

By April 2008, mitrescu, Games Editor

[Unreal Tournament 3 Coming to the Xbox](#)

Arms filled with new stuff

The Unreal 3 engine, created by Epic Games, has already spawned one huge success for the [Xbox 360](#) gaming console from Microsoft in the form of Gears of War and is already powering the game that's set to again establish records on the console, [Gears of War 2](#). But the main [Unreal 3](#) powered offering, Unreal Tournament 3, has only been released on the PC and PlayStation 3. Midway is set to chance all this as it prepares to unveil the gate on which the Xbox owners will get their hands on Unreal Tournament 3. But until we know a date, it's good to know that the Xbox version of the game will include all of the content that DLC has brought to the PC and PS3 on the game disk. Also there will be some exclusive stuff on the disk, in the form of five new maps which have never been seen before and two new player models. Apparently, the game will also offer the option for some intense splitscreen action. Jeff Morris, who is Senior Producer at Epic Games in charge of the Xbox 360 version of Unreal Tournament 3, said the main draw for gamers would be "Speed! UT3 is a zero time to spectacle game, meaning that when you spawn into the world, you're instantly in the action. Vehicles are exploding, robots are blowing apart lizard monsters, just non-stop CARNAGE! We're an unabashedly twitch game. Your targeting reticule doesn't expand when you move, so you can be just as accurate with your weapons whether crouching in a corner or jumping off a bridge. UT3 doesn't have a spawn queue, so when you die, you're instantly back into the action. I think UT3 is just what the doctor ordered for people suffering for the accursed affliction of Tactical Shooter Fatigue." The game hasn't yet drawn the same following that its predecessor, Unreal Tournament 2004, managed to create, but it's still a very competent, fast-paced and over-the-top shooter for the adrenaline junkies amongst us. So let's wait and see what the release date is.