved while skiing, allowing you to reach breakneck speed over suitable terrain.

***Your frictionless boots work best when your angle of approach matches the landing surface. If you land at more than 45° to the ground, you may not be able to ski at all, and will likely take some damage.***

***Never fly higher than necessary. Terrain cover is your best friend in battle. Popping up over the horizon is an open invitation for a pod of rockets to bring you crashing to the ground.***

*Skiing works in any size armor. While it's easiest in lighter armors, heavy skiing is both possible and highly effective.*
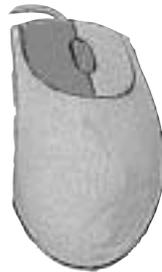
## COMBAT

Once you can easily move around the world, you will need to learn to use that weapon you're carrying.

### FIRE
Key: **LEFT MOUSE**

Press FIRE to shoot your current weapon. Holding down FIRE shoots repeatedly, as quickly as possible, until you run out of ammunition. Some weapons, such as the grappler, have specialized firing instructions.

### SWITCH WEAPONS
Key: **MOUSE WHEEL UP, MOUSE WHEEL DOWN**

Every armor carries three weapons and an energy blade. You can switch these weapons using the wheel on your mouse, or define other keys in the OPTIONS menu.

### THROW
Some items, like flags, or balls, can be thrown. To throw an object hold down the FIRE button to show a small orange meter. Let go of the FIRE button when the meter reaches a strength appropriate for the throw.

### LEADING
Targets in TRIBES®: VENGEANCE can move very quickly, making hitting them a challenge. To score a hit on an enemy you must aim ahead of your target, "leading" them with your reticle to adjust for their speed. This skill comes with some practice.

*Listen for a muted beep to indicate you are hitting your target.*

### ZOOM
Key: **CONTROL, R**

You can zoom in on your view any time to get a better look at an enemy and improve your aim. Hold ZOOM to activate this feature and let go to return to normal view. You can adjust the level of zoom by pressing R while using it.

## COMMAND MAP
Key: **C**

Holding down the MAP key brings up a large overhead display of the playing area with important features marked. Listed on the right side are your primary and secondary objectives.

## USE
Key: **F**

If you want to interact with something around you other than by shooting at it, press the USE key. This allows you to enter and exit vehicles, get outfitted at an inventory station, jack into a computer console, or just about anything else.

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*You can also pick up a new weapon on the battlefield by looking at it closely and pressing USE. If you have an empty weapon slot, a new weapon will automatically be picked up.*

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## DEPLOY
There are various tools in your base that can be brought out and deployed on the battlefield to help you. These include turrets, remote supply stations, and mines. To pick up a "deployable," walk up to its station and press USE. To deploy it, select the fourth armor slot (4), point at the spot on the ground you want to place it, and press FIRE. Once an item is deployed, it cannot be picked up again. The player can only carry 1 deployable at a time.

## *QUICKSAVE/LOAD*
Key: **F5 / F6**

While playing TRIBES®: VENGEANCE, the game will save your progress at important points in the story. This will allow you to restart from these points whenever you like. Since the world of TRIBES®: VENGEANCE is a dangerous one, it pays to make additional saves as you go. Press QUICKSAVE (F5) to create an additional save point. Press QUICKLOAD (F6) to restart gameplay from the last QUICKSAVE point.
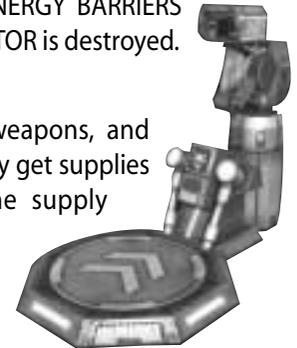
## *BASE EQUIPMENT*
The action in TRIBES®: VENGEANCE takes place in many different environments and settings. Some equipment, however, is the same no matter where you go, and it pays to familiarize yourself with its appearance and uses.

### GENERATORS
Almost everything in a normal base including INVENTORY STATIONS, BASE SENSORS, and VEHICLE PADS is powered by GENERATORS. These can be destroyed to leave the enemy blind and powerless. Some areas are protected by ENERGY BARRIERS and can only be entered once a GENERATOR is destroyed.

### INVENTORY STATION
This machine dispenses the armor, weapons, and packs you will use in TRIBES. You can only get supplies from a friendly station. Approach the supply station and hit USE (F) to activate.

Click on the armor size, pack, and weapons you want to use. Press **Accept Changes and Exit** to be outfitted with your equipment and exit the station.

The inventory station comes with several popular preset combinations (called "loadouts") of armor and weapons useful for playing specific roles or positions. You can change these presets to reflect your preferences. Select an existing loadout and make your changes. Then click on the name for the loadout in the tab above and type a new name for it. Your new loadout will be saved on that tab.

