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## [Level Design Contest for UT3 Announced](#)

*Design maps, make money, meet Cliff*

It seems that the [Unreal](#) modding community is in need for some new recruits and it is offering everybody a chance to join its ranks. An official competition has been prepared to support the modders and huge prizes are up for grabs, just as anybody would've expected. And the thing that makes this whole deal even better is the fact that the rules are made in such a way that even new modders have a chance! The competition is organized by 3D Buzz and none other than [Epic's](#) Design Director, Cliff Bleszinski and it is called the Old School Level Design Contest for Unreal Tournament 3. This contest is unique in that only those assets included in the retail version of Unreal Tournament 3, published by Midway, are permitted - absolutely no custom content can be used in your level, which means, as I've said before, that even if you're completely new to the modding scene, you still have a chance to win. I know that the prizes are the ones that matter a lot in such a situation, so read on. The Grand Prize winner will go home with \$1000 cash, a PlayStation 3 console (or \$500 cash), an autographed copy of Unreal Tournament 3 signed by the developers plus video reviews of the created level by the staff of 3D Buzz and Cliff Bleszinski. The first and second runner-ups will also receive a PlayStation 3 console (or \$500 cash), an autographed copy of Unreal Tournament 3 signed by the developers and a video review of the created map by the 3D Buzz team. This first contest involves the creation of a Deathmatch type map. In order to enter the competition, you should also create a frequently updated Work-In-Progress forum thread over at 3D Buzz's website, so it might be a good idea to head there now and get more details.