



Introduction

When Unreal Tournament first hit the scene alongside Quake III, it seemed like a bold new direction for the first-person shooter. Top-notch competitive multiplayer was king, and nothing else mattered. For a brief time, it even appeared as an annual franchise, perhaps a reflection of its ever-rising status as a virtual sport.

But much has changed since 2004. Unreal has taken some time off, and since then the landscape has grown lush with rich single-player games, and slower, more tactical multiplayer. Have no fear, twitch junkies, Unreal Tournament is back to rock.

Epic's latest makes no concessions. It's still the same fast and furious, cutthroat action it's always been, and it hasn't slowed any with age. The competition is fierce, but IGN is here to give a leg-up before you dive in.

In this Unreal Tournament III strategy guide, you'll find:

- **BASICS** // Some general tips on how to move like a pro.
- **WEAPONS** // Master the many tools of the trade.
- **VEHICLES** // Tip on how to best use Unreal's many flashy rides.
- **MAPS** // Map-specific strategies for Deathmatch, Team Deathmatch, and Duel maps.

Guide by: Travis Fahs

© 2007, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

IGN Insiders get exclusive access to extra guide features:

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.
- Video tips and strategy for added gameplay assistance.

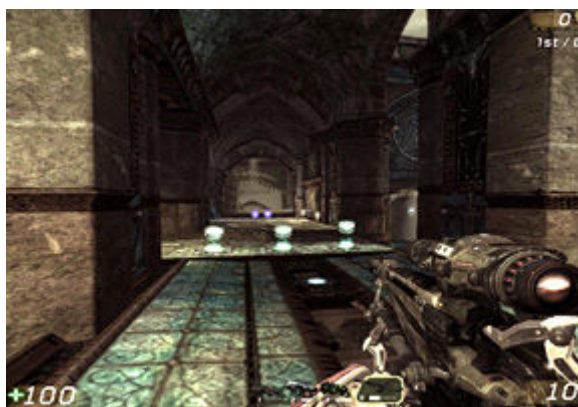
[**JOIN TODAY**](#)

Unreal Tournament III Basics

Deathmatch

The classic staple of online first-person shooters since the very beginning. Deathmatch hasn't changed much over the years, and Unreal Tournament III isn't going to rock the boat. This is not a tactical game, and survival will take skill and reflexes.

The basic Deathmatch mode is a free-for-all where the man with the highest frag count wins. As such, defense is not as important as in Duels and TDM. You don't want to be giving up easy points to your opponent, but with so many people vying for dominance, you really only need to be especially concerned with those leading you at any given moment.



Team Deathmatch

Team Deathmatch, another old genre staple, is a race for dominance between two sides. With only two scores, it can often be a tight race for the two sides, and defensive playing becomes a much more important skill. Every time an enemy frags you, it's one more point they'll have. Because of this it really helps to know when to retreat and fall back into an area that your team has better control over.

Working together is essential to success. You'll want to establish a base of control and, when you have the momentum, expand outward. Striking out on your own for too much of the match is risky and counterproductive. Remember, that if you can pick off an enemy who was about to kill one of your teammates, you've not only scored a point, but blocked an enemy point as well, and thus done twice as much good.



Duels

Dueling is a specialized Deathmatch mode for two players. Best suited to small maps, Duels can be an interesting test of a variety of skills. As in Team Deathmatch, Duels have only two sides, so giving up points is highly undesirable. However, since it's also a race for frags with only one opponent, you'll need to be aggressive, as well. Learning to maintain this aggression when you have the momentum, and how to retreat, heal, and escape from unfavorable engagements will also help you tremendously.

One thing is certain; Dueling against a skilled player will make a man out of you. The skills you build in these fights will help you in all the other modes. The advantage of only having to fight a single opponent will give you a great opportunity to observe and dissect how the game is played, too.

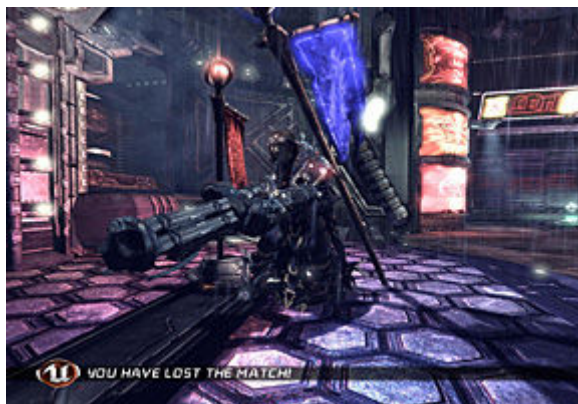


Capture the Flag

Capture the Flag is probably the oldest objective-based mode in the genre. CTF features large, symmetrical maps for two teams. Each team will have a flag, and a point is scored when one team captures their opponents' flag and returns it to their own flag.

This dynamic means your team will need some kind of organization to be successful, with a clearly defined offense and defense. The offense will concentrate on getting the flag and returning to base, and the defense will guard their team's own flag.

Offensive players will have an easy time approaching the flag, and this can be aided by the Translocator, a teleportation device that can help you cross the cluttered midfield. Breaking the enemy defense can be difficult, which is why runners should not travel alone. The hardest part will be escaping. Offensive players should work hard to protect the player in possession of the flag. Unlike other modes, it is most beneficial to avoid combat when playing offense. Those who want to concentrate of kills will have more fun on defense.



Vehicle Capture the Flag

An interesting twist on the old formula, this is much like regular CTF, but played on large maps, with abundant vehicles. The same rules and progression applies, with points scored by bringing the enemy flag to your flag, but there are a few key differences.

There is no Translocator in VCTF, and flag runners can only use the Hoverboard, a light vehicle with no protection. They can however, grab on to other vehicles while on the board. This means you will want to have a flag runner, and a flag-runner runner to escort him to safety. Make sure you plan ahead for this and bring your fastest vehicle along for the ride.



Warfare

This is another objective-based mode, and is a continuation of the popular Onslaught mode from Unreal Tournament 2004. In this mode, there are series of "nodes" at various points on the map that connect to each other. You can capture a node only if it connects to a node you have already captured. To do so, simply touch the area on foot. When you have connected to the enemy's core successfully, it will become vulnerable. Its destruction will award your team the victory.

Building nodes takes some time. You can speed things up using the Link Gun's alt-fire. This process will slow down as the node nears full power, so it may not be worthwhile to continue to baby-sit it after the early stages. This is valuable time that can be spent traveling to the next node, which should be ready by the time you reach it if you spend a few seconds assisting the build.

To capture a node already in enemy control you will need to attack it and destroy it first. There is an item called the Nodebuster that can be used to instantly capture any node, even one already under enemy control, but it cannot be carried in a vehicle, so using it is risky. If the enemy drops a Nodebuster you can press the use key to destroy it and set them back.



Unreal Tournament III Weapons

Impact Hammer

This is the only melee weapon in Unreal Tournament III. Essentially a small hydraulic ram, the Impact Hammer can be charged up to deal some serious damage. Hold the fire button to charge up the Hammer and when you come into contact with an enemy, the weapon will automatically release. Fully charged, this weapon can deal 140 damage; enough to one-hit kill all but the most heavily armored opponents.

Still, the very limited range of this weapon, coupled with the fast-paced nature of the game means the Impact Hammer is generally a poor choice, and should be used opportunistically when appropriate. Areas where you have some cover and can surprise opponents work best, along with the obvious constrained corridors. Areas with high visibility should definitely be avoided.

