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Nali Chronicle's

scribe's notes



WRITTEN AND DESIGNED BY OLE

Sergey Levin - Su Wang - Alex Hoffmann - Jeff Smith - Dustin Fair - Guilhem Deqos - Patrick Funk - Oliver Saunders
special thanks to - Mechrobot - Doom - Gamespy - Epic games - and all those beta testers, you know who you are!

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ABOUT NALI CHRONICLES

Thank you downloading Nali Chronicles, single player mod for Unreal Tournament. This manual contains everything you need to know in order to install and play Nali Chronicles, as well as some extra information that'll be useful for reference and the developers notes section. For the benefit of those who do not know what Nali Chronicles is a background is provided here:

Background

It was the coming of the dark Third Age of Suffering for the Nali people as the great Prophet in his secret halls summoned a messenger to his side. The Prophet ordered for the guild of mages to scatter. To hide in the forests, villages, and swamps, to hide from the demons that were coming from the sky.

The village of NaRaLuk has avoided the attention of the demons for two hundred years, but its days are at an end. The demons are coming for this outpost of power and the Nali mages must fulfill the ancient mission bestowed on them by the Prophet.

You play the part of a Nali Mage on a mission. A skilled mage will have many abilities at his disposal. You will be able to use weapons and interact with your environment as well as invoke powerful spells, but such abilities are only useful if applied correctly. As the environment around you is one built by Nali, you will be able to read messages left by those before you and observe the words of the gods written on the walls. Those of importance will automatically be stored for

future reference.

As a Nali you are able to talk to other Nali, for the benefit of those who do not understand their language, an English translator has been built into the game. These conversations will not be interactive. The mod includes, custom music, custom weapons, spells, new pickups, a potion mixing feature and others all integrated by a new Nali-style HUD.

IMPORTANT:

In order to run Nali Chronicles, you must download and install Epic Bonus Pack 1, an official add-on to Unreal Tournament. You can find it [here](#). The Unreal Tournament [patch](#) is also highly recommended.

<http://jtp.wireplay.co.uk/u/>

Game Content

The team members of Nali Chronicles have worked hard to give you over twenty-three maps of gaming. Nali Chronicles features some forty three spells, eight new weapons and over an hour of new music for your listening pleasure. The game takes you on a journey through temples, catacombs, and even some Skaarj facilities, although most of the game is based outside. All of the game is set on Na Pali.

Known Issues

Some computers experience significant levels of slowdown at certain points in the game, whilst others with identical specifications will not. This issue is cur-

rently being addressed. Open GL will improve this but not eradicate it.

Brightness cannot be adjusted whilst using OpenGL mode. More details over page.

Currently the difficulty settings aren't having much effect. This issue is currently being addressed.

Support and Feedback

If you have any problem playing Nali Chronicles a thorough reading of this manual and any troubleshooting references for Unreal Tournament should solve all of the most common problems. However if you believe your problem is specific to Nali Chronicles and not mentioned anywhere as a known issue feel free to contact us. Any comments, suggestions or feedback regarding Nali Chronicles are welcomed and should be sent to:

[eater@planetunreal.com](mailto: eater@planetunreal.com) (sole programmer for NC)

Our own personal [website](#) contains news, updates and information relating to Nali Chronicles

www.unrealsp.org host some good forums for general chat about single-player mods such as Nali Chronicles so if you're interested in discussion with other fans check it out.

Thank you for downloading Nali Chronicles and we hope you enjoy playing it as much as we enjoyed making it!

- The Nali Chronicles team

RUNNING NaliChronicles

Required System

CPU: Pentium3 or Duron 450mhz+
RAM: 128 Mb
Software: Windows 95 or newer; Unreal Tournament, Bonus pack 1

Recommended System

CPU: Pentium3/Athlon 800mhz+
RAM: 256 Mb
Software: Windows 95 or newer; Unreal Tournament, Bonus pack 1, Patch

UMOD Installation

Nali Chronicles is provided in the UMOD format. Which means its nice and easy to install. Once downloaded simply run the UMOD (Unreal Tournament has to already be installed at this point) and follow the on-screen instructions.

In the directory prompt type the the location where Unreal Tournament is installed. By default that is "C:\UnrealTournament"

Once the files have finished coping installation is complete, check out the "release notes" which will include any late changes to the manual etc.

