

# **Nali Chronicles (en) UT Save Info**

von Roland Philippi, 30.03.2017

Das Spiel **Nali Chronicles (en)** hat einen **Trainingslevel** und **19 Spiel Levels**.

## **Trainingslevel**

**The Training Sanctuary**

## **Spiel Levels**

1. **NaRaLuk Village**
2. **Temple of Gazra**
3. **Jardi Village**
4. **Dranoo Village and Dranoo Path  
(Cutscene) Leaving for the Island**
5. **The Ghost Island  
(Cutscene) Leaving from the Island**
6. **GraDjik's Path**
7. **Moonspire Gate**
- 8a. **Moonspire (Part 1)**
- 8b. **Moonspire (Part 2)**
9. **The Cavern Cellars**
- 10a. **The Nali Sandcanyon (Part 1)**
- 10b. **The Nali Sandcanyon (Part 2)  
(Cutscene) The Escape**
11. **Cerberus Castle**
12. **Skaarj Laboratory**
13. **Demon City**
14. **Outskirts of Skaarj City**
15. **The Prophet's Palace  
(Cutscene) The End of the Prophet's Castle**

**16. The Temple of Zakaran****17. The Sea of Despair****18. Temple of Gazra (Revisited)****19. The Battle at NyLeve's Falls**

Dieser Ordner enthält **elf** mit dem Freeware-Packer **7-Zip (32 Bit) v4.65** gepackte **Savegame Zusammenstellungen** von **Save1.7z** bis **Save11.7z**. Das zum **Entpacken** nötige **Programm** liegt bei.

Die Schwierigkeitsstufe ist **MEDIUM**.

Die **elf Savegame Zusammenstellungen** enthalten jeweils einen **Save-Ordner** mit **9 Savegames** (**Save0** bis **Save8**) mit den **fortschreitenden Spiel-Levels** von **The Training Sanctuary** bis **The Battle at NyLeve's Falls** in Form eines **Walkthrough**.

**Save1** geht von **The Training Sanctuary** bis **Jardi Village**.  
**Save2** geht von **Dranoo Village and Dranoo Path** bis **Leaving for the Island**.  
**Save3** geht von **The Ghost Island** bis **GraDjik's Path**.  
**Save4** geht von **GraDjik's Path** bis **Moonspire (Part 1)**.  
**Save5** geht von **Moonspire (Part 2)** bis **The Cavern Cellars**.  
**Save6** geht von **The Cavern Cellars** bis **The Nali Sandcanyon (Part 2)**.  
**Save7** geht von **The Nali Sandcanyon (Part 2)** bis **Skaarj Laboratory**.  
**Save8** geht von **Demon City** bis **Outskirts of Skaarj City**.  
**Save9** geht von **Outskirts of Skaarj City** bis **The Prophet's Palace**.  
**Save10** geht von **The Prophet's Palace** bis **The Temple of Zakaran**.  
**Save11** geht von **The Sea of Despair** bis **The Battle at NyLeve's Falls**.

So kann man **anhand der Spielstände** wie bei einem **Walkthrough** durch das **Spiel** gehen und sich den **Spielverlauf** anschauen.

Der **Pfad** für den **Save-Ordner** lautet normalerweise **C:\UnrealTournament\Save**.

Verschieben Sie den alten **Save-Ordner** in einen **Extra-Ordner** oder löschen Sie den alten **Save-Ordner**, bevor Sie den **neuen Save-Ordner** in den Ordner „**UnrealTournament**“ kopieren.

**Bonus**

Als **Bonus** liegt noch die **Savegame Zusammenstellung** **zSave\_Summary.7z** mit einer **Zusammenfassung** der wichtigsten **Spiel-Level** von **Anfang** bis **Ende** bei.

**Weitere Lösungen und SaveGames**

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## English

# Nali Chronicles (en) UT Save Info

The game **Nali Chronicles (en)** has **one Training Level** and **19 Game Levels**.

## Training Level

The Training Sanctuary

## Game Levels

1. NaRaLuk Village
2. Temple of Gazra
3. Jardi Village
4. Dranoo Village and Dranoo Path  
(Cutscene) Leaving for the Island
5. The Ghost Island  
(Cutscene) Leaving from the Island
6. GraDjik's Path
7. Moonspire Gate
- 8a. Moonspire (Part 1)
- 8b. Moonspire (Part 2)
9. The Cavern Cellars
- 10a. The Nali Sandcanyon (Part 1)
- 10b. The Nali Sandcanyon (Part 2)  
(Cutscene) The Escape
11. Cerberus Castle
12. Skaarj Laboratory
13. Demon City
14. Outskirts of Skaarj City
15. The Prophet's Palace  
(Cutscene) The End of the Prophet's Castle

**16. The Temple of Zakaran****17. The Sea of Despair****18. Temple of Gazra (Revisited)****19. The Battle at NyLeve's Falls**

This folder contains eleven with the freeware packer **7-Zip (32 bits) v4.65** packed **Savegame compilations** of **Save1.7z** to **Save11.7z**.  
The **program**, necessary for the **unpacking**, is enclosed.

The difficulty level is **MEDIUM**.

The eleven **Savegame compilations** contain a **Save** folder (**Save0** to **Save8**) with the **increasing Game Levels** from **The Training Sanctuary** to **The Battle at NyLeve's Falls** in the form of a **Walkthrough**.

**Save1** stretches from **The Training Sanctuary** to **Jardi Village**.  
**Save2** stretches from **Dranoo Village and Dranoo Path** to **Leaving for the Island**.  
**Save3** stretches from **The Ghost Island** to **GraDjik's Path**.  
**Save4** stretches from **GraDjik's Path** to **Moonspire (Part 1)**.  
**Save5** stretches from **Moonspire (Part 2)** to **The Cavern Cellars**.  
**Save6** stretches from **The Cavern Cellars** to **The Nali Sandcanyon (Part 2)**.  
**Save7** stretches from **The Nali Sandcanyon (Part 2)** to **Skaarj Laboratory**.  
**Save8** stretches from **Demon City** to **Outskirts of Skaarj City**.  
**Save9** stretches from **Outskirts of Skaarj City** to **The Prophet's Palace**.  
**Save10** stretches from **The Prophet's Palace** to **The Temple of Zakaran**.  
**Save11** stretches from **The Sea of Despair** to **The Battle at NyLeve's Falls**.

So one can go through the **game** by means of the **scores** as a **Walkthrough** and have a look at the **course of the game**.

The **path** for the **Save** folder **usually** is **C:\UnrealTournament\Save**.

Move the old **Save** folder into an **extra folder** or erase the old **Save** folder, before you **copy** the new **Save** folder **into the folder "UnrealTournament"**.

**Bonus**

As **Bonus** the **Savegame compilation zSave\_Summary.7z**, with the **summary** of the most important **game levels** from **start** to **finish**, is included.

**More Solutions and Savegames**

<https://games.roland-philippi.de>

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