Releasing a fully charged Impact Hammer at the ground will propel you higher than an ordinary double jump (at the cost of some of your health) so this can be very useful in reaching otherwise inaccessible areas, or simply taking shortcuts.

The secondary fire is an EMP blast. It's ineffective against your opponents, but very handy for taking down vehicles. Getting close enough to a manned vehicle to use it seems foolish, but if you must, the Impact Hammer can do the trick.

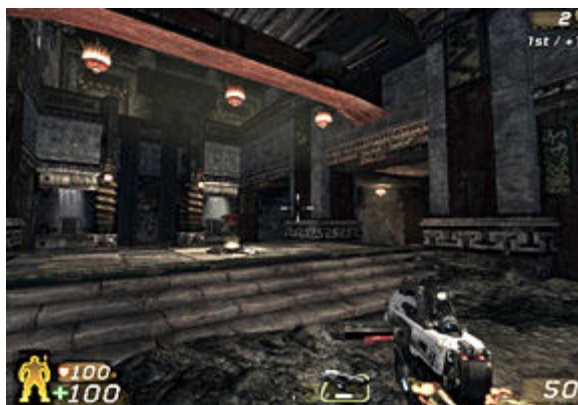


Enforcer

You start every match with an Enforcer equipped. This is essentially the last resort of firearms. It's not completely ineffective, and it's certainly better than the Impact Hammer in most confrontations, but the low accuracy and relatively weak fire (20 damage) make it less desirable. It can be fired in single shot or burst-fire mode.

There is an up side, however. If you manage to kill an enemy who has an Enforcer equipped, you can snag it and wield two of them at once. This will effectively double the power of this weapon and increase its accuracy, making it a solid choice for medium-range combat.

There are certain situations where the Enforcer is solid. It can be better than the Flak Cannon at medium range, and it is reasonably effective when fighting off an enemy who has high ground (when Rockets and Bio Rifles will be ineffective).



Bio Rifle

The Bio Rifle is an interesting medium-range weapon. It fires globs of sludge in an arc, and thus is ineffective at long range. These balls of goo don't really deal much damage (20 points) but they can be left on the ground like mines, and last for nine seconds. This can be used to blanket an area for a short period of time.

The secondary fire eats up 10 rounds of ammo, but is very powerful. Fully charged, it can deal over 200 damage for a sure-fire kill. It can be somewhat difficult to land a hit with this, but in areas where your opponents mobility is constrained it can be very deadly.

Also handy is the fact that globs left on the ground can be detonated by fire, which can make them dangerous even when not scoring a direct hit. If you have upper ground, you're in a tight space, or your opponent is less than mobile, the Bio Rifle is the ideal weapon choice.



Shock Rifle

This is a perfect weapon for sharpshooters. It's extremely accurate, but its pinpoint fire means it demands careful aiming. Dealing 70% damage, it can finish off most enemies with just a couple hits, but the slow rate of fire is its biggest disadvantage, and really hurts its viability as a close range weapon.

The alternate fire is somewhat more powerful, and can be fired at a faster rate, though these differences are not drastic. It fires a slow-moving projectile that is quite easy for any experienced player to dodge, making it less than effective in most situations.

Where this weapon really pays off is with a move called the Shock Combo. Fire one of the slow alt-fire projectiles and then shoot it with the primary fire. This will release a devastating blast that deals 215 damage for a direct hit, and has a radius of around 5 meters. Using the Shock Combo effectively takes practice, but the training is well worth it.



Link Gun

The Link Gun is an interesting weapon. Its primary fire shoots plasma bursts at a solid rate of fire, and each deals 26 damage. These projectiles travel fast enough to be effective at medium range, but it can be difficult to hit a skilled opponent at long range. The secondary fire is a solid beam that can be sustained, which makes it easier to hit your target. Unfortunately, the range of this fire is quite limited.

In team-based modes, the Link Gun's secondary fire can be useful in other ways. When players with the Link Gun equipped stand near each other while firing the secondary fire, the power of each gun increases. If several players team up in this capacity, the Link Gun can chew through vehicles. The secondary fire is also useful in Warfare for charging up nodes.



Stinger

The Stinger should feel familiar to anyone acquainted with miniguns in other shooters. The high rate of fire is offset by the slow warm up time, making this a great offensive weapon good for crowd control, but not as good on defense, especially if your opponent gets the drop on you. The Stinger also suffers from low accuracy, but not to an extent that it isn't still effective at medium range.

Unlike previous versions of the Stinger, this one has an alt-fire that is quite powerful, shooting slightly slower moving shards that deal considerably more damage. This mode is very effective at close range. Even better it can actually knock your opponent back, and can be great for stealing a cheap kill for an opponent precariously perched near a ledge.



Flak Cannon

Shotgun-lovers will immediately gravitate toward the Flak Cannon. It fires a scatter-shot of projectiles which are individually not that damaging, but add up at close range. Unlike a normal shotgun, these projectiles travel a little slower, which further softens this weapon's effectiveness at a distance. Also unlike most video game shotguns, shots can be bounced off wall, and you can use this to bank shots at enemies around corners. There is a damage bonus for kills at point-blank range, further cementing this as the weapon of choice for close-range killing.

The alt-fire on the Flak Cannon is essentially a grenade-launcher. It arcs a single powerful shot that will take out a fully healed opponent with no armor. This makes the Flak Cannon reasonably effective at mid-range, though it is still impotent against foes at long-range.



Rocket Launcher

The Rocket Launcher is a close-to-mid-range powerhouse. While its rockets travel slowly compared to most projectiles, they deal 100 damage, and have a considerable amount of splash damage, making them effective even without a direct hit.

Because of the slow speed of projectiles, anticipating your enemy's movement is important at mid-range. This becomes impossible at long range, unfortunately, at which point you really just have to get lucky.

To maximize your chances of damaging you opponent if you fail to land a direct hit, always aim at your opponent's feet. If he moves out of the way, it will hit the ground near him and do some damage. This is preferable to just allowing rockets to sail past him.

There are several alternate firing methods for the Rocket Launcher. The secondary fire button will load up three rockets. By default these will fire in a horizontal spread, but the primary fire button can be used to switch to a spiral configuration that is better for focusing on a single target. Double-tapping the primary fire disables the rockets on your projectiles, allowing you to arc shots like a grenade-launcher.



Sniper Rifle

No arsenal could be complete without the Sniper Rifle. For killing at long distance, accept no substitutes. The Sniper Rifle is perfectly accurate, and can be fired in scoped mode or shot from the hip.

It deals 70 damage for a body shot, which is not enough to one-hit kill a healthy enemy. However, it deals 150 damage for a headshot, which will take down even a somewhat armored opponent. Be aware that the Helmet will protect from a single headshot, so even this is not a guaranteed kill.

The slow rate of fire is the main weakness of the Sniper Rifle. Firing from the hip, it could be an effective weapon at closer ranges if not for the 1.3 second reload time. Because of this vulnerability between shots, the Sniper Rifle should not be used on an approaching opponent. Instead, higher ground is ideal, and if you can find some cover for reloading, you're golden.

Firing in scoped mode is risky. It inherently limits your line of sight, making you very susceptible to ambushes. Learning to minimize the time you spend in scoped mode will greatly increase your survival odds, and learning to pull off shots without scoping is even more favorable.



Unreal Tournament III Vehicles

Hoverboard

This is standard-issue equipment in VCTF and Warfare modes. You'll always have it, and it can be deployed at any time with the tap of a button. This is a great way to get around quickly, but it provides no protection, and leaves you vulnerable to knockdowns. Any damage you take will result in an immediate wipeout, as will colliding with objects.