Before running the game get hold [bonus pack 1](#) and the latest [patch](#) if you don't have them already.

Running the Game

To run Nali Chronicles locate the file

NaliChronicles.bat in your Unrealtournament\System directory. Make sure that you use that file to run Nali Chronicles. On first run it will ask you what renderer to use. Click 'Show all devices' and select either 'Open GL support'. Nali Chronicles performs much better using Open GL; unfortunately brightness control won't work with it.

Once in Nali Chronicles you will see the title screen. Pressing ESC will display the standard Unreal Tournament menu system.

Nali Chronicles uses separate configuration storage location to Unreal Tournament; this allows you to save specific settings for Nali Chronicles however all settings will be as defaults so you will want to make sure you reconfigure everything to your liking.

If you want to change the video settings later you must do it by running the NaliChroniclesvid.bat in the Unrealtournament\System directory else changes will not be saved.

By default the spell controls are unbound so think carefully about what controls to use here as they form a large part of the gameplay; Nali Chronicles is very difficult to complete without the use of the spell system. Make sure the next and previous quick spell keys in particular are easy to access. You'll also want to look at the HUD tab in the preferences window as this has been completely revised. Do make use of the hiding features there as they free up screen space in a rather stylish manner (times are in seconds).

Game Menu

The game menu offers everything you need to begin playing Nali Chronicles. As is it a single-player experience load and save game options are included. Skip tutorial starts a new game without the tutorial at the beginning. Most of the menus here conform to how UT would usually work but there is a new tab in the preferences section called HUD which has a few important settings that should not be missed.

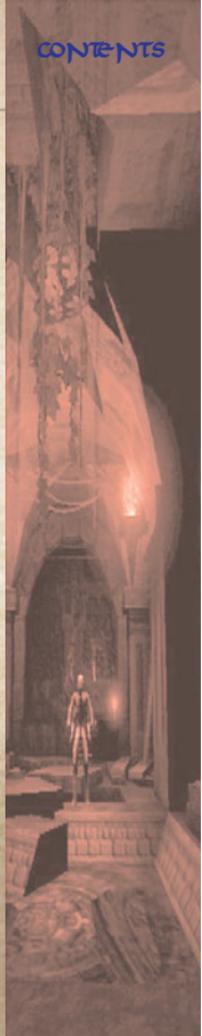


Brightness

Shadows and darkness are an integral part of the atmosphere. In most case visibility has purposefully been reduced to achive either suspense or realism - night is dark, especially when there are no cities around to cause light pollution. Plus, the contrast between the dark night and the occasional well-lit place further enhances the atmosphere. Do remember that light emitting spells and object can be used if it get too dark.

However some monitors and video cards may be over sensitive to such reductions in light, you will want to tweak you brightness setting so that the futherest left part of the wall on the title screen is completely black. In Unreal Tournament and Nali Chronicles only Direct3D supports gamma correction.

A [gamma correction utility](#) for Windows is available if you its too dark whilst running Open GL.
<http://www.iomagic.org/fsc/age.htm>



playing Nalichronicles

Contents

The vast majority of information mentioned here is available in a more interactive format via the ingame tutorial. However these pages function as a written guide useful for reference purposes. These pages omit the basic knowledge of movement. There are no spoilers included.

the origin of Nali

During the eternal night, Ezsmerhim dreamed about Na Pali. Because it had to be the most wonderful of His creations, He built an entire universe around it and made of this world the central point of this reality. He brought life to onto it, beasts on upon its lands, fishes in into its oceans and birds in into its skies. In this paradise, he created His holy people which He called the Nali...

Shooting

Aiming and firing a weapon works in pretty much the same way as in Unreal. It is worth taking note that there is no alternate fire in Nali Chronicles as the alternative fire button is used to cast spells.

Melee (close combat) weapons do not use ammo and therefore can continue to be used forever. Traditionally spells are slow to react and can be difficult to use against fast moving enemies, some of the rapid fire weapons can be

more suited to these creatures.

Health and Mana

Health is shown on a range from one to hundred, if it reaches zero you die. Your health deteriorates as you are damaged and increases upon the consumption of healing items found in the game. Even with the extended use of such items it is not possible to increase your health above one hundred. If you use a healing item with the theoretical capacity to increase your health above a hundred then the excess is consumed but nothing is achieved you health cannot go below one hundred.

