Unreal Tournament

Information

Multiplayer Information

- Internet play: yes
- LAN play: yes
- Lobby search: yes
- Direct IP: yes
- Play via GameRanger: no
- Coop: yes
- Singleplayer campaign: yes
- Hotseat: no

Unreal Tournament is practically one of the forefathers of online shooters. You know sounds like „HEADSHOT!" or „MULTIKILL!" from CS servers? The originals actually come from UT… It's a really funny game, considering how old it actually is. The game was developed in 1999 by Epic Games.

Purchasing

Unreal Tournament, also known as UT or UT99, is still available at GOG, with alleged compatibility up to Win 10, but not in good old Germany. Because there the game is still on the so-called index. Therefore it is not allowed to advertise the game freely in Germany.

Installation

First install from CD/Image. You should install the patch (it's the last one anyway, so you don't have to install another one anyway). The patch can only be installed with a CD (or image) inserted. The game does not need its CD after the installation. So you won't need a crack. However, the game will possibly cause certain problems on current computers, which should (allegedly) be solved with these notes. It has already been reported that the game on Win 7 x64 would not play smoothly on current computers, but also that it works completely without problems.

Game Types

The game offers various game modes:

Game Type	Description
Deathmatch	Deathmatch

Game Type	Description
Team Deathmatch	Team Deathmatch
Capture the Flag	Capture the Flag
Domination	Domination
Assault	Assault
Last Man Standing	Last Man Standing

Network/Internet Servers

Basic Settings

Internet Server

For your own UT server you have to forward the set UDP port. The defaults are 7777 to 7780. 7777 is necessary for the actual joining/playing while 7778 is for the server data query (map, player and such stuff are queried via it).

LAN Server

As the server uses different ports for LAN and online play, additional ports might have to be allowed in a blocking firewall of the LAN server. By default that would be 8777 (UDP). This port is used to find out about the actual ports, mentioned in the above section. Clients will send a broadcast on ports 8777-8786 (UDP) and listen for answers. So when setting the LAN port, make sure to use a port within this range. The actual internet play port is then told to the client by the server and participation is possible. It is *not* recommended, to forward that port on your NAT router, as it is solely meant for LAN play.

Query Details

Read article Unreal Tournament 99 Query Protocol on details about that subject.

Do not Use Stats

When starting a server, you should set your game stats value to false (`?gamestats=false`). Also set the cvar `SendStats=False` in section *[IpDrv.MasterServerUplink]* of your ini file. On 13.11.2018 the stats servers went offline. As Epic's stats servers will not return, it does not make any sense to require players to use the stats with a pseudo account for this feature.

Mobile Infanterie

The UT server of the mobile infantry is, contrary to the standard, accessible via port 7779:
`www.mobile-infanterie.de:7779`.

Video

- https://www.youtube.com/watch?v=XRF06DpQE0c

See also

- Unreal Tournament 2004

Back to the games database