In short: It takes practice to use the Hoverboard well, but it's an important skill, especially for Vehicle Capture the Flag, where this is the only vehicle you can use to transport the flag. Practicing your runs is crucial to being effective in this mode.

The Hoverboard can also just be a lot of fun. You can crouch and release to do an ollie and then trick in mid air by firing or turning. Being able to use the terrain as ramps and effectively ride a level is not only a useful skill, but rewarding as well.



Axon Vehicles

Necris Vehicles

The Axon vehicles will be immediately familiar to veterans of Unreal Tournament 2004, and feature more traditional designs and controls, making them accessible to other players as well. While not as wild and exciting as the Necris transports, they are nonetheless varied and each has its own advantages.

Cicada

The Cicada is not a common vehicle in Unreal's maps, but it is an excellent air-to-surface fighter, making it a perfect air-support ship. It can fire missiles in either homing or blind-fire modes. This makes it powerful for taking out vehicular and structural targets on the ground.

When a support gunner mans the turret it can increase the Cicada's defensive capabilities considerably, allowing it to effectively shoot down incoming AVRiL rounds. These support gunners can also help when picking off smaller attackers. Since the Cicada is not an especially durable vehicle this can be very important. Two players will definitely be a lot more effective than one.



Goliath

This heavy tank is a bruiser when it comes to long-range anti-vehicular combat. Its cannon is slow and no good for taking out infantry, but it deals some massive damage against vehicles.

Since the Goliath is not a speedy vehicle, it may help to have a second player take the gunner position and use the minigun, much better suited to taking out targets on foot. The Goliath is a heavily armored vehicle and can take a lot of abuse, but you'll last longer if you can defend against smaller, faster enemies that can be tough to cope with otherwise.



Hellbender

A well rounded vehicle with moderate armor, speed, and maneuverability, the Hellbender is all about balance. This makes it a versatile beast, capable of responding to a variety of situations, chewing through infantry and posing a decent threat to moderately armored vehicles.

Unfortunately, this also puts the Hellbender in a position to be outmatched in certain areas. There are faster vehicles and more powerful vehicles, both of which could mean trouble. The best strategy to use the Hellbender effectively is to play defensively and be conscious of your opposition. Run from slow bruisers, and try to out-gun the nimble-but-fragile vehicles.

The Shock-based fire of the Hellbender can also be exploited in the same way as the Shock Rifle by firing a Sock Combo. Fire the secondary gun and then shoot it with the primary to deal heavy damage with a good sized blast radius. This takes practice, but once mastered, makes the Hellbender a much more potent offensive force.



Leviathan

The Leviathan's defenses are downright frightening. Not only is it the most heavily armored vehicle in the game, but it allows for up to four support gunners that can not only fire turrets, but deploy shields to block incoming fire. Let there be no mistake, if you want to take down one of these behemoths, you'll need to work as a team. Luckily the Leviathan is very slow, and very tough to maneuver, so a well coordinated team will be able to take it down with persistence.

The offensive capabilities of the Leviathan are adequate, but pale compared to the Goliath. The main cannon is powerful, but slow to deploy, and ineffective against most enemy vehicles. It is best reserved for structures and slow-moving vehicles like the Goliath and the Darkwalker.

Manta

The Manta is a very fast light-transport with some moderate offensive capability. It's ideal for any situation where you need to get somewhere before the cavalry arrives. It has the offensive capability to menace infantry as well as light vehicles, but its weak armor makes it a poor choice when seriously outgunned. Luckily the high maneuverability and rapid speed make evasive action quite effective. It even packs jumping capability which can help for reaching higher ground, and for just generally being a more difficult target to hit.



Paladin

The Paladin is a unique vehicle in that it exists primarily as a means of defensive support for other vehicles. It has the ability to project a powerful shield, which can be very useful when escorting an assault force.

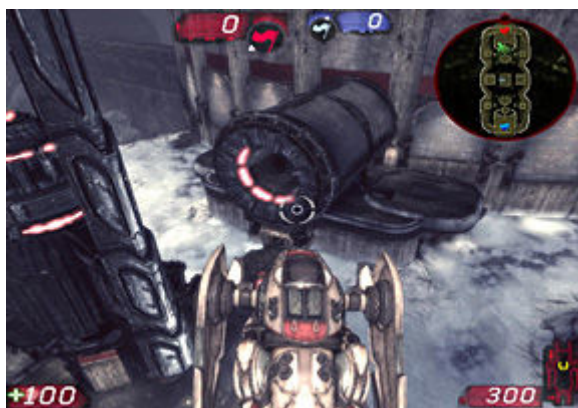
Unfortunately, the Paladin is not very maneuverable or fast, so using it effectively requires that the vehicles you're defending work with you and provide mutual support. In matches with less experienced players you may be better off forgoing this vehicle altogether, but in the right hands it can strengthen an offensive push.

Raptor

Unlike the Cicada, the Raptor is best suited to air-to-air combat. This makes it a powerful defensive tool to nullify enemy

aerial forces. It has very light armor and won't stand up to heavy ground assault, but the high speed and maneuverability make it an excellent transport.

The secondary fire will release homing missiles, which can be very handy against faster lightly-armored vehicles like the Manta or the Viper. The primary fire doesn't deal a lot of damage, but it fires fast and has some splash damage, making it effective against units on-foot.



Scorpion

For those who love to hit-and-run, the Scorpion is the vehicle of choice. A speedy, lightly armored transport, it's a fine alternative to the Manta, boasting much stronger anti-infantry capability and a bit more protection at the cost of some speed and maneuverability.

The basic rapid fire attack isn't particularly effective against other vehicles, but it can be quite good at taking out enemies on foot. The deployable scythes are the most fun way to kill, though, making it easy to run over enemies for a quick kill.



SPMA

While not a very versatile vehicle, the SPMA's unique ability to launch artillery strikes targeted from above can be useful for saturating key areas. Nodes and Flag areas make the ideal target for these strikes.

The SPMA needs to be fully deployed, and then fires a camera to the sky, which can be used to target areas below. This slow, cumbersome process makes the SPMA very vulnerable, so it helps to have an escort and keep your distance. The SPMA shot itself is easily destroyed, so being able to catch your target unaware or unprepared is key.



Axon Vehicles

Necris Vehicles

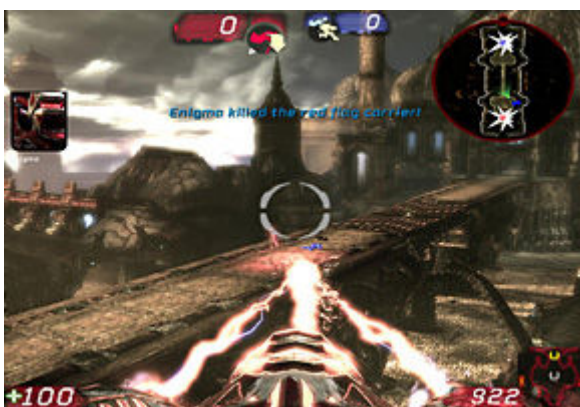
The Necris fleet offers something new to Unreal vets. These vehicles are quite unconventional, and will take some time to master. While not necessarily any more effective than the Axon transports, they certainly seem a lot more fun.

Darkwalker

A brutally powerful tower of death, the Darkwalker is a slow-moving, heavily armored tripod capable of firing devastating beams from above. A secondary Sonic Blast can help push back attacking infantry, and a secondary gunner can further help protect from advancing units on foot.

