



# STARGATE

## RESISTANCE



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## OVERVIEW

Stargate Resistance is a third-person online shooter set in the Stargate Universe featuring iconic locations and situations from the TV series, as well as unique new locales based on the show.

Stargate Command (SGC) is an international force representing Earth's operations of the Stargate program, and the stargate itself. The SGC has become the primary line of defense for not only Earth, but humanity throughout the galaxy, in their struggle with the System Lords.

The System Lords are a race of parasitic beings bent on enslavement of the human race. Through years of conflict, the SGC had managed to all but eliminate the System Lords, and restore peace throughout the galaxy. But a recent resurgence of new System Lords has begun to erode that freedom, and even threatens Earth itself.



## GAMEPLAY

Stargate Resistance features asymmetric gameplay with differing classes in each faction. While the SGC classes want to use their superior firepower, the System Lords aim to close the distance and use their melee weaponry to win. Team play is rewarded as the various classes work best when supporting one another.

Each game lasts until one side's points total (displayed at the top of the screen) reaches 160. Kills, captures, and so on, are worth a varying number of points, depending on the game type (see map information for game types and points).

## CONTROLS

### MOVEMENT:

**Character Movement:** W (FORWARD), S (BACKWARD)  
A (LEFT), D (RIGHT)

**Camera Control:** Mouse (CONTROLS WHERE YOU LOOK)

**Jump:** Spacebar (USES ENERGY TO JUMP)

**Sprint:** Left Shift (USES ENERGY TO SPRINT)

**Crouch:** Left Ctrl (REDUCES SPEED, INCREASES ACCURACY)

### WEAPONS:

**Fire:** LMB

**Alt-fire:** RMB

**Passive Gear:** F

**Weapon Select:** Mouse Wheel or Number Keys

**Interact (WITH OBJECTS):** E

**Switch Class (ON NEXT RESPAWN):** P

### COMMUNICATION:

**Chat:** T (FOLLOWED BY BRIEF TYPED MESSAGE, VISIBLE TO ALL PLAYERS)

**Team Chat:** Y (FOLLOWED BY BRIEF TYPED MESSAGE, VISIBLE TO PLAYERS ON THE SAME TEAM ONLY)

**Vocal Emote:** V (FOLLOWED BY NUMBER KEY TO PLAY PRESET PHRASE, AUDIBLE TO THOSE IN RANGE)

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## PLAYING THE GAME

### Mouse Movement:

Moving the mouse will cause your facing and point of view to change. Moving the character through the map is a lot like driving a boat. Use the W,A,S, and D keys to provide your thrust and use the mouse as your rudder to steer the player.

Left Mouse Button – Primary Fire

Right Mouse Button – Alternate Fire (Where Available)

Mouse Wheel – Cycle through selectable weapons

SOLDIER'S VIEW



JAFFA'S VIEW



## PLAYING THE SOLDIER

The soldier uses the P90 as their primary weapon and the grenade launcher as a support/artillery weapon. They also have smoke grenades, which they can use to add cover and confusion on the battlefield. All these weapons/abilities have a single firing mode (Left Mouse Button) and use the reticle in the center of the screen to tell the player when an enemy is in range (by turning red with the P90) or their angle of trajectory (elevation indicator with the grenade launcher).

## PLAYING THE JAFFA

The Jaffa uses the Staff Weapon as their only weapon (but with three different functions) and the Shock Grenade to blind and disorient their enemies. The staff weapon fires a huge blast of energy which takes a full second to recharge and causes massive splash damage for dealing with large groups of SGC players. You can see when this blast is ready to fire by the outer ring indicator on the reticle. Instead of resting and recharging the staff blast, the Jaffa can also choose to rapid-fire smaller blasts which do not cause splash damage by repeatedly clicking the Left Mouse Button or simply holding it down.

The staff weapon can also be used for a melee attack by clicking the Right Mouse Button. Make sure to use this to knock back enemies before firing to avoid being hurt by your own splash damage.

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Stargate Command (SGC) is Earth's first line of defense against the evil Goa'uld. Specializing in ranged weapons, the SGC aim to keep their enemies at a distance and rely on their superior firepower to win the day. Players take the role of an SG team member who ventures through the Stargate in search of allies and technology to aid in their struggle.

## SOLDIER

The Soldier is the mainstay of any SGC team, trained to handle numerous weapons and break up enemy attacks with withering firepower.

- P90 (WEAPON KEY 1 **LMB**) RAPID FIRING WEAPON, WITH REASONABLE ACCURACY
- Grenade Launcher (WEAPON KEY 2 **LMB**) SLOW FIRING AREA OF EFFECT WEAPON
- Smoke Grenades (WEAPON KEY 3 **LMB**) CREATE DENSE CLOUDS OF SMOKE AS COVER

## COMMANDO

The Commando is a highly trained sniper, adept at finding concealed locations and supporting his team with precise covering fire. High-tech imaging equipment allows him to find targets at extreme ranges and even detect the most feared enemy – the cloaked Ashrak.

