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CORRIDOR GAME

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MEGAGAMES

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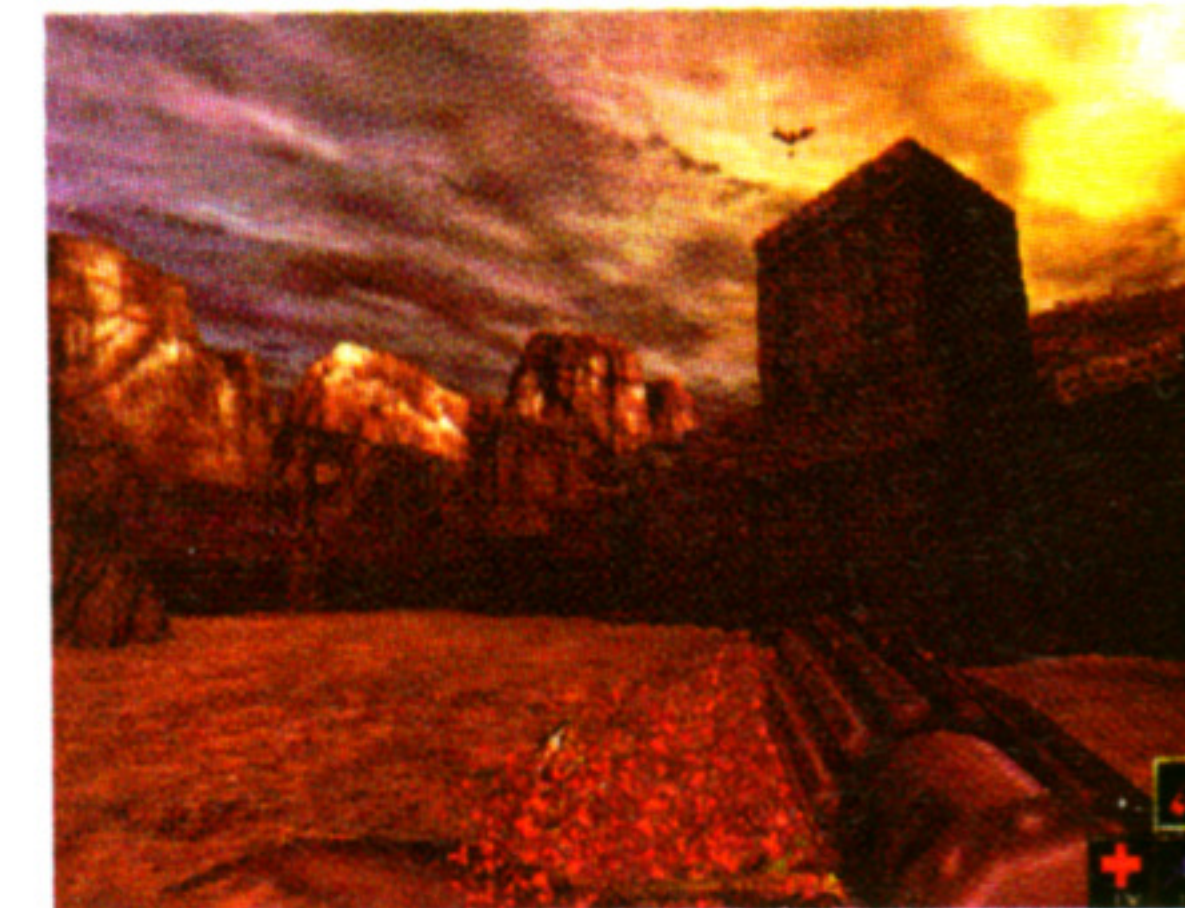
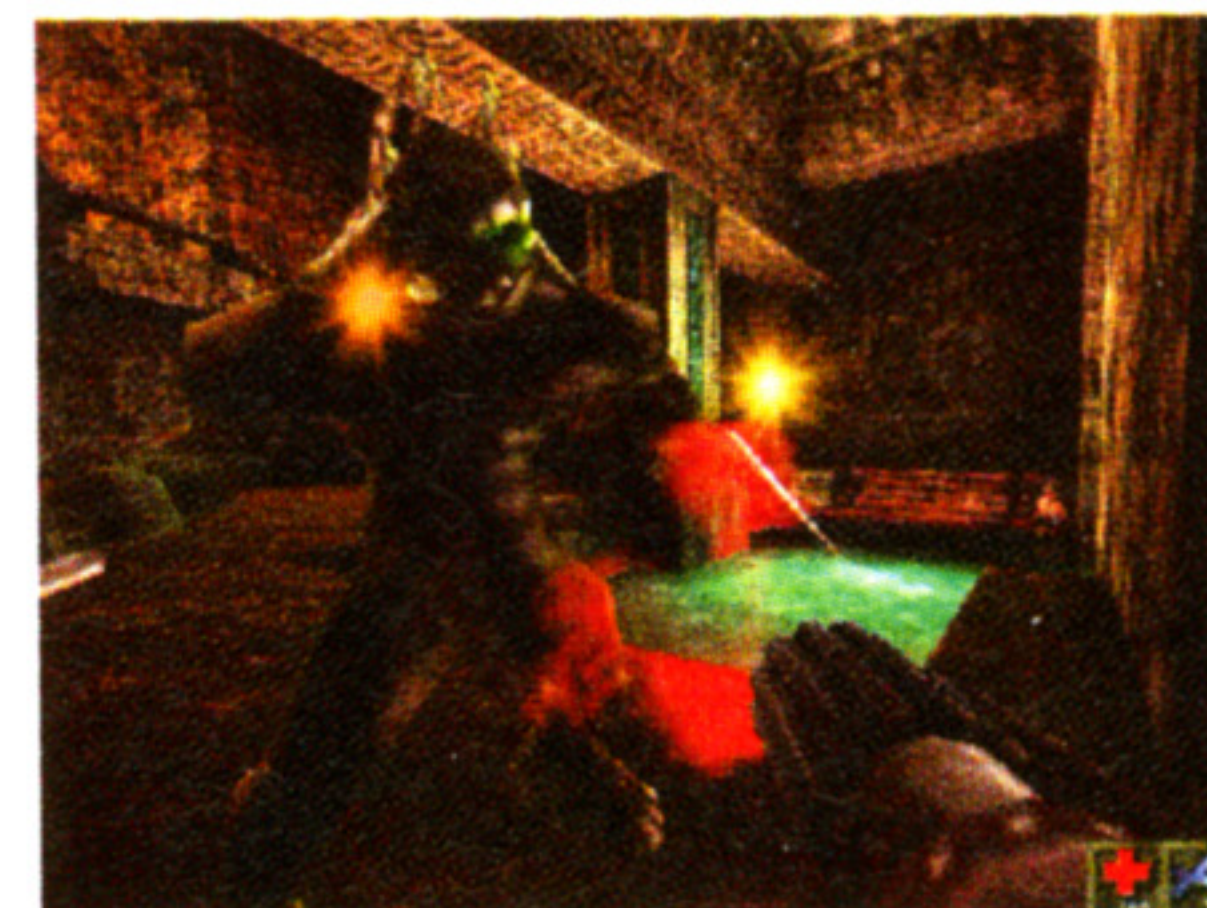
1-32 PLAYERS

