Urban Assault

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The main article about the video game Urban Assault developed by the German company TerraTools and published by Microsoft in the year 1998.

(This article is currently under construction!)

1 Information

Microsoft Urban Assault (also known by its original project titles such as '*Anarchy*' or '*Your Personal Amok*' in various press materials) is a highly unique and innovative Full 3D RTS-FPS hybrid action strategy game that was developed by the Potsdam/Berlin-based German technology company **TerraTools** and published by the **Microsoft Games Studio** in the year 1998.

The contents of this article are directly excerpted from various official publication documents and press materials that were created and released for the game by TerraTools and Microsoft Games Studio in the year 1998. Therefore, varying degrees of omissions, repetitions, or outdated information that may not apply to the final release version of the game may be present.

2 Disclaimer

This is strictly a knowledge/information-only article. For the article about downloading and installing Microsoft Urban Assault game files and technical support, see the following article:

Microsoft Urban Assault Download & Installation Guide

3 Overview

Urban Assault™ is a sci-fi action game at its core that dares to incorporate real-time strategy gameplay in a unique atmospheric setting. Urban Assault is ideally suited for gamers who appreciate intense, unrelenting, eyes-out-of-their-sockets 3-D vehicle action as well as field strategy and tactics.

Urban Assault combines diverse action game play with strategic depth. From a first-person cockpit perspective, players can control 15 types of combat vehicles, from airplanes, helicopters and satellites to jeeps and tanks. Gamers can simultaneously command and deploy their entire army from an overhead transparent map as they manage resources and upgrade technologies. To win the game, players must think like a general and perform like a front-line soldier. Urban Assault is set in a foreboding, post-apocalyptic 3-D world with astounding high-quality graphics.

4 Introduction

Urban Assault, an innovative combination of real time strategy and first person action. Become one with the Machine as you lead the last vestiges of humanity back from the brink of oblivion in a post apocalyptic Earth ravaged by war and plague.

The Machines have chosen you. They will not be denied.

All the fear of the front line.

All the pressure of command.

The Apocalypse is all yours.

In the bowels of a toxic Earth, you are the leader of what remains of the human race.

Your task... to repel the hordes of alien invaders and renegade human forces that have descended on the planet's corpse. Control a fully-loaded army over a wasteland of vehicular genocide, whether building resources and deploying armies from your floating Host Station -- or teleporting your shell-shocked mind into the cockpit of any vehicle you choose to enter.

Maximized for strategy. Optimized for destruction. You are the war machine. This is the end.

5 Storyline

"Darkness. . . The void calling my name. . . . And the evil, always pursued by the evil. . . These were my dreams . . . Back when I could dream.

The machines, were desirous of me - valuing my fear as much as my mind. And because these were the good machines, our machines, the savior machines, I could not refuse their seduction.

There were so few humans left in the years following The Big Mistake. Humans were too precious to send into battle when the OffWorlders came. And so we created the war machines, the savior machines.

But to save us they needed a single human integrated into their empathic net. For it was the human's wetware that provided the passions of love for the planet, and enough fear to temper decisions.

Oh, but humans were not meant to experience such power. When the click of a finger can create new machines, and when just one more click can send them into war, and when the empath net links you into all, as if you were living simultaneous lives, and suffering simultaneous deaths, the mind begins to retreat.

So the machines, the good machines, the savior machines, have searched once again, and have come to you for the plan."

- from the Journal of User 7, 2234 A.D.

There will be those who call it a curse, but they were not chosen to be the human interface. And who among them could handle the unimaginable power of becoming one with the Host Station? After the upload surgery you will be completely wired into the free world's network of computers, able to synthesize intelligent tanks and aircraft with the click of a button.

After The Big Mistake, the deteriorating atmosphere forced humans to live in domed cities connected by beam gates. These domed cities and beam gates require vast amounts of energy. Unfortunately, those energy sources and your people of The Resistance are coming under massive attack.

Your enemies list reads like a parade of nightmares: the Ghorkovs, the Taerkasts, the Mykonians, the Sulgogars.

The fate of the free world—and perhaps even the fate of the entire planet—depends on how well you can master your Host Station resources and wage battle against those who are trying to destroy you and your world.

“There were so few humans left in the years following The Big Mistake. Humans were too precious to send into battle when the Offworlders came. And so we created the war machines, the savior machines, the Host Station machines.

“But to save us they needed a single human integrated into their empathic net. For it was the human’s wetware that provided the passions of love for the planet, and enough fear to temper decisions.”

--From *Beam Gate Diary*

Background: The Big Mistake . . . and the Ultimate War Machine

The year is 2017, the whole planet is at war . . . and you’re certainly going to die. But between now and then you’ll have in your hands the creation and control of the most formidable military power ever created on the planet. The only problem is that some of your opponents were created *off* the planet. Life is tough. But so are you.

Ever since The Big Mistake . . . the death of the oceans, the ruination of the atmosphere, the blundering use of nukes, and the sudden interest in creating domed communities where the remnants of free humanity live like fish in very small aquariums . . . things just haven’t been the same.

