

# Table of Contents

<b>Introduction</b> . . . . .	<b>2</b>
<b>Getting Started</b> . . . . .	<b>3</b>
Install the game, start an account, set up a Primary Warrior Name	
<b>Community</b> . . . . .	<b>5</b>
News, Browser, Forums, Chat, and E-mail features	
<b>Newblood FAQ</b> . . . . .	<b>10</b>
Answers the basic "how to" questions of gameplay	
<b>Control and Command</b> . . . . .	<b>14</b>
HUD, game controls, Command Circuit, and voice communication features	
<b>Equipment</b> . . . . .	<b>22</b>
Armor, Weapons, Packs, Vehicles, and other gear	
<b>Playing the Game</b> . . . . .	<b>34</b>
Training missions, multiplayer game types, and Bot Matches	
<b>Hosting the Game.</b> . . . . .	<b>37</b>
Server set up, administration options, voting	
<b>Settings</b> . . . . .	<b>40</b>
Customize video, graphics, sound, controls, and gameplay	
<b>Credits</b> . . . . .	<b>43</b>
<b>Index</b> . . . . .	<b>45</b>

**New Player? Check out the Newblood FAQ for a quick orientation!**



# Introduction

**I**t is the 40th century. On the frontier “wilderzone” of human space, hardy neo-barbarian tribes compete for possession of new worlds. Tribal warriors enter combat in powered armor, depending on skill and bravery to win glory.

But now the BioDerm Hordes invade tribal space. Though the tribals boast of being the finest warriors humanity has ever produced, they face a genetically-modified race that has literally bred itself for battle. The stakes are epic, and the wilderzone is aflame with a new kind of war.

## Major Factions



### BLOOD EAGLE

The Blood Eagle claim descent from Imperial Knights sent to pacify the tribes centuries ago. Their philosophy is simple and brutal: obliterate the enemy, whatever the cost.



### DIAMOND SWORD

Nicknamed “sandrakers,” the contemplative Diamond Sword craft innovative new strategies. They say the mind is the greatest weapon, and practice the enigmatic teachings of the Enlightened Master.



### HARBINGERS OF PHOENIX

Formerly the Children of Phoenix, the elitist Harbingers believe the return of Holy Phoenix is imminent, and have triggered a jihad to bring all the tribes under the Phoenix banner.



### STARWOLF

The freedom-loving Starwolf were once more far-flung than any other tribe. However, the initial Horde strike has nearly eradicated them. Time will tell whether they survive.



### THE BIODERM HORDES

Artificially-grown slave-soldiers who once served the Empire and now fight a long, bloody war against it, the BioDerms seek to break the deadlock by acquiring the wealth of the tribal wilderzone.



# Getting Started

## Installing the Game

When you insert the CD into your drive, the autorun screen will appear automatically. Click **INSTALL** to begin installation. Follow the instructions on the screen. When installation is complete, two shortcuts will appear on your desktop and taskbar. *T2 Solo* and *LAN Play* takes you to the single player and local area network games. *T2 Online Play* takes you to the login screens so you can compete with other players online.

## Registering Your Account

When you enter **TRIBES 2** for the first time, press the **CREATE ACCOUNT** button. The program opens a form containing the following fields:

- ♦ Login Name
- ♦ Warrior Name
- ♦ Password
- ♦ Confirm Password
- ♦ CD-Key (located on the back of your disc's jewelcase)
- ♦ E-mail address

**Note:** You *must* be at least 13 years old to create an account.

After you enter the required information, press **SUBMIT** to send your data to the registration servers and create your **TRIBES 2** account. If you wish to change your information later — should you switch to a new e-mail address, for example — press the **UPDATE** button that appears when you log in. You can then enter new information into your fields as needed.

## Logging In

Each time you enter **TRIBES 2**, a dialog box will ask for a login name and a password. If you already have an account, simply enter this information and press **LOG IN** to proceed into the game. You can set your computer to remember your login name and password so this step occurs automatically. You do not need to log in for a LAN-only game hosted by another player, or for the single-player missions. However, you *must* log in for Internet play.



## The Launch Menu

The Launch Menu is your portal to TRIBES 2. Press the Launch bar in the lower left hand corner to access the menu or select one the buttons along the bottom edge. After you have selected an option, the screen will display further options in the form of tabs, buttons, and pull-down menus. Whenever you exit an actual game, you return to the Launch Menu. You may close a particular screen you have opened by clicking the “Close” symbol in the upper right corner. The Launch bar allows you to reopen anything you've closed.

**If you are playing Solo or on a LAN:** You default to the briefing screen of the first training mission (see p. 34), and only Training and LAN game folders are available. If you play Training, your avatar is set by the campaign. LAN play, however, works the same as Internet games, and you can customize your Avatar at Warrior Setup.

**If you are playing Online:** Community features become available: Game, News, Forums, E-mail, Chat, and Browser (see pp. 5 - 9). The GAME screen has three tabs on it:

- ◆ **Join Game:** Shows servers currently hosting games, along with information about them (see pp. 36-37).
- ◆ **Host Game:** Lets you set up your own server to host a TRIBES 2 game (see pp. 37-39).
- ◆ **Warrior Setup:** Allows you to choose how your avatar looks and sounds in the game.

In both Solo/LAN and Internet play, these options are available from the Menu:

- ◆ **Recordings:** Record your gameplay and watch the playback later.
- ◆ **Settings:** Adjust hardware and program settings to your liking (see p. 40).
- ◆ **Quit:** Exit TRIBES 2.

## Warrior Setup

**Pick a Primary Warrior Name:** Type in your principal identification in the game. You get *one* registered primary name; it is unique to you and reserved so no one else can use it. You can change it at any time, but changes are tracked on your Warrior Page. If you change your primary name, the old one becomes available for anyone to reserve.



You may have any number of aliases. These are *not* reserved, but show up in a different color in a game. Aliases can be changed anytime. Every time you play, you default to the last alias you used.

**Select Appearance:** Select a “skin” to determine avatar’s species and (if human) tribal allegiance and gender. Your selection determines how you appear to other players in any TRIBES 2 match. You may use a different skin for each name you play under.

**Select Voice:** Your voice options depend on your appearance. The voice you pick plays whenever you use the Voice Bind option (see p. 17). Each voice has a distinct personality. Click the speaker icon to hear samples of the currently selected voice, and choose the one you like best.

When you are finished, click on another tab to Join or Host a game.

# C o m m u n i t y

## The Browser

The Browser forms the backbone of the TRIBES 2 community. Use it to search for individual players or entire tribes. Players and tribes can post information about themselves, including links to websites outside the game. If you’re an administrator for a tribe, the Browser provides you with further options.





## **Warrior Page**

When you first create your account, TRIBES 2 generates a Warrior Page using your registration data. If you want to update the page later, you can reach it via your Tribe page or by pressing the EDIT button on your Warrior Page.

## **Tribe Page**

Review existing tribes or press the CREATE TRIBE button on the Browser Screen. Then enter your tribe's information. The Tribe Page serves as a recruiting forum and a meeting place for your tribe. You can post HTML links to web pages outside the game. Clicking such a link activates your computer's default Internet browser.

# **Using the Browser**

## **Searching for Warriors**

Let's say you want to search for a particular player. In the Browser Screen, press WARRIOR SEARCH. Type the name or part of the name of the individual you want to find, and hit GO. The information will appear on a folder on the Browser Screen. You'll see the warrior's history, tribal affiliations, and any other information posted on his Warrior Page. If your search calls up information on several warriors, select the warriors you wish to view from the pop up dialog list. Navigate between them by clicking their tabs. Close a tab by clicking the small box in its upper right corner.

### **What next?**

Once you find a warrior's player page, you can send an e-mail to his TRIBES 2 address by clicking SEND E-MAIL, or you can add him to your Buddy List (see Buddy Lists on p. 37).

