

Unreal Tournament: Game of the Year Edition Review – Windows

Developed by: Epic Games (<http://www.epicgames.com>)

Published by: Infogrames (<http://www.infogrames.com>)

Reviewed by: Tim Maxwell

Official Site: <http://www.unrealtournament.com>

Genre: First-Person Shooter

System Requirements:

Intel Pentium 200 MHz or equivalent processor
Microsoft Windows 95, Windows 98, Windows Millennium Edition, or Windows 2000 operating system
32 MB of RAM (64 MB Recommended)
300 MB of available hard disk space
Quad-speed or faster CD-ROM drive
DirectX 7.0 Compatible Sound Card
PCI Local Bus Video Card (8 MB 3D accelerator recommended)
TCP/IP (28.8K minimum speed) for network and Internet play

Supports: Joystick/Gamepad

ESRB: Mature

Overall Rating: 9

Graphics: 9/10

Sound: 9/10

Documentation: 8/10

Getting Started: 9/10

Gameplay: 9/10

Value: 9/10

The Good Press: The original *Unreal Tournament* was already one of the greatest first-person shooters of all time. Add a bunch of awesome new weapons, levels, and modifications and the best just keeps getting better.

The Bad Press: Current *UT* owners have little reason to upgrade since most of the additions are freely downloadable; it can be difficult to find players online that have the necessary files installed.

Overview: A must-purchase for first-timers, but current owners won't be missing anything if they skip this update.

Tips:

Use your translocator to quickly traverse from one area to another.

To get access to the new Chaos and Rocket Arena modifications, you must install them from the second disc.

If you really want to piss off the other team during a capture the flag game, deploy a turret right near the location where opposing players spawn.

Unreal Tournament has gone down in history as one of the most innovative and successful first-person shooters to ever grace a PC monitor. Epic Games did nothing short of a brilliant job packing so many features into the game while implementing rock-solid internet playability. Like *Half-Life* before it, Infogrames has now released the *Game of the Year* edition with a few new features and a discounted price. For those of you who never got around to purchasing the original *UT*, this is a no-brainer, stop reading this review and go buy this game right now! If however, you already own the game, you can enjoy all the features of the GOTY edition for free with a little bit of patience and site hopping.

For the purpose of this review, I'm going to briefly discuss the gameplay modes and options before discussing what has changed since the original game. If you'd like to get the lowdown on the original game, check out our review <a href=<http://www.happypuppy.com/win/reviews/unrealtour%2Dwin%2D1.html>>here.

Gameplay-wise, the GOTY edition is identical to the original game. *UT* still reigns supreme in terms of sheer variety, with seven different modes of play, countless levels and weapons, and limitless subtle tweaks to tailor the game to your playing style and ability. If you'd like to get a little practice in before you take on some real-life foes, you can program any number of highly intelligent bots to test your mettle in any of the game's modes. This practice will certainly come in handy when you decide to tackle the *Unreal Tournament*—a series of increasingly difficult missions that is certain to challenge even the most accomplished *UT* veterans.

If you manage to conquer the Unreal Tournament, don't get too cocky yet. Han Solo from *Star Wars* might have said it best when he addressed Luke's good fortune with the light saber practice droid: "good against the machine is one thing. Good against the living, that's something else." As such, the real fun begins when you take your game online. With UT's trouble-free in-game matchmaking service and noticeably lag-free internet code (depending on the speed of your connection, of course), you'll be fragging your friends across the country in no time. In this aspect, UT GOTY hasn't changed much from the original, but hey, if it ain't broke, don't fix it.

Those of you who don't read your manuals carefully might easily overlook what has changed in the GOTY edition. There are a ton of cool new levels, a new "Rocket Arena" mode, a kick-ass modification known as the ChaosUT mutator, as well as a few other niceties neatly tucked away in a separate 400-plus Megabyte install on the second disc. Once installed, the bonus items are easily accessible from the main menu.

Of all the changes made, the ChaosUT modification is what really separates GOTY from the original. When you enable it in your games, you'll have access to a whole slew of new weapons and gadgets. Some of the cooler weapons include a crossbow (complete with exploding, poisonous, or regular arrows), an even deadlier sniper rifle (loaded with bullets that now ricochet off walls, or my personal favorite, the rocket-propelled bullets that travel at extreme velocities and emit *Matrix*-style rings of smoke as they travel), and proximity mines (which can be programmed to search and destroy or lie in wait of their next victim). Then there's the new melee weapon—the bastard sword—that not only looks cool, but can slice and dice enemies at close range or deflect shots back at opponents.

Two new gadgets, sentry turrets and the awesome Vortex are also welcome additions to the game. These hard-to-find items generally take turns spawning in the same location as the redeemer (which, for those who don't know fires a miniature nuclear warhead). When you find a turret locator beacon, you simply press the fire button to deploy it. In several seconds, the turret will appear and lay waste to every hostile in its path. These are especially useful to protect your flag in CTF games. The vortex just might be the coolest offensive tool in the game. When deployed, the vortex sucks in and implodes anything that moves for a 15 second period. Being chased by a squadron of baddies as you scurry back to your base? Simply launch on of these babies and the threat will be neutralized in no time.

A couple of other cool gameplay features are the Rocket Arena and the additions of relics. The rocket arena is a team skirmish that takes place on several specially designed levels. Both teams are equipped with all the weapons (sans the redeemer), as well as full ammo, health, and armor. The team that has one man left standing at the end wins. The relics also add a great deal of fun and strategy to the game. They give your player special characteristics that are in place until you die. Some of the more useful relics allow for increased quickness, added strength or defense, the ability to rejuvenate yourself, or vindication (i.e. an explosion occurs after you die that often eradicates your killer as well).

So now that you know what's new in the GOTY edition, the question is whether or not it's worth the money for current UT owners. If you don't already own the game, now is the perfect time to jump into one of, if not the greatest first-person shooters of all time. If you do own it, most of the updates are freely available for download on various sites around the Internet. With a little digging, you should be able to upgrade your version of UT to GOTY without spending a dime. If you don't have the time or the patience to search around the find and download the updates, the modest \$30 price tag certainly won't break the bank. Either way, you can't go wrong.