

Universal Combat – Collectors Edition

Product Info

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OVERVIEW

This is the final title in the long running Battlecruiser / Universal Combat series of games.

Based on the Universal Combat Special Edition (UCSE) engines, this collector's 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)

MSRP: \$29.95 (Retail [boxed] distribution sale only)
MEDIA: PC DVD-ROM
ESRB: T

Release date: Q3/07

SYSTEM REQUIREMENTS

Minimum:

- Windows XP, Vista (with all service packs)
- DirectX 9.0c (Feb 2007 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
- DVD-ROM
- Multiplayer requires a broadband connection

Recommended:

- Windows XP, Vista (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

- Joystick controller

TECHNOLOGY & CONTENT

Based on the Universal Combat SE suite of engines and content which include :

- 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 shader based special FX (e.g. explosions, cloaking, hyperspace etc)
- Improved terrain rendering engine with new texturing technologies including high resolution textures, reflections, volumetric clouds 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 using ReplicaNet middleware networking engine.
- New middleware audio engine.
- New integrated multiplayer games channel with features such as chat lobby, server browser, multi-lingual chat rooms etc.
- Improved vehicle control and dynamics, including updated mouse flight controls.
- High definition first person character models.
- Improvements to various 3D models, including space crafts, stations etc.
- 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.
- Revised one hundred page manual plus a ninety page tutorial (accompanying scenario included).

Unique to Universal Combat CE are the following :

- Various game engine and interface tweaks.
- Smoother, faster graphics and AI processing which results in better response at higher resolutions during lower frame rates.
- Native support for 16:9 and 16:10 aspect ratio widescreen monitors with built-in support for 1280x720 (720p), 1680x1050 and 1920x1080 (1080i) resolutions. Wait till you see the game on your massive flat screen TV or monitor!
- 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.

PACKAGE CONTENTS

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

THE END