The offworld Mykonians want to exterminate humanity to have the place to themselves. (Good planets are hard to find.) And the *very* offworld Sulgogars want to blow away humanity *and* the Mykonians to use our planet as a nest of their own. Meanwhile you’ve also got two human forces bent on your destruction: the

Ghorkovs and the Taekasts, both of whom blame your people for the environmental and political strife that precipitated the Big Mistake.

With so few humans left, all war is roboticized. But the intelligent machines that go into battle have enough sense to want to believe in their leader . . . and that is why they have selected you. Sorry about that slightly painful upload surgery, in which links to the free world's defensive computers were physically embedded into your brain. But now that you're uploaded, all battle decisions are yours.

The Player's Side: The Resistance

You are leading the efforts of The Resistance, the remnant survivors of the last great democracies, gathered together to protect the flame of freedom. To escape the polluted atmosphere, your people live in a series of domed cities, connected by beam gates. But as the evil Mykonians suck the very core of energy from the planet, the power required to filter the air and sustain life will soon be depleted . . . unless you can defeat the Mykonians - and all others who want to see your people die.

The Resistance was just months away from certain destruction by its approaching enemies when a band of hackers and engineers wired together all of the free world's computers to create the Host Station as the ultimate war machine. Now that the Host Station has chosen you to become its uploaded master, the survival of The Resistance and perhaps even the fate of the entire planet, depends on how well you can master your Host Station resources and wage battle against those who are trying to destroy you and your world.

The Enemies: A Parade of Nightmares

Your enemies list reads like a parade of nightmares:

- **The Ghorkovs** This fanatical and militaristic faction that emerged from Eurasia after The Big Mistake has weapons technology at least equal to our own. Diplomacy has failed. The Ghorkovs resent our earlier betrayal of them to the off-world Mykonians.
- **The Taekasts** This dangerous retro cult disdains electronic and related technology yet has advanced weapons development. They wish to exterminate us, and all other forces, from the planet. Diplomacy has failed. The Taekasts blame us for killing the oceans and destroying the atmosphere.
- **The Mykonians** An off-world species, the Mykonians are tapping into the very core of our planet with their devastating Parasite Machine, extracting energy to power their attacks. Their weapons technology is more advanced than ours. Diplomacy has failed. They want our planet.
- **The Sulgogars** A plantlike, bionic off-world species, the Sulgogars hope to claim Earth as a spawning ground. Their technology is more advanced than ours, though it appears to be based on genetic manipulation. Diplomacy has failed. They view humans as fertilizer.

"Unfortunately the human race has evolved just enough science to all but destroy their home planet, and just enough technology to create some formidable weapons. They don't show signs of good planetary parenting. But remember this is from the same world that gave us dinosaurs."

--From *The Mykonian Papers: Intercepted Dispatches*

"The *Mykonnian Papers* were immediately banned upon publication, with a house-to-house search for contraband copies. But still word got out: They viewed humanity as a viral infection upon the face of the planet . . . and even more devastating, they appeared to have a religion similar to our own. This was

shattering . . . that our enemies, who at this point in time were clearly winning, might have been praying to the same source we were -- and getting a better reaction."

--From *Hangin' With My Domies: A Study of Adolescent Behavior within Domed Communities*

"How did the *Mykonian Papers* survive? Rumor has it that some computer gaming wizard who lived in the back of an arcade and never removed his leather jacket, hid the complete text by typing it into the Help system of an old Microsoft game. His brilliant insight was that the information would be safe throughout the ages, because nobody ever reads Help."

--From *My Dome Town Notebook*

6 Gameplay

With help of the Host Battle Station, the final battle is launched in hopes of returning Earth back to its former grandeur.

- The Host Battle Station (Mothership) is your center of operations when venturing out from your underground colony. From here, you build and command robot drones. To compensate for its lack of mobility, the host station is equipped with a station teleportation device; and the teleporter's range depends on available teleport energy.
- The Host Station is also armed with a primary flak cannon and three machine gun turrets. Despite its size, the Host Station isn't designed for front line assault; heavy enemy combat units will tear it apart.
- From the Host Station, you are capable of creating drones using special equipment that converts energy into mass. These robot drones come in many forms including tanks, helicopters, and jets.
- There are no humans actually sitting in the vehicles, but rather the vehicles are electronically controlled by the player.
- The available selection of units depends on available technology and energy. At any time during a battle you can take control of a drone and battle from its perspective, while still managing the overall battle strategy, resources, tactics, etc.
- In addition to robot drones, the Host Station can create buildings from its energy reserves. These buildings may be Flak Stations (gun platforms), Radar Stations, or Power Stations. As with any robot drone, you can take control of a Flak Station's gun turrets.
- The main goal is to conquer enemy sectors. If you conquer a sector containing a power station, for example, your host station can tap into its energy. Power stations are found in many regions and can by built using your host station if you have found the technology upgrade. Technology upgrade centers are caches of technological information. If you conquer a sector containing a technology upgrade, your host station will gain the information for building new types of vehicles or buildings.
- Additionally, you can also gain control of Beam Gates. With the few surviving areas on the surface enclosed by energy domes, Beam Gates provide a means of traveling between these domes. To activate a Beam Gate, the player must capture key sectors used to power and control the Beam Gate.

7 Features

Urban Assault Features list.