Mana functions under similar principles; it is a measure of your holy energy consumed through powerful prayer such as spell casting and replenished with holy liquids. However an experienced mage can draw energy from the environment itself costing nothing. More on this later, see [mana zones](#).

Pickups

Pickups are divided into four categories that define how they are stored and used.

Informational - Readable items extracted



from books, signs, scrolls etc that are worth of storage in your diary or notebook.

Ammunitional - Weapons or ammunition that is stored under relevant weapon numbers for future discharge.

Instantaneous - Pickups that cannot or are not required to move and therefore must be used/applied at their present location. e.g. unimportant texts, Nali fruit trees, spell scrolls.

Autonomous - Useable Items that are

Level 10

Map by n3utr0n

portable can be used on demand and stored until required. e.g. Container of healing liquid, Flashlight. Such items are stored in the inventory.

It's important to know what category objects fall into, you do not want to waste an autonomous object when an instantaneous one is available, for example.





The first level & hud

Health displayed on the right, Mana on the left. Map by Eater

Inventory

The inventory stores autonomous items which includes your diary and notebook. Simply use your next and previous item buttons to change the position of the indicator, once the indicator is referencing desired object press the use key (default: enter) and begin using that item.

Drinkable items support partial use,

in the case of these items, press use to begin using them, you will see a bar indicating how much of the resource is left decrease, press use again to stop, using, the bar will remain at its current position for later use.

If you find the HUD too large preferences obtained from the menus offer options to set a period of time after use that parts of the HUD will hide time measurements are in seconds.

You will notice from quite early in the game that if you collect more than one of the same item a number will appear in red on that item, this simply indicates that the inventory slot is storing that item *# (times number you see). This is done to shorten the list of objects.

The Diary and Logbook

Using the diary and logbook is slightly different to other items. You press use to activate and then next and previous item to browse messages. Press use again to stop browsing.

Interacting with Nali

Conversations with Nali can be instigated by moving into close proximity or nudging them. These conversations are not interactive so its simply a case of reading what they are saying. Important information mentioned will be stored in your diary. The skip key can be used to skip any single line of conversation if you have heard it before. The HUD preferences obtained from the menus offers options to change the speed of the subtitles.

Interacting with Triggers

Triggers are objects which change things within the environment. Usually they take the form of levers or switches. Simply approach until you make contact, you will see them move into a new position. Some can only be moved once, some can be moved several times and some are moved once and then revert back to there orginial positon after a period of time ready to be used again.

Reading

If you pass over a book in Nali Chronicles you will see a readout of what it contains on the screen. The readout will remain on the screen as long as you're standing near the book. Some books of importance will be stored in your logbook to later reference, but that doesn't mean to say that those that are not stored are useless. If you read all the books and consider their information carefully you may find instructions for getting new weapons, finding hidden place or solving a puzzle.

Casting Spells

Nali Chronicles spell system is designed to be easy to learn, difficult to master but it

is an essential part of the mod. They do however work differently to most spell casting games.

All spells can be charged, the amount of time used to charge the spell directly affects the power of the result. Charging is achieved by holding the alternate fire button. Some spells can be charged for longer than others and some also have minimum charge amount. It is something that will involve practice.

If you charge a spell below the minimum the spell will not be cast and therefore have no effect. If you charge a spell for as long as possible it will be cast once full power has been achieved. The time before this happens varies from spell to spell so you will need to get familiar each one you choose to use to know when a maximum charged spell is going to be cast.

Depending on how far you charge a spell there will be a period of time before you can charge again.

There is an indicator of how far the spells has charged in the current spell area of the HUD (see left). As you charge the current spell icon fills with a green tint. Once cast the green tint empties, once completely empty you can charge again.

The birth of Vandora

Ezmerhim looked at His creation and saw it was good. Ezmerhim gave life to a thousand sons and a thousand daughters. To the youngest of His daughters named Vandora, Ezmerhim gave the reign of Na Pali because She was His favorite. He stayed with Her for eons to be sure His most precious jewel was in the best of hands, and when He was satisfied with Her efforts and Her manner of rule, He left Na Pali to visit His other worlds ruled by His other children.

