

UNIVERSAL COMBAT (2004) TO UC : A WORLD APART (2005)

TECHNOLOGY IMPROVEMENTS

- All relevant bug fixes, improvements and enhancements from latest Universal Combat game. Also includes numerous features too many to highlight here.
- Enhanced graphics engine. Some highlights:

Native DirectX 9 graphics engine with support for shader spec 2.0 (e.g. GeForce FX, Radeon 9600/9700/9800/X800) and with fallbacks for shader spec 1.3-1.4 (GeForce4 Ti, 4200 GO, Radeon 8500, 9000) and spec 1.1 (GeForce 3).

In contrast, the original UC (2004) graphics engine was DirectX 8.1 based and it has been a tremendous undertaking to port the engine to native DirectX 9 and to implement the new rendering features.

New features include new shader based lighting, glow and environment mapping (in space, you will see the surrounding space skybox reflected off objects in the scene etc) render paths; along with normal and bump maps support for various high end assets.

The new engine also has native support for various lighting (per-pixel) levels, texture filtering (e.g. Anisotropic), full screen anti-aliasing (FSAA) etc. These and other options are available via the game Config options screen.

- Improved shader based special FX (e.g. explosions, cloaking, hyperspace etc)
- Improved terrain rendering engine based on the newly revised graphics engine (above). Also features improved terrain texture assets, vegetation etc.
- Improved shader based character animation engine which takes advantage of the newer high definition character models.
- Improved NPC dynamic AI engine with improved NPC orders system.
- New multiplayer transport kernel based on a newly licensed third party middleware multiplayer engine, ReplicaNet.
- New audio system based on a newly licensed third party middleware audio engine, FMODex.
- New integrated multiplayer games channel with features such as chat lobby, server browser, multiplayer server clusters, auto-patching, multi-lingual chat rooms. Also improved support for Yahoo! All Seeing Eye server browser.
- Improved vehicle control and dynamics, including updated mouse flight controls.
- Improved use of asset switching (e.g. from first person into a vehicle or craft)

GAME CONTENT IMPROVEMENTS

- All new high definition first person character models. Sixteen in total.
- All new first person weapons; for a total of twenty-four weapons, excluding the four grenade types and the all new Anti-Personnel Mine.
- Revised planetary bases using some revised assets and with better layout and scale, so they don't seem quite as barren due to their wide expanse.
- One (01) new 16 mission Advanced Campaign Mode scenario (entitled "A World Apart") for the Terran/Insurgent Commander (the most advanced career) career.
- One (01) new 16 mission Advanced Campaign Mode scenario (same title as above) played from the perspective of the Elite Force Pilot career.
- Sixteen (16) new Instant Action scenarios featuring various careers.
- Two (02) co-op specific multiplayer space based scenarios with support for up to 32 players. Also included is the default deathmatch scenario.

UC : A WORLD APART (2005) TO UC – SPECIAL EDITION (2006)

TECHNOLOGY IMPROVEMENTS

- Enhanced graphics engine with various enhancements which include :

Native DirectX 9 graphics engine with support for shader model 2.0.

New features include new shader based lighting, glow and environment mapping (in space, you will see the surrounding space skybox reflected off objects in the scene etc) render paths; along with normal and bump maps support for various high end assets.

The new engine also has native support for various lighting (per-pixel) levels, texture filtering (e.g. Anisotropic), full screen anti-aliasing (FSAA) etc. These and other options are available via the game Config options screen.
- Improved terrain rendering engine with new texturing technologies including high resolution textures, reflections, volumetric clouds etc.
- New integrated multiplayer games channel with features such as chat lobby,
- Revised planetary bases using some revised assets and with better layout and scale.
- Improved thirty-two player multiplayer engine with major improvements in first person and planetary modes.

- Improved audio engine.

GAME CONTENT IMPROVEMENTS

- Eight new Instant Action scenarios featuring several career modes.
- All five scenarios from the three (UC, UC Gold, UCAWA) previous Universal Combat games
 - "A Fragile Hope" Advanced Campaign Mode scenario playable from the perspective of the Commander career.
 - "Way Of The Titans" Advanced Campaign Mode scenario playable from the perspective of the Commander and Elite Force Pilot careers.
 - "A World Apart : Episode 1" Advanced Campaign Mode scenario playable from the perspective of the Commander and Elite Force Pilot careers.
- All fifty-eight Instant Action scenarios from the three previous (UC, UC Gold, UC AWA) Universal Combat games.