Features	Benefits
Control 15 different types of vehicles	Experience a variety of heart-pounding action gameplay by piloting up to 15 different types of vehicles from tanks, helicopters, jets, to jeeps, bombers or satellites, each with their own specific properties and weaponry.

Jump into ANY vehicles at any time	Experience the intensity of the battlefield's frontline by jumping into the viewpoint of ANY vehicle, and switch from one to the other at any time.
Overhead transparent map	Command your forces from an overhead transparent map, you can create groups, issue them orders and set multiple waypoints for a complete strategic control
Classic real-time strategy features	Classic real-time strategy features like building and resource management, technology upgrade and advanced "dynamic" and pathfinder AI add strategic depth for more varied challenges.
Squadron Manager	Use the Squadron Manager to create your composite platoons and set their level of aggressiveness to defend, attack or raid.
Five competing factions, 50 different vehicles	For a large diversity of combats and tactics, you control or fight 50 different vehicles from tanks, helicopters, jets, bombers, spy satellites, kamikaze jeeps, to bionic aliens, or retro WWII vehicles like biplanes or zeppelins.
Varied cityscape environment	Foreboding environments with varied hide n' seek cityscapes and open battlefields bring original and challenging combat conditions (more than 100 destructible diverse buildings).
Stunning 3D graphics	Stunning graphics with full support of 3D cards through Direct 3D, transparency, lighting, and particle blending effects. The game can support more than 250 AI-controlled vehicles at the same time (without drastic loss of performance), which brings a frenzied action experience.
Rich 3D audio effects	Advanced 3D sounds with stereo, Doppler effect, and distance dependent volume to produce an added sensation of game realism
30+ non-linear levels tree	A non-linear levels tree with 30+ levels brings multiple paths to victory for a better replay value
Multiplayer	Up to four players, each controlling a different race, in multiplayer mode, and free matchmaking over the Internet Gaming Zone brings an intense competitive experience and social interaction.
Force-feedback joystick enable	Force-feedback joystick enabling increases the game realism and sense of immersion by adding a new dimension

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- Your Host Station is the strategic heart from where you create and deploy units, terraform buildings and manage resources. This is the heart of the war machine. Defend it at all costs.
- Jump into the cockpit and control any of 15 classes of vehicles including tanks, helicopters, jets, jeeps, bombers and satellites -- each with their own specific weaponry and functions.
- Overhead transparent map for complete strategic control. Locate your enemies. Identify Key sectors. Group vehicles. Command forces from a top-down view while at the same time jumping into any vehicle for first-person combat.
- 5 enemy races from the alien imperialist Mykonians to the the neo-communist Ghorkovs. Over 30 enemy combat vehicles from laser-packed cuboid UFO's to WWII biplanes and zeppelins.
- Beam the core of your war machine to 40+ non-linear levels across the ravaged globe.
- Ominous environments with unique cityscapes and varied open battlefields for the most incendiary combat conditions. In the chaos of war every building is destructible!
- Make a mass assault in multiplayer mode with 4-player combat over a LAN, 2-player over the Internet Gaming Zone.
- Introduction music by Mark Snow, composer of the X-Files theme.

Release: 1998

Genre: Action/Strategy

Platform: PC

Publisher: Microsoft

- **Multiple-vehicle control.** Urban Assault lets gamers experience a variety of heart-pounding action game play by enabling them to pilot up to 15 types of vehicles — tanks, helicopters, jets, jeeps, bombers, satellites — each with its own specific weaponry and functions. Gamers can fight against five distinct species and 35 types of enemy vehicles, from those of bionic aliens to World War I vehicles such as biplanes and zeppelins.
- **“Drivers seat” perspective.** Gamers experience the intensity of the front line by jumping into the “driver’s seat” of any vehicle. They can easily switch from one vehicle to another at any time.
- **Overhead transparent map.** Players command forces from an overhead transparent map, providing complete strategic control by allowing them to create groups, issue orders and set multiple navigation points.
- **Classic, real-time strategy features.** Building and resource management, technology upgrades and advanced AI add strategic depth for more varied challenges. Urban Assault includes a squadron manager that allows gamers to organize composite platoons and set their level of aggressiveness to defend, attack or raid.
- **Varied cityscape environment.** Foreboding environments with varied hide-and-seek cityscapes and open battlefields bring original and challenging combat conditions, including more than 100 destructible building types.
- **Many choices for the path to victory.** The nonlinear-level tree has more than 30 levels that allow players to choose various paths to success.

8 Actions

Experience a variety of heart-pounding action gameplay by piloting up to 15 different types of vehicles from tanks, helicopters, jets, to jeeps, bombers or satellites, each with their own specific weaponry.

Jump into ANY vehicle at any time to feel the intensity of the battlefield's frontline. Battle going poorly in one vehicle, then switch to another at any time.

Incredible diversity of combat and tactics with six competing factions and 50 different vehicle ranging from tanks, helicopters, jets, bombers, satellites, jeeps, to bionic aliens, or retro WWII vehicles like biplanes or zeppelins.

Foreboding environments with hide n' seek cityscapes and varied open battlefields bring original and challenging combat conditions (more than 100 destructible diverse buildings).

