

GT Interactive
116 Baker Street
London W1M 1LB

GT INTERACTIVE PRESS RELEASE

18/3/99

UNREAL TOURNAMENT

Format: PC
SRP: £TBA
Release: April 1999

Unreal: Tournament is unlike any previous computer game ever released. It has both a rich single-play experience and quite possibly the most complete and entertaining multiplayer package ever conceived, including all new game types such as Capture the Flag, Domination, and Assault, where players attempt to either attack or defend a fortress for a specified amount of time.

In the single play experience the player guides his team of computer controlled buddies against the meanest gangs of space-hooligans this side of the galaxy. It is a fight to the death in over 35 arenas and fantastic locales, including a high-speed train, a castle that rests on a summit miles above the clouds or an ancient alien galleon as it gently rocks from side to side.

In addition to the rich single and multi play experiences **Unreal: Tournament** offers new graphics, a vastly improved user interface, as well as several all-new weapons of destruction. Many previous favourite Unreal weapons return, with house-shaking new sound effects and drastically increased damage, as well as a host of other special secrets and surprises. The Artificial Intelligence of the computer-controlled opponents is unmatched, the beauty of the Unreal Universe will continue to set new standards in visual quality, and the ease with which the average person will be able to find and join a fast-moving, low lag Deathmatch game online will be unparalleled.

FEATURES

Telephone: 0171 565 7300
Fax: 0171 565 7390

mbroughton@gtinteractive.com OR lkirton@gtinteractive.com OR smaflin@gtinteractive.com

- Over 35 brand new Arenas
- Tons of new in-game graphics and textures
- Three all-new weapons, complete with regular and alternate firing modes
- A brand new user interface which allows click and play internet competition
- Improved “Bot” artificial intelligence which allows for the most exciting deathmatch or team based games in a variety of exciting scenarios
- New Deathmatch features and 3 game type additions, including Capture the Flag, Assault, and Domination.
- A complete and enjoyable single player experience where you guide your team against opposing teams for the title of “Unreal Grand Master.”

Capture the Flag

The players are divided into two teams, **blue** and **red**. Each team has a base with a flag that they must defend. Points are scored for a team when a team member captures the opposing team’s flag, by bringing it back to the team’s base while their own flag is safely contained in the home base.

Assault

Players are divided into two teams, **defenders** and **attackers**. The attackers must invade the enemy base and destroy one or more objectives. Objectives can range from escaping a dungeon prison, to destroying computer terminals, to hijacking a train. Throughout these games, a timer is counting down how long the attackers have to complete their objectives. The game ends either when the timer counts down, or when the last objective is destroyed. At this point, the map is restarted with the two teams switching positions.

Domination

Players are divided into two or more teams. Each team scores points for maintaining control of certain key points called **ControlPoints**, dispersed throughout the level. A player can take control of a control point by holding it (remaining still on it) for a period of time – four seconds if the ControlPoint was previously neutral, or eight seconds if it was previously controlled by another team. If a player does not touch a control point for an extended period of time, the point will return to neutral and will have to be reclaimed by either team.

Tournament DeathMatch

When Tournament Mode is enabled, all players must be logged in and register by hitting their fire button before play will commence. Once all players have registered, a countdown commences. This countdown will be paused if any player hits their fire button again, and will remain paused until that player registers again. When the countdown ends, play begins.

All Tournament Mode games have a variable ending (a frag limit or a time limit) which can be decided either by the player or the server administrator. If no end condition is set, the time limit is automatically set to twenty minutes. If the end condition is a time limit, a warning message is broadcast five minutes before the end of the game and each minute thereafter until the game ends.

New Command Line Options

For advanced users who want to run their own Unreal-based servers, several game options can now be set from the command line, including FragLimit, TimeLimit, MaxPlayers, GameSpeed, and CoopWeaponMode.

JumpMatch

When JumpMatch is enabled, all players can jump twice as high (as if wearing jump boots that never wear out).

Novice Mode

When the Novice Mode option for botmatches is enabled, bots do reduced damage to players and move more slowly. This is perfect for beginning players who may not have played a 3d shooter before and are looking for an enjoyable yet non-threatening experience.

Hardcore Mode

When the Hard Core option for multiplayer games is enabled, weapons do more damage and the game plays faster for an intense experience. Experienced gamers will thoroughly enjoy this new game type.

Spectator Cams

SpectatorCams are placed throughout various arenas. A person who would like to watch and not participate in a network or Internet game can simply observe how the game is played. Spectators can cycle through these camera views by pressing their jump button. Spectators can also cycle through player views by pressing their fire button.