## **Searching for Tribes**

This search works the same way as for a Warrior search. Press TRIBE SEARCH and type in the name or tag of the tribe you want. As with the Warrior search, the results appear in tabs on the Browser screen.

### **What to do?**

Once you've found the tribe, you can see if it is recruiting, view its roster, or send an e-mail to any of its members. If you're an administrator of that tribe, you can also opt to kick a player off the team or change a player's rank.



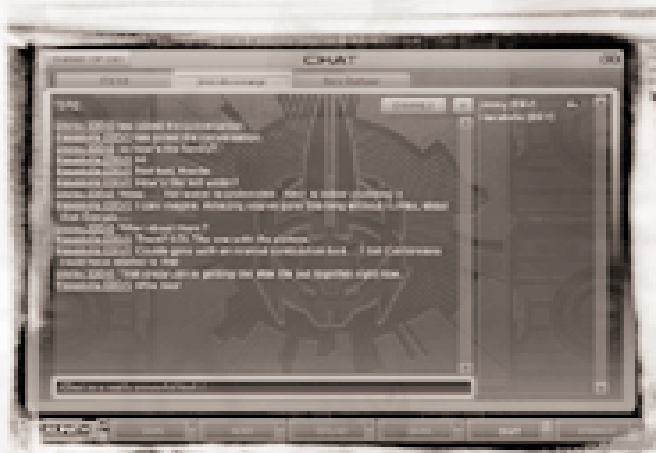
To send a message to someone on a tribe's roster, right-click the name from the roster and choose the E-MAIL PLAYER option. An e-mail window will appear (see p. 8 for details on e-mail).

## Chat

TRIBES 2 features an Internet chat standard integrated into the game. Use the Chat to talk to other players.

### Logging In

All online chat occurs in "channels." To join a TRIBES 2 chat, select Chat from the Launch menu. Then press CHANNEL LIST and either select a channel from the list box that appears or type in the name of a new channel that will be created automatically. A tab will appear for the new channel. The names of players currently in the room appear on the right of the screen. A channel's creator may use CHANNEL OPTIONS to set parameters regarding moderators, topic, and the like.



CHAT



You can be in several channels at once, but only one channel's exchanges are displayed at a time. If you are in multiple channels, each channel has a tab. Your current channel is highlighted. If you wish to go to another channel, either return to the Channel List to click on the channel you want, or select one of the other tabs on your screen. To post a message in your current channel, simply type it and press ENTER. When you're ready to leave a channel, click the Close button in the upper right of the Chat screen.

## **E-Mail**

Access this feature from the menu or the screen button. TRIBES 2 e-mail functions exactly as standard e-mail programs, except that it does not send to or receive from addresses outside the registered TRIBES community. You can send e-mail to your entire tribe membership. To do so, press NEW E-MAIL and press the TO or CC button to access List Control. List Control lets you search for other players and add them to your Buddy List.

Finally, TRIBES 2 allows you to block other players from sending you e-mail. To do so, press BLOCK SENDER and enter the name of the player you wish to block. Any players you block will appear on your Block List, which you can change at any time by pressing BLOCK LIST and deleting any player whose e-mail you now wish to receive.

## **Forums**

Access Forums from the Launch menu. Once the Forums screen appears, click on a heading from the Topic List to select a topic for viewing. Within a particular "thread" of messages, use the arrow keys or mouse wheel to scroll through the headings in the upper portion of the screen. The content of the currently selected post will appear in the lower portion of the screen.

To post a reply to a forum message, press REPLY and type your message in the window that appears. To start a new topic, return to the Topic Page and press NEW TOPIC. To update your screen for new posts, hit REFRESH.







# Newblood FAQ

## How do I Learn This Game?

Play through the Training Campaign or set up a LAN game with only AI “bots” as opponents. Online, look for Newblood servers with beginning players. Seek advice on tactics and teamplay on the community forums.

## How do I Move?

Use the default ESDF keys to run (see p. 16 for default controls). Combine running with jet use to cover ground quickly. Hit the Jump control just before you jet, and you'll get more distance. You can either “bounce” along or jet up in place and then move forward to catch altitude. The mouse controls what direction you face. When you go downhill, hold the spacebar down to “ski” at much greater speed. Properly done, skiing adds greatly to your mobility.

Hop into vehicles with your jets. Vehicle controls work the same as ground movement, but the jet control triggers your afterburners. Jump to exit a vehicle (spacebar is the default “jump” control).

*"NOTE: Some large packs will prevent you from fitting into vehicle cockpits."*

## How do I Shoot?

The icons at the right of your screen show your weapons. The number by an icon shows that weapon's ammo. Hit the number keys or “W” until you see a weapon ready. Pressing “1” gives you the weapon at the top of the icon stack, for example. Aim using the crosshair, but be sure to lead your target. Press the left mouse button to fire.

Know your weapons. Since its rounds spread with distance, the Chaingun makes a better close-range weapon. The Fusion Mortar is more accurate when someone spots for it with a targeting laser. Several weapons deal splash damage — but you can kill yourself if you're not careful.

Finally, remember that hitting opponents in mid-air is tricky. Instead, jump above them and either hit them when they're on the ground, or fire a splash damage weapon right under their feet as they land.







## **How do I Repair Stuff?**

Use the Repair Pack. The Health Kit and Health Patch will heal you, but won't fix anything else. Press "Q" to use the Kit. The Patch is a "one-shot" used when you run over it during a game. The Repair Pack, on the other hand, makes you a medic. Like other packs, it activates when you press "R." You can repair yourself, teammates, and damaged equipment. It only works at very short range, so get close to your "patient." If you have no target in range, using the Repair Pack heals you.

## **How do I Use Packs?**

Press "R" to activate or deploy a pack. Ammunition and Energy packs are always activated.

## **How do I Deploy Equipment? (like turrets, stations, cameras, etc.)**

Press "R" and look down in front of you. The item will deploy at your crosshair location. If you get an error message, you're either looking too close or too far away. Also, you can't deploy on top of other objects like Inventory Stations or vehicles. You can only carry one deployable device at a time, so you will have to make multiple trips to an Inventory Station if you have ambitious plans for your perimeter.

## **How do I Use Mines?**

Press "B" to toss a mine, "G" to throw a grenade. The longer you hold down the key, the farther your throw goes.

## **Where's the Enemy Base?**

A red waypoint on your compass indicates the location of the enemy base on all maps. Waypoints appear on your HUD as small triangles.

## **How do I Set my Own Waypoint?**

Press "C" to go to the Command Circuit. Right-click anywhere on the map and choose SET WAYPOINT. When you return to the in-game screen (again by pressing "C"), the Heads Up Display will display your new waypoint.



## What's a Server?

A server is a computer that acts as a messenger to all players in the game, sending statistics and positions and coordinating game events. When you join a particular game, you join a server that relays data between you and other players.

## What Are "Lag" and "Packet Loss"?

"Ping" is the time it takes for information to go from your computer to the server and back again and is what defines "lag." The lower the ping, smaller the lag and the smoother your gameplay.

"Packet Loss" occurs when various factors slow down information as it traverses the Internet. When you experience high rates of packet loss, you suffer delayed responses when trying to act, and gameplay becomes "jerky."

## What's the Best Way to be a Team Player?

**Know the game objectives.** Whether it's Capture the Flag (CTF) or Siege, each TRIBES 2 game has different objectives. Make sure you're clear on your team's goals. The Loading Screen provides mission summaries.

**Get Organized.** Coordinate with other team members. Pick a commander. Follow orders. Don't just be out for yourself. A well-coordinated team works better than a mob.

**Adopt a role.** This is a team game, so you'll be more effective if you fill a role on your team. What role do you want? Medic? Grab a repair pack. Sniper? Gear up with a laser rifle and energy pack. Base defense? Get Juggernaut armor and deploy turrets. Pilot? Secure a vehicle. Let your team know what you're doing. Ask your commander whether he needs any particular roles filled.