A non-linear level tree with 40+ levels brings multiple paths to victory for a better replay value.

9 Strategy

Command your forces from an overhead transparent map where you can create groups, issue orders and set multiple waypoints for complete strategic control.

Classic real-time strategy features like building and resource management, technology upgrade and advanced "dynamic" and pathfinder AI add strategic depth for more varied challenges.

Use the Squadron Manager to create your composite platoons and set their level of aggressiveness to defend, attack or raid.

10 Technology

Stunning graphics with full support of 3D cards through Direct 3D with transparency, lighting, and particle blending effects.

The game can support more than 250 AI-controlled vehicles at the same time without drastic loss of performance.

Advanced 3D sounds with stereo, Doppler effect, and distance dependent volume to produce an added sensation of game realism.

Up to four players, each controlling a different race, in multiplayer mode, and free* matchmaking over the Internet Gaming Zone bring an intense competitive experience and social interaction.

Force-feedback joystick enabling increases the game realism and sense of immersion by adding a new dimension.

11 System Requirements

- Multimedia PC with minimum Pentium 133 MHz or equivalent processor

- Windows® 95 operating system or higher

- 16 MB of RAM

- 100 MB minimum of free uncompressed hard-disk space

- Quad speed CD-ROM drive

- Local bus SVGA video card with a minimum of 1 MB of VRAM

- Windows compatible sound card plus speakers or headphones

- Microsoft Mouse or compatible pointing device

Optional:

- 3D graphics accelerator card compatible with the Direct3D®API for best graphic quality.

Note: Some 3-D accelerator cards may not be fully compatible with the 3-D acceleration features of Urban Assault.

- 28.8 or higher baud modem for head to head play.

- Internet access required for play on the Internet Gaming Zone (connect time charges may apply).

- Joystick controller (Urban Assault supports force feedback input devices compatible with the DirectInput® API)

- Multimedia or compatible PC with Pentium 120 or higher processor
- Microsoft Windows 95
- Super VGA, 256-color video card with 1 MB of VRAM (2 MB recommended)
- 16 MB of RAM (32 MB recommended)
- Quad-speed CD-ROM drive
- Microsoft Mouse or compatible pointing device
- 60 MB of available hard disk space
- Audio board with speakers or headphones
- Internet Access required for Internet play
- 28.8Kbps modem or higher for head-to-head and Internet play (56.6Kbps modem recommended)
- Microsoft SideWinder® Force Feedback Pro joystick recommended
- 3-D graphics acceleration card compatible with the Direct3D® API recommended

12 Factions & Vehicles

Urban Assault races and vehicles description.

The Resistance

The player is the embodiment of The Resistance - which represents the last trace of freedom and democracy to survive the environmental, financial, and political collapses that followed The Big Mistake. The Resistance was just months away from certain destruction by its approaching enemies when a band of hackers and engineers wired together all of the free world's computers to create the Host Station as the ultimate war machine. Now that the Host Station has chosen you to become its uploaded master, the survival of The Resistance and all of its ideals depends on you.

The Weapons of the Resistance

Host Station: Your Host Station is the command center from which you control all the free world's intelligent computers networked together into a single war machine. With the click of a button you order construction of new robotic tanks and other weapons and, with another click, send them into battle. Unfortunately your host station is weaker and has less firepower than any of the enemy equivalents, called Mother Ships. It's still a tough fortress though, and even tougher with you there to protect it. The Host Station has limited power reserves, which can be bolstered by moving it to conquered power stations.

Fox: This armored mobile missile launcher is a sentimental favorite, as it is the first weapon you are entrusted with. The Fox has heavier armor, and a stronger punch than the Weasel, but not as much speed. Excellent against aircraft, the Fox is less effective against tanks, due to their heavier armor.

Weasel: This armored mobile missile launcher is popular because of its low cost and great efficiency, especially against aircraft. Even when getting low on power reserves, you can usually pump out some quick squadrons of Weasels to help turn the tides of war. While not as strongly armored, nor as deadly as the Fox, the Weasel is fast, making it a tougher target for the enemy. The Weasel is acquired via a technology upgrade, and offered early in the campaign.

Jaguar: A medium-grade tank, the Jaguar is excellent for destroying ground units, and enemy motherships. The Jaguar's heavier shielding and more powerful punch make it is superior to the Fox and Weasel for attacking enemy ground units. But its slower speed and lack of guided missiles make it vulnerable to air attacks. Jaguars become available relatively early in the campaign as a technology upgrade.

Tiger: This heavy tank carries considerably more armor and fire power than the Jaguar, making it an excellent force against ground units and motherships. The tradeoff in carrying all of this armor is slower movement, which makes the Tiger vulnerable to air attacks. But again, it is well served by its heavy armor. Tigers become available early in the campaign, just a few missions after the Jaguar, as a technology upgrade.

Pico: This heavy artillery fires a very powerful missile capable of destroying buildings in a single shot, making the Pico very good for destroying flack and radar stations. The Pico is also powerful against slow moving ground units. It's heavy armor makes it quite slow, but it more than makes up for it with tremendous firepower. The Pico is so valued that wise commanders always have a backup squadron nearby to protect the Pico from attack by air units. Pico becomes available late in the campaign as a technology upgrade.