New Weaponry and Items

Translocator

The Translocator acts as a “portable teleporter.” It is not only a weapon, but it is also a defensive device and a mode of movement, and nothing like it has ever been done in any game to date.

It is split into two parts, a **source** module and a **destination** module. When the player “throws” the destination module, he can then press a button on the source module to instantly teleport to the spot that the destination module landed.

Imagine teleporting to any destination in a level, as long as it is within throwing range. If the destination module is thrown into the hands of an enemy and the user teleports to his module, he

GT Interactive
116 Baker Street
London W1M 1LB

will “telefrag” the opponent, killing him and getting his weapon. This requires some skill to accomplish but it is extremely gratifying to pull off and results in an instant-kill.

Should you stumble upon a destination module that a foe has left lying around, intending to teleport to, you can fire at it and send it flying into lava or another inopportune spot. Or, the module can be sabotaged so that when the user teleports he will implode upon himself, resulting in an instant and unpleasant death.

Use of the translocator can be enabled or disabled for any game type. When enabled, all players receive the translocator as a default weapon.

In Capture the Flag games, a player translocating while holding the flag will drop the flag.

Redeemer

The Redeemer is the ultimate rocket powered nuke; it resembles an immense rocket launcher. When fired, it launches a huge yet slow moving missile that, upon striking a solid surface, will explode and send out a gigantic shock wave that will instantly pulverize anyone or anything within its colossal radius.

Even more exciting about this weapon is its alternate mode of firing. Shoot the alt-fire, and you are in control of the most lethal projectile ever conceived! You can fly the missile anywhere you want, but remember that while you are doing this you are a sitting duck! Just like in Desert Storm, you can steer this missile right into the base of the enemy and clear them out like a bug-bomb takes out cockroaches!

Pulse Blaster

The Pulse Blaster fires energy bolts at an incredibly high rate of fire that will melt your opponent. Its rotating barrels spew forth electric death at an alarming rate of speed, so watch where you shoot it!

IMPACT Hammer

Pound your enemies into tiny bits of pulp with the most lethal Melee weapon ever conceived! The Impact Hammer is a hydraulic, steam powered mashing device that was originally built for tunneling but caused so many mining deaths that it was re-issued as a weapon for Tournament Play!

Enhanced User Interface

Unreal: Tournament features graphically and functionally enhanced menus and a much more detailed in game Heads Up Display (“HUD.”) There are special HUDs for each game type. While battling computer controlled enemies the player can hear radio chatter between his teammates or even be insulted by a sharp-tongued enemy.

Telephone: 0171 565 7300
Fax: 0171 565 7390

mbroughton@gtinteractive.com OR lkirton@gtinteractive.com OR smaflin@gtinteractive.com

GT Interactive
116 Baker Street
London W1M 1LB

Bot AI Enhancements

Bots are computer-controlled versions of Deathmatch opponents. They allow for a multiplayer type experience without having to pay for an internet connection or figure out how to network your computer.

Improved navigation: The Bots have a better understanding of lifts, swimming, triggered doors, and how to go through slime or lava with the appropriate items (e.g. a toxin or asbestos suit).

Improved weapon handling: A better understanding of combination moves, and best weapon for a situation. They can also handle the new weapons and the translocator, and they understand how to aim tossed projectiles (such as grenades or biogel) better.

Camping: Bots understand camping, and know where the best camping spots are. They will hide out in sniper areas and use these areas to their advantage when fighting.

Support for the new weapons and Game-Types: Bots understand how to play all of the new game types, including **CTF**, **Assault**, and **Domination**, and coordinate as a team in playing these games. For once, Artificial Intelligence is helping you instead of trying to take you out!

Configuration: Bots have many more configurable attributes, including accuracy, combat style, camping rate, and favorite weapon. An advanced user can create his own Deathmatch opponent and duke it out against him to practice for playing on the Internet!

Players can give bots orders (or in bot only teams they will give orders to each other), including such commands as:

- Defend the base.
- Attack the enemy base.
- Hold this position.
- Cover me.
- Etc.

Telephone: 0171 565 7300
Fax: 0171 565 7390

mbroughton@gtinteractive.com OR lkirton@gtinteractive.com OR smaflin@gtinteractive.com

GT Interactive
116 Baker Street
London W1M 1LB

For further information, Contact:
Matt Broughton, Lee Kirton, or Simon Maflin at
GT Interactive, on 00 44 (0)171 565 7300

Telephone: 0171 565 7300
Fax: 0171 565 7390

mbroughton@gtinteractive.com OR lkirton@gtinteractive.com OR smaflin@gtinteractive.com