- Sniper Rifle (WEAPON KEY 1)
  - Single Shot (**LMB**) SINGLE SHOT, INACCURATE WHILE NOT SCOPED
  - Zoom (**RMB** CLICK AND HOLD) TWO STAGE ZOOM CONTROLLED BY MOUSE WHEEL. RELEASE RMB TO UNSCOPE
- .50 Handgun (WEAPON KEY 2 **LMB**) HIGH DAMAGE PISTOL BUT WITH SMALL MAGAZINE
- Claymores (WEAPON KEY 3 **LMB**) DEPLOYABLE. AIM DOWN TO PLACE, HOLD RMB TO ROTATE MINE
- Commando Vision (ACTIVE WHILE ZOOMED) VISION SHIFT THAT REVEALS ALL CHARACTERS INCLUDING CLOAKED ASHRAK

## SCIENTIST

The Scientist plays a vital supporting role in an SG team, able to beam down up to two turrets using Asgard technology. She is skilled in devising, maintaining, and repairing all manner of equipment, and is a trained combat medic.

- 9mm Pistol (WEAPON KEY 1 **LMB**) RAPID FIRING SEMI AUTOMATIC PISTOL
- Hypospray/Symbiote Contagion (WEAPON KEY 2)
  - Hypospray (**LMB**) FIRE TO HEAL ALLIES
  - Contagion (**RMB**) CLOUD OF CONTAGIOUS SYMBIOTE POISON. ONLY AFFECTS ENEMIES, CAN BE PASSED BY CONTACT TO OTHERS
- .50 Turret (WEAPON KEY 3) DEPLOYABLE. AIM DOWN + LMB TO DROP BEACON, TURRET BEAMS IN. CAN'T TARGET CLOAKED ASHRAK
- Hypo Dispenser (WEAPON KEY 4) DEPLOYABLE. AIM DOWN + LMB TO PLACE BEACON, TURRET BEAMS IN. HEALS ALL IN RANGE



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System Lords are bold and arrogant, reveling in their might and in the terrifying weapons they wield.

For all that, they have neither the range nor the rate of fire of most human weaponry, instead relying on stealth and subterfuge to win the day. Those fighting for the System Lords aim to get up close to inflict as much damage as possible.

## GOA'ULD

The Goa'uld are a race of parasitic beings that use other (typically human) beings as hosts. They are an aggressive, arrogant, and power-hungry race determined to rule the galaxy.

- Ribbon Device (WEAPON KEY 1)  
Cerebral Overload (**LMB** CLICK AND HOLD) DAMAGES AND ROOTS OVER TIME  
Kinetic Wave (**RMB**) KNOCKBACK ENEMIES
- Healing Device (WEAPON KEY 2)  
Heal Ally (**LMB** CLICK AND HOLD) LEASH AN ALLY AND HEAL OVER TIME  
Heal Self (**RMB** CLICK AND HOLD) HEAL SELF OVER TIME
- Personal Shield (F KEY) INVULNERABLE TO ALL BUT AREA EFFECT WEAPONS

## JAFFA

The Jaffa Prime is the trusted lieutenant of the Goa'uld. Tough, aggressive, and imposing; the Jaffa Prime embodies the System Lords' reliance on brute force and intimidation.

- Staff Weapon (WEAPON KEY 1)  
Rapid Fire (**LMB** RAPID CLICK) RAPID PULSES OF ENERGY WITH LOW DIRECT DAMAGE  
Staff Blast (**LMB** AVAILABLE EVERY 1.5 SECONDS) SLOWER FIRE RATE WITH HIGHER DAMAGE AND SPLASH DAMAGE
- Shock Grenades (WEAPON KEY 2) STUNS ENEMIES IN A RADIUS, CAUSING THEM TO BE BLINDED TEMPORARILY

## ASHRAK

The Ashrak is the Goa'uld assassin. She relies on stealth to close in on her targets and strikes from the shadows with the lethal Ashrak blade.

- ASHRAK BLADE (WEAPON KEY 1)  
SLASH ATTACK (**LMB**) QUICK SWIPE, INSTANTLY FATAL FROM BEHIND
- HARA'KESH (WEAPON KEY 2)  
ENERGY DRAIN (**LMB**) STEAL 100% OF THE ENERGY FROM ALL ENEMIES IN RANGE AND CONVERT IT TO A HEALING SURGE
- ASHRAK CLOAK (F KEY) STEALTH MODE. NEAR-PERFECT INVISIBILITY UNLESS MOVING. ATTACKING OR TAKING DAMAGE INTERRUPTS

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## PIRAMESS

Piramess is a once temperate world now completely shrouded in ice and snow. The inhabitants of this world have devised a weather control device that keeps the temperature warm within the confines of their temple cities. This weather control technology could potentially be used as a weapon on other worlds, and the System Lords have taken notice...

They descended on this peaceful world from orbit, using the device to freeze the capital cities. With such a device they could blackmail hundreds of worlds into submission.

But the heroic SGC has arrived to restore the planetary defenses and drive the System Lords from the planet.