The Darkwalker may be slow, but it's quite maneuverable. It can walk up smaller buildings like stairs, and stride over steep inclines that would stop most other vehicles. Its large size prevents it from navigating tight spaces, which can pose a problem when enemies seek cover.

The biggest weakness of the Darkwalker is its conspicuous figure visible for long distances, and slow speed (slower than any other vehicle). Even the aiming of its turret is fairly slow, so quicker vehicles like the Viper and the Manta may be able to evade it, as will savvy hoverboarders.



Fury

A nimble aerial fighter, the Fury is more versatile than the Cicada or the the Raptor, with locking lasers that are effective against both air and ground targets. It's reasonably fast, and has the ability to boost to incredible speeds, but only for about a second. The raptor is a handy transport, but at its most effective as a support vehicle, harrying enemy vehicles.



Nemesis

The Nemesis is a heavy tank with moderate armor. It has a rapid fire cannon, and a zoom capability for long range accuracy. The real strength of this vehicle, however, is its versatility.

The Nemesis can raise its turret, greatly slowing its speed, but just as greatly increasing its fire rate, allowing it to be quite devastating. It can also retract its turret, locking it to a forward position, but doubling the normal movement speed. This ability to adapt gives the nemesis a distinct tactical advantage. For example, in its fast mode it can make a good transport for an approach, and then raise its turret to defend a location.



Nightshade

While not a particularly great transport or combat vehicle, the Nightshade will be a favorite of team-player who prefer to focus on strategy. With an array of deployables and a cloak that renders it invisible, the Nightshade is perfect for laying traps to defend key targets.

While it can move at a good clip when uncloaked, it is not generally a fast transport. It can use EMP Mines to take out enemy vehicles, as well as defensive Energy Shields and Stasis Fields. Spider Mines will be the primary means of dealing damage.

While powerful enough to cope with enemy infantry, the primary fire of the Nightshade is also capable of repairing Nodes in Warfare mode as well as healing friendly vehicles, thus increasing its usefulness as a support vehicle.

Scavenger

The Scavenger is just plain fun to drive. One of the more outlandish designs, the Scavenger can switch between a small, nimble tripod walker, and then pull its legs inside the translucent shield to roll around like a ball.

In walker mode it is very maneuverable, even capable of climbing and jumping. In ball form it becomes harder to control, but can reach excellent speeds, perfect for escapes or sprints to a flag or node.

Its primary fire is good for chipping away slowly at an enemy, and doesn't require much finesse, but it's not terribly

powerful. Deploying your spikes while in rolling mode deals moderate damage as well, and can be a more effective means of dealing with infantry and hoverboarders.



Viper

The Viper is the rough equivalent of the Axon's Manta, sporting nearly identical armor, speed, and damage specs. It's a rapid light-transport capable of high speeds and excellent maneuverability (though slightly clumsier than the Manta) with a jump ability to get over rugged terrain.

The key differences are its primary fire, which can bounce off walls and terrain. This can make the Viper much deadlier in tight quarters. It also has a kamikaze attack, that allows you to lock on to a target, and use the Viper itself as a missile, while ejecting you to safety.



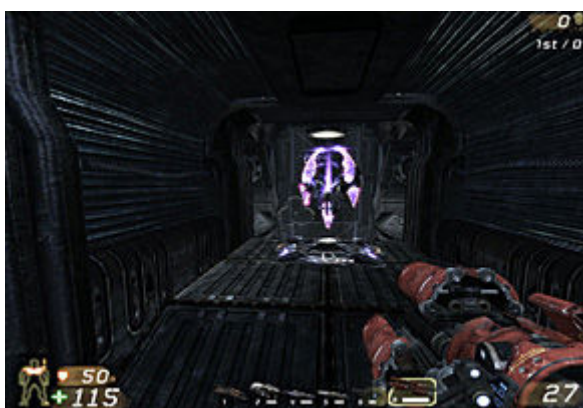
Unreal Tournament III Maps

Arsenal	Biohazard	Carbon Fire	Deck	>>
----------------	-----------	-------------	------	----

Arsenal

A large, complex, indoor map, Arsenal is good for high player counts and mid-range combat. It's well interconnected, and players should be able to get from one side to the other fairly quickly. Learning to make efficient grabs at the copious armor and health will help tremendously, especially in matches where the map is less than full.

UDamage: The Damage Amp is in a small passage overlooking the Link Gun room, accessible only by lift-jumping from below. It is quite visible from below, so there is often a scramble as soon as it spawns. If you can snatch it without someone immediately at your back, holding this ground can be very effective, since you'll have a high-ground advantage, and you'll only have to defend from behind. Since the only way into this passage is a lift-jump, you should be able to hear anyone approaching and drop down before they have a chance to do anything. It's also worth noting that a spiral ramp nearby is home to two of the four health kegs in this level.



Shield Belt and Body Armor: These areas are separate, but adjacent, and making a quick grab for both the Belt and Body Armor can get you seriously buff in a hurry. Not only that, but there are two Health Kegs placed conveniently along the way, in case you need to heal. Health is something of a scarcity in this level, so grabbing it while you can is going to help.

There are helpful weapons in this area, as well. The Flak Cannon is near the Shield Belt, and the Rocket Launcher is just a short drop from the Shield Belt. In a closed level like Arsenal, these will be the weapons of choice for many players.



Shock Rifle Room and Jump Boots: The Shock Rifle can be found conveniently on high ground in a room perfectly suitable for nasty Shock Combos. Take advantage of this and also make sure to be conscious of it if you choose to travel below. This area connects to the Shield Belt area as well as the Link Gun/UDamage room.

It also connects to the Jump Boots room. This area is very near the Sniper Room, and the Jump Boots, while helpful,

are in a somewhat vulnerable position. Use this area to grab the Sniper Rifle, and connect to the outdoor area where you can find the Stinger, another great weapon in parts of this level.



Arsenal	Biohazard	Carbon Fire	Deck	>>
---------	-----------	-------------	------	----

Biohazard

This is a tiny map, suitable for Duels and smaller player counts. It's a simple two-tiered level consisting of narrow corridors and catwalks. Sniping is not very advantageous here, and the upper level provides a favorable position for both offense and defense, so maintaining this ground will often decide a match.

Lower Level: The lower level is vulnerable to fire from above, so avoid spending much time there. There is a Shield Belt, a Shock Rifle, and a Bio Rifle, but another Bio Rifle can be had on the safer upper floors. There are stairs leading above, but also jump pads, so keep your escape options open.

When going upstairs after your opponent, you may want to avoid the jump pads, as they can make you an easy target. They can be helpful when your opponent is on the ground level with you, however.



Upper Level: The top floor is home to the Sniper Rifle (only useful if you're a quick shot), Rocket Launcher, and health pick-ups. There is a Berserk pick-up as well, but it's important to note that this area is trapped. Triggering the switch at the bottom of the stairs leading up to the Berserk will fill the chamber with a deadly gas. Make sure you have some clearance and minimize your time while running for this helpful item.

The open area around the Rocket Launcher is always a hotbed of activity, but struggles over the Berserk are going to decide the match. Getting good at defending it, as well as snatching it for yourself will be critical to your success on Biohazard.