Types of spells

Examples of these are shown in the [offensive methods](#) section

[Projectiles](#) - spells designed to be offensive. Usually in the form of fireballs or lighting etc.

[Enchantments](#) - these can be cast on any non-player character designed to affect them in some way.

[Shields](#) - these will give you a holy blessing and protect you from your foes, it will be listed on the HUD as armor and may include things like stone skin, water shield, fire shield, etc.

[Other](#) - some spells won't fit into any of these categories. These you will have to discover for yourself

The Six Areas of Nali Knowledge

Nali spell knowledge is divided in six parts; Earth, Water, Wind, Fire, Nali

holy spells, Dark magic

You have six books corresponding to the areas of knowledge which you will fill with spells as you travel through the game. Each area of knowledge requires a different kind of spell execution (for Nali not for the player) and as a result you will have a separate skill level for each ranging from zero to four. Your skill level increase the more you use the spells within that area of knowledge.

Higher skill levels have the benefits of making your spells more powerful, lowering the chance of spell failure and increase the availability of mana zones.

Navigating the Spell System

Having bound all the keys:



Level 12

Map by Darkwaver

The punishment

When He came back to Na Pali after many thousands of generations, Ezmerhim discovered that His most precious creation was ruled by chaos: disappointed by His departure, the youngest Nali had ceased to believe in Him and established cults for Vandora. In almost all the old temples dedicated to Him, the portraits of Ezmerhim had been replaced by those of His youngest daughter and the elder Nali who had refused to deny their beliefs had been exiled or killed... The survivors of the old religion had established civilisations on other continents but after some decades the descendants of the others came to fight them because there could be only one God...

Generations after generations, the war had desolated the land, transforming the holy garden into a reign of death and terror: the sons fought against the fathers, the brothers against brothers... And during all this time, Vandora had tried to reason with them, to make them understand that their all-father hadn't left them but they didn't listen any more, they were obsessed with their holy war and they continued to destroy, and kill, and rape, and plunder: the holy people had lost its soul, they were now less than animals.

Use the keys for next and previous books to access the different areas of knowledge, which appear on the top-left of the screen. Once desired book is activated use the next and previous spell buttons to choose a spell within that area of knowledge, once highlighted the alternate fire button will use that spell. The process is straightforward but not particularly fast. However there are the quick spells;

Use the method explained earlier to highlight the desired spell and press the 'add quick spell' and you will see a quick spell slot is replaced with the highlighted spell. You can add up to four quick spells from any book, its a good idea to use these primarily as these can be accessed quickly and used in a firefight. Navigate them with 'next/prev quick spell' key and only use the other method when you wish you update your quick spells slots.

Mana Zones

As mentioned earlier an experienced mage can draw mana from the environment itself. When you stand in a mana zone a second mana bar appears to the right of your mana bar. If your mana level is below that of the mana zone's bar you are able to extract it. You will extract

enough mana for your mana level to be equal to that of the mana zone's. The mana zone's level is not compromised by this process and can be revisited as many times as you like.

Mana Zones are found in places that relate to the areas of knowledge, lakes for water, flames for fire, hills and valleys for wind etc. The more experienced you are in a particular area the more frequently these mana zones will be found, if you have skill zero you will not find any mana zone relating to that area of knowledge. Higher skill levels allow you to extract more mana and faster. The mana zone bar is split into 2 parts, light and dark. The light-colored one shows how much mana you can extract with your present skill



The slith temple

Map by Eater

Any chance of a port to Ut2004 or Unreal2?

At present this isn't a confirmed intension, but if enough of the team (or enough new members join) are willing then there is no reason why this couldn't happen.

Will there be any multiplayer support added?

Same answer as above but if you want these things to happen then make a contribution, even if its just a document on how you think these things could work.

Any chance of Ne going retail?

To do such a thing ourselves would involve purchasing a license costing several thousands of dollars, so the only chance for something like that to happen is if Epic picked us up and took us on as a professional developer. Don't ask me what the chances of something like that are.

Is it possible to play the Nali Chronicles music in Windows?

Yes. Download this piece of freeware software <http://www.planetunreal.com/ut2004/music/mp3.zip> and it can open UMX files sound within your unreal-tournament/music folder.

