

# Universal Combat – A World Apart

## Product Info

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## OVERVIEW

Universal Combat – A World Apart, UCAWA, is the third title in the Universal Combat series and represents a tremendous improvement over the original 2004 game.

Both the retail and e-commerce download versions are priced at \$29.99.

Estimated release date is Q4/05

## SYSTEM REQUIREMENTS

### Minimum:

- Windows 98, ME, 2000, XP
- DirectX 9.0c Runtime
- Pentium IV 2.0 GHz or equivalent AMD processor
- 256MB RAM
- 64MB AGP video card with Pixel & Vertex Shader 1.1 (NO nVidia MX cards!)

nVidia chipsets: GeForce 3Ti, 4Ti, 4200 GO series

ATI chipsets: Radeon 8500, 9000, 9200 series

- DirectSound compatible sound card
- 16X CDROM or DVD-ROM

### Recommended:

- Windows 2000, XP
- Pentium IV 2.8 GHz or equivalent AMD processor
- 512MB RAM
- 128MB AGP video card with Pixel & Vertex Shader 2.0

nVidia chipsets: GeForce FX, 6800 series

ATI chipsets: Radeon 9500, 9600, 9700, 9800, X800 series

- SoundBlaster Audigy or Live! series, Turtle Beach Santa Cruz, Hercules Fortissimo or similar compatible sound card.

## 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 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, FMOD ex. (Added in v1.00.11 patch).
- 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 asset switching with full control for naval LCAC assets.

### 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.

**THE END**