Universal Combat Gold
Product Info
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NOTICES

OVERVIEW

Universal Combat Gold (UCG) is a stand-alone follow up title to the original Universal Combat game released in Q1 2004. It contains the full original Universal Combat game plus several enhancements, updates and features.

MSRP is $19.99 (e-commerce download or retail box if available).

Estimated release date is Q4/05

UNIQUE SELLING POINTS

• Game kernel based on the latest and vastly improved (since the original release) Universal Combat game. This includes a majority of fixes, features, improvements and various technology tweaks and improvements.

• Updated graphics engine; ported from DirectX 8.1 to DirectX 9.0c.

• All new multiplayer transport kernel based on the ReplicaNet middleware multiplayer engine.

• Support for our premium integrated multiplayer games channel with features such as chat lobby, server browser, multiplayer server clusters, auto-patching, multi-lingual chat rooms etc.

• Improved planetary terrain engine.

• All new (sixteen) first person character models. These are lower poly versions of the same models used in Universal Combat – A World Apart, but tweaked to work with the existing Universal Combat character animation and graphics engines.

• In addition to the campaign scenario and twenty-two Instant Action scenarios from the previous Universal Combat game, UCG contains one new campaign scenario played from the perspective of the Commander or Elite Force Pilot career, sixteen new Instant Action scenarios and a 32 player multiplayer deathmatch/roam scenario.

• Full localization support for Russian, French, Italian, German and Spanish languages. Allows any third party to localize the game for their language.

SYSTEM REQUIREMENTS

Minimum:

- Windows 98, ME, 2000, XP
- DirectX 9.0c Runtime
- Pentium III 1GHz or equivalent AMD Processor
- 256MB RAM
- 64MB video card with vertex shader 1.1
- DirectSound compatible sound card
- CDROM or DVD-ROM

Recommended:

- Windows 2000, XP
- Pentium IV 1.7GHz or equivalent AMD Processor
- 512MB RAM
- 128MB video card with pixel & vertex Shader 1.1 or higher
- DirectSound compatible sound card
- Joystick

THE END