I've found a bug who do i tell about it?

Email eater@planetunreal.com a responsibly detailed report on what happened and when it happened. If you can, include your unreal-tournament\system\unrealtournament.log file which will give us a better chance of being able to fix the problem. Also try to include a system specification this can be obtained through Start > Run > msinfo32 > File > Export and then attach the file it creates to you email. Get all that? Anything you send us will be looked into and directly benefit future versions of Nali Chronicles. Many thanks.

Is this game supposed to be an RPG?

Initially it was designed to be a 'fairly' conventional Unreal Squeal where guns were in the main replaced with spells. However over the years suggestions of improving the game seemed to steer it towards the RGP genre slightly. I think FPS with spells is the best description of Nali Chronicles.

Can I distribute Nali Chronicles?

Yes please do. But you mustn't charge for it.

Can I distribute parts of Nali Chronicles?

Maybe. Nali Chronicles is intended for distribution in the state its in, if you wish to distribute parts of Nali Chronicles please seek written permission from the author.

How can I become part of the Nali Chronicles team?

All requests to join development team are dealt with my Eater. Send a brief description of yourself and why you want to join coupled with an example of your work in an area your interested in. Full detailed on the website: <http://www.planetunreal.com/nalichronicles/team.htm#Members> If your reading this in the final release of the game there could well be positions open.

How can I become a beta tester for Nali Chronicles?

Beta testing positions will be advertised on the site as they are available please do not email us requesting to become one as you will only be told to check the site.

I read that spells are susceptible to random failure but i've never noticed this happen.

People found it too annoying so that feature was removed.

level and the darker one how much with a maximum skill level. The amount of mana you can extract and the speed you can extract also vary from zone to zone as well as on skill.

Powerful mana zones may allow you extract more than 100 mana, when you find this places your mana capacity will increase as you extract.

About Potions and Ingredients

On your travels you will find a great many ingredients. Mix these in the correct quantities and potions can be made to suit your needs. e.g. Potions to boost health or mana can be made.

DaStook Leaves Leaves of a fairly common plant, this ingredient acts as an "activator" for many alchemical potions and is included in almost all of them.

Nali Fruit Essence This healing liquid is essential in any healing potion.

Slith Eggs These eggs are supposedly infused with magical energy, and thus are essential in any mana potion. Holy

Water This water removes the impurities in a potion caused by evil, and it is often used to purify slith eggs for use in a potion.

Dark Water This water adds to the impurities caused by evil, and is used in very few potions, though it does have its uses.

Skaarj Heart of Power This heart, occasionally found inside slain demons, seems to have interesting alchemical properties.

There are many more ingredients to be found in Nali Chronicles but these you will discover soon once you start the gameand frequently.

How to mix a potion

All potion mixing is done in the inventory. To start making a potion you'll need to find an empty vial. These will be used in the mixing process, you can't mix liquids in your hands. Once you've an empty container in your inventory activate it. A cross-sectional vial diagram will appear.

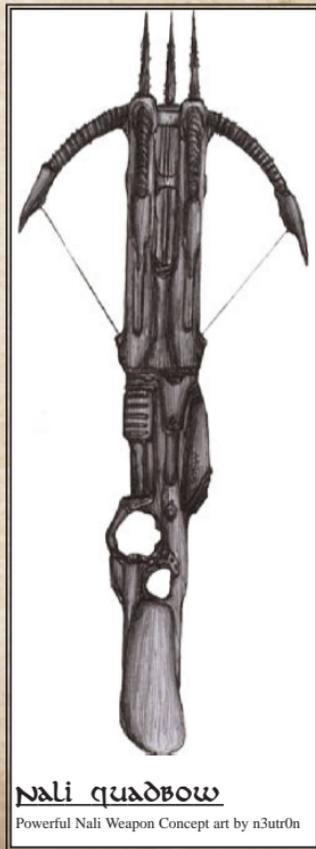
The cross section indicates how full

the vial is. Activate the ingredients you wish to add and watch the vial fill up with them, it will fill up with different colors for different ingredients so you can see how much of each your putting in.

You can take advange or the potion-al usage feature, for example if you have a big vial of water you could only use half of it in your potion, for more information on how to do this see [inventory](#).