Budjonow: This fast Jeep-like vehicle, heavily laden with explosives, is sometimes called "the Wolverine" for its ability to lunge into battle and take a big bite. The Budjonow is used as a suicide vehicle, which is sent to a hard target, and then triggered upon arrival. This effective detonation delivery device doesn't appear until late in the campaign, as a technology upgrade.

Knuddel: This lightly armored hover-tank, has great speed and maneuverability, making it very effective against tanks, especially when deployed in squadrons. The Knuddel is also inexpensive, allowing entire

squadrons to be quickly produced with few resources. The Knuddels speed and maneuverability carries the tradeoff of light armor and weaponry, making it vulnerable to attack. However, it's small size and high speed makes it a tough target. It has earned the nickname of "Firefly" because of the way they dart around the battlefield, firing their bright energy bolts. The Knuddel is only available late in the campaign, as a technology upgrade.

Wasp: This light helicopter is powerful against ground units, while being exceedingly energy efficient, making it less expensive to produce than most other air units. The tradeoff is lower speed, and lighter weapons and shielding. The Wasp is available from early in the campaign, as a technology upgrade.

Laurin: This medium helicopter is a much more potent version of the Wasp, and is therefore even better against tanks and other land units. The Laurin's heavier armor and more powerful weaponry require almost twice the energy to manufacture. The Lauren becomes available near the middle of the campaign, as a technology upgrade.

Lawnmower: This heavy-duty helicopter is to the Lauren what the Tiger is to the Jaguar -- being heavier and more powerful, but slower. Like all helicopters, it is very effective against ground units, only more so. The Lawnmower becomes available late in the campaign, as a technology upgrade.

Erazer: This fighter jet is a favorite unit, because of it's speed and maneuverability. The Erazer is designed for destroying helicopters and other air units. It also is excellent for taking out power stations and other facilities, although it lacks the firepower to easily take on tanks. Although it lacks armor, pilots say it turns like a dream, making it the ultimate for dogfights. In fact pilots have nicknamed it after the old-earth predator the falcon, for its ability to rule the skies. The Erazer becomes available in the middle of the campaign, as a technology upgrade.

Marauder: The only bomber the Resistance possesses, the Marauder carries a powerful payload that is particularly effective against tanks. The Marauder is well armored for an aircraft, and slow, but is well worth the waiting. So valued is the Marauder that wise Resistance commanders have learned to send air convoys ahead to clear the way and to protect it. Pilots have nicknamed it The Condor because of its large wings, and penchant for soaring around targeted enemies. The Marauder becomes available only toward the end of the campaign - when it is most needed.

Warhammer: This super fighter, with the most speed and punch of the air units. It would be good against enemy host stations, with tanks being best taken out by other tanks or bombers. Air fighters should not be directed against tanks. Helicopters and bombers can be used effectively against tanks, however. The Warhammer is best used against other air units. The Warhammer appears very late in the campaign.

Scout: This surveillance camera clears the fog of war for a great distance, providing a tremendous tactical advantage. The Scout allows commanders to see where enemy units are located, as well as motherships, technology upgrade centers, and other facilities. The Scout becomes available early in the campaign, as a technology upgrade.

The Ghorkovs

This fanatical and militaristic faction that emerged from Eurasia after The Big Mistake has weapons technology at least equal to our own. Diplomacy has failed. The Ghorkovs resent our earlier betrayal of them to the off-world Mykonians.

The Weapons of the Ghorkovs

Small Mothership: A major Ghorkovian command post, the Small Mothership, sometimes called “The Eerie Mom,” is armed with rockets. This was the first mothership designed by the famed Ghorkovian weapons master Eerie Trantulov, and is said to have a special place within his wicked heart. This is a formidable weapon, and is at least the equal to the Host Station of The Resistance. The Small Mothership is seen from the beginning of the campaign.

Big Mothership: This large mothership, also known as “The Big Mother”, is the ultimate Ghorkovian command post and armed with rockets. Ghorkovian weapons master Eerie Trantulov liked his Small Mothership so well he decided to make a new one, even stronger. The Big Mother is never a welcome site. It has huge power reservoirs. The Small Mothership is first seen in the middle of the campaign.

Tekh: This medium tank with plenty of armor and a lot of fire power became infamous during the early food wars following the Big Mistake. The Ghorkovs make efficient use of these tough tanks in battle. The Tekh is first seen early in the campaign.

Ghargoil: This light helicopter with rockets is powerful against your ground units. It’s small size and ample speed make it a difficult target, but it is vulnerable to your antiaircraft fire. The Ghargoil is seen from the very beginning of the campaign.

Ghargoil 2: A medium Helicopter with rockets, the Ghargoil 2 has more firepower and tougher shielding than the Ghargoil, as well as a greater energy reserve. This combines to make the Ghargoil 2 a tough opponent. The Ghargoil 2 is first seen early in the campaign.

Flugii: This bomber is propeller driven and slow, but it carries lethal bombs with an area effect that is devastating against ground units. Commanders of The Resistance must take advantage of the Flugii’s slow speed and pick it off before it can deliver. The Flugii is first seen toward the middle of the campaign.