**Communicate.** Use Voice Binds and Microphone Communication to stay in touch with your team. Remember: good teamwork requires communication!

**Use deployables.** Deploy turrets to defend your base or ring the enemy base. Keep track of enemy movement with sensors. Place mines effectively. Drop an inventory station or deploy a forward base closer to the action.



# Control & Command

## Heads-up Display (HUD)



1. **Energy Meter:** Tracks available energy for powering jets or energy-based weapons. A Thermal Signature Warning piggybacked to this Meter shows how likely missiles are to get a homing lock on you. Energy Level displays in blue, the Thermal Signature in red.
2. **Health Meter:** Displays current Health. When your Health Level reaches zero, you die.
3. **Compass:** Shows your N-S-E-W orientation. The center is your Sensor Warning indicator; it flashes red whenever an enemy sensor detects you. Finally, the timer displays the time remaining in a match or countdown to a match.
4. **Weapon Icons:** These show weapons and remaining ammunition.



5. **Pack Icon:** Shows your current pack.
6. **Grenade Icon:** Shows your current number of grenades.
7. **Mine Icon:** Shows your current number of mines.
8. **Health Kit Icon:** Shows your current number of Health Kits.
9. **Beacon Icon:** Shows your current number of beacons.
10. **Chat Window:** Shows scrolling chat and voice bind messages from other players, as well as death messages and your team's most recently issued command. Can be set to display 4, 8, or 12 lines. In Training Missions, this window displays your current objective.
11. **Scoring Window:** Tracks individual and team scores.
12. **Reticle:** Shows where your current weapon is aimed and how much ammunition remains.
13. **Waypoint:** Directs you to mission objectives, providing direction and distance in meters. Not to be confused with IFF triangles (see below), waypoints are green unless they point to enemy-held bases. If a waypoint lies outside your field of view, it remains on the edge of the screen.
14. **Command List Window:** Provides a list of the commands issued by your team. Only appears when toggled.
15. **Friend or Foe Indicator (IFF for short):** Places a triangle over any warrior detected by your team's sensor net. Red = Enemy. Green = Teammate.
16. **Radio ID Icon:** Identifies teammates currently using the microphone.



**Network Lag Icon:** Appears in your Compass if your connection to the server falters due to lag. If you lose your connection completely, the icon remains permanently, signaling the end of your match.



# Default Control Settings

## ARMOR

Forward = E

Backward = D

Strafe Left = S

Strafe Right = F

Throw grenade = G

Place mine = B

Place Beacon = H

Use/Deploy Backpack = R

Use Health Kit = Q

Toss Weapon = CTRL-W

Toss Pack = CTRL-R

Free look = Z

Voice Binds = V

P= Resize Chat Window (4,8, or 12 lines)

Fire Weapon = Left Mouse Button

Jumpjet = Right Mouse Button

Jump = Tap Spacebar

Ski = Hold Spacebar

Scroll Chat Window = Page Up/Page Down

Universal Chat = U

Your Team Chat = Y

Zoom In/Out = A

Set Zoom = T

Toggle Personal Waypoints = F6

Toggle Mission Waypoints = F7

Toggle Commands = F8

Toggle Beacons = F9

## VEHICLE (move as Armor unless otherwise noted)

Enter Vehicle = Jump into crew or passenger station

Yaw = Mouse x-axis

Exit Vehicle = Spacebar

Pitch = Mouse y-axis

Afterburners = Right Mouse Button (if moving horizontally)

Vertical thrusters = Right Mouse Button (if stationary)

## WEAPON SELECTION (slots follow the weapon order within each Favorite)

Weapon Slot 1 = 1

Targeting Laser = "L"

Weapon Slot 2 = 2

Cycle Weapon = Mouse Wheel or "W"

Weapon Slot 3 = 3

Vehicle Weapon Slot 1 = 1

Weapon Slot 4 = 4

Vehicle Weapon Slot 2 = 2

Weapon Slot 5 = 5

Repair Pack (when carried) = R,  
then Left Mouse

## INVENTORY

Toggle Inventory Screen = Numpad Enter

Hotkey Favorite # 1-10 = numpad # that corresponds to Favorite number

Hotkey Favorite # 11-20 = CTRL + numpad # (e.g., Favorite 15 = CTRL + 5)

## COMMAND (Cmnd.)

Accept Current Cmd. = Enter

Accept Selected Cmd. = Enter

Decline Current Cmd. = Backspace

Decline Selected Cmd. = Backspace

Toggle **Command List** = N

Cmd. Completed = Shift-C

Scroll up list = Up arrow

Reset Command List = Shift-X



Scroll down list = Down arrow  
Toggle **Command Circuit** = C  
Zoom In = A  
Zoom Out = Z  
Move Map Up = Up arrow or E  
Move Map Down = Down arrow or D  
Move Map Left = Left arrow or S  
Move Map Right = Right arrow or F  
Center on Object = Q  
Toggle Sensor Display = W

### **Command Circuit Shortct Menu**

Attack = A  
Bomb (at) = B  
Defend (object) = D  
Meet (at) = M

Toggle "Players" = 1  
Toggle "Tactical" = 2  
Toggle "Support" = 3  
Toggle "Waypoints" = 4  
Toggle "Objectives" = 5  
Toggle pointer/hand/zoom = Spacebar  
Toggle Text On/Off = T  
Toggle Camera On/Off = B

Create Waypoint = W  
Deploy Inventory = I  
Deploy Sensors = S  
Deploy Turrets = T

Activate **Microphone Communication** Channel = X  
Mute Radio/Text/Voice Bind Communication from *Lobby*

### **MISCELLANEOUS**

Console = `  
Open Editor = CTRL-E  
Map Editor = F11 (when editor is open)  
GUI Editor = F12 (when editor is open)  
Vote YES = Insert  
Vote NO = Delete

Screenshot = PRINT SCR  
Return to Lobby = ESC  
Help Text = F1  
Score Screen = F2  
Suicide = CTRL-K  
Toggle Exterior View = TAB

## **Voice Binds**

Voice Binds are short, pre-recorded voice messages you can use to communicate with your team. They include taunts and compliments you can send either to your team or to opposing players. Some voices are "radio-transmitted," so that other players hear them regardless of distance. Other lines are non-radio "shouts" audible only to nearby players.

To use Voice Binds, first press "V" to bring up the category menu. Then select a category by pressing another letter key. Doing so calls up another menu, from which you select your line. Most Voice Binds require a three-key combination, such as pressing V + A + A to play "Attack!" The Global and Self categories, however, often require four-keys, as with V + S + A + A to play "I am attacking."



## In-Game Chat

The in-game Chat command lets you send text messages to other players. Press “Y” to send a message to your team only; “U” sends to all players (the “Universal” chat). After you type a message, press “Enter” to send it.

## Command Circuit (CC)

The Command Circuit, abbreviated CC, is a feature hardwired into all tribal armor. It provides a network to coordinate teammates, issue commands and waypoints, and control team-owned objects. Most of the CC consists of an overhead map. The upper right portion of the screen displays the List Icons which permit access to menus of players, equipment and objectives. The icons in the lower right portion of the screen let the player adjust CC map settings.



COMMAND CIRCUIT



1. **Teammates List:** Lists all warriors on your team.



2. **Tactical Assets List:** Lists turrets and vehicles.



3. **Deployed Tactical Assets List:** Lists deployed tactical objects.



4. **Support Assets List:** Lists stations, sensors, and generators.





5. **Deployed Support Assets List:** Lists deployed support objects.



6. **Waypoint List:** Lists current waypoints.



7. **Objectives List:** Lists current objectives.



8. **Sensor Coverage:** Toggles display of sensor net coverage.



