

[HOME](#) | [CHEATS](#) | [NEWS](#) | [REVIEWS](#) | [FORUMS](#) | [SET AS HOME PAGE](#)



CHANNELS

- [ARCADE](#)
- [DVD](#)
- [GAME BOY ADV](#)
- [GAMECUBE](#)
- [PC](#)
- [PLAYSTATION2](#)
- [XBOX](#)
- [MORE...](#)

THIS PAGE

- [EMAIL THIS](#)
- [BOOKMARK](#)
- [PRINTER VIEW](#)
- [SUBMIT CODE](#)

THIS SYSTEM

- [OTHER GAMES](#)
- [REVIEWS](#)
- [DOWNLOADS](#)
- [MESSAGES](#)
- [NEW RELEASES](#)
- [COMING SOON](#)
- [TOP SELLERS](#)

GAMING

- [NEWS](#)
- [BOOKS/GUIDES](#)
- [SALES](#)
- [SEARCH](#)

Unreal Tournament 2003



Get more help and discuss this game in the [Unreal series forum](#).

Cheat mode:

Press **[Tab]** during game play in single player mode, then enter one of the following codes to activate the corresponding cheat function. Note: Codes must be reactivated after each level.

Effect

God mode
 Flight mode
 No clipping mode
 Disable flight and no clipping modes
 Full ammunition
 All weapons
 All weapons and full ammunition
 Toggle third person view
 Change movement speed; default is 1.0

Code

god
fly
ghost
walk
allammo
allweapons
loaded
behindview <0 or 1>
slomo <0.1 to 2.0>



Codename: Panzers
 Demo
 from CDV
 PC, 210 MB

Game title



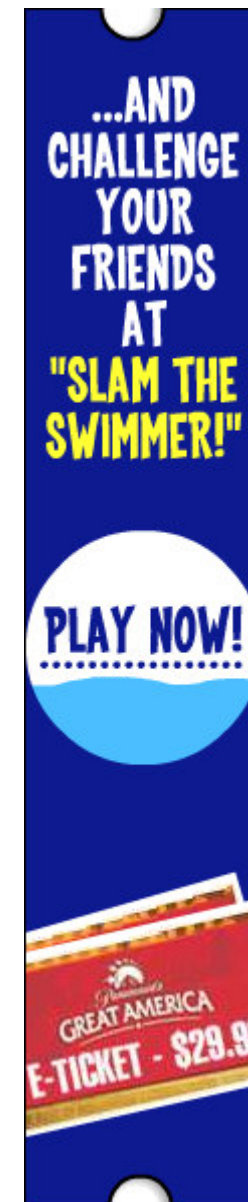
[City of Heroes](#)

New \$39.99!

(Prices May Change)
[Privacy Information](#)

View frame rate
View network status
Underwater breathing
Toggle invisibility
Teleport to crosshair location
Win the current match
Jump to a specific match; for example, **12** is ladder 1, match 2
Change player size factor
Toggle camera lock
Unlock camera rotation from actor
Reset camera to view player; **true** for quiet, **false** for sound
Cycle camera through the viewable bots
View actor currently carrying flag
Change the camera view to indicated player
Change the camera view to indicated actor
Change the camera view to indicated class
Kill actor the camera is currently viewing
Possess a pawn of indicated class
Spawn indicated item
Set camera distance to its target
Set gravitational pull
Set jump height
Multiply player water and ground speed by indicated value
Write all dynamic actors to log file
Pause the game for indicated duration
Set red color component of fog

stat fps
stat net
amphibious
invisible <true or false>
teleport
skipmatch
jumpmatch <integer number>
changesize <floating point number>
lockcamera
freecamera <true or false>
viewself <true or false>
viewbot
viewflag
viewplayer <player>
viewactor <player>
viewclass <player>
killviewedactor
avatar <class>
summon <item>
setcameradist <floating point number>
setgravity <floating point number>
setjumpz <floating point number>
setspeed <floating point number>
listdynamicactors
freezeframe <floating point number>
setfogr <floating point number>