## *ARMOR*

### KINETIC™ LIGHT ARMOR

| HEIGHT | WEIGHT | POWER | HEALTH |
|--------|--------|-------|--------|
| 1.9 m | .7 SGU | 100 NGj2 | 75 |

| WEAPONS | GRENADES | PACKS | VEHICLES |
|---------|----------|-------|----------|
| 3 | 5 | 1 | ALL |

#### *WEAPONS SUPPORTED*

Energy Blade     Spinfusor Disc Launcher
Chaingun     Blaster Shotgun
Grenade Launcher     Grappler
Burner     Rocket Pod Launcher
Sniper Rifle

### NATURAL™ MEDIUM ARMOR

| HEIGHT | WEIGHT | POWER | HEALTH |
|--------|--------|-------|--------|
| 2.3 m | 1.2 SGU | 105 NGj2 | 100 |

| WEAPONS | GRENADES | PACKS | VEHICLES |
|---------|----------|-------|----------|
| 3 | 5 | 1 | ALL |

#### *WEAPONS SUPPORTED*

Energy Blade     Spinfusor Disc Launcher
Chaingun     Blaster Shotgun
Grenade Launcher     Grappler
Burner     Rocket Pod Launcher
Buckler

## COLOSUS™ HEAVY ARMOR

| HEIGHT | WEIGHT | POWER | HEALTH |
|--------|--------|-------|--------|
| 2.9 m | 2.4 SGU | 125 NGj2 | 190 |

| WEAPONS | GRENADES | PACKS | VEHICLES |
|---------|----------|-------|----------|
| 3 | 5 | 1 | NO PILOT |

### WEAPONS SUPPORTED

| | |
|---|---|
| Energy Blade | Spinfusor Disc Launcher |
| Chaingun | Blaster Shotgun |
| Grenade Launcher | Grappler |
| Burner | Rocket Pod Launcher |
| Mortar Launcher | |

## WEAPONS

There are 3 weapon slots on every armor, plus the Energy Blade. Pressing the number corresponding to the slot (i.e. **1, 2, 3**) equips that weapon or item. You can select or resupply weapons at any INVENTORY STATION or REMOTE SUPPLY STATION. Get to know each weapon; some are useful to specific situations, while others may be just right for your fighting style. Energy weapons use your armor's unlimited energy supply. Remember: unlimited doesn't mean constant. Your blaster shotgun won't fire if your energy meter is too low. Other weapons require specialized ammunition. Ammo can also be easily picked up from fallen enemies by running over the weapons they drop.

In addition to the icons on your display, you can tell if the weapon is loaded, or out of ammunition simply by looking at it.

## ENERGY BLADE

| | |
|---|---|
| Range: | Melee |
| Speed: | Fast |
| Ammo: | Energy |
| Splash: | None |
| Damage: | Low |
| Special: | None |

## SPINFUSOR DISC LAUNCHER

| | |
|---|---|
| Range: | Long |
| Speed: | Slow |
| Ammo: | Discs |
| Splash: | Medium |
| Damage: | High |
| Special: | Disc Jump |

## CHAINGUN

| | |
|---|---|
| Range: | High |
| Speed: | Fast |
| Ammo: | Flechette clusters |
| Splash: | None |
| Damage: | Low |
| Special: | Overheats |

## BLASTER SHOTGUN

| | |
|---|---|
| Range: | Short |
| Speed: | Fast |
| Ammo: | Energy |
| Splash: | None |
| Damage: | Medium |
| Special: | Ricochets off walls |

## GRENADE LAUNCHER

| | |
|---|---|
| Range: | Medium |
| Speed: | Medium |
| Ammo: | Grenades |
| Splash: | Medium |
| Damage: | High |
| Special: | Grenades bounce |

## GRAPPLER

| | |
|---|---|
| Range: | Medium |
| Speed: | Slow |
| Ammo: | Hook |
| Splash: | None |
| Damage: | None |
| Special: | Winch |
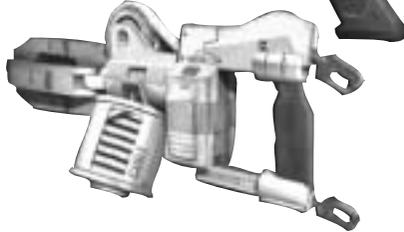
## BURNER