Triekina: This airfighter Jet with rockets is extremely fast. It’s high speed makes it a difficult target to hit, even for guided missile units, which are very accurate. It also has a large energy reservoir. The good news is that The Triekina is one of the most expensive units for the Ghorkovs to manufacture, making them rare. The Triekina is first encountered toward the end of the campaign.

Gigant: - This hovering laser cannon has a host station appearance, which is only appropriate since it was designed as an anti-host station weapon, and is very deadly. The Gigant is first seen in the middle of the campaign.

Ormu: - This surveillance satellite is hard to see, although its presence is given away by the unusual, high-pitched whine it emits. The best weapons to use against it are anti-aircraft guns and homing missiles. The Wasp, Fox, Weasel, Laurin, and Erazer have all had success against it. The Ormu is seen from early in the campaign.

Firebat UFO: This UFO-class aircraft is fast, maneuverable, and very hard to hit. The good news is that it isn’t heavily shielded and just one or two shots can bring it down. The Firebat UFO is first seen in the middle of the campaign.

Speedy: This ground unit has a lethal combination of speed and good weaponry, making it a tough opponent. Foxes (and Jaguars, once you can get them) are good weapons to use against them. When taking on a Speedy with just Foxes or Weasels, the Speedies must be outnumbered, or lured into heavily built up areas such as cities to remove their maneuvering advantage. The Speedy has also earned the well-deserved nickname of Hellcat. The Speedy is seen from the beginning of the campaign.

Ghargoil 3: (Not included in the original source text.)

The Mykonians

An off-world species, the Mykonians are tapping into the very core of our planet with their devastating Parasite Machine, extracting energy to power their attacks. Their weapons technology is more advanced than ours.

It is interesting to note that all Mykonian vehicles are cubical, or at least rectangular in shape. This bias toward straight lines dates to an historical incident near Roswell, New Mexico in which their first oval shaped craft crashed during test flights. After losing their saucer-shaped craft in what became known as the Area 51 Gate, Mykonians swore to never again use curved lines. Diplomacy has failed. They want our planet.

The Weapons of the Mykonians

Mykonian Mothership: This vehicle has lethal anti-aircraft arms and an enormous energy reservoir, but its shielding is not particularly heavy. Hard-won battle experience shows that numerical advantage with small weapons is useless against Mykonians. Experienced veterans mount a sustained attack against the mothership from the shelter of a well-shielded vehicle, such as the Tiger, with backup squadrons of air units to draw fire.

5PO Air Cube: This frightful metallic air unit, like all Mykonian weapons, fires a blue energy bolt, and has extensive energy reserves. The 5PO Air Cube is impressive to watch firsthand, and troops first seeing it are often mesmerized by its shape, spinning movement, and lack of apparent propulsion. The 5PO has moderate speed, and so is somewhat hard to hit with heavy weapons. Combat veterans report that it can take maybe three hits from a heavy weapon. The 5PO Air Cube is the first Mykonian unit encountered during the campaign.

X01 Quadda: This tough air unit, sometimes called “The Brick”, is very powerful against host stations. When experienced commanders see X01s, especially in groups, they devote all of their efforts to taking them out. While having only moderate shielding, the X01 has a large energy reservoir for its shields to let it get through tough defenses, all the while blasting its target. The X01 is first encountered early in the campaign.

Static: This is the Mykonian version of a flak station, and looks like a spike coming out of the ground, hence its nickname “Spire”. Because it looks very much like a feature of the weird Mykonian landscape, it is very hard for air units to see. Experience has shown that ground units can see them against the horizon, with a Tiger or Jaguar being the most effective weapons to use against them. The Static is first encountered early in the campaign.

Radar: This unarmed unit serves the same purpose as the radar used by the resistance. Although they are easy to destroy, their small size makes them difficult to notice. Radar appears early in the campaign.

Hourglass: This is the Mykonian equivalent of a helicopter, and has modest energy reserves, but the ever-present Mykonian energy weapon. Because it resembles two “Air Cube” fighting ships fused together by an energy link, it came to be known as “the Hourglass”, though it is also known as a MYKO Schwer. The Hourglass first appears midway through the campaign.

Ground Cube: This cubical ground-based vehicle skates along the surface, taking energy directly from the Earth. The Ground Cube, also known as the MYKO Leicht, is the Mykonian version of a Jeep. Although it is fortunately lightly armed, it is often deployed in groups. The Ground Cube is first encountered in the middle of the campaign.

Myko Stick: These rather odd weapons move by hopping up and down, and the peculiar popping noise they make gives away their presence. Individually a Myko Stick can’t inflict extensive damage, but they often are grouped into packs, creating a more lethal fighting force. The Myko Stick appears towards the end of the campaign.

Bomber: This fearsome Mykonian weapon is used to destroy tanks, and is the fastest bomber you will ever encounter. Because it is composed of three cubes joined by energy to form a circle, it is sometimes called “The Pinwheel”. The Bomber appears towards the end of the campaign.

Air Stick: (Not included in the original source text. It is most likely the updated unit from the above Myko Stick.)