9. **Map Scrolling:** Toggles to a hand grab style of map navigation.



10. **Map Zoom:** Magnifies a selected portion of the map.



11. **Map Centering:** Centers map on the selected item. If nothing is selected, this control centers on the mission zone.



12. **Map Text:** Toggles text labels for map items.



13. **Activate Camera View:** Toggles a camera view on the currently selected object. Badly damaged or destroyed items can't show camera views. If nothing is selected, the camera shows static.

## Using the Command Circuit

Press “C” to bring up the CC. Use the arrow keys to scroll around the map. You can also toggle the Map Scrolling button and use the grab hand to move the map with your mouse.

### Category Lists

The categories in the upper right corner of the CC represent team assets and objectives. Opening a list provides you with information on the contents, and allows you to select individuals or groups, issue orders, or utilize features such as camera views. Click on the category icon or the heading to open a list. Once a list opens, its contents appear on the overhead map. Assets vanish when their list closes.

Select an item on the list either by clicking on its name or by selecting it with a left-click of the mouse on the overhead map. Once an item is selected, you can issue commands and set waypoints for it as applicable. You can de-select by clicking again on its name. Selecting any individual item from the map cancels all other selections.



## Giving Commands

To issue a command to a teammate, right-click on his name in the CC. Select a command from the pull-down menu that appears, then left-click the objective you want the player to complete. **EXAMPLE:** You want a player to repair a damaged generator, so you select him from the CC list. Then right-click on the generator and select “Repair” from the command menu that appears. Select multiple teammates by dragging a box over them or selecting several names while holding down the shift key. Then issue orders just as you would for a single warrior.

To issue an order to the whole team, simply right-click on the objective in the command map and select a command option.

## Setting Waypoints

To set a waypoint for a player, select the player from the map or the Player list and right-click on the map location where you want the waypoint. From the pull-down menu that appears, select *Create Waypoint* or press “W.” If you set multiple waypoints for each player, each waypoint will appear on that player’s HUD. Delete a waypoint by right-clicking on it in the Command Circuit Waypoint menu and selecting *Delete Waypoint*.

## Controlling Turrets

Take control of a selected turret by clicking the icon next to its name in the Tactical Assets List. If another player already controls it, the icon will indicate the turret is unavailable. Once you control a turret, your view shifts to a gunner’s HUD at the turret. To return to the CC, press ESC.

## Controlling Cameras

To monitor a teammate or team object with the camera view, select the object and press the Camera View button. The camera window will display the selected item. If the object is moving, the Map Centering button orders the camera view to follow the object. For example, if you wish to follow a teammate’s Shrike with your camera, select it in the CC and activate the camera view. Use your mouse to rotate the camera angle. Control other cameras from the CC the same way you would other team assets like Turrets.

# Accepting Commands

When a command is issued, it appears on the player’s Command List, and a waypoint appears on his HUD. If a warrior does not accept the command, the waypoint fades out. However, it remains for every warrior who accepts the command. To decline a command, press “BACKSPACE” or ignore it. To accept it, press “ENTER” before it fades.



Press “N” to toggle the Command List in the HUD or the CC. It shows the ten most recent commands. To accept a command from the List, use the arrow keys to toggle to the command you want to accept and hit ENTER to accept it (or BACKSPACE to decline it). You then receive the waypoint to your new objective.

## **Radio Communication**

TRIBES 2 supports real-time voice communication. You need a microphone to use this feature. Communication only happens across channels between- teammates. TRIBES 2 uses two channels, meaning only two people can transmit at once. When a player speaks or tries to speak, his name appears on the HUD. A green icon means you can hear him because he found a clear channel. A red icon means he tried to speak but the channels were already in use.

### **Muting and Unmuting Radio Voices**

The first time you start a game, all players default to a “muted” status, meaning you cannot hear their radio transmissions. To hear someone, go to the Settings from the Launch Menu, click on the SOUND tab, and turn on the ENABLE MICROPHONE toggle. Then proceed to the GAME Settings tab. You will find three radio switches enabled. These are explained further on pp. 41-42.

To unmute a player manually, go to the Player List in the lower left of the Lobby screen, right-click on the desired name, and choose UNMUTE. Doing so enables that player to transmit to you. To mute an enabled player, simply follow the same process, but choose MUTE. You can also mute voice bind or text messages from other players. The names of muted players will be displayed on the Player List in dark gray. A column on the Player List indicates when another player has muted you.

Muting is persistent. If you mute Player X on Monday, he remains muted when you return to play TRIBES 2 on Friday. Your mute settings last until you change them.



# Equipment

## Armor

The workhorses of tribal battle, powered armors provide mobility, protection, and firepower. The heavier the armor, the tougher it is, and the more weapons and ammunition it carries, but all at a cost in speed and agility.



### SCOUT-Class ARMOR

**Protection:** Low

**Mobility:** High

**Weapon capacity:** 3 primary weapons

**Special Capabilities:** Only armor class capable of carrying Laser Rifle, can pilot all vehicles.

**Limitations:** Cannot carry Fusion Mortar, Missile Launcher, Inventory Pack, Landspike or Spider Clamp Turret Packs, or Base Turret Barrel Packs.



### ASSAULT-Class ARMOR

**Protection:** Moderate

**Mobility:** Moderate

**Weapon capacity:** 4 primary weapons

**Special Capabilities:** Can pilot all vehicles except the Grav Cycle.

**Limitations:** Cannot carry Fusion Mortar or Laser Rifle.



### JUGGERNAUT-Class ARMOR

**Protection:** High

**Mobility:** Low

**Weapon capacity:** 5 primary weapons

**Special Capabilities:** Only armor class capable of carrying Fusion Mortar.

**Limitations:** Cannot carry Laser Rifle, cannot pilot vehicles.



## Primary Weapons



### BLASTER

A coherent pulsed energy carbine, the blaster is the standard tribal sidearm.

**Ammo:** Unlimited – draws from armor energy

**Advantages:** High rate of fire, long range, unaffected by water, ignores Shield Pack, ricochets at close range.

**Disadvantages:** Low damage. Energy use can interfere with mobility.



### CHAINGUN

The chaingun churns out a hail of explosive micro-flechettes that quickly chews up targets.

**Ammo:** Limited

**Advantages:** High rate of fire, substantial damage at close range, conical “spread” to target.

**Disadvantages:** Ineffective at long range, short delay between trigger press and onset of fire.



### ELECTRON FLUX PROJECTOR (ELF)

The ELF is a short-range energy weapon.

**Ammo:** Unlimited – draws from armor energy

**Advantages:** Drains target's energy supply, drains shields and thus hampers target's mobility.

**Disadvantages:** Deals little damage, drains user's energy supply, useless underwater.



### FUSION MORTAR

No other weapon carried by warriors matches the mortar's destructive capability.

**Ammo:** Limited

**Advantages:** Explosive damage, indirect fire, can be used with a teammate's targeting laser.

**Disadvantages:** Can only be carried by Juggernaut-class armor, slow rate of fire.





### **GRENADE LAUNCHER**

The grenade launcher lobbs grenades much farther than warriors can throw them.

**Ammo:** Limited

**Advantages:** Explosive damage, indirect fire, grenades can bounce around corners; can be used with a targeting laser.

**Disadvantages:** Difficult to aim directly.



### **LASER RIFLE**

The laser rifle (or longrifle) is a deadly sniper's weapon.

**Ammo:** Unlimited – draws from armor energy

**Advantages:** Substantial damage (esp. head shots), instant projectile speed, virtually unlimited range.

**Disadvantages:** Slow rate of fire, each shot completely drains the armor's energy, requires energy pack, deals damage proportionate to current energy supply (i.e., less energy, less damage), can only be carried by Scout-class armor.