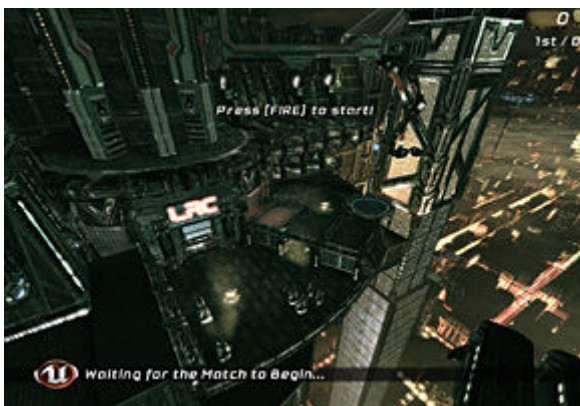
Arsenal	Biohazard	Carbon Fire	Deck	>>
---------	-----------	-------------	------	----

Carbon Fire

The Pit: The allure of the Berserk and UDamage at the bottom of the pit is tempting indeed, but proceed with caution. The platform to get out of the pit rises slowly, and there are several triggers that other players can trigger to kill you while you wait defenseless. To make matters worse, an alarm will sound when you jump down, so don't expect to be sneaky. You can impact-jump out, but expect to take some damage if you want to get out with the power-ups you came for. If the level is busy, these power ups are a sucker's bet. Keep an ear out for the alarm and use the traps to frag more daring players.



Outside: The small outdoor area near the pit is home to the Body Armor and a pair of Health Packs. There isn't much else of interest out here, so you won't have reason to stay long, but the health and armor make it worth visiting.



Upper Level: The top floor is home to several Health Packs, Thighpads, the Flak Cannon, and the Rocket Launcher, and effectively serves as a hub to much of the rest of the level. The Rocket Launcher is positioned in such a way that it

is visible from both sides, but only accessible by one. Keep an eye on the lifts that bring players up from the bottom floor. Ambushing your opponents as they come up can pay off. There is also a Bio-Rifle located centrally in this level. Watch out for the conveyor belts in this area.

Lower Level: The lower level is home to the Shock Rifle, and has a number of access points to other parts of the level. However, low ground is a natural disadvantage, and in this level there really isn't much in the way of resources down here, so use this area transitionally to get to other areas, and don't make it a hang-out.

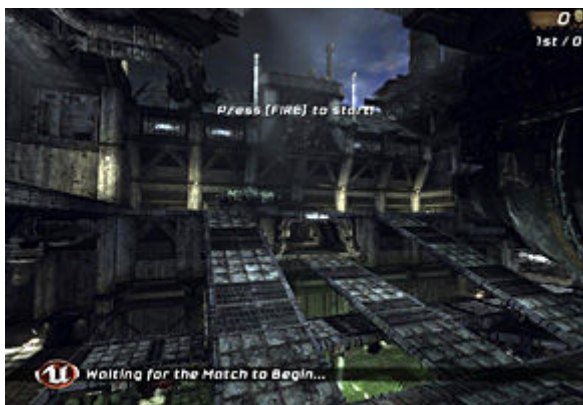


Arsenal	Biohazard	Carbon Fire	Deck	>>
---------	-----------	-------------	------	----

Deck

Deck is a medium sized map. It can still get hectic with large player counts, but it might be a little big for duels. It's set up in three tiers, centered around a large open area with catwalks leading across a large radioactive pool.

Center Room: The area in the middle of the map connects to the other areas. Ramps lead up, the lower level is exposed below, and the room connects to the outer hallways. There is a UDamage here on the second floor, as well as a Redeemer, and a huge array of weapons (Stinger, Rocket Launcher, two Flak Cannons, Sniper Rifle and Bio Rifle).

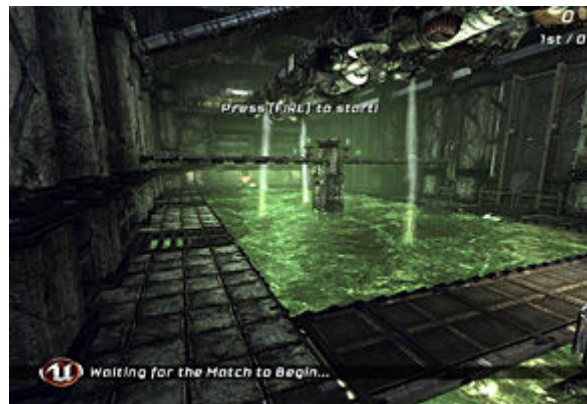


Upper Level: This area offers a clean view of the action below, and if you're skilled with a Sniper Rifle, you can find one up here and make very good use of it. This area is usually pretty busy, so watch your back, especially when you're distracted picking off unsuspecting foes below.

Halls: The halls on the second floor leading to the Flak Cannon and Rocket Launcher are risky areas to tread. They're closed in, and it's easy to get cornered. There are other spots to get both of these weapons, so try to avoid them when you can, and make sure the coast is clear if you decide to go for it.



Lower Level: The lower level has a large pool of Tarydium that we would advise against swimming in. This can be a tricky area to fight in. There is a rocket launcher down here and a portal leading up to the area near the Body Armor and Redeemer. You can get picked off going through this, so it helps to have the Jump Boots to escape. They can be useful for nabbing that Shield Belt with minimal risk, too.



UDamage The UDamage can be reached via a well timed wall jump or by dropping down from the deck above. As usual, the best strategy is to learn to anticipate the spawn and reach the point just as it appears. This takes practice, however, and it won't save you from the hell that will break loose shortly thereafter. You'll be exposed to fire from the Center Room, so use the nearby crates for cover and make your escape.

<<	Defiance	Deimos	Diesel	>>
----	----------	--------	--------	----

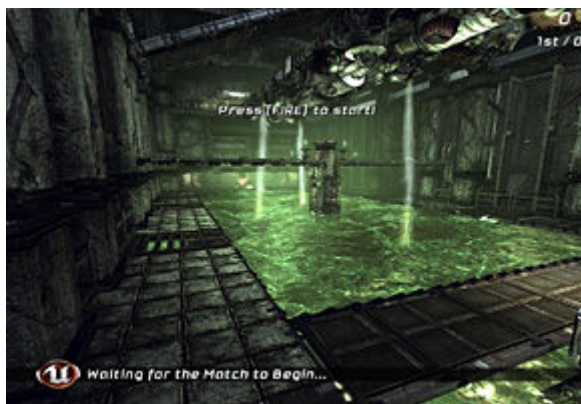
Defiance

Defiance is a medium-sized urban combat level perfect for close-combat lovers. There's tons of cover, and the areas are very compartmentalized so this is not a good level for snipers. There is a lot of armor available in relatively close distance, and if you learn to practice your run you can get very powered up.

Riverside: There's a small outdoor area where you can look over the river. This area connects to an underground tunnel with the armor in it, and it can be an important transitional area. The Sniper rifle is on a roof nearby, and, while this isn't the ideal level for this weapon, you can definitely pinch people outside.



Shock Rifle Area: The Shock Rifle is lying on the ground beside an open crate. From the top of this crate you can jump to the Link Gun. The UDamage spawns near here, and can be reached via an impact jump. You'll take damage, but there is an abundance of health nearby, so this can be a good way to get the drop on this valuable power-up. You can find the Stinger on a ledge overlooking this area.



Rocket Room: The pair of Thighpads at end of the ramp, the Rocket Launcher itself, and some health pick ups nearby are the main items of interest in this area. This is usually a handy transitional area, but not the site of a lot of action.



Shield Belt Area: Make note of this area, an open outdoor area near the building with the Flak Cannon. Camping this area can be very dangerous, so if you're going to gun for the belt, make sure to time it make a quick pass through.

<<	Defiance	Deimos	Diesel	>>
----	----------	--------	--------	----

Deimos

This is an interesting level. Set on an orbiting space station, Deimos is very vertically oriented, with zero-gravity paths that allow you to float higher. It has a compartmentalized feel which can lead to some intense close combat, but it can be traversed fairly quickly for such a large level, especially when traveling downward.

