

Movie

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This article covers information about the movie/video files in Urban Assault.

(This article is currently under construction!)

1 Information

Main article: [Soundtracks & Movies](#)

Check the above page link for more detailed information.

2 Game Movie

During the production of [Urban Assault](#), many cinematics were created for the game. In the final release version of the game, there are total 11 cinematics.

Metropolis Dawn introduces a new ending credit movie for the [Metropolis Dawn expansion pack](#). Therefore, there are total 12 movie files in [Urban Assault](#).

2.1 List of Cinematics

2.1.1 Intro.mpg

Main Game Intro.

2.1.2 Tut1.mpg

Game [Tutorial](#) Video 1.

2.1.3 Tut2.mpg

Game Tutorial Video 2.

2.1.4 Tut3.mpg

Game Tutorial Video 3.

2.1.5 Kyt.mpg

[Ghorkov](#) Introduction (Enemy Alert) Video.

2.1.6 Taer.mpg

[Taerkasten](#) Introduction (Enemy Alert) Video.

2.1.7 Myk.mpg

[Mykonian](#) Introduction (Enemy Alert) Video.

2.1.8 Sulg.mpg

[Sulgogar](#) Introduction (Enemy Alert) Video.

2.1.9 Black.mpg

[Black Sect](#) Introduction (Enemy Alert) Video.

2.1.10 Lose.mpg

Mission Failure video for [Parasite](#) City.

2.1.11 Win.mpg

Mission Success video for [Parasite](#) City. Also includes the Credits from Microsoft and [TerraTools](#) development teams.

2.1.12 Ende.avi

Final credits video from the [TerraTools](#) development team for [Metropolis Dawn Expansion Pack](#).

3 Movie Player

Under Construction.

4 Movie Transcripts

This section lists the transcripts of the game cinematics.

4.1 English UA

4.1.1 Black.mpg

Ionosphere status: Mykonian Parasite causing hazardous electrical storms. [Energy domes](#) in danger. Life sustainability uncertain. Enemy Alert. A deadly confederation is bent on our destruction: The Black Sect. A mysterious horde of scavengers, pirates, and mercenaries. They have invaded regions surrounding the Black Sea. Battle Zones: Medium-density urban areas. The Black Sect [Host Station](#) is the most formidable of all terran forces; an advanced, Generation II Prototype, stolen from the [Resistance](#). Intelligence warns that Black Sect warcraft, also stolen, have been upgraded with self-shielding that renders them invisible to our radar. Activate all battle systems. Prepare for mission briefing.

4.1.2 Intro.mpg

After the Big Mistake, radiation has infected much of the Earth's surface. Alien races have invaded. Seeking to drain our planet of its [energy](#) and destroy all traces of life. Surviving humans have divided into warring [factions](#). Allies are non-existent; know your enemies. Ghorkovs: A monolithic opposition force, predating the Toxic Age. Their warcraft is similar to our own. But their weaponry, utilising electromagnetic impulse, is far more advanced. Mykonians: A merciless alien race bent on torture and termination of humanity. The shielding of their hyper-speed warcraft is weak. But their weaponry is the most powerful, the world has seen. (Virtual Presence Shift to [Scout](#) in Mykonian [sector](#).) Until now, for the Mykonians have just unleashed their most deadly weapon yet: The Parasite. By leeching heat from our planet to fuel the Mykonian invasion. The Parasite is causing the Earth's core to cool, thus weakening our magnetic field and giving rise to extremes of climate and radiation, that have all but guaranteed the annihilation of earthly flow. Without your sacrifice, our destruction is certain. All else before you have failed. You are the last and the only hope for survival. The Parasite must be destroyed. Prepare for battle. (All Host Station systems online.)

4.1.3 Kyt.mpg

Enemy Alert. A powerful threat approaches our borders: Ghorkovs. A monolithic opposition force; predating the Toxic Age. The unrelenting Ghorkovs continue to advance their eastern empire deeper into Central and Western Europe. Battle Zones: High-density urban areas. Deployment of ground tanks is essential. Beware of aerial attack by slow but deadly [Ghargoil 2](#) anti-[tank](#) copters. Intelligence reports warn of highly classified saucer-shaped warcraft, armed with deadly electromagnetic impulse weaponry. Codename: [Gigant](#). Activate all battle systems. Prepare for mission briefing.

4.1.4 Myk.mpg

Biosphere status: all energy level and life support function extremely critical. Planetary destruction imminent. The Parasite must be destroyed. Enemy Alert. An advancing force stands in our way: Mykonians. A merciless alien race bent on torture and termination of humanity. They have enslaved much of Northern Europe and Scandinavia, where their machines of destruction operate at optimal cooling temperatures. Battle Zones: Infested arctic landscapes of alien cables and bio-veins. Warning: Enemy flak stations and [technology upgrade](#) sectors may be camouflaged. Mykonian weaponry is the most powerful, the world has seen. But the shielding of their hyper-speed warcraft is weak. Activate all battle systems. Prepare for mission briefing.

4.1.5 Sulg.mpg

Thermosphere status: Mykonian Parasite causing dangerous rise in upper atmospheric temperatures. Climate radiation levels critical. Enemy Alert. Otherworldly menace endangers our survival: Sulgogars. A vegetative species of bionic alien. Their powers reside in biotechnology, genetic

manipulation and cloning. They have conquered much of Central Africa where the warp allows greater propagation. The Earth is their spawning ground. Battle Zones: Open tundra. The Sulgogars' mysterious airborne warcraft, travel at incredible speeds and manoeuvre with great agility. Use of fast, land and air unit is essential. Deployment of guided missiles highly advised. Beware, the beautiful but deadly [Blue Spore](#). Activate all battle systems. Prepare for mission briefing.

4.1.6 Taer.mpg

Magnetosphere status: Mykonian Parasite harvesting heat from the Earth's core at an alarming rate. Magnetic field damage critical. Enemy Alert. An advancing force stands in our way: Taerkast. A fanatical human brotherhood. Technology has passed them by in their monastic isolation, but do not underestimate them. Battle Zones: outlying villages. Though their antiquated warcraft is slow and their weaponry primitive, Taerkasts are unyielding attackers with extremely heavy armor. Eliminating biplanes, air Zeppelins, and [Leonid](#) tanks, may require multiple shell punctures. Exercise your air superiority against tanks with copter strikes. Activate all battle systems.

4.2 German UA

Under Construction.

4.3 French UA

Under Construction.

4.4 Japanese UA

Under Construction.

5 Trivia

- The connection between TerraTools (the developers of Urban Assault) and TerraVision (an innovative networked virtual representation of the Earth pioneered by ART+COM in Berlin by a group of artists, hackers, and programmers that predated Google Earth) was suggested to be implied in the Earth model used in the intro cinematics.

6 Notes

Under Construction.