### **MISSILE LAUNCHER**

Primarily used against vehicles, this weapon fires guided missiles across long distances.

**Ammo:** Limited

**Advantages:** Explosive damage, long range, can lock onto and follow target, can be used with targeting laser.

**Disadvantages:** Requisite delay before locking onto a target, slow rate of fire.



### **PLASMA RIFLE**

This weapon fires superheated balls of plasma that explode on contact with the target.

**Ammo:** Limited

**Advantages:** Explosive damage, decent rate of fire, ignores shields.

**Disadvantages:** Slow projectile movement, useless in water.





### SHOCKLANCE

The shocklance is a close-combat weapon that works only at extremely short range.

**Ammo:** Unlimited – draws from armor energy

**Advantages:** Substantial damage if it hits target from behind.

**Disadvantages:** Close range only, less effective in frontal or side attacks, useless underwater.



### SPINFUSOR

The spinfusor (aka the *Stormhammer*) fires a high-explosive disc-shaped charge.

**Ammo:** Limited

**Advantages:** Explosive damage, long range, disc can skip off water.

**Disadvantages:** Slow rate of fire.



### TARGETING LASER

The targeting laser does no damage. Instead, aiming it at a target “paints” that target for a teammate equipped with the grenade launcher, missile launcher, or mortar.

## Secondary Weapons



### BASIC GRENADE

A timed explosive charge thrown by a warrior. Each warrior carries six grenades as part of the standard loadout.



### CONCUSSION GRENADE

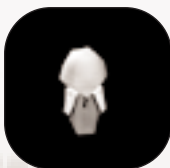
This grenade that does little damage but produces a powerful concussive force that pushes warriors away from the point of detonation and can strip a victim of weapons and pack.



### FLARE GRENADE

Flare grenades use a slow-burning thermal charge to provide light. They are used to mark a spot with bright light or to decoy a guided missile away from its target.





### **WHITEOUT GRENADE**

Whiteout grenades are hand grenades that blind nearby warriors (friend and foe alike) who happen to face the blast. The severity of blindness afflicting a warrior depends on how close he was to the point of detonation. Ineffective beyond 20 meters.



### **MINE**

A warrior may carry up to three mines. Once deployed, a mine burrows into the ground and arms itself. Thereafter, it will explode when any warrior or vehicle enters its detection radius.

## **Armor Packs**

The choice of armor pack has a huge impact on a warrior's role. Activate or deactivate a pack by pressing "R." Ammunition and Energy packs do not require activation.



### **AMMUNITION**

Increases your armor's magazine capacity for all limited ammunition weapons. Has no impact on your armor's energy supply.



### **CLOAKING**

While inactive, this pack jams sensors so the wearer is invisible to pulse sensors. When activated, it also makes the user invisible to visual detection (e.g., cameras and players). It has no effect on motion sensors. Deployable turrets cannot detect a warrior wearing a cloaking pack.



### **ENERGY**

Increases the rate of energy regeneration, thereby increasing jet mobility and use of weapons that draw off the energy cell. Required in order to equip with the laser rifle.





### REPAIR

The Repair Pack lets you restore an item or player to full health. To repair a target, you must have energy available and be at short range. Press “R” to access the pack’s repair projector. Aim it at the target and trigger it with the left mouse button. Aiming at nothing heals you instead.



### SENSOR JAMMER

When not activated, this pack does nothing. When activated, it projects a field of approximately 30 meters radius and hides ALL players within the field from all MECHANICAL observation (cameras, pulse AND motion sensors). Therefore, turrets will NOT fire at a jammed person, though other players can still see the pack user. **NOTE:** IFF colored triangles will not appear for *anyone* in the sensor-jamming radius, so be careful!



### SHIELD

When activated, this pack provides you with complete protection from all damage save the Blaster, the ELF, or lava. Protection only lasts as long as energy is available.

## Deployable Packs

These packs are deployed at the user’s discretion. Place a Deployable Pack by aiming at a flat surface close to you (except for barrel packs which only work on base turrets) and pressing “R.”



### BASE TURRET BARREL

This pack enables a warrior to change out the barrels on a base turret to customize his base defenses. For example, you might mix anti-aircraft turrets with mortar turrets if you like that combination. Each barrel type constitutes a different pack. Only Assault and Juggernaut armors can carry it. See p. 33 for more on Base Turrets.





### REMOTE INVENTORY STATION

Only Assault and Juggernaut armors can carry this smaller version of a base inventory pad. Teammates may obtain any inventory from this station except armors or another Remote Inventory Station.



### REMOTE MOTION SENSOR:

This item detects movement within a limited range. A warrior can fool it by moving slowly and carefully. It is especially useful in detecting cloaked enemies.



### REMOTE PULSE SENSOR

An advanced form of radar, the Remote Pulse Sensor feeds data into the team's sensor net the same way as larger Base Sensors. Expanding your sensor net helps increase your turrets' effective range.



### SPIDER-CLAMP TURRET

This turret detects its targets using a pulse sensor. It is less formidable than the Landspike, and can be placed on any building surface or rock, but not on terrain. Note that "any building surface" includes walls, ceilings, and exteriors.



### LANDSPIKE TURRET

This turret uses a pulse sensor to detect targets. It carries heavier shields and delivers more firepower than the Spider Clamp. It cannot be placed on rocks or any artificial structure, but must be deployed on level terrain.



### REMOTE DETONATION SACHEL CHARGE

After deploying this powerful explosive, the user may detonate it by pressing "R" again. The charge requires a few seconds to arm after deployment.



## Belt Gear



### BEACON

This item transmits a lead indicator to your team's HUDs so that targeting the location is easier. Press "H" to deploy a beacon. You can swap the beacon to "marker" rather than "targeting" status if you immediately press "H" again without moving your reticle.



### DEPLOYABLE CAMERA

This item provides a visual link to the sensor net. It cannot see actively cloaked warriors. To use it, throw it like a grenade. It sticks to walls or other surfaces and thereafter works like any other camera accessed through the CC.



### HEALTH KIT

A one-use, armor-carried item that restores some of the user's health upon activation. Press "Q" to activate it.



### HEALTH PATCH

The Health Patch is a one-use item that functions like the Health Kit, except the user must run over it in the field to use it. It cannot be carried.

## Ground Vehicles

Ground vehicles in an era of anti-gravity seem outdated, but the tribals find many uses for these hardy machines, often in dedicated roles.



### WILDCAT-Class GRAV CYCLE

A favorite of snipers and flag runners, the *Wildcat* is a ground hugging "Terragrav" built for blazing speed. Skilled *Wildcat* pilots build reputations as fearless daredevils... or absolute psychopaths.

**Crew:** 1 (pilot), *Scout-class Armor only!*

**Speed:** High

**Protection:** Low

**Armament:** None





### **BEOWULF-Class GRAV TANK**

Heavily armed and shielded, the *Beowulf* Terragrav is a fearsome mobile assault fire platform that crosses terrain and water with equal ease.

**Crew:** 2 (driver, gunner)

**Speed:** Moderate

**Protection:** High

**Armament:** Turret-mounted chainguns and fusion mortar.

Toggle between them by pressing “W,” or press “1” for the chainguns and “2” for fusion mortar.



### **JERICO-CLASS FORWARD BASE**

Slow but heavily shielded, the *Jericho* carries an inventory station and lets a team establish a forward base virtually anywhere on the map. At the desired location, the base plants itself and deploys its equipment.

**Crew:** 1 (driver)

**Speed:** Low

**Protection:** High

**Armament:** Missile Turret (only when base is deployed)

**Equipment:** Inventory Pad, Sensor Jammer (always activated)

## **Turbograv Vehicles**

Turbogravs allow tribals to fly swiftly across the most rugged of terrains. Heavily shielded and well-armed, these formidable air combat vehicles are difficult to stop except with a well-coordinated defense.



