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Subject: Re: UDK from Epic Games

Posted by [JohnDoe](#) on Fri, 06 Nov 2009 20:27:59 GMT

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EvilWhiteDragon wrote on Fri, 06 November 2009 13:12Goztow wrote on Fri, 06 November 2009 18:54JohnDoe wrote on Fri, 06 November 2009 18:24Goztow wrote on Fri, 06 November 2009 06:06So I bought that piece of shit game for nothing :S.

Is everything moving too fast?

UT3 might be one of the last high-speed games, the classic FPS is dying out and being replaced by "tactical gameplay" (as if other games didn't involve tactics...) and rechargeable health...this new generation of gamers is so used to the Halos and Call of Dutys, they might actually catch a seizure when they watch Quake or Unreal demos, let alone play a map against some pros.

Not kidding for once, I'm genuinely interested in this...you aren't part of that generation, but playing nothing but Renegade for years will slow down your gaming senses in the same fashion. I'm actually a big fan of UT 2k4. I played it on multiple occasions in LAN environments. When i bought UT3, I thought I'd see something new. But what i saw was the same game on a different engine.

If i still did LANs, I'd probably enjoy it about as much as UT2k4. But then I could have just continued playing UT2k4 as well, I suppose. But once you get a baby, the LAN'ing become history.

If you find UT2k4 and UT3 to be the same you haven't played them enough. UT3 is more of the UT classic style than 2004. I prefer UT3 or UT classic above 2004, that's for sure.They play pretty differently

Movement/weapons/stuff like removal of adrenaline is definitely more UT99, but some of the game modes are closer to 2K4...I figure he wanted something fundamentally different like when 2K4 introduced Onslaught.

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