| | |
|---|---|
| Range: | Medium |
| Speed: | Medium |
| Ammo: | Energy |
| Splash: | Medium to High |
| Damage: | Medium |
| Special: | Mid-air fireball |
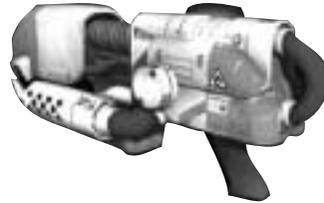
## ROCKET POD LAUNCHER (RPL)

| | |
|---|---|
| Range: | Medium |
| Speed: | Slow |
| Ammo: | Rockets |
| Splash: | Low |
| Damage: | High to Extreme |
| Special: | Guided |
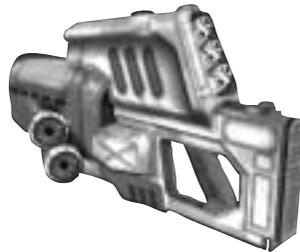
## DA JACKAL SNIPER RIFLE

| | |
|---|---|
| Range: | Long |
| Speed: | Fast |
| Ammo: | Bullets and Energy |
| Splash: | None |
| Damage: | Extreme |
| Special: | Damage based on current energy |

## BUCKLER

| | |
|---|---|
| Range: | Short |
| Speed: | Fast |
| Ammo: | None |
| Splash: | None |
| Damage: | Medium |
| Special: | Guided |
| | Blocks damage |
| | Repels enemies |
| | Returns when thrown |
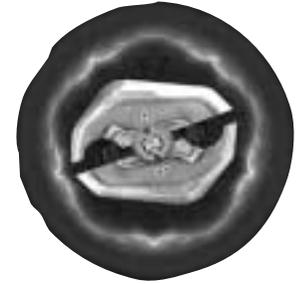
## MORTAR LAUNCHER

| | |
|---|---|
| Range: | Long |
| Speed: | Medium |
| Ammo: | Shells |
| Splash: | Extreme |
| Damage: | Extreme |
| Special: | Mortar bounces |
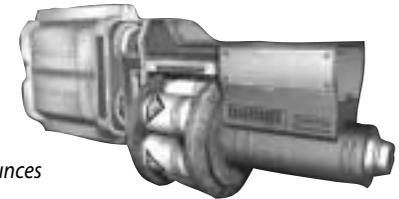
## PACKS

Key: **Q**

Each armor has a slot on the hips for an enhancement pack. Packs allow a warrior to specialize their effectiveness for a mission or battle. All packs provide a benefit just by being worn. This is called a passive effect.

They also have secondary uses which can be activated when the pack's energy meter is full. When activated, your pack's icon on the display turns clear and slowly refills as the pack recharges energy. When the icon is completely filled in the pack is ready to be used again.

TribalWar veterans call playing in spawn armor without a pack or grenades "playing naked." The benefits packs bestow on a player are tremendous. No player should be caught in the field without a pack.

### ENERGY PACK
Passive: Improved energy recharge
Active: Speed boost

### SHIELD PACK
Passive: Slightly reduces all damage received
Active: Significantly reduces damage received for a short time

### REPAIR PACK
Passive: Slowly restores player health
Active: Repairs all friendly objects in a radius around you

### SPEED PACK
Passive: Faster run speed
Active: Faster weapon reload

## OTHER ITEMS

### HAND GRENADES
Key: **E**

Hand grenades are dispensed from supply stations as part of normal armor loadouts. Press E to throw a grenade. Hold the button down to throw the grenade farther.

### Medipack
When you defeat an enemy in the field, their remaining resources are recycled into a useful repair kit. Simply come in contact with one to restore your health on the go.
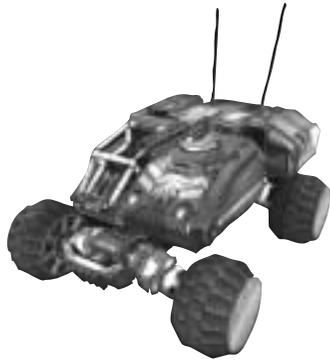
## VEHICLES

Heavy armors are too large to pilot any of the vehicles, but can assume gunner positions on those that have them.