Set green color component of fog	setfogg <floating point number>
Set blue color component of fog	setfogb <floating point number>
Set the duration a screen flash takes to fade away	setflash <floating point number>
Trigger the indicated event	causeevent <event name>
Toggle logging for all scripted sequences	logscriptedsequences
Kill all actor pawns except the player	killpawns
Kill everything of the indicated class	killall <class>
Kill all pawns of the indicated class	killallpawns <class>
Freeze time, players only can move	playersonly
Toggle view to indicated actor	cheatview <actor>
Write the string : "NOW!" to the game log	writetolog
Test jumping	reviewjumpspots <transloc, jump, combo or lowgrav>
Add indicated number of bots	add bots <integer number>
Commit suicide	suicide
Connect to server or load map	open <IP address or map name>
Disable statistics display	stat none
Display all statistics	stat all
Display game statistics	stat game
Kill all bots	killbots
Quit game	exit or quit
Quit the server you are connected to	disconnect
Record demo	demorec <filename>
Resume sounds	unpausesounds
Set brightness	brightness <integer number>
Set CD track music track	cdtrack <integer number>
Set contrast	contrast <integer number>
Set field of view	fov <integer number>
Set gamma	gamma <integer number>

Set song intensity	musicorder <0-3>
Silence	pausesounds
Stop recording current demo	stopdemo
Toggle full screen and windowed mode	togglefullscreen
View configuration information	confighash
View memory status.	mem stat

Information in this section was contributed by [Apathy](#).

All skins:

Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "ut2003.ini" file in the game folder. Add the following lines to the file.

```
[XInterface.Tab_PlayerSettings]
bUnlocked=True
bTDMUnlocked=True
bDOMUnlocked=True
bCTFUnlocked=True
bBRUnlocked=True
```

Hint: Hidden vehicle demo map:

A hidden vehicle demo map named "vehicledemo" can be found in the "\ut2003\maps" folder. Play it and hit the switch on the ground. A giant car that shoots rockets will fall from the sky.

Information in this section was contributed by [KungFuGecko](#).

Note: Type **use** at the console window when standing next to the car. You will be able to drive it.

Information in this section was contributed by [Dust_Boll](#).

After you have entered the vehicle, use the **add bots** <integer number> code to add some bots to the map. Get close to them while driving the vehicle and it will auto-target them. Press **[Fire]** to shoot the vehicle's weapon at them.

Information in this section was contributed by [Slickster](#).

If you enable the **freecamera true** code while driving the vehicle, the frame of it will

disappear and you will be driving a set of wheels with lights.

Information in this section was contributed by [Slickster](#).

Hint: Hidden message:

In the video options menu, turn every option to its highest value. The announcer will say "Holy shit".

Information in this section was contributed by [Kyle "Vinkento" Lawrence](#).

After downloading and installing the "Excessive Overkill" patch, wait until you have 150 adrenaline. Then, hold **[Up]** + **[Left]** + **[Right]** until the announcer says "Holy shit!" and the message "Insane!" appears across the top of the screen. You will now be berserk, invisible, and have double damage all at once for thirty seconds.

Information in this section was contributed by [Louiemano3](#).

Hint: Phrase on Redeemer Rocket:

To see the phrase on a Redeemer Rocket, get one, fire the rocket, and enable the **playeronly**. This will freeze the rocket. Walk up to the rocket and you can read the phrase "Swallow This!" on it. You do not have to worry about getting too close to it. Since the Redeemer Rocket is something that you fired, it cannot harm you while airborne, unless it hits a wall or person close to you.

Information in this section was contributed by [Logan Adrian](#).

Hint: Speed power-up:

When your adrenaline reaches 100 and it starts to flash, quickly tap forward (**W**) four times for a speed power-up.

Information in this section was contributed by [chris young](#).

Hint: Self-heal power-up:

When your adrenaline reaches 100 and it starts to flash, quickly tap back (**S**) four times to get a self-heal power-up.

Information in this section was contributed by [chris young](#).

Hint: Invisibility power-up:

When your adrenaline reaches 100 and it starts to flash, quickly tap left strafe (**D**) two times then right strafe (**A**) two times to get invisibility.

Information in this section was contributed by [chris young](#).

Hint: Berserk power-up :

When your adrenaline reaches 100 and it starts to flash, quickly tap forward (**W**) two times and back (**S**) two times.

Information in this section was contributed by [chris young](#).

Hint: Lose flying after Redeemer explosion:

When you enable the **fly** code, if you are about to use the human-controlled Redeemer (right-clicking to fire), make sure you are on solid ground and that you can not be attacked there. As soon as the Redeemer missile explodes, you will be caught without flight. For example, one of the tall towers in Plunge will make a good isolation perch because no one can attack you.