Lower Floor: Nestled all the way at the bottom of the level is a room with the Jump Boots. These are a great get in this very vertical level, and can give you a real edge. Right above the Jump Boots is the Redeemer. You can escape into the shuttle this way using the Jump Boots. Otherwise you'll need to take the grav-chute, which is a slow drift that leaves you very vulnerable.



Rocket Area: A glass canopy forms a tunnel over the rocket launcher. This area is low-gravity, and you can get on top of the tunnel if you want. You'll find jump pads to get up, and you can drop down to the room with the shield belt below. The grav chute can lead you to the health keg, but remember these chutes leave you decidedly vulnerable.



Interior Floors: On the lower floors you can grab the Link Gun and the Flak Cannon, which can be quite useful inside. Above the shuttle is the Shock Rifle. This can be handy in the outdoor areas. A teleport leads to the turret. Be aware of the turret when you use this portal, but know that it's usually easy to avoid.

On the decks above you can find armor, a Stinger, and some health. This area can be a good location to fight it out in, but there isn't a whole lot of interest here.



Upper Deck: The outside is low-gravity, and this area houses the Sniper Rifle, and is exposed to the turret off in the distance, so it can be a dangerous place. However, it's usually less cluttered than the interior areas and allows access to the Rocket Area as well as the UDamage area, so getting acquainted with the Upper Deck is advisable.



<<	Defiance	Deimos	Diesel	>>
----	----------	--------	--------	----

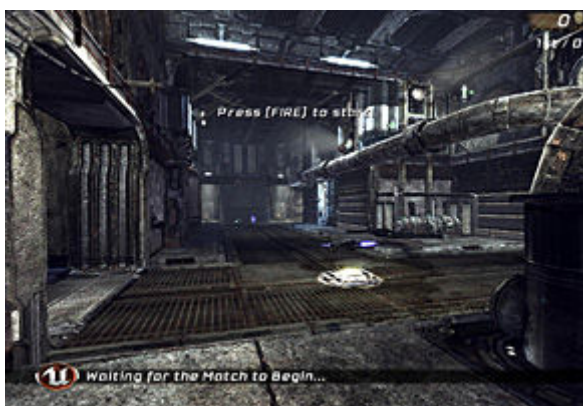
Diesel

Diesel is a cramped indoor map that doesn't really have "floors" so much as tiers. It's fairly small and can be decent for duels, but it's still complex without a lot of open space. The Flak Cannon and Rocket Launcher are great tools here.

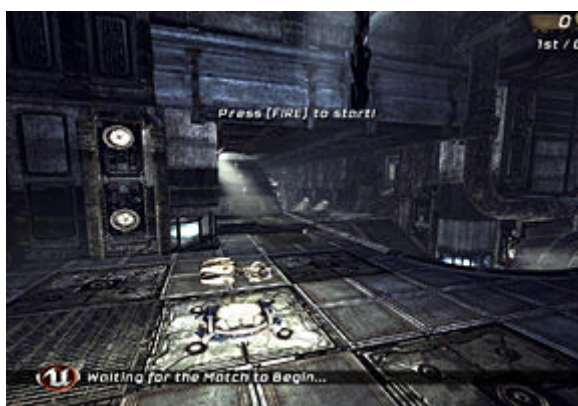
Upper Floor and central areas: The top tier of this level contains the Body Armor on a raised platform as well as the Rocket Launcher. The Link Gun and Bio Rifle can be reached from up here. The platform with the Armor can be accessed by nimbly walking along the pipe. This will leave you very vulnerable, so you might do just as well to focus your efforts on picking off others attempting to make a grab rather than going for it yourself. Down the ramp near the Rocket Launcher are a few Health Packs.



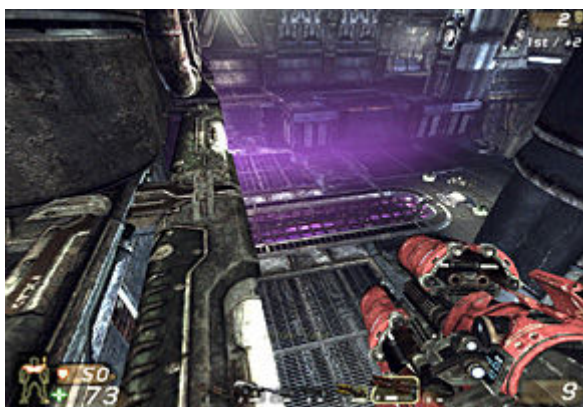
South Side: This is the area with the Stinger and the Flak Cannon. These weapons will serve you well in this area. The Thighpads can also be found near the Flak Cannon.



North Side: There's a Sniper Rifle available here as well as another Flak Cannon and the Shield Belt. These items are not ideal for this level, and there is another Flak Cannon on the other side of the map, so this area is not as critical to your success.



Lower Floor and UDamage: The UDamage spawn is in a small tunnel running under the center of the level. It has a unique property in this stage only: When the UDamage is spawned, the whitish light nearby will glow violet and this will be very visible throughout much of the level. This means a scramble whenever the spawn is out. Mind the pipe that you have to crouch under to get to the UDamage hall. This can leave you vulnerable, but with good timing you can minimize this.

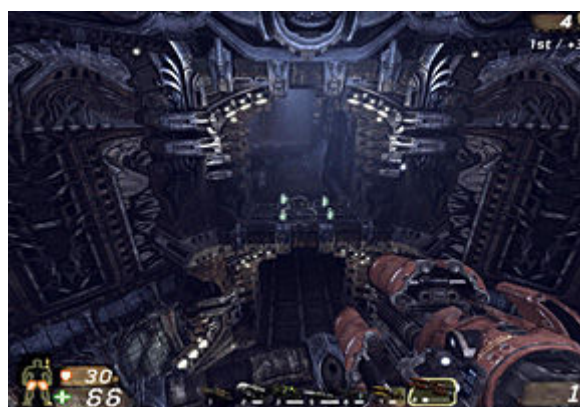


<<	Fearless	Gateway	Heat Ray	>>
----	-----------------	---------	----------	----

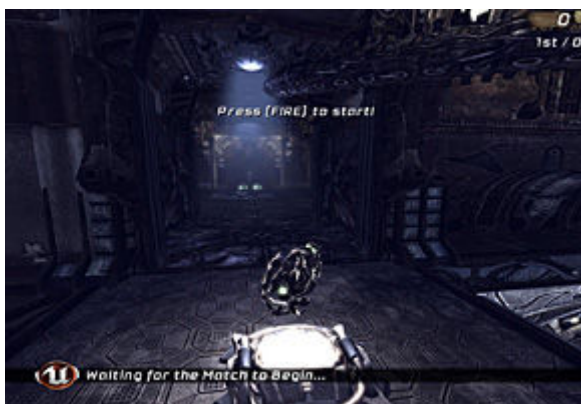
Fearless

A nice, simple map, good for Duels and smaller player counts. There's an upper floor that runs around the edge of the screen, and the lower floor forms its center, making for very easy connectivity between areas. There is an Invulnerability power up in this map, as well. This extremely powerful item will decide many matches, and the level will actually begin whispering and the lighting will change when it spawns, so everyone will be gunning for it. It can be found near the center of the stage on a platform held up by a large statue.