### **SHRIKE-CLASS FIGHTER**

The *Shrike* is often typecast as an anti-Turbograv vehicle. However, its agility and heavy blasters make it quite effective in a ground support role. It also carries an advanced sensor suite that links into the Command Circuit and provides detailed intelligence on enemy movement.

**Crew:** 1 (pilot)

**Speed:** High

**Protection:** Moderate

**Armament:** Twin heavy blasters





### THUNDERSWORD-Class BOMBER

The *Thundersword* delivers massive firepower to the battlefield and is particularly effective against shielded targets.

**Crew:** 3 (pilot, bombardier, tailgunner)

**Speed:** Moderate

**Protection:** High

**Armament:** Coherent-plasma bombs, ventral turret with dual-mount blaster cannons.

**Notes:** The bombardier controls the turret, bombs, and a targeting laser to point out targets to the pilot. Press “W” to toggle between them, or press “1” for the turret and “2” for the bombs.



### HAVOC-Class TRANSPORT

The *Havoc* allows aerial transport of personnel across any terrain. Though unarmed, the ship can carry up to five Juggernaut armors, thus sometimes earning the nickname “gunship.”

**Crew:** 2 (pilot, tailgunner)

**Speed:** Low

**Protection:** High

**Armament:** None.

**Capacity:** Four passenger slots as well as crew positions.

## Base Equipment

These devices provide all the automatic defenses and other support capabilities of a team’s base. They are permanent fixtures that can be destroyed by enemy attacks and repaired by vigilant defenders.



### GENERATOR

Generators constitute the primary power supply for most tribal bases. These are usually the first items targeted in an attack, since once they are destroyed all other base equipment loses power and ceases to function. Damaged but not destroyed generators produce intermittent power.





### INVENTORY STATION

An essential strategic asset, the Inventory Station allows you to customize your equipment. First, press “numpad-Enter” to call up the Inventory screen. Select gear from the various drop boxes. Save your configuration, walk onto the station’s pad, and the new loadout will materialize immediately. You can save up to twenty “favorite” configurations. The Inventory Station will equip you with your most recently selected equipment.

**Note:** *The station will not work if you select your configuration while standing on the station! Make your choices before you step onto the pad!*



### SOLAR PANEL

These photovoltaic cells supplement generator power.



### VEHICLE STATION

The Vehicle Station allows you to create battle-ready vehicles. You may select any vehicle unless the server host has limited the station settings. To activate the Vehicle Station, step onto the smaller control pad located near the vehicle-spawning pad. A screen prompt will show the available choices. Press the button corresponding to your choice and wait for the vehicle to appear.

## Sensors & the Sensor Net

The sensor net displays the positions of objects and warriors within range of the various sensor objects (including warrior line-of-sight). Deployable sensors can greatly extend the range of a team’s sensor net.



### PULSE SENSOR

The primary means of long-range detection available to tribal bases, the pulse sensor pinpoints the location and movement of all units that enter its detection zone. This information can be accessed via the Command Circuit.



## Base Turrets



### ANTI-AIRCRAFT

Twin heavy blasters on the Anti-Aircraft Turret enable it to chew up any turbograv or jetting enemy warriors that venture into range. It cannot fire at targets on or too near the ground.



### ELECTRON FLUX

The Electron Flux (ELF) Turret drains the energy of target enemy units quickly and destructively.



### FUSION MORTAR

A larger version of the armor-carried weapon (p. 23), this turret has a much greater range and delivers a heavier payload.



### GUIDED MISSILE

The Guided Missile Turret is equally effective against air or ground targets. Once locked onto a target, the missiles home in on it. Missile Turrets can lose lock on an aerial target if the target shuts down its afterburners or jets.



### PLASMA

The Plasma Turret spits out balls of super-heated plasma. Though slow, they deal severe damage to unshielded targets.



### SENTRY

An indoor-only device, the Sentry uses a built-in motion sensor and fires only at moving targets. Stealthy movement can fool this device. Unlike outdoor base turrets, it can be found on walls or ceilings.

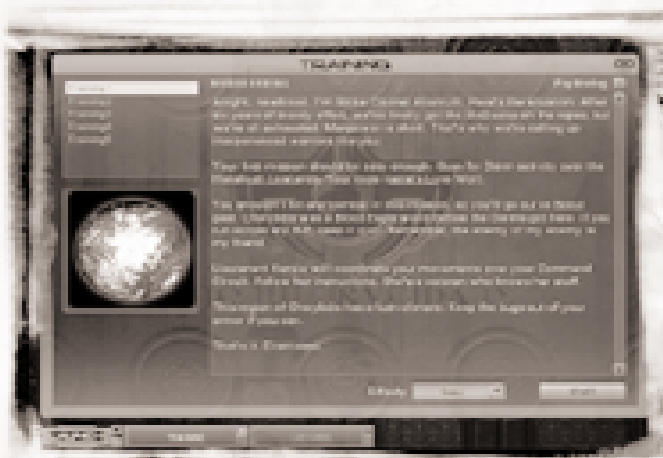


# Playing the Game

## Training Missions

### Setup

From the Launch Menu, select “Training.” Once at the Training screen, select the difficulty level by clicking Difficulty Level and choosing “Easy,” “Medium,” or “Hard.” Press the speaker icon at the upper right if you wish to hear the audio portion of the briefing. Press START to begin playing the mission.



BRIEFING SCREEN

### Difficulty Levels

- ♦ **Easy:** Spawning permits three lives per mission, low number of opponents.
- ♦ **Medium:** Spawning permits two lives per mission, moderate number of opponents.
- ♦ **Hard:** Player has only one life at this level, and the number and skill level of opponents is high.



# Multiplayer

## Game Types

**BOUNTY:** Like *Deathmatch*, except that each player only pursues one target at a time. A player can only hunt a new target after he has eliminated his current “bounty.” You suffer a penalty for killing players who are not your current bounty, except for the player currently hunting you.

**CAPTURE AND HOLD (CnH):** Each team must capture a number of objectives, which are usually found in bunkers or towers. Once an objective is captured, all assets associated with it come under the capturing team’s control. A team gets points for the time it retains control of an objective.

**CAPTURE THE FLAG (CTF):** The objectives of *CTF* are twofold: capture the enemy’s flag and protect your own. A flag is “capped” when a player successfully takes the enemy flag (accomplished by touching it) and touches it to his own flag. Each team’s base flag locations are automatically waypointed for all players.

**DEATHMATCH (DM):** Straight kill-or-be-killed, everyone for himself competition. Victory goes to the player with the highest kill-to-death ratio.

**HUNTERS:** A hybrid of *CTF* and *Deathmatch*. Every time you kill an enemy, he drops a flag you can collect by running over it. To score, return accumulated flags to the Nexus. Each new flag represents a number of additional points equal to the total number of flags you hold.

**TEAM HUNTERS:** Similar to *Hunters*, but in teams rather than a free-for-all. Teams can pool flags to boost their scores.

**RABBIT:** In *Rabbit*, only a single flag exists. Whenever anyone takes the flag, all other players try to kill him. The longer he keeps it, the more points he gets.

**SIEGE:** One team defends a control switch within its base while another team tries to capture it. Once the switch is touched (thus instantly capturing the base) or the time limit expires, the teams switch places and start again.



# Joining An Online Game

## Set Your Filters

Before you join an online game, you can compile a list of servers currently hosting games. Filters are conditions you set that narrow your search and customize your results. Players commonly filter out high ping games or “empty” servers without any players. To change to another filter, create a new one, or edit an existing one, press CHANGE FILTERS. Click on the list of filters to change, or select NEW FILTER or EDIT FILTER. Once you are done, press GO! to return to the Join Game screen. A new server search begins automatically, using your new filter.

