Wolfenstein: Enemy Territory

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- Wolfenstein: Enemy Territory 2.60b

Game Information

This offshoot of the first-person shooter series Wolfenstein is a pure multiplayer game and very strongly team-based. Up to 64 players per map can play on the internet servers on original maps from the main game and in two mini campaigns. One of them plays in Europe, the other in North Africa.

You can choose your fighter from five classes and then play either on the side of the Allies or the Germans. During the battles you can gain experience and rise in ranks to improve your combat skills. There are actually no bots. But there are probably reprogrammed ones in the meantime. In general, the game has been updated via the ioquake3 engine, with bots and so on. If there were enough people who actually want to play the game more often, I could imagine setting up a Dedicated Server.

Purchasing

There's nothing to buy. The game was available for free from the beginning.

Graphics

Since WET is based on the Quake 3 Arena Engine, the Q3A Graphics Hack is applicable to the config file etconfig.cfg. Wide screen resolutions can also be set.

Network

In principle the port for the server can be configured at will, but the default is 27960 (UDP). In principle, this should suffice, unless you decide otherwise. In any case it is always UDP.

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