

Language

Table Of Contents

- [1 Information](#)
- [2 Overview](#)
- [3 Language Selection Function](#)
- [4 Official Game Localisation Titles](#)
 - [4.1 English](#)
 - [4.2 German](#)
 - [4.3 French](#)
 - [4.4 Japanese](#)
- [5 Language Files](#)
 - [5.1 English](#)
 - [5.1.1 Mission Briefing Texts](#)
 - [5.2 German](#)
 - [5.2.1 Mission Briefing Texts](#)
 - [5.3 French](#)
 - [5.3.1 Mission Briefing Texts](#)
 - [5.4 Japanese](#)
 - [5.4.1 Mission Briefing Texts](#)
- [6 Trivia](#)
- [7 Notes](#)

The article about the official translations and localisations of Microsoft Urban Assault, as well as the Language selection function in the game.

(This article is currently under construction!)

1 Information

Microsoft [Urban Assault](#) is officially translated and localised with full text and voice support in the following four languages: English, German (original), French, Japanese.

This article covers basic information about the official translations and localisations contents of Urban Assault and Metropolis Dawn, as well as the 'Language' selection function that is nativey supported by in the game engine.

2 Overview

Urban Assault was created by the German company [TerraTools](#). The original language of the game is in German with full text and voiceovers. After the successful publishing contract with Microsoft, Urban Assault was also officially translated into English, French, and Japanese (quite rare for its time for a western game) languages with full text and voice localisation assets.

[Metropolis Dawn Expansion Pack](#) was created by the same original German TerraTools developers (also known as 'The Urban Assault Missions CD - Team'), but the expansion was never commercially released due to contract issues with the new publisher. Still, the developers had successfully translated the German expansion pack contents into English and French as well.

3 Language Selection Function

Urban Assault game engine has a native function to parse and load multiple variants of different game language packs simultaneously without replacing one another in the game data files. Once the game engine detects any additional language packs inside the locale folder, there will be a new button named 'OBSOLETE' (originally called 'Language') appearing at the lower-right corner of the main menu screen, which allows the user to access the menu screen with the list for selecting which language data pack to use and display the game contents.

(More information will be updated in future.)

4 Official Game Localisation Titles

4.1 English

Microsoft Urban Assault

4.2 German

Microsoft Urban Assault*

*Originally also known as 'Anarchy' or 'YPA' under development titles.

4.3 French

Microsoft Urban Assault

4.4 Japanese

??????? ???? ???? ?

5 Language Files

5.1 English

Under Construction.

5.1.1 Mission Briefing Texts

[Official English UA Mission Briefing Texts - Urban Assault - Metropolis Dawn](#)

5.2 German

Under Construction.

5.2.1 Mission Briefing Texts

[Official German UA Mission Briefing Texts - Urban Assault - Metropolis Dawn](#)

5.3 French

Under Construction.

5.3.1 Mission Briefing Texts

[Official French UA Mission Briefing Texts - Urban Assault - Metropolis Dawn](#)

5.4 Japanese

Under Construction.

5.4.1 Mission Briefing Texts

[Official Japanese UA Mission Briefing Texts - Urban Assault - Metropolis Dawn](#)

6 Trivia

Under Construction.

7 Notes

Under Construction.