## Select a Server

On the Join Server list, you will see a list of servers currently hosting games. For each server, data columns list the mission name, game type, CPU of the host machine, ping, number of current players, and other data. To update the list, press REFRESH LIST. Join the mission you want to play by clicking on the desired game’s row, then pressing JOIN GAME.



JOIN A SERVER

You can adjust the Server list to your liking by dragging columns into whatever order you please. You can also opt to hide specific columns and focus on the particular server data you find important.



## Buddy Lists

TRIBES 2 makes it easy for you to find your friends online. Simply set your filters to search for servers where members of a Buddy List are playing.

Let's say you want to find Bob. First, add him to your Buddy List from the Browser. Go to the Browser screen and run a Warrior search for "Bob." When you've found Bob's Warrior Page and selected his tab, press the ADD AS BUDDY button. Thereafter, when you filter for Buddies, your Join Server list results will include a column listing any buddies currently online... including Bob.

## Bot Matches

"Bot Matches" are solo LAN games played using AI as opponents and teammates ("bots"). They're great practice for playing against humans online. Before you play a "bot match," select a mission and choose how many bots you want to include, and then use the sliders to set their skill levels. When you are ready to begin, press START MATCH and play the match like any other TRIBES 2 game.

# Hosting the Game

Hosting a game starts a server on your computer that other players can join. If you quit from a game you are hosting, the game ends and disconnects all other players automatically.

## How to Set up a Server

Scroll through the list of missions or pick a game type from the drop box menu. Doing the latter instructs the list to display only the missions for the desired game type. Click on the mission you wish to host, decide whether to include bots, and press START GAME to begin playing.

While you host a game, your server is open to any player who wishes to join. If you want to restrict access, enter a password in the Password field of the Server Setup screen. Then only players who know the password can join. You can also restrict the number of players allowed into your server.





ADVANCED HOST OPTIONS

## Advanced Host Options

- ♦ **Time Limit:** Sets how many minutes the match will last before cycling to another map.
- ♦ **Admin Password:** Sets a password for non-host Administrators to access Server Options.
- ♦ **Vote Pass Percentage:** Sets the percentage of player votes needed to pass a vote.
- ♦ **Vote Time:** Sets a time limit for votes to be completed.
- ♦ **Observer Timeout:** Adjusts the time a dead warrior can delay respawning before the game kicks him to Observer mode.
- ♦ **Dedicated:** Toggles dedicated server status, so that your computer does nothing more than run the game without you playing on it.
- ♦ **Tournament Mode:** Toggles Tournament mode. Match does not begin until all players are ready. Once play begins, no new players may participate; anyone else who joins goes to observer mode.
- ♦ **Allow Admin Votes:** Toggles permission for server administrators to vote.
- ♦ **Allow Aliases:** Toggles permission for players to use their aliases on your server. If off, all players appear under their unique primary warrior names.
- ♦ **Server Info:** Lets you type in additional information you want players to have when they join your game.



## Administration

As an administrator, you have supreme power over your server. You can kick players out of the game, mute players, reassign teams, and change missions without calling for a vote from the other players. During a game, access the Server Menu from the Lobby to perform administrative operations. The Server Menu is configurable and may vary from server to server. It allows players to change teams, choose administrators, kick out or mute players, and change from the current mission to a new mission. Click on the option desired and make your selections.

To perform administrative operations on a particular player, select him from the Player List in the lower left corner. Right click on the name to bring up a menu of options targeted at that player.

If the server host is not present to function as the administrator, the players currently on that server may elect a temporary administrator from among themselves.

## Voting

Absent an administrator, decisions to kick players, change missions, or choose an administrator require a vote of all players in the mission. Any player may initiate a vote by going to the Lobby and clicking on the list located in the upper right of the screen. Doing so calls a vote. Once a vote is called, a message will appear in the chat box on the HUD. Press INSERT to vote YES or DELETE to vote NO. Server operators can determine what qualifies as a passing vote. Elected administrators have more limited powers than server administrators.

## Mission Editing

TRIBES 2 includes a powerful mission editor and terrain generator that allows you to create your own maps and missions. To access it, press CTRL-E. Unfortunately, detailed explanation of the tools lies beyond the scope of this manual. At [www.tribes2.com](http://www.tribes2.com), you can find a document with information about editing and creating missions.



# Settings

Select Settings from the Launch menu to adjust hardware and default preferences for your TRIBES game. After any changes, press **APPLY CHANGES** before exiting, or your changes will not take effect. Pressing **RESTORE DEFAULTS** resets the default levels for that Setting. **Note:** *Lower detail settings reduce visual quality, but should increase frame rate.* If your game runs too slowly, try lowering your settings. For troubleshooting advice, see the Readme file on the CD or go to [www.tribes2.com](http://www.tribes2.com). If those do not yield positive results, call Sierra's Technical Support.

## Video

- ♦ **Video Driver:** Selects the type of rendering API the game will use in full screen mode.
- ♦ **Resolution:** Sets the screen size for full screen rendering. Available resolution depends on the type of graphics hardware detected in your computer.
- ♦ **Bit Depth:** Adjusts monitor settings for color and texture detail. Affects the "z-buffer" that provides in-game depth perception.
- ♦ **Full Screen Toggle:** Selects whether you play the game in full-screen mode or in a window.

## Graphics

- ♦ **Terrain Detail:** Adjusts the geometry of the terrain. A lower setting results in a less-detailed mesh and causes more visual "morphing."
- ♦ **Shadow Detail:** Adjusts shadows cast by objects and players.
- ♦ **Gamma Correction:** Alters contrast, color, and brightness.
- ♦ **Shape Detail:** Adjusts the geometry of in-game shapes such as buildings and equipment.
- ♦ **Sky Detail:** Provides various alternatives for rendering the sky.
- ♦ **Precipitation, Decals:** Turns named feature on or off.
- ♦ **Dynamic Interior Lights:** Turns on/off the light of projectiles and explosions cast on interior surfaces.
- ♦ **Vertex Lighting:** Toggles a faster but less thorough lighting system that increases graphics speed at a cost in visual quality.



## Textures

- ♦ **Texture Quality:** Sets the game's texture bit depth. Higher values increase visual quality.
- ♦ **Texture Compression:** Provides options for optimizing texture compression toward either higher or faster resolution.
- ♦ **Texture Detail sliders (various):** These adjust texture resolution for specific parts of the virtual environment.
- ♦ **Anisotropy:** Adjusts degree to which your 3D card accounts for uneven stretching in texture spaces.
- ♦ **Environmental Maps:** Toggles outside environmental reflectivity on shiny parts of certain game objects.
- ♦ **Interior Environmental Maps:** Toggles interior environmental reflectivity on shiny parts of certain game objects.

## Sound

- ♦ **3D Provider:** Select your sound drivers here.
- ♦ **Speakers:** Select your output device here (number of speakers, headphones, etc.).
- ♦ **MP3 Music:** Turns MP3 tracks on or off.
- ♦ **Microphone Input Boost:** Sets the sensitivity of your microphone for voice input. The *Test Record* button lets you record a short microphone test and play it back.
- ♦ **Master Volume Slider:** Adjusts overall game volume.
- ♦ **Gui Volume Slider:** Adjusts volume of shell and control buttons.
- ♦ **Music Volume Slider:** Adjusts music volume.
- ♦ **Effects Volume Slider:** Adjusts volume of game sound effects.
- ♦ **Voice Volume:** Adjusts volume of prerecorded voice binds.
- ♦ **Radio Volume:** Adjusts volume of microphone communication.

## Controls

Customize keyboard controls here. Simply double-click the control you want to change and press the key you wish to use instead of the default. Your changes will appear in the control list. Save your changes when you're done. You can save multiple configurations. Use Load to select the one you want.



