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Shot Of The Day



Get ready for a week of Splinter Cell screenshots.

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Latest Hot Stuff

Coming soon...

Coming Soon....

Most Active Forum Threads

08-13 - Hmm..Where did everything go?
08-13 - 1on1 Morbias tournament?
08-11 - Well.....
08-12 - No reason to get an Xbox anymore
08-12 - MODERATORS

08-05 - Unreal II
08-01 - America's
07-27 - Neo Cairn
07-16 - Mobile Fc
04-06 - Chaos UT

Italian LAN party this September - Monday, August 12, 2002

NGI LAN 2 takes place from 13 to 15 September, and you have the chance of winning also all the cannoli you can eat, so it ain't a bad deal at all. Read more over at XSRea

Thanks to Ricky Martin impersonator, ZedR for the tip.

Category: General News | Posted By: Preacher | Comments: [0]

No Unreal 2 this year? - Monday, August 12, 2002

According to Computer & VideoGames, Unreal 2 has been delayed till March 2003. Oh UT2003 then :)

Update: Matthias Worch of Legend Entertainment posted this on the official forum:

"Unreal 2 has not been delayed."

In the same thread, Glen Dahlgren (Designer/Producer) posted this comment:

"As of right now, nothing has changed our expected release date, which is fo hard to make that date. Rumors that state otherwise are just that: rumors."

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Updated UT2003 preview at GameSpy - Sunday, August 11, 2002

Those GameSpy fellas not only managed to try out Unreal 2 this last week, but they a 2003. the preview covers bombing run, as well as various maps + there's some new s

It's been hard to find a hands-on preview of UT 2003 where the writer didn't v After playing it for ourselves, we'd have to agree - the game is indeed looking competitor from the Half-Life or Quake series, UT 2003 could have an unchalle person shooter mountain. **Right now, the teams at Epic and Digital Extrem and getting the demo ready, which could be released before the end o** be long before UT 2003 hits shelves, possibly as early as this September.

Category: General News | Posted By: Preacher | Comments: [1]

Updated Unreal 2 preview at GameSpy - Sunday, August 11, 2002

GameSpy got a look at a new build of Unreal 2 last week, and the result is an updated

In the more straightforward levels, enemies dodged and took cover when und squads on occasion. You won't find health and armor simply floating in space f dead bodies, in warehouses and storage depots, and there are also healing sta goal is to have the placement of these items make some sort of sense in the c appear for the sake of appearing.

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