

By: Jaaia@i2008 Games Editor

## [Team Fortress 2 Receives Massive Overhaul](#)

*Unlockable weapons, a new game mode... it sounds like an entirely new game*

The Orange Box's hit [Team Fortress 2](#) is about to receive some major and rather unexpected changes, such as unlockable weapons, an all-new game mode and even class changes. Valve's game is a sequel to the original Quake mod and it was first announced 10 years ago (yes, you can call it [Duke Nukem](#) Forever's little brother, if you wish). Still, with its cartoonish graphics and super cool gameplay, it managed to become a hit and a really appreciated title in the gaming community. According to a CVG report, Team Fortress 2 is going to get some major updates. First of all, Valve is going to bring a bunch of unlockable weapons for every class, even though only the medic will receive two new items. While the first is called the Overhealer (permanently doubles health, but it has, as a downside worse Ubercharge building), there are no details regarding the second one. Anyway, as you can see, these are some really great and totally new additions, each with its own pro's and con's, and each really hard to unlock. For example, the first one needs 17 of the 35 new medical achievements, while the second needs them all. Two new maps will be available, too: Badlands and Goldrush. The latter also introduces the new game mode (unnamed at the moment), that seems to be, in a way, similar to the well known "Capture the flag" mode. The blue team will have to escort a small mining cart all the way to Red's headquarters within a certain time limit. While the cart moves faster when more blue players are around it, it will stop moving if just one opposing player is near it. This means a lot of new tactics and, overall, a ton of new ways to have fun while playing TF2. All these exciting new additions (and probably some extra ones) will be available in about one month, so get ready to rumble!