Information in this section was contributed by [Aaron Banschick](#).

Hint: Consecutive kill award:

There is an award for having a certain number consecutive kills, providing the kills are less than a second apart. The scale is as follows:

Double Kill! : 2 kills
Multi Kill! : 3 kills
Mega Kill! : 4 kills
Ultra Kill! : 5 kills
Monster Kill! : 6 kills
Ludicrous! : 7 kills*
Holy Shit! : 8 kills

Note: The screen will read "LUDICROUS!" across the top but the announcer will say "LUDICROUS KILL!" Note: To see your stats and awards at any point during a game, press **[F3]**.

Information in this section was contributed by [Louiemano3](#).

Hint: Species:

Almost every species has an advantage and a weakness, described as follows.

Information in this section was contributed by [Laserbot](#).

Juggernauts

Strength: 90% more health than average.

Weakness: Ground speed, jump height, acceleration, and aerial dodging below 10-20%.

Mercs

Strength: 30% more health.

Weakness: None.

Note: Malcolm, Brock, and Lauren are Mercs.

Nightmares

Strength: Walking speed 50% higher, crouching movement speed 20% higher.

Weakness: Ground speed has a 10% penalty.

Gen Mo'Kai

Strength: 30% faster on ground and 20% more maneuverable in air; accelerate 10% faster and have 10% higher aerial dodging speed.

Weakness: maximum health is 20% lower and weapons do 10% less damage than normal.

Automatons

Strength: 10% more health and 60% higher dodging ability.

Weakness: 20% penalty for walking speed, 30% to crouching movement, and 30% to aerial dodging speed.

Egyptians

Strength: High maneuverability (150% better control in air, 30% higher jump, and 50% higher aerial dodging ability).

Weakness: 15% less maximum health, 10% less inflicted damage penalty, a 20% acceleration penalty, and 10% dodging penalty on ground.

Redeemer weapon (demo version):

Note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "user.ini" file in the "system" folder in the game directory. Add the following line:

```
Z=set XWeapons.Rocketlauncher FireModeClass  
class'XWeapons.RedemerFire' | set XWeapons.RedemerFire AmmoClass  
Class'XWeapons.RocketAmmo'
```

Press **Z** during game play, then shoot the rocket launcher to fire Redeemer ammunition from it.

Hint: Character close-up (demo version):

Enable the **behindview 1** code, then choose the Electric Sniper weapon. Click the **Right Mouse Button** to zoom in, and the view will focus on your character in a third person view close-up.

Hint: Speed power-up (demo version):

When your adrenaline reaches 100 and it starts to flash, tap forward (**W**) for a speed power-up.

Information in this section was contributed by [Kenny1063834643](#).

Hint: Boost power-up (demo version):

When your adrenaline reaches 100 and it starts to flash, tap back (**S**) six or seven times to get a boost power-up.

Information in this section was contributed by [Kenny1063834643](#).

Hint: Invisibility power-up (demo version):

When your adrenaline reaches 100 and it starts to flash, tap right strafe (**D**) two times then three left strafe (**A**) three times to get invisibility.

Information in this section was contributed by [Kenny1063834643](#).

Hint: Berserk power-up (demo version):

When your adrenaline reaches 100 and it starts to flash, tap forward (**W**) three times and back (**S**) two times.

Information in this section was contributed by [Kenny1063834643](#).

Hint: Skeletal remains (demo version):

Get killed by the fire found in the environment and your remains will be skeletal instead of flesh.

Information in this section was contributed by [Kenny1063834643](#).

Hint: Remain unseen (demo version):

Go to the blue sloped entrance in CTF-Citadel. Walk from the left to right on the blue sloped entrance, and you will be underneath it. Nobody will be able to see you.

Information in this section was contributed by [Samir Khater](#).

Strategy guides from [GameFAQs](#)
Published strategy guides

Saved game file: All levels

Reviews

Current News:

Kingdom Under Fire: The Crusaders announced

Brief downtimes expected this evening

Torrente announced

The Matrix Online Beta Begins

More news articles...

Featured Links

»

» **LIST PRICES FOR THE CHEAPEST GAMES.**

» **DOWNLOAD AND PLAY FREE PC GAMES!**

»

Copyright © 1995-2004 Al Amaloo. All rights reserved.