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[Unreal Tournament 3- Renamed and Available for 360](#)

Unreal Engine Toolset for the ultimate customization.

Erase your previous [Unreal Tournament](#) title because here comes Unreal Tournament 3. Yes, not UT 2007. They thought to change the name but that's the least Epic Games did to the game. The new single-player campaign is deeper and more life-like than before, old favorite characters have returned and are joined by several new ones and to top it all, cooperative online play. The well known online modes such as Deathmatch, Team Deathmatch and Capture the Flag are still there and as an addition to them, new Warfare modes to enjoy. The weapons are also improved, heck..., they're the best: long-range Shock Rifle and the shorter range Flack Cannon are just 2 of the two dozen weapons available which happen to go very well with the increased aggressiveness and intelligence in the AI. Still not enough for you? Using Unreal Engine Toolset, players can build their own levels, game types, rules, mods and more thus giving you the ultimate freedom of choice to do whatever you want once you've gotten your hands on it. Weaponry of tremendous power combined with the new characters and game modes will just take your breath away and keep you stuck to the screen for hours, but don't forget that your computer (if you choose to play it on your PC) may need some upgrading as the game's requirements are pretty high. Console owners should take into consideration that UT 3 is a mouse and keyboard game so if you don't own a PS3, then settle with what you've got. The game will be launched on the [PC](#), [PlayStation3](#) and Microsoft's [Xbox 360](#) in the second half of 2007.