Once the cross section diagram is full, simply activate the boiler and watch the little flames, you will say a few nali words if you manage to make a successful potion. Mix the right ingredients in the right quantities and you can make healing liquids, mana boosters and others. Get it wrong and the ingredients go to waste.

Remember that different initially activated empty containers will be able to store different amounts of ingredients, and therefore different quantities of resultants. Whether you potions make something successful or not is calculated on a ratio basis.



Nali Quadbow

Powerful Nali Weapon Concept art by n3utr0n



YOUR FIRST WEAPONS AND SPELLS

CONTENTS

BASIC WATER SPELLS



Ice shard

A razor-sharp shard of ice is created in front of the caster - this attack is fast and long-ranged, though it does somewhat less damage than the mud ball.



Freeze

This spell freezes an opponent in place, allowing the caster to simply pass by without engaging them. The duration of this spell depends on the strength of the target and the amount of mana put into it. If a frozen enemy is damaged, he will not be harmed but the ice around him will melt.

BASIC WATER SPELLS



Lightning

A bolt of lightning springs forth from the caster's hands, branching off to hit other objects in its path and homing in on nearby targets.



Whirlwind

The caster summons a tiny whirlwind that sucks nearby objects into it, causing them damage. While stronger creatures are only slightly damaged by this, weaker enemies may take severe damage and even die. Take note, however, that the caster is not immune to the spell's effects.

BASIC FIRE SPELLS



Fireball

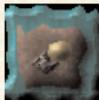
This spell creates a ball of flame and propels it forward from the caster. The ball causes severe damage to whatever it hits, but comes at a greater cost in mana.



Smoke shield

This spell creates columns of magical smoke in front of the caster. These columns actually deflect blows and projectiles, and cost relatively little mana, but seriously impair the caster's vision.

BASIC EARTH SPELLS



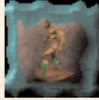
Mudball

A simple spell that summons forth a glob of acidic mud, charring any flesh it comes in contact with. It is a weak and short-ranged attack, but can be quite effective against frail opponents.



Mudskin

A basic coating of mud over the caster's skin provides some protection against blows - though this protection is far from complete and not long-lasting, it can be essential in difficult situations.



Wipe

This spell causes vines to grow out of the earth beneath the victim's feet, holding them in place or slowing down their movement. Its duration depends on the strength of the target and the mana put into the spell by the caster.

This is only a basic overview of some of the spells on offer. There are 43 to try in all.

BASIC WEAPONS



Nali DaGraz Gun

This is one of the most commonly used weapons by the militias of Nali villages. It fires tarydium-infused bullets that date back from the ancient times of turmoil, when they were used against other Nali. The substance can have a deadly effect on a Nali if it passes inside through a wound, though its effect on Skaarj seems less extreme. Some of the more religious rebels decry its use, as it reminds them of a savage past the Nali people would rather forget.

As the DaGraz gun is hand driven the projectiles fly at a low velocity. The result is that each shot falls to the ground after sustained time in the air. You will have to compensate depending on the target's distance from you and the crosshair will not provide any useful information. Some other weapons may be held in a certain way that they fly slightly off centre as well. The Nali DaGraz Gun uses Nali Bullets for ammo



Nali Short Sword

The Nali short sword is actually a cross between a dagger and a sword, but still has considerable power if used up close. Cast ironwork made by the hands of the village blacksmith from NaRaLuk.

Because of the short sword's design it can be used at a great range but the most devastating stabs are reserved for when the target is closest.



develope'r's NOTES

I embarked on Nali Chronicles in a spontaneous and rushed manner; I remember sending Eater my first email and submitting the very first version of "Sandy Heat" only my second song using Modplug Tracker. It must have been awful but for some reason it got me in. As the mod progressed I became mildly obsessed. I remember sitting in my school lessons in another world thinking about new ideas for the mod and what I should do to my latest song when I got home. I would look forward to the nightly ICQ meetings usually consisting of myself, eater and n3utr0n where we would spend hours discussing all things Nali not to mention joking around a fair amount. It was really great to feel like a part of something and to be respected, particularly at that time in your life where you feel like no-one else respects you. Sure NC had some rough times, times where those less optimistic thought the whole thing would flop but on a whole it was truly excellent and has enriched me life immensely and the end product is something I'm proud to put my name to. I'd like to thank the team as a whole, while some individual didn't put in the effort they could've the vast majority were determined to do their best, Eater in particular deserves special praise for being an excellent leader and putting so much time and effort into the project.