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- STORAGE 1 CD (300 MB INSTALL)
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It's been almost four years in development, but the time has paid off. Prepare yourself for the most amazing graphics ever seen!



We've had to wait ages for *Unreal* – it was first shown at around the same time as original *Quake* and has been worked on solidly since. Every time a breakthrough was made in PC technology, Epic MegaGames made sure that *Unreal* took full advantage of it. The result is a game which matches their original design, even though it once sounded completely impossible to make a game of such scope. If you want to experience the future of video game graphics today, buy the most powerful PC you can get your hands on and check out *Unreal* – it'll blow you away.



UNREAL LIFE

The planet on which the Vortex Rikers has crashed gives off strange magnetic forces which have caused many other species to land over the years. The violent Skaarj have killed most of the other creatures, and are therefore the dominant species.

The Nali are peaceful four-armed creatures who have lived on the planet for generations. If you're nice to them, they'll often guide you to hidden rooms, but go around threatening them and they'll just cower in the corner.

W-WHERE AM I? W-WHERE AM I?

The basic story of *Unreal* goes like this: You're a criminal being transported across the galaxy in a giant prison ship called the Vortex Rikers which goes haywire as it passes a distant planet. There's a massive crash and you wake up, injured, inside your damaged cell with the bodies of dead prisoners around you. Your first task is to get out of the prison ship, then work out where you are and what's going on...



↑ You'll meet a few of these guys straight away.



↑ The Nali look like four-armed versions of the Mudokons from *Abe's Oddysee*, only they don't go around farting. Be nice to them.

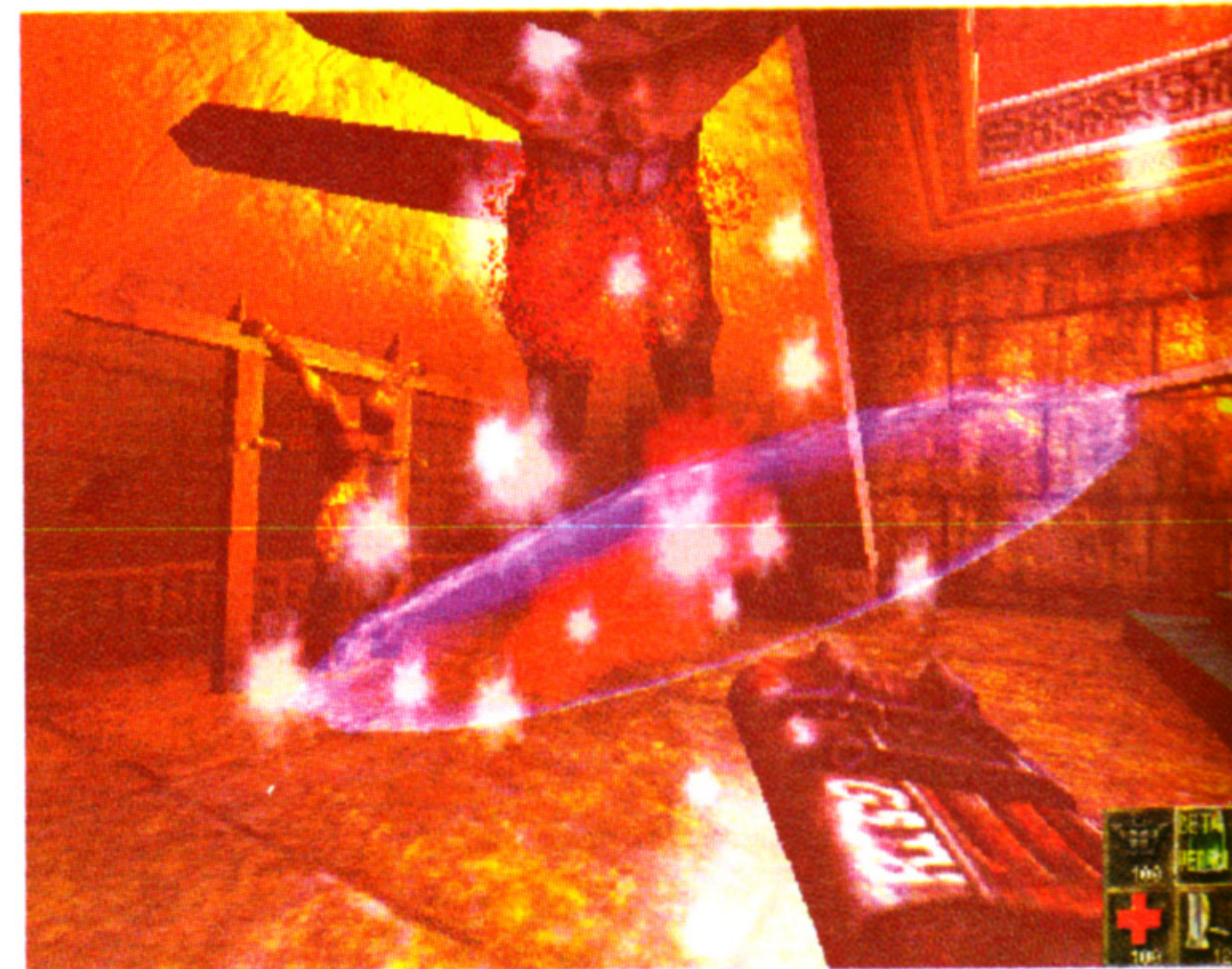


→ There are various classes of Skaarj warriors. The more armour they are wearing, the better their weapons are going to be.