The Taerkasts

This dangerous retro cult disdains electronic and related technology yet has advanced weapons development. They wish to exterminate us, and all other forces, from the planet. Diplomacy has failed. The Taekasts blame us for killing the oceans and destroying the atmosphere.

The Weapons of the Taerkasts

Hauptstation: This craft looks like a castle complex flying in the sky. Like all Taerkast weapons, it has superior armor to those of all other factions, as well as excellent energy reservoirs to back them up. The Luftschloss appears from the beginning of the Taerkast campaigns.

Eisenhans: The Eisenhans is an incredibly strongly armored tank, but it’s weapons are less effective. It has a retro appearance, being reminiscent of World War One technology from old Earth, but don’t be deceived: The Eisenhans, also known as the “Ironside”, has such powerful armor that it often emerges victorious from shootouts even when up against superior fire power. The Eisenhans is one of the first units to appear in the campaign.

Leonid: The Leonid is a heavy tank with extremely powerful weaponry, making it a veritable juggernaut. The Leonid has the firepower of a Tiger with better armor. The Leonid is encountered early in the campaign.

Firebat Mnosjetz: This bi-plane bomber looks ancient, in typical Taerkast fashion. However, the Mnosjetz is a ferocious enemy. Its superior armor makes it extremely lethal against tanks and other ground units despite its less advanced weaponry. It is also deadly against helicopters. The Firebat Mnosjetz appears early in the campaign.

Phantom: This missile-equipped jet fighter is the Taerkast’s most highly evolved weapon. There’s nothing retro looking about the Phantom, although in typical Taerkast fashion it is heavily armored. The armor, combined with the Phantom’s exceptional firepower creates a nightmare on the battlefield. The Phantom is first deployed near the end of the campaign.

Serp: This fast bullet shaped weapon is one of the hardest objects our forces have ever tried to hit. The raw speed of the Serp makes up for their lightweight construction and modest shielding and firepower. The Serp appears very early on in the campaign.

Bronsteijn: This combat satellite fires lasers which can inflict considerable damage. Lasers aren’t often used by the Taerkast, who seem to enjoy getting the maximum yield from ballistics. The Bronsteijn appears in the middle of the campaign.

Otschko Spyglass: This unarmed observation satellite is easy to take out, and worth doing so, because with the heavy armor usually used by the Taerkasts, we need every advantage. The Otschko Spyglass appears early in the campaign.

Zeppelin: This huge bomber has powerful weapons and extremely heavy armor, making it very hard to destroy, despite its slow speed. These features have led our exhausted troops to nickname it “the Behemoth.” The Zeppelin is first encountered near the end of the campaign.

Hetzel: (Not included in the original source text.)

The Sulgogars

A plantlike, bionic off-world species, the Sulgogars hope to claim Earth as a spawning ground. Their technology is more advanced than ours, though it appears to be based on genetic manipulation. Diplomacy has failed. They view humans as fertilizer.

The Weapons of the Sulgogars

Sulgogars Queen: This mothership looks like a giant jellyfish, as befits the command center for the plant-like Sulgogars. Although it has only modest shielding, the Queen defends itself with incredibly powerful energy discharges. But the Queen can be taken out through persistent attacks, and is rumored to be easier to destroy than a Mykonian mothership. The Queen is first encountered in the middle of the campaign.

Little Brother: This airborne WOHA-N unit fires a blue-light energy bolt. Sometimes called the “Mini Slime” this cloud-like weapon can also create a poison that can destroy your units. They are lightly shielded, but their small size makes them difficult to target. The Little Brother is first encountered in the middle of the campaign.

Mean Green: This airborne unit fights with an energy flash like an eel’s. These plant-like weapons (registered as an MOAUS-Z class alien creature) have organic shielding which provides some of the strongest protection of any of the Sulgogar’s weapons. Additionally, they can be tough to locate and target during battle. The Mean Green is first encountered late in the campaign.

Slime Lord: This large mushroom-type entity (officially recorded as an AMM-O class alien creature) creates energy flashes typical of Sulgogar weapons, but with a bigger bang. The Slime Lord also has the toughest hide. Fortunately, none of the Sulgogar weapons display much speed. The Slime Lord isn’t encountered until late in the campaign.

BioAgent: - This ROA-O class weapon is used for reconnaissance. It has the appearance of a blue cloud. The BioAgent displays the typical Sulgogar characteristic of up and down bobbing, as if longing for a return to the offworld sea from which it came.

NOTE: The final version of the game has numerous differences compared to the original descriptions above.

13 Pricing & Availability

Urban Assault on CD-ROM is scheduled to be available in stores in summer 1998 for approximately $54.95.

EU Release Price

€49.95 (Germany, France, United Kingdom etc.)

NA Release Price

$54.95

JP Release Price

7,800? (???)

Note: The retail copies of Microsoft Urban Assault were commercially released and sold exclusively in Europe/North America/Japan video game markets, and only in unspecified limited numbers. Later on, the game was also frequently bundled with Microsoft's Sidewinder joysticks.

14 Advanced Technology Support

- Intel Pentium II processor with MMX technology and Accelerated Graphics Port (AGP)
- DirectInput® API, Force Feedback gaming devices compatible
- Direct3D API
- DirectPlay® API, Internet play for up to four players via the Microsoft Internet Gaming Zone (http://www.zone.com/), over a LAN or modem-to-modem.

