

Universal Combat – Special Edition

Product Info

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OVERVIEW

Universal Combat Special Edition, UCSE is a compilation of all three previous Universal Combat games with revised engines and new scenarios.

Based on updated versions of the Universal Combat – A World Apart engine, UCSE includes all the campaign and instant action scenarios from these previous UC titles.

1. Universal Combat (Dreamcatcher Games, 2004)
2. Universal Combat Gold (300AD Inc, 2005)
3. Universal Combat A World Apart (3000AD Inc, 2005)

Both the retail and digital distribution versions are priced at \$39.95.

Estimated release date is Q3/06 (Aug/Sept).

SYSTEM REQUIREMENTS

Minimum:

- Windows 98, Windows XP, Windows 2000 (with all service packs)
- DirectX 9.0c (April 2006 or later) Runtime
- Pentium IV 2.0 GHz or equivalent
- 512MB system RAM
- 128MB video card with pixel and vertex shader 1.1 or higher

nVidia chipsets: GeForce FX, 6200, 6600 or better

ATI chipsets: Radeon 9500, 9600, 9700, 9800 or better

- DirectSound compatible sound card
- 8X CD-ROM or DVD-ROM
- Multiplayer requires broadband connection

Recommended:

- Windows XP (with all service packs)
- Pentium IV 2.8 GHz or equivalent
- 1GB system RAM
- 256MB video card with pixel and vertex shader 2.0 or higher

nVidia chipsets: GeForce 6800 series or better

ATI chipsets: ATI X800 series or better

TECHNOLOGY / CONTENT IMPROVEMENTS & ADDITIONS

- Improved Universal Combat A World Apart engines including a vastly improved terrain rendering engine with new texturing technologies such as high resolution textures support, reflections, volumetric clouds etc.
- Improved thirty-two player multiplayer engine with major improvements in first person and planetary modes.
- Improved audio engine.
- One new sixteen mission Advanced Campaign Mode scenario ("A World Apart Episode 2") playable from the perspective of the Commander and Elite Force Pilot careers. The scenario storylines are a continuation of the Episode 1 storyline from the original UCABA game.
- Eight new Instant Action scenarios featuring several career modes.
- All five scenarios from the three 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 Universal Combat games.

THE END