

Unreal Tournament 2004

Info

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

UT2004 was development by [Epic Games](#).

Purchasing

It is still available at [GOG](#) and Steam, unless you are shopping from a German IP. Due to legal issues the game is not even displayed in the search results in Germany.

Installation

You should plan a few minutes for the installation. Even from SSD with a reasonably up-to-date PC it takes a while. On older computers from DVD to disk it can take up to 45 minutes...

After installing, you should install the UT 2004 patch and the bonus pack. Then you have at least the standard maps. But since not everyone has the same understanding of „standard“ maps, there is also a map pack that you can unpack with [7 Zip](#). The maps belong to \UT2004\Maps. With the Unreal Anthology installation this is in an extra directory. For those of you who didn't install the game from the Anthology DVD, but maybe have it from the UT 2004 DVD, it might also need the crack. Then you can avoid the DVD while playing. Without a valid CD-Key nothing works anyways. UT2000 is also available at [gog.com](#). But not anymore from IPs in Germany.

Game Modes

- Capture the Flag
- Deathmatch
- Teamdeathmatch
- Bombing run: similar to soccer, only made for shooters

- Double domination: each team must try to keep both domination points for a given period of time
- Assault: one team has a mission to accomplish, the other one to prevent them from doing so. Both sides switch roles after timelimit or successfull mission
- Mutant: One is the mutant, and is practically the only target. If you frag the mutant, you become the mutant yourself.
- Invasion: All fighting together against invading aliens.
- Last man standing: Everybody's got limited lives. Last one left wins.

Network/Internet server

Gernal Information

The Mobile Infanterie server is available on the standard port: www.mobile-infanterie.de:7777.

Ports 7777 and 7778 (UDP) must be forwarded for a UT 2004 server. As with [UT 1](#), 7777 joins the server and 7778 joins the query. The server can then also be reached directly via the Internet.

Windows Firewall Notification

It might occur, that UT 2004 reports that it cannot connect to other computers because the UT2004 executable is not cleared in the Windows Firewall. This also happens also when actually not using the Windows firewall (e. g. using a third party firewall). There is a way around this problem:

- Open the file `System\UT2004.ini`.
- Add the lines

```
[FireWall]
IgnoreSP2=1
```

- The addition has to be placed somewhere before the block introduced with `[Core.System]`.

After restarting UT2004 you should be good to go.

([Source](#))

[Back to the games database](#)

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