A BULLET IN THE HEAD

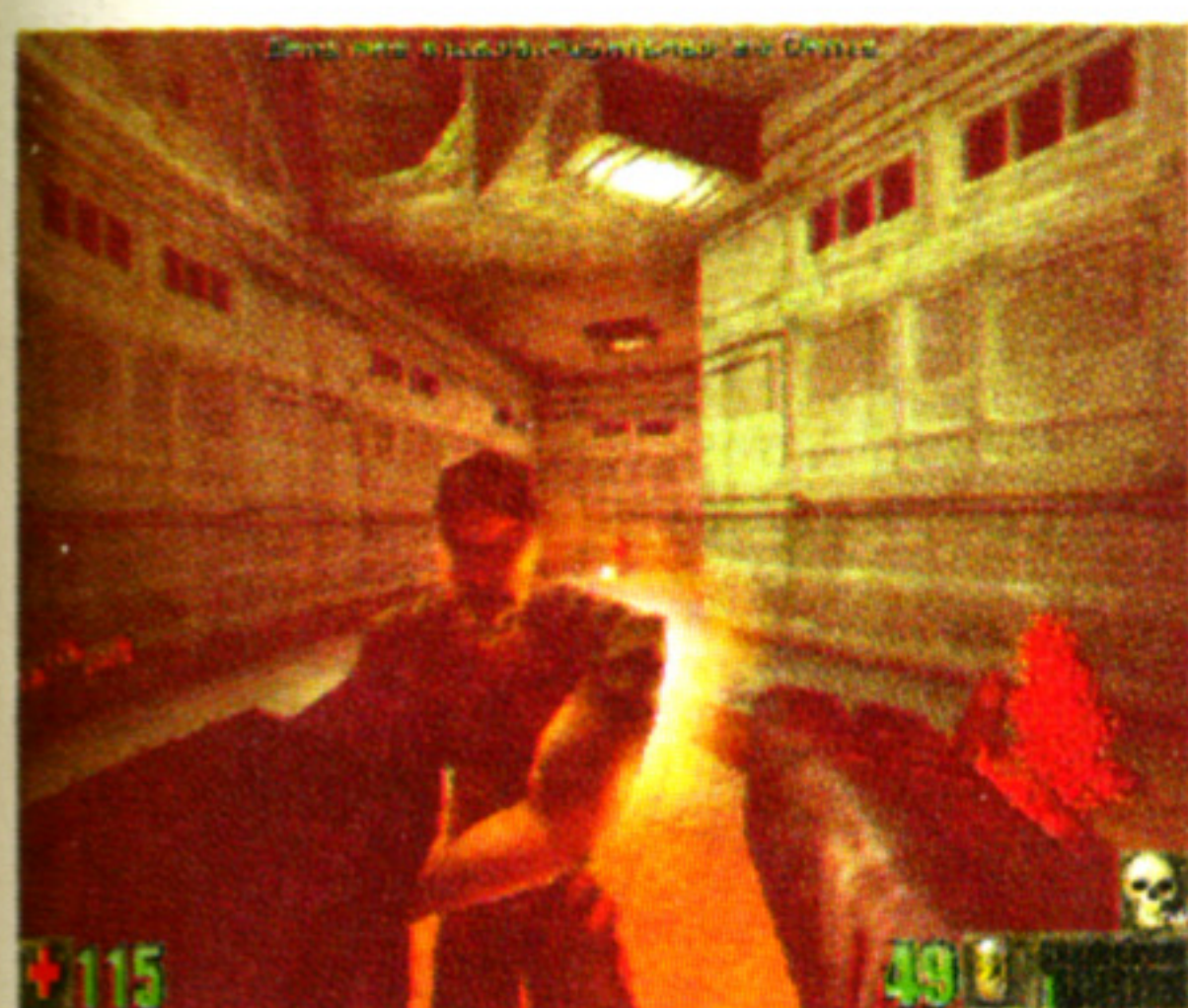
You start *Unreal* completely unarmed, but soon find a small laser blaster with an energy source which recharges infinitely. Plenty more turn up as you play through the game, each with its own ammunition and two firing styles. As well as a standard shot, each weapon can be fired a second way just like those in *Dark Forces*. For example, the standard blaster can fire single shots or can be charged up to fire more powerful blasts. The Eightball gun can be used as a rocket launcher, grenade launcher, homing missile, or even a super-powerful multiple shot cannon!