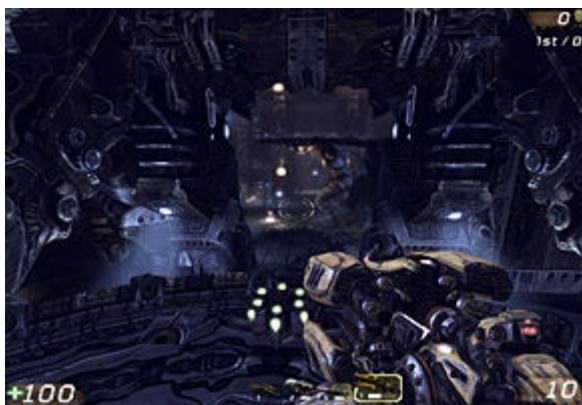
Center Room and Invulnerability: The Link Gun is on the floor in the middle of the room. Directly above it is the Invulnerability spawn. There are lifts on either side of the statue to get up to the platform (and the upper floor in general), and paths leading off in all directions.



Bio Rifle Area: This is the one part of the level where the upper floor extends into the center of the map away from the outer ridge. The Bio Rifle and Flak Cannon can be found nearby. This area is important when approaching the Invulnerability spawn. Much of this area is very exposed to fire so get in and out quickly.



Upper Deck: The upper level runs all around the perimeter of the map. The side opposite the Bio Rifle Area is home to the Stinger and the Thighpads. Sweeping the perimeter is a good way to grab some good pick ups, and the fact that it's so easy to escape to anywhere else in the level, coupled with the safety of being able to keep a wall to your back make this a good patrol for the defensive player.



<<	Fearless	Gateway	Heat Ray	>>
----	----------	---------	----------	----

Gateway

Gateway is actually a network of three completely separate maps in three different environments. Each one of these maps is connected to the other two, and each is quite simple. The separation between these areas can make for some interesting matches, as stepping through a portal is always something of a leap of faith.

Snow Base: A small, rectangular map, with an outdoor area where the Link Gun can be found and a warehouse with the Flak Cannon. The Sniper Rifle is on top of the building. There's another small indoor area that can be reached by crouching and contains two health packs. It's a dead-end and the need to crouch to enter or leave makes this a vulnerable area, but when your opponents are on the other maps it's a good spot to heal up.

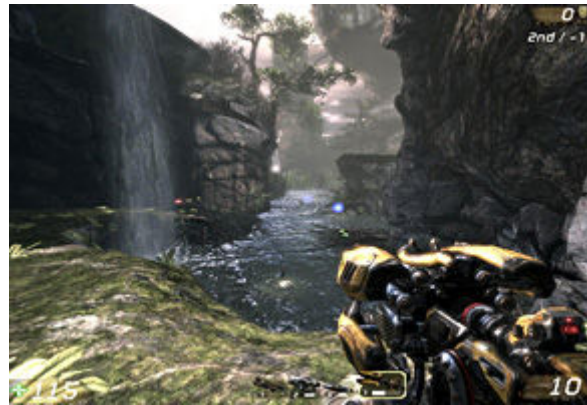


Hyperion Base: High above the city skyline this small platform map has a more vertical feel and reduced gravity. There is a large fan at the bottom of a pit on one end. Jumping in here will propel you skyward allowing you to reach the upper level where the shield belt can be found. This is a great spot for snipers, too. There's also a Shock Rifle to one side of the tower.

The grav chute is not a good way to get around, as it leaves you in a slow float upward (or downward). Next to the chute you can find some sniper ammo which can be handy for picking off floaters inside.



Wilderness Base: This is a more wide open area, a large cave with water flowing through. This Jump Boots are on the ground. Use them to jump up to the raised rock pillar, where the armor rests. From here you can reach the Rocket Launcher, and its location is not a bad place to pick at others running around this area. There isn't a lot of cover in the wilderness area, so this is one of the few places that may have some advantage.



<<	Fearless	Gateway	Heat Ray	>>
----	----------	---------	----------	----

Heat Ray

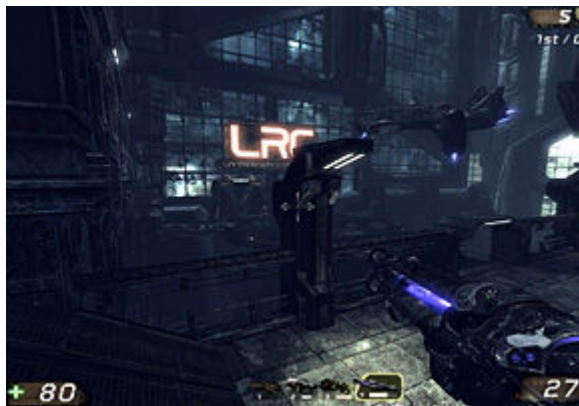
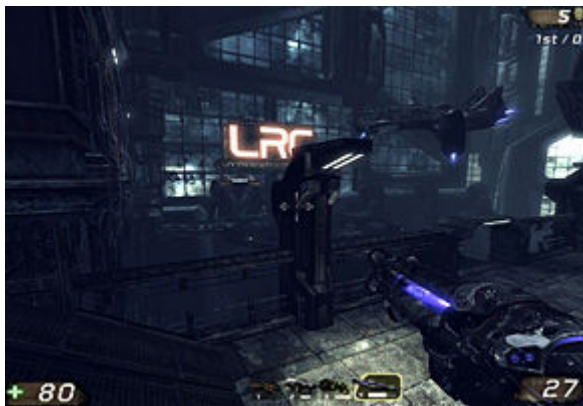
This level can be unbalanced, but it makes for some crazy fights. This is the only deathmatch map to feature a Darkwalker, which will drop on the round platform over the water part of the way through the match. You'll see it fly in plane form, and when you do, make sure you're the one to nab it. This vehicle is slow and clunky but it's maneuverable, it can walk up uneven surfaces, and will absolutely rack up some uncontested frags for whoever nabs it.



In Free-for-all deathmatches, it can be advantageous to players to put differences aside and gang up on the Darkwalker, but don't expect this to happen. In Team matches, you should help defend a teammate in the walker, which can make

for some interesting skirmishes. The presence of the Darkwalker is too much of a balance issues for Duels, so we recommend not bothering.

Darkwalker and Street: The Darkwalker platform should be conspicuous even before the vehicle itself appears. It's a circular area overlooking the canal. The street along this area had a Link Gun as well as a Shock Rifle on a raised platform. Around the corner from the statue there is a Bio Rifle, and all the way back in the corner you can find the Rocket Launcher. On the opposite side of the map you can find the Helmet, Flak Cannon (with two health packs) and another Shock Rifle.



Interiors: The buildings in the center of the match can be approached from the side facing away from the street. The Stinger is here, and climbing the stairs and looking out the window can make for a perfect sniping location. These sniper spots are also useful cover for fighting the Darkwalker. The rifle itself can be found on some stairs closer to the Flak Cannon side. The shield belt is in a narrow corridor all the way opposite the Darkwalker side of the map.

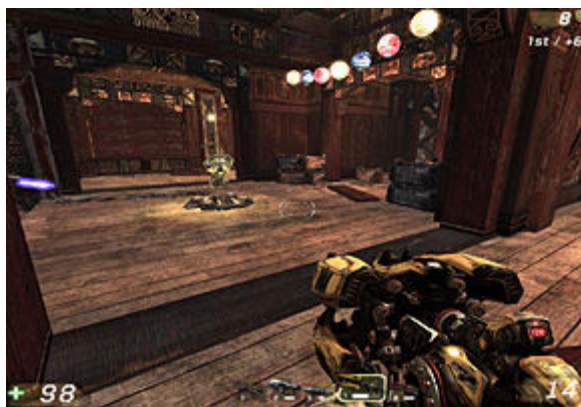


<<	Rising Sun	Sanctuary	Sentinel	Shangri La
----	------------	-----------	----------	------------

Rising Sun

One of the simplest maps in UT3, Rising Sun is perfect for run and gun matches decided by reflexes over strategy. It's roughly cross shaped with a small pagoda in the center. Apart from some statues and short halls there is very little cover, which makes it a nice match for Duels. Larger deathmatches will just be chaos, though.

