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Subject: Re: Unreal Tournament 3 Beta Released

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 13 Oct 2007 14:43:11 GMT

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Well this game does bring in a lot of new things, but definitely keeps to the UT gameplay.

Hoverboard isn't anything you find, all you need to do is press Q, and your player deploys the hoverboard. You can't use any weapons when on the board though.

Anyways it's a very fast paced and interesting game. In this demo they've added the Vehicle CTF (UT 2004 only came with normal CTF) with a bunch of new vehicles and stuff, and apparently there's going to be a "Warfare" mode. From what I hear, Warfare mode might probably be the closest thing to Renegade's style of play.

I love the artillery... reminds me of the Tiberian Sun Nod arty.

Anyways like Titan said... we're pure Renegades but how cool would it be to play C&C Renegade on a far better engine like this one, where the source code will be released with the game, allowing us to do almost what ever we want? I think that'd be a bargain.

Quote:Not that this could ever replace Renegade, in Renegade, it's not just the fastest who wins (Unlike UT, where the faster you are, the more likely you are to win). In renegade, brains can easily outdo "brawn" (someone with a fast reaction time)

Well yeah, no professionally made game will replace Renegade's C&C mode. We know that - it's almost been 6 years and there's nothing like it.

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