DEATH FOR ALL THE FAMILY

With multiplayer PC gaming getting more and more popular, it's essential for an action game like *Unreal* to have a good deathmatch mode. You can have free-for-all battles, team games, King Of The Hill games, and the cool DarkMatch. Here you play in a pitch black level where every player has a torch. The deathmatch levels each have clever gimmicks – in one level there's no health apart from a big green pod in the middle. Standing here regenerates your health, but makes you an easy target to the other players. In another, a voice lets everyone know when you tread on certain touchplates!



↑ The glowing green thing is the Heal Pod. A switch in the level makes the roof squash anyone inside.

HOLD ONTO YOUR EYEBALLS!

Unreal certainly has some of the most impressive graphics we've ever seen. Just about every single special effect so far invented has been used to create some incredibly atmospheric levels: Coloured real-time lighting, lens flare, volumetric lighting, real-time fractals, anti-aliasing, extro-triscrotular trunking, bicranial scabbing, and even polar sprouting. All of this means nothing until you actually play the game and discover that you get completely sucked into

the game because of the amazing atmosphere that the graphics create.

As you can probably guess, *Unreal* needs a big machine to run smoothly. Preferably something faster than a 300Mhz Pentium II with 64Mb RAM and a Voodoo 2 card (plus over 360Mb of hard drive space). We played the game on a MMX Pentium 200 with 32Mb RAM and a 3Dfx card and it's hardly playable at all. Unfortunately, *Unreal* is a game for enthusiasts only. Rich enthusiasts.



↑ The scenery is truly amazing. The blue crystals on the left give off an amazing rippling blue glow.

← The detail on the creatures is astounding. You'll be letting them get right up close just so you can have a good look at them, even though they'll kill you in seconds.

→ The Razor Jack is great fun to use in deathmatch mode.



CVG OPINION

Wow. Wooooow. Waaaaaaaooooow. *Unreal* is the most impressive game I've seen for a long time. Every single graphics effect invented so far has been used to create one of the most absorbing game environments ever. The levels are all excellent, with awesome architecture and brilliant use of lighting, plus the atmospheric sound effects work really well too. But *Unreal* certainly isn't without its faults – the physics of the game aren't quite right, and some of the fiddly little jumps you're required to do can be very annoying as you bounce off walls and drop off ledges. The enemies aren't as varied as we'd hoped, and you'll be fighting practically the same bunch on the last level as you were at the start of the game. At times they can be remarkably stupid too, though most of the time they act in a fairly lifelike way. There aren't as many enemies as there are in *Quake*, so more of your time is spent exploring and solving puzzles instead. And of course, we can't forget that you really do NEED a top-of-the-range PC to run the game at a playable speed. If you've got the power to run *Unreal*, you've got to have the game – it's as simple as that. And before you ask... no, it's not as good as *Quake 2*.

ED LOMAS

CREATE NEW WORLDS

Unreal's amazing game engine took Epic MegaGames ages to create, and the free level editor included with the game makes it clear why. Anyone will be able to create incredible-looking levels without too much trouble – you can add real-time moving coloured light sources

in a second, create fractals based on any pattern you draw, and watch the whole thing created in 3D as you do. One of the most exciting things about UnrealEd is that it will mean that there will be hundreds of free levels available within the first week of release.



↑ The UnrealEd game engine allowed Epic MegaGames to create stunning lighting effects such as this. You can do it too!



↑ You can create stunning moving fractal patterns like this with ease using UnrealEd.

RATING



The most impressive game you can buy. A great story, brilliant atmosphere and clever design, but you'll need a lot of money to play it.

UNREAL

REVIEW