Quick Navigation Page

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The article about the quick navigation page of the Lexicon module categories.

(This article is currently under construction!)

1 Information

This is a brief placeholder article serving as the quick navigation page with redirection links to various key articles and entries within the website Lexicon module category sections.

Scroll down below to find the links redirecting to the other key article pages in the website Lexicon (Wiki) module.

2 Overview

Urban Assault is a highly unique and innovative 3D-RTS-FPS hybrid game that is developed by the Potsdam/Berlin-based German technology company TerraTools (now RadonLabs) and published by Microsoft Games Studio (now Xbox Game Studios) in the year 1998.

Urban Assault has numerous advanced gameplay design elements and an optimised, robust 3D engine that has the capacity to support hundreds of independent AI units in a complex 3D world environment with full physics calculations and pathfinding, which are considered ahead of its time. The game also features several asymmetrically-designed races with unique aesthetics and characteristics, as well as challenging but completely cheat-free AI which are rare for its time of release.

Urban Assault fully supports both RTS and FPS interface and mechanics simultaneously. The overall gameplay is roughly 50% FPS and 50% RTS; and everything in the game is designed and balanced with respect to both aspects of gameplay. Therefore, it is imperative for players to learn and become proficient at both genres in order to succeed rather than focusing on only one part of them to overcome a steep learning curve.

3 Official Gameplay Summary

Urban Assault is a game quite different from any you have played before. It is a sci-fi action game at its core that also incorporates real-time strategy gameplay in a unique atmospheric setting. Urban Assault is well

suited for gamers who appreciate intense, unrelenting, eyes-out-of-their-sockets 3-D vehicle action as well as field strategy and tactics.

To be successful, you must be good at 2 things: You must constantly juggle being able to command strategically on a high level, while being tenacious in controlling individual vehicles first hand. **You will not win on more advanced levels if you just hang back and use the Host Station Map only! Jump into your vehicles and take control!**

4 Disclaimers

This new UA website is currently under construction, and the restoration work for the lost content and information/knowledge base from the old UA websites are currently in progress. Unfortunately, all game discussions, topics, and information that were present in the old Stoudson Corporation website are permanently lost forever due to decisions of its webmaster.

There are also many inaccurate and misleading information about the game still found on the internet which either contain numerous factual errors or misinformation, including some untrustworthy web pages that distribute broken/corrupt/modified game files that are highly defective in nature and do not work properly at all.

For this reason, our main UA website only provides technical support and assistance for the verified game data and files that are sourced directly from our trusted FTP repository servers, or any official and authentic retail version CD copies of the game that you already own/purchased. We do not take any responsibility nor provide technical support for any issues caused by downloading and using unidentified game files from unverified sources elsewhere on the internet.

5 Page Links

5.1 Meta

- Urban Assault Wiki (Lexicon)
- Urban Assault Wiki Restoration Project

5.2 Game Information

- Microsoft Urban Assault
- Metropolis Dawn (Expansion Pack) for Microsoft Urban Assault
- Urban Assault Trial
- Urban Assault Interesting Facts

5.3 Download Instruction

- Microsoft Urban Assault Download & Installation Guide

5.4 Technical Support

- AI Helicopter Glitch
- Game Troubleshooting (Windows)
- Multiplayer Configuration
- Joystick Configuration
- Linux Workarounds

5.5 Game Help

- Help Files
- Official Urban Assault Readme

- Official Multiplayer Notes

5.6 OpenUA

- OpenUA (UA:Source)

6 Notes

This article is currently under construction, and more contents will be added here in future.