## Network

- ♦ **Packet Rate:** Adjusts number of packets per second sent from server to client.
- ♦ **Packet Size:** Adjusts size (in bytes) of each packet sent from server to client.
- ♦ **Client Update Rate:** Adjusts number of packets per second sent from client to server.
- ♦ **Display on Master Server:** Select how frequently the server is displayed on the Master Server List.
- ♦ **Regional location:** Identifies which region you (or your host server) are in. This option affects which master server is queried and which games can find your particular server.
- ♦ **Check for e-mail while playing:** If on, TRIBES 2 will continue to check e-mail even when you are in the game.
- ♦ **Disconnect from chat while playing:** If on, the chat server is disconnected while you play the game.

## Game

- ♦ **3rd Person Vehicle:** If on, automatically shifts you to the exterior view when you enter a vehicle.
- ♦ **Enable Force Feedback:** Toggles use of force feedback devices.
- ♦ **Skip Intro:** Turns off playback of startup video introduction.
- ♦ **Invert Vehicle y-axis:** Reverses the y-axis movement of your vehicle control.
- ♦ **Generic Skins:** If on, you see only the Inferno and Storm team skins.
- ♦ **Edit Voice Bind Menu:** Allows you to edit the keystrokes for voice bind lines the same way as for Controls.
- ♦ **Zoom Speed:** Adjusts the speed of your telescopic zoom feature.
- ♦ **Unmute Primary Warriors Only:** Allows communication only from players not playing under Aliases.
- ♦ **Unmute All:** Allows communication from all players, including Aliases.
- ♦ **Mute All:** Mutes everyone. When this is on, you must manually unmute a player in order to hear him.
- ♦ **Launch Screen:** Sets your default launch menu when you start TRIBES 2.



# Credits

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# Index

Accepting Commands, 16-17, 20-21

Account Creation, 3

Administration, 39

Advanced Server Options, 38

ARMOR DESCRIPTIONS, 22

Scout, 22

Assault, 22

Juggernaut, 22

BELT GEAR, 29

Beacon, 29

Deployable Camera, 29

Repair Kit, 29

Repair Patch, 29

Bot Matches, 37

Browser, 5

Browser, Using, 6

Buddy Lists, 37

Camera control, 20

CHAT,

Channels, 7

Chatting in, 7-8

Disconnecting, 8

In-game text chat, 18

Choosing Game Type, 34-36

COMMAND CIRCUIT, 18-20

Camera View, 19, 20

Category Lists, 19

Deployed Support Assets, 19

Deployed Tactical Assets, 18

Giving Commands, 20

Map control toggles, 19

Support Assets, 18

Tactical Assets, 18

Teammates, 18

Turret control, 20

Waypoint creation, 20

Command List, 16-17, 20-21

Compass, 14

COMMUNITY, 5-9

Browser, 5-7

Search function, 6-7

Chat, 7-8

E-mail, 8

Forums, 8-9

News, 9

Tribe page, 6

Warrior page, 6

CONTROLS

Default, 16-18

Settings, 41

Controlling Turrets, 20

Creating a Host Server, 37-38

Deployable Camera, 29

Deployable Packs, 27-28

Deploying Items, 12, 27

E-mail, 8

Energy Meter, 14

Exiting the Game

From Launch Menu, 4

From Lobby, 17

Filters, 36

Forums, 8-9

GAME TYPES, 35

Bounty, 35

Capture the Flag, 35

Capture and Hold, 35

Deathmatch, 35

Hunters, 35

Rabbit, 35

Siege, 35

Team Hunters, 35

Generators, 31

GRENADES, 16, 25-26

Basic, 25

Concussion, 25

Flare, 25

Throwing, 16

Whiteout, 26

HEADS-UP DISPLAY (HUD), 14-15

Belt Icons, 15

Chat Window, 15

Energy Meter, 14

Health Meter, 14

IFF Triangle, 15

Radio ID Icon, 15

Scoring Window, 15

Sensor Warning, 15

Thermal Signature, 14

Weapon Icons, 14

Health Kit, 29

Health Meter, 14

Health Patch, 29

Hosting a Game, 37

Setting up a server, 37-38

Identifying Friend or Foe, 15

Installation Instructions, 3

Internet - See Network Settings, 42

INVENTORY

Controls, 16

Favorites, 11

Forward Base, 30

Screen, 11

Selecting, 11, 32

Remote Station, 28

Station, 32

Inviting players to join a tribe, 6

Issuing Commands, 20



Jetting, 10  
Joining a Game, 36-37  
Lag, 13  
LAN Games, 3, 4, 37  
Launch Menu, 4  
LOBBY  
    Administrator options, 37-38  
    Muting other players, 21, 42  
    Player List, 21, 39  
    Voting, 39  
Logging in, 3  
Log out, 4  
Mines, 12, 16, 26  
Mission Editor, 39  
MISSILES  
    Evading, 25, 33  
    Locking on Target, 24, 33  
Muting players, 17, 21, 39  
Network Settings, 42  
Newblood FAQ, 10-13  
News page, 9  
Packet Loss, 13  
PACKS, 26-28  
    Armor Packs, 26-27  
        Ammunition, 26  
        Cloaking, 26  
        Energy, 26  
        Repair, 27  
        Sensor Jammer, 27  
        Shield, 27  
    Deployable Packs, 27-28  
        Base Turret Barrel, 27  
        Inventory Station, 28  
        Motion Sensor, 28  
        Pulse Sensor, 28  
        Landspike Turret, 28  
        Satchel Charge, 28  
        Spider Clamp Turret, 28  
    How to deploy, 12  
    Using, 12, 16, 27, 28  
Painting Targets, 10, 25  
Radio Communication, 21  
    Controls, 17  
    ID Icon, 15  
    Muting players, 17, 21  
Registration, 3  
REPAIRING, 12, 16, 27  
    Objects, 12, 27  
    Players, 12, 27, 29  
Repair Pack, 27  
Scoring, 35  
Searching for players, 6  
Searching for tribes, 6  
SENSORS  
    Jamming, 26, 27  
    Motion, 27, 33  
    Pulse, 28, 32  
    Sensor Network, 32  
Server Options, 38-39  
Settings, 40-42  
Single Player Missions, 34  
Skiing, 10, 16  
Skins, 4, 42  
    Default Teams, 42  
STATIONS  
    Base Inventory, 32  
    Forward Base Inventory, 30  
    Remote Inventory, 28  
    Vehicle, 32  
    Vehicle Selection, 32  
Support Assets, 18  
Tactical Assets, 18  
Targeting Indicator (Reticle), 15  
Training missions, 34  
Tribe descriptions, 2  
TURRETS  
    Anti-Air, 33  
    Chaingun, 33  
    Deployable, 28  
    ELF, 33  
    Missile, 33  
    Mortar, 33  
    Plasma, 33  
    Vehicular, 30, 31  
VEHICLES, GROUND  
    Beowulf Grav Tank, 30  
    Jericho Forward Base, 30  
    Wildcat Grav Cycle, 29  
VEHICLES, TURBOGRAV  
    Havoc Gunship Transport, 31  
    Shrike Fighter, 30  
    Thundersword Bomber, 31  
Vehicle Station, 32  
Voice Chat, 16, 17, 21, 41  
Voice Selection, 4-5  
Voting, 17, 39  
Warrior Setup, 4-5  
Waypoints, 12, 14-15, 16, 17, 19, 20  
    Deleting, 20  
    Setting, 12, 20  
WEAPONS, 10, 12, 14, 16, 23-26, 28, 30-31, 33  
    Blaster, 23  
    Chaingun, 23  
    ELF Projector, 23  
    Fusion Mortar, 23  
    Grenade Launcher, 24  
    Laser Rifle, 24  
    Missile Launcher, 24  
    Plasma Rifle, 24  
    Shocklance, 25  
    Spinfusor, 25  
    Targeting Laser, 25  
Website, Official, 9  
Zoom mode, 16





# Notes



## Notes