15 Developer Information

Urban Assault was developed for Microsoft by Terratools Computer Graphics Solutions.

Since 1994, Terratools' team of more than two dozen internal and external staffers has focused on the development of interactive 3-D games in its studio in Babelsberg, Germany, located in the heart of Germany's evolving high-tech center.

16 Official TerraTools Developer Interview

See Main Article: Q-and-A (Microsoft Interview with TerraTools Developers)

17 Official Localisation Titles

Urban Assault is officially translated and supported in the following 4 languages with full localisation assets: English, German, French, Japanese.

English

Microsoft Urban Assault

German

Microsoft Urban Assault

French

Microsoft Urban Assault

Japanese

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

18 Official Microsoft UA Websites

The official Microsoft Urban Assault information websites and their localisation variants are no longer online since the Microsoft website renewal that took place around in 2014/2015.

Code

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English                    UA                    Website                    URL:
http://www.microsoft.com/games/urbanassault/

German                     UA                    Website                    URL:
http://www.microsoft.com/germany/games/urbanassault/

French                     UA                    Website                    URL:
http://www.microsoft.com/france/jeux/urbanassault/

Japanese                   UA                    Website                    URL:
http://www.microsoft.com/japan/games/uassault/
```

Display More

19 Official Release Dates

Urban Assault is officially supported and translated in the following 4 languages with full localisation data and assets: English, German, French, Japanese.

Final Development Date

31/07/1998 (D/M/Y)

EU Release Date

01/09/1998 (D/M/Y)

NA Release Date

09/15/1998 (M/D/Y)

JP Release Date

1998/10/09 (Y/M/D)

20 Urban Assault Credits

20.1 Terratools

Terratools Management	
Producer, Owner, and President	Uli Weinberg
Project Manager	Uta Kapp
Development Manager	Thomas Langhanki
Terratools Production	
Lead Programmer	Andre “FLOH” Weissflog
Game Design, Graphics, and Modeling	Bernd Beyreuther
Programmer	Andreas Flemming
Sound Design, In-game Music	Sylvius Lack
Level Design and In-house Test Lead	Stephan “OPTI” Karau
Level Design, Testers, and Additional Graphics	Steffen Priebus, Stefan "3" Warias, Henrik Volkening, Nico Nitsch, Dietmar “DIDI” Köbelin, Dirk Mansbart
Technical Support	Stephan Bludau, Gregor Schmidt

Special thanks to Steve "SARGIE" Sargent and Andre Schulze, aka "GÖTZ."

20.2 Microsoft

Microsoft Production	
Program Manager	Jonathan Sposato
Product Planner	Peter Bergstrom
Product Manager	Sebastien Motte
Test Lead	Earnest Yuen
User Education Lead and Writer	Alexandra Shapiro
Technical Support Lead	Steve Kastner
Development Support	Michael Lyons
Story Writer	Grant Fjermedal
Testers	Scott Gerlach, Sean Kellogg, Chris Robinson, James Mayo, Charles “Chuck” Cooper, Chris Ganje, Jeremy Hill, Jason Janicki, Luis Barriga
Editor	Dana Fos
Print Design	Chris Lassen
Localization	Laurence Krzemien-Smith
Help Art	Connie Braat
Art Production	Kathleen Billington
HTML Developer	Tom Simmons
Setup Developer	David Shoemaker
European Localization	Peter Connelly, Paul Delany, Cosmo Greco, Sandra O'Neill, Roisin Cree
Far East Localization	Atsushi Miyake, Kazuyuki Kumai, Juichi Takahashi, Sachio Horikoshi
Beta Coordinator	Matt Alderman
Configuration Testers	Paul H. Gradwohl, Harold Ryan
Microsoft Management	
Product Unit Manager	Stuart Moulder
Lead Program Manager	Alan Hartman
Product Planner Manager	Ed Ventura
Development Manager	Craig Henry
User Education Manager	Jo Tyo
Test Managers	Brian Bennink, Matt Gradwohl
Microsoft Studios	
Opening movie produced by Microsoft Studios Design Team.	
Directors	Tyler Davis, Dan Colvin
Producer	Melody Strickwerda
Technical Director	John Deutscher
Executive Producer	Quinn Edamura

3-D Modeling and Animation	Scott Benza
Interface Design and Animation	Noel Rubin
Sound Design	Sanford Ponder, Tom Betz, Rick Senechal
Musical Score	Mark Snow
Editor	Reeve Baily
Additional Design	Becky Johnson, Kate Dresen
Synaptic Doner Unit	Eddie Bundro
Host Station Voice	Mary Montgomery
Additional Voices	David White, Mark Dias, Don Brady

3-D Earth model by Viewpoint.

Microsoft would also like to thank all Beta testers for their time and support.

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21 Development History

See Article: TerraTools

22 Gallery

Main Content: Gallery

23 Download

Main Content: Filebase

24 Trivia

Main Article: Urban Assault Interesting Facts

25 Notes

- This article is still under construction, and requires further formatting adjustments and content organisations in the future in order to meet the general quality criteria standard.