## GAMETYPE

**Capture the Tech:** The SGC must engage the System Lords, prevent them from capturing the weather devices secrets, and obtain power crystals to restore the planet's defense systems. The System Lords win by defeating the SGC, and obtaining data cores containing the secrets of the weather control system.

Each data core or crystal must be captured from the enemy base and returned to the player's own base. A successful capture is worth 40 points! Kills earn a player 2 points. Running through the central core of the weather control device (on the upper floor of the central structure) activates a blizzard that obscures vision and helps mask a tech carrier for a successful capture.

Interactive objects around the map (currently represented by glowing rings) are worth a single point to the player triggering the object (standing in the ring). These objects respawn at various spots around the map.

## GALACTIC DOMINATION

Galactic domination bonuses for Piramess are an increase in Energy to players on the dominating side, allowing them to sprint for a greater duration, and an increase in Health for the side being dominated, making them a little tougher to take down.

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## AMARNA

The SGC landed a force on this world to investigate a naquadah mine which they thought to be long abandoned. The System Lords quickly learned of the SGC's trespass and sent a formidable task force to secure both the Stargate and their precious naquadah, the principle power source for all Goa'uld technology.

As the SG-Team makes their way back to the Stargate to check in, they find the temple that houses the gate crawling with System Lord forces. They now have a serious fight on their hands and must stop the enemy incursion just to make it home.

The System Lord's forces have but one task... eliminate the human interlopers at all costs. Failure means death, whether they survive the battle or not.



The System Lords must wipe out the SG Team, preventing them from revealing the location of the naquadah mine.

The SGC's goal is to eliminate the System Lords controlling the gate, so they can redial Earth, and return home.



## GAMETYPE

**Team Death Match:** Each kill in this team death match style game is worth 4 points. An additional 2 points can be scored (for a total of 6) if you kill a character of your opposing class. Opposing Classes are as follows: Jaffa vs. Soldier, Ashrak vs. Commando, and Goa'uld vs. Scientist.

Interactive objects around the map (currently represented by glowing white images) are worth a single point to the player triggering the object (standing in the ring). These objects respawn at various spots around the map.

## GALACTIC DOMINATION

**Galactic domination bonuses for Amarna** are an increase in Damage to players on the dominating side, allowing them to inflict a bit more pain on their enemies, and an increase in Health for the side being dominated, making them a little tougher to take down.

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## STARGATE COMMAND

After many years, the System Lords finally obtained a viable transmission key which allowed them to pass through the stargate and establish a firm foothold inside Stargate Command. They have already disabled primary iris control, assassinated all commanding officers capable of detonating the SGC's failsafe device, and must now defuse the device itself to ensure safe passage for the legions of their brethren waiting to enact furious devastation on the home planet of the human menace.

The SGC reserve forces have been called in to repulse this attack. They must fight their way through the System Lord's forces and secure the stargate without losing control of the failsafe device: a massive explosive capable of flattening the facility; their last chance to stave off the System Lords should their mission fail.



## GAMETYPE

**Domination:** The object of this game is to gain control of all three domination points on the map. Capturing a domination point is worth 6 points and holding all three is worth 1 point to your team per second of control. Each faction begins the game controlling one of the three domination points and must fight to take the other two in sequence (first the center point and then the opposing side's). Any attempt to re-take the final point once all three are held will pause the accrual of points. In addition, killing opponents is worth 2 points for your team.

Interactive objects around the map (currently represented by glowing rings) are worth a single point to the player triggering the object (standing in the ring). These objects respawn at various spots around the map.

## GALACTIC DOMINATION

**Galactic domination bonuses for Earth** are an increase in Capture Time to players on the dominating side, allowing them to more quickly achieve their objectives, and an increase in Health for the side being dominated, making them a little tougher to take down.



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## SYSTEM SPECS

Stargate Resistance is built using the Unreal Engine and runs well on a number of machines. Results will vary based on the exact specifications of the player's machine. Some guidelines for what settings to enable are as follows:

### LOW:

This would be anything under an NVIDIA 8800 GT.

Screen Resolution = 1024 x 768  
Texture Quality = Low  
Character Quality = Low  
World Quality = Low  
Enable Dynamic Shadows = False  
Enable Bloom = False  
Enable Depth of Field = False  
Enable Ambient Occlusion = False

### MEDIUM:

This would be anything over/including an NVIDIA 8800 GT

Screen Resolution = Anything higher than 1024 x 768 or max resolution monitor can be set to  
Texture Quality = Medium  
Character Quality = Medium  
World Quality = Medium  
Enable Dynamic Shadows = False  
Enable Bloom = True  
Enable Depth of Field = True  
Enable Ambient Occlusion = False

### HIGH:

This would be any card above an NVIDIA 9700 GT

Screen Resolution = Max max resolution monitor can be set to  
Texture Quality = High  
Character Quality = High  
World Quality = High  
Enable Dynamic Shadows = True  
Enable Bloom = True  
Enable Depth of Field = True  
Enable Ambient Occlusion = True