- Ole

Working with NC has been a great experience as I've never seen a leader as dedicated as Eater. Even with UT2003 released and UT2004 on the way NC still keeps going! Crazy! Honestly everyone has worked so hard so make NC a reality! I'm glad I was part of the team. It would have been dead if it wasn't for Eater! He should single handily receive all credit!

- Flunders

When I joined the NC team nearly two years ago I found out very quickly that this would get one of the more creative MODs out there. And I soon learned that Eater is one of the best team leaders out there.

He didn't get tired

to kick people in their asses and hell... sometimes this was what everyone needed. Shortly before the UT2K3 release I was sure I wasted all my time for a MOD that will never make it. But Eater pushed the things forward and WOW we managed to pull out something playable and the people liked it. I was really impressed by NC by myself when I first played through it in one piece - I didn't think it would be THAT good. I hope you like it too. I'm glad that I was able to work with this team and to create some content for such a funny MOD. Have fun

- Alex

This information is far too dangerous, bury it, & the F.O.I.A. be damned! We can't let anything this valuable get out.

To be honest, I sometimes had my doubts that Nali Chronicles would make it, but given enough time we pulled through and I am pleased with and what we did. You have only to fire up the game As play the first few levels to find out why. people the team leader, I've had to see a lot of that come and go, and I am grateful to those little stuck around to end, and of course a the important thing is that we finally brought this to a successful end and accomplished what we set out to do, something not many mod teams can say.

- Eater

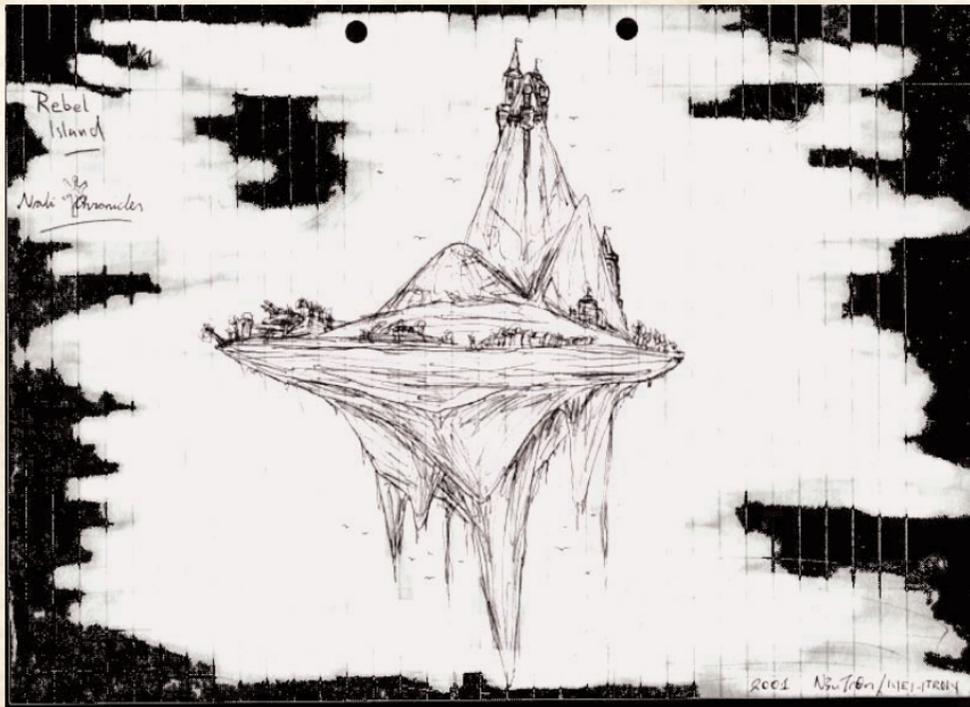
Original Message -----
From: "Nalirp" <nalic@smartgroups.com>
<nalic_owner@smartgroups.com>
Sunday, September 21, 2003 1:42 PM
Subject: Developer's Notes for Manual

Manual is nearing completion
of potion mixing

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