UC – SPECIAL EDITION (2006) TO UC – COLLECTORS' EDITION (2007)

This is the final title in the long running Battlecruiser / Universal Combat series of games. It is also our first [boxed] retail title since Dreamcatcher's release of the original Universal Combat title in 2004. Its got everything, including the kitchen sink.

Based on the Universal Combat Special Edition (UCSE) engines, this collectors' edition includes all the campaign and instant action scenarios from the previous titles in the Battlecruiser and Universal Combat series of games (listed below).

1. Battlecruiser 3000AD (Take Two Interactive, 1996)
2. Battlecruiser 3000AD v2.0 (Interplay, 1999)
3. Battlecruiser Millennium (3000AD Inc/EB Games, 2001)
4. Battlecruiser Millennium Gold (Dreamcatcher Games, 2003)
5. Universal Combat (Dreamcatcher Games, 2004)
6. Universal Combat Gold (3000AD Inc, 2005)
7. Universal Combat A World Apart (3000AD Inc, 2005)
8. Universal Combat Special Edition (3000AD Inc, 2006)

TECHNOLOGY IMPROVEMENTS

- Windows Vista support
- Developed with the latest DirectX 9.0c (April 2007) SDK
- Developed with the latest FMODex audio SDK

- Developed with the latest ReplicaNet multiplayer SDK
- Added support for 16:9 and 16:10 widescreen monitors and resolutions. Also, the default startup resolution is now 1024x768 instead of 800x600.
- Revised game processing loop. Now smoother at higher resolutions (and settings) during intense combat engagements. Provides almost 2x performance boost from previous (UCSE) game.
- Optimized collision detection; especially noticeable on planets. Provides almost 4x performance boost from previous (UCSE) game.
- Various performance and integrity tweaks to planetary terrain engine.
- Revised handling of planetary scene units which are halted on the planet when the scene is loaded.
- Tweaked AI evasive tactics during combat engagements.
- Minor tweaks to joystick selection in CONFIG options screen.
- Minor interface font revisions.
- Current planet weather is now saved and is restored when the game is restored or resumed.
- Mother (the ship's computer) will now play the 'target locked' message when the player's missile locks on a target in pilot careers.
- Mother (the ship's computer) will now play the 'target destroyed' message when a target is destroyed by the player as a pilot careers.
- The COMMLINK message delay times now affect all messages in the queue, as opposed to only new messages. Delay magnitude also increased from 10 to 20.
- Parsed and tested all BC3K, BC3K v2.0, BCM, BCM Gold, UC, UC Gold, UCAWA, UCSE scenarios. Added (11 campaigns + 111 Instant Action) to assets dB. They all now run in the UCCE engine.
- Converted all BCM/Gold, BC3K/BC3K v2.0 MP3 music tracks to Ogg. Added (Total: 27) to assets dB.

GAME CONTENT IMPROVEMENTS

- All the campaign and instant action scenarios from the entire Battlecruiser and Universal Combat game series' which include:

11 Advanced Campaign Mode (ACM) scenarios:

The Future Is Now
Rendition
Feather Duster

Broken Arrow
A Fragile Hope
Way Of The Titans (Two career variations)
A World Apart Episode 1 (Two career variations)
A World Apart Episode 2 (Two career variations)

111 Instant Action scenarios featuring various career modes.

- Twenty-Seven musical tracks from previous games in the series.

DVD-ROM BONUS MATERIAL

1. The DVD further contains full and patched versions of the following games. These can be installed separately. The freeware DOSBOX (included) is required to run the Battlecruiser 3000AD games.

Battlecruiser 3000AD
Battlecruiser 3000AD v2.0
Battlecruiser Millennium

2. Game Builder System (GBS) which allows user created scenarios.
3. Source to all scenarios included in the game. This allows users to tweak them using GBS.
4. DirectX 9 (April 2007) Runtime.

PACKAGE CONTENTS

PC DVD-ROM
Game Manual
Game Keyboard Commands (with galaxy map on reverse side)

THE END