Pagoda: The most instantly recognizable landmark in Rising Sun is, of course, the Pagoda. The Pagoda itself will not provide any real cover. The Flak Cannon rests in the middle. On the small platform above the Flak Cannon are a load of health vials. These can be reached by doing a lift jump from the lifts on either side of the pagoda. Underneath the Pagoda, you can find the armor and the Bio Rifle.



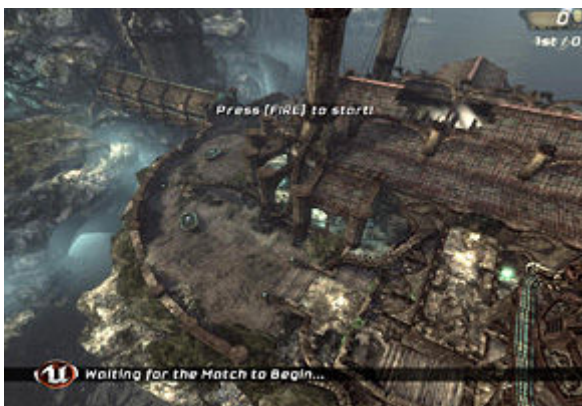
Outer Area: The rest of the map is relatively open, level space. Each "point" of the cross is home to a weapon, the Shock Rifle opposite the Rocket Launcher and the Link Gun opposite the Stinger. The Rocket Launcher side has small halls on either side with Health Vials. The raised areas the Rocket Launcher, Link Gun, and Stinger rest on might give you a slight height advantage.



<<	Rising Sun	Sanctuary	Sentinel	Shangri La
----	------------	-----------	----------	------------

Sanctuary

Despite its large size, Sanctuary is a fairly simple map, suitable for large player counts. It is roughly circular in shape with a temple in the center, and a narrow walkway leading out to a suspended platform on ones side. You can traverse the level quickly, traveling inside the temple, around it, or using jump pads to get to the roof.



Temple: This area is pretty open and even, but there are raised walkways around the edges that are advantageous for fighting. The rocket launcher is here, and there's a tunnel leading to the Flak Cannon and eventually outside. Mind the hole in the roof, as it's a favorite spot for snipers.



Outside Temple: The area around the temple is wide open and exposed, though you can remain somewhat concealed by staying under the buttresses supporting the walls. The Shock Rifle side has some health pick ups. The other side has a Sniper Rifle, a Link Gun, a Bio Rifle and some armor, so you can make out pretty good. The wide open areas aren't especially safe terrain, and it can be tougher to watch your back. There are jump pads on the side of the temple to reach the roof.



Redeemer: The lights around the redeemer's platform will glow when this item is available. It can definitely be overkill, but it's usually well spent by firing into the temple from the roof. To facilitate this, there is a jump pad right by the redeemer spawn to take you directly there.



<<	Rising Sun	Sanctuary	Sentinel	Shangri La
----	------------	-----------	----------	------------

Sentinel

Sentinel is a layered, claustrophobic map that is very easy to navigate thanks to the excellent interconnectivity. Nimble jumpers will do especially well. It's not a large level, but the many halls will make for ample cover, so it can support a

good number of players.

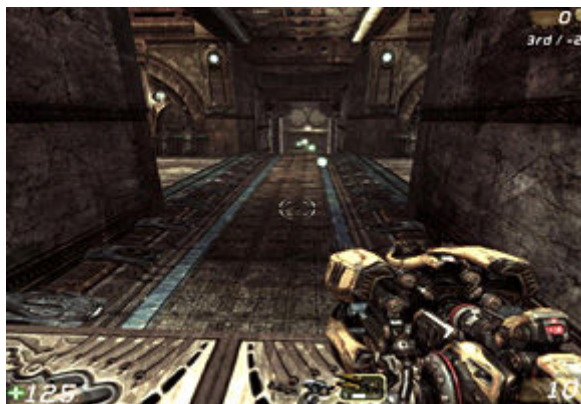
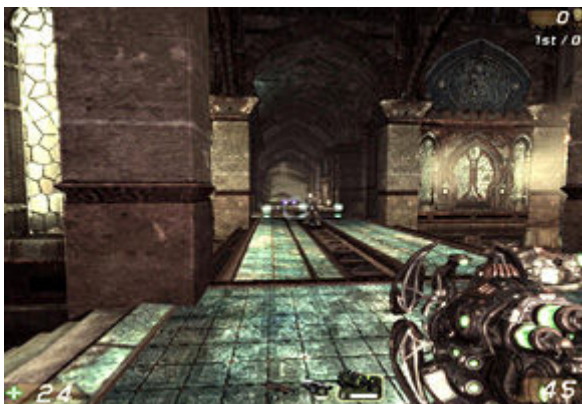
Riverside: One side of this map is an open, outdoor area overlooking the water. The Link Gun and the Shield Belt are up for grabs here. Off to the side you can get inside and connect to the Sniper Rifle Area. Facing the building, there are two paths in, one leading to the Stinger, and one with a ramp through which the UDamage is visible. You should be able to spot the UDamage from a distance. If you go up the ramp and drop down, you can crawl into the passage with the UDamage.



Rocket Launcher Room and Sniper Room: These rooms are both two-level oval areas with the weapons on the upper areas. If you find yourself below, jump pads will help you pop back up. The Sniper Rifle isn't as useful in this level, but if you shoot from the hip it can be effective. The Rocket Launcher makes an excellent choice. The Sniper Room connects to the lower floor hall where the Flak Cannon rests.



Bio Rifle Hall: This area is very important because it is the only spot on the level with Health Packs, and there are three of them. The Bio Rifle and the Shock Rifle are also along this same stretch, so this can be a heavily trafficked area.



<<	Rising Sun	Sanctuary	Sentinel	Shangri La
----	------------	-----------	----------	------------

Shangri La

This seems to be a medium sized map, but the layered nature of it makes it suitable for larger player counts as well. It's divided into three main areas with good connectivity between them, and multiple levels.

Courtyard: In the center of the courtyard there is a small, round sculpture. This is the UDamage spawn. Jumping up to it can be awkward, so you may want to try impact-jumping up to it. The Stinger rests on the bridge. This area is largely exposed and vulnerable to sniper fire from two sides, so it's not a good place to hang out. Learning to make a quick, effective run for the UDamage is your best tactic.



Sniper Balcony: Overlooking two side of the Courtyard is a balcony with a Sniper Rifle and a moderate amount of cover, making for an ideal location to use this new toy. There's a link Gun here, as well, and around the corner a Bio Rifle.

Turn at the Bio Rifle to find another balcony with a second Sniper Rifle. Behind this area is a walkway with plenty of Health Vials and the Body Armor. This area also makes for good connecting points to the two wings.



Wings The Stinger Wing is relatively open space that can be vulnerable to snipers, and there is another Stinger on the map, but the Shield Belt, and the two Health Packs can make this a good spot to stop off.

The Rocket Launcher Wing houses the only Rocket Launcher on the map, and is also home to the Jump Boot spawn. The Jump Boots are helpful for quickly connecting to the upper levels, and the Body Armor just above the Rocket Launcher area is a tempting first grab for trying out a new pair of boots.