When you are in a vehicle with multiple positions, you can switch between them by pressing the corresponding number keys, such as 1, 2, or 3. Look at the bottom left of your screen for a numbered position icon.
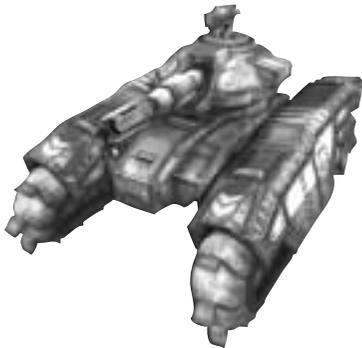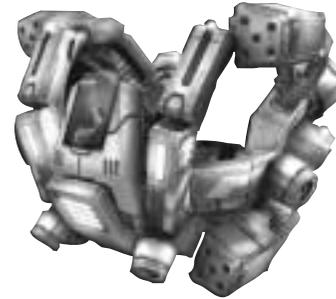
### ROVER
*SPECIAL: SPEED BOOST*
*POSITIONS: 2*

### JUMP TANK
*SPECIAL: JUMP*
*POSITIONS: 2*
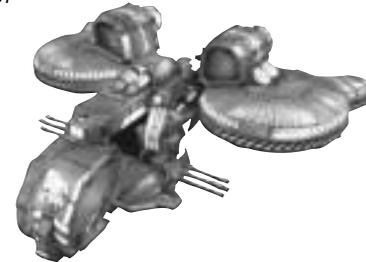
### FIGHTER POD
*SPECIAL 1: DIVE WINGS*
*SPECIAL 2: VERTICAL BOOST*
*POSITIONS: 1*

### ASSAULT SHIP
*SPECIAL 1: POWER DIVE*
*SPECIAL 2: VERTICAL BOOST*
*POSITIONS: 3*

# MULTIPLAYER

## GAMEPLAY

Once you've mastered all of the weapons and equipment in TRIBES®: VENGEANCE, it's time to take your skills online and compare them against other human opponents. In the SINGLE PLAYER portion, Princess Julia is a star of TribalWar, a savage competitive spectator sport in the 35th century. The multiplayer portion of this game is based around various game types found in TribalWar.

While combat is a favorite element of all TribalWar games, it's usually not the point of the games. There are multiple ways to score points for your team, depending on game type and objectives. For additional information on multiplayer gameplay, competition, and help please visit **http://www.tribesvengeance.com**.

### SPAWN AND RESPAWN

Entering the game is called spawning. Entering the game after death is called respawning. You spawn in medium armor with 3 grenades and no pack. Some maps have multiple spawn points. You can choose one on the spawn map that appears. You can also force a respawn at the SPAWN TOWER or by pushing **B**.

### CAPTURE FLAGS AND STANDS

Flag objects reside on flag stands. Points are typically scored by stealing an enemy flag and returning it to your flag on your flag stand. Returning the enemy flag to your flag will not score points if your flag is not on your flag stand.

### TERRITORY SWITCHES

Some maps feature unclaimed bases and equipment that can be brought over to the player's team's control using a territory switch. You must hold the switch for a specified amount of time without enemy soldiers contesting your presence. If you are successful, your team will take possession of the territory.

### BALL AND GOAL

In the Ball type game, maps feature a ball and goal like old-style sports. Throwing the ball into the goal scores points for your team.

### FUEL CELLS AND DEPOTS

The Fuel game type revolves around collecting fuel and returning it to your Fuel Depot. Fuel can be collected from around the field and can also be stolen from the enemy's Fuel Depot.

### TRIBALWAR

TribalWar combines different challenges to determine an ultimate winner. TRIBES®: VENGEANCE comes with 5 default game types. In each game type, you need to apply your warrior skills to help your team achieve an objective. Most games are played with teams, so many of the players you see are on your side and you should try to help them.

### ARENA

Arena is basic team combat elimination with multiple rounds. Once you die in Arena, you have to wait until the round is over before you respawn. The team with the most wins is the overall winner.

### BALL

One of the new sports modes in TRIBES®: VENGEANCE . Grab the ball and score it in the opponent's goal.

### FUEL

Fill a fuel depot at your base by collecting fuel cells on the map. You can carry and deliver 15 fuel cells at a time. Whenever a player dies, their fuel depot loses one fuel cell.

### RABBIT

A long-standing Tribes favorite, it's essentially a game of flag keep-away.

### CAPTURE THE FLAG

The most popular of all the TribalWar game types. Steal the enemy flag and bring it back to your flag to score a point. Your flag must be at its flag stand in order to score, so keep the enemy team from stealing your flag.

### COMMUNICATIONS

In the battlefield or in the arena, good communications are vital to success. Since voice communications are not always reliable, you can communicate useful information clearly and securely using quick key combinations. Press and hold SHIFT to bring up the Comm Menu overlay. Continue to hold SHIFT while pressing the keys to make a message. (Ex: SHIFT-Q-W results in "Hi!") If battlefield conditions require you to interrupt your communication, simply release SHIFT and do what you need to.

### VOICE COMMUNICATION

There are a number of applications available on the internet that support real time voice chat. Many are known to work alongside TRIBES®: VENGEANCE, though the product does not support or require their use. Help on finding such "voice over IP" software can be found at **http://www.tribesvengeance.com.**

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