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# 3000AD Tech Support

*Universal Combat CE Editions*

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## Universal Combat CE Editions

There are FOUR editions of Universal Combat CE.

UCCE 3.0 - THE LYRIUS CONFLICT

UCCE - The Lyrius Conflict

This DLC add-on (changelog) improves on the base UCCE 2.0 (2015 Steam Release)

When you install the game, if you have the The Lyrius Conflict DLC (3.0), it will be automatically installed. To uninstall it, you have to do it manually from the Steam library interface for the game.

The installer will create the desktop shortcuts automatically. If not, see the section below.

UCCE20\_steam\_shortcuts.exe // shortcut & docs installer for v2.0x

UCCE30\_steam\_shortcuts.exe // shortcut & docs installer for v3.0x

UCCE 2.0 (STEAM 2015 RELEASE)

UCCE 2.0 (2015) // Supported via DLC above. v2.00.04 | 10-11-2017 is final patch (changelog) for this base version without the DLC

NOTE:

The 2015 edition was free to play (not free to own) for a limited time only. So if you got it during that period, it will still be in your Steam library and enabled. If you got it during that period, then tried to play it and are asked to pay \$9.99, that means you got it during the other promotion in which it was free for a period of time only. That being the case, you would have to buy it. Being in your Steam library doesn't mean you can play it. That's not how Steam works.

If you try to play it, and you are able to, then you already own it. You only need to buy the DLC if you want future updates.

If you try to play it, and you are unable to, then you don't own it. You would need to buy UCCE 2.0 and/or the DLC. There's a Steam discount bundle if you buy both.

UCCE 2.0 (2009)

UCCE 2.0 (2009) // No longer supported. v2.00.03 | 05-28-2015 is final patch (changelog)

UCCE (2007)

UCCE (2007) // No longer supported. v1.01.04 | 02-23-2009 is final patch (changelog)  
MULTIPLAYER

The last title to support multiplayer was the 2007 release of UCCE. The master server has since gone off-line, so the server browser will no longer work. You can still connect via commandline IP address. Refer to the docs for more info.

There are currently NO plans to add multiplayer to any future versions.