

Level Select Screen

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The article about the level select screen in single-player mode.

(This article is currently under construction!)

1 Information

Level select screen in single-player mode displays an interactive [satellite](#) image of a campaign map, where the player can access available missions and track their campaign progress.

As usual, more information is available in the official UA game [Help files](#).

2 Overview

Level select screen presents a primary satellite image of a partial world map that displays the entire theatres of a campaign. From here, the player can access any unlocked missions and track their overall campaign progress on the strategic campaign map.

The player can enter unlocked levels by clicking on the corresponding regions that can be highlighted on the map. Levels that remain locked will not be directly visible and cannot be highlighted on the world map. The player can unlock more missions into level branches by completing currently available missions.

Level select screen also presents three different buttons at the lower-right corner of the screen:

- Save/Load button: Go to the Save/Load user profile database section.
- Last Saved button: Loads the last saved point in the game. (Only visible if a user has saved during the game.)
- Main Menu button: Go back to the Main Menu screen.

The level progress is saved automatically after completing each mission. So there is no need to save the progress separately as long as the missions were successfully completed.

Lastly, the Tips of the Day will appear at the upper-left corner of the screen. These tips are changed each time the level select screen is accessed. On modern hardware, reading the tips during the loading screen is almost impossible due to a fast loading speed. But the player can read the tips on the level select screen.

3 Mechanics

Level select screen is accessible via Single-player button from the Main Menu screen. The interactive satellite world map will display the mission level progress of the currently selected user profile based on its saved game data and information.

Each region of the map corresponds to each mission level, and their availability is determined by the player's progress and branching/routing of the level systems within the campaign. Completing missions usually unlock one or more new missions.

Overall, there are three different states for each mission level:

- Locked - Locked missions are not directly visible nor accessible to the player on the level select screen. Once their access requirements are met, they will become unlocked.
- Unlocked - Unlocked missions are currently accessible and active mission levels for the player. They can be accessed by clicking on the corresponding region on the screen.
- Completed - Completed missions are successfully finished by the player, and will unlock next missions based on their level branches. The player can freely enter them again.

The first two training mission levels in the original campaign cannot be 'completed' in a technical sense as they do not have a Beam Gate and instead the player is provided with an option to leave the level once the objectives (destroying all [Tutorial](#) Target [Drones](#) in the area) are completed.

The final missions of each campaign are the only levels that do not unlock any new levels. Levels may also have overlapping unlock levels (especially in the Metropolis Dawn campaigns).

Re-entering the already finished levels and 're-completing' them via beaming out again (e.g. in order to beam out with different units) may skew the global gameplay time of the user profile due to their time update logics. This can sometimes cause an incorrect global timestamp tracking for the user profile.

4 Notes

Placeholder.