



Games
for Windows™

LIVE

UNIVERSE AT WAR™

EARTH ASSAULT



A REAL-TIME STRATEGY
GAME FROM PETROGLYPH



SEGA®

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity. In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their center holes. Clean the discs with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the discs with paint thinner, benzene, or other harsh chemicals. Do not write or attach labels to either side of the discs. Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

The Universe at War game discs contain software for use on a personal computer. Please do not play the discs on an ordinary CD player, as this may damage the headphones or speakers.

- * Also read the manual of your personal computer.
- * The game discs may not be used for rental business.
- * Unauthorized copying of this manual is prohibited.
- * Unauthorized copying and reverse engineering of this software is prohibited.



THE STORY	2
GETTING STARTED	3
PLAYING THE GAME	4
BASICS	6
BUILDING	7
UPGRADES & RESEARCH	9
UNITS	10
TACTICAL DYNAMICS	12
GAME SCREEN	14
GAME MODES	16
MULTIPLAYER	19
HIERARCHY	22
NOVUS	30
MASARI	38
CREDITS	44
NOTES	47
WARRANTY	50



UNIVERSE AT WAR THE STORY

IT IS 2012 AND THE EARTH STANDS ON THE BRINK OF DESTRUCTION

The alien forces of the Hierarchy have descended upon the planet with ravenous hunger, casting aside all human resistance as they consume and destroy everything in their path. As humanity prepares to make its final stand in Washington D.C., a mysterious new force arrives and the true war for Earth begins.

Professing to be the nemesis of the Hierarchy, this army of sentient machines called Novus arrives on Earth via their interstellar portals. But have they come to save Earth or simply destroy the Hierarchy?

As the battle for Earth rages, and humanity retreats from the massive alien threat, a third and final power rises from the oceans: the ancient Masari, aliens who fled to Earth millennia ago during the Hierarchy's first rise to power and played forefathers to Earth's earliest civilizations. Wielding technology beyond even the Hierarchy and Novus, they begin their mission to cleanse Earth of all invaders.

Earth now hangs in the balance, as three forces battle to determine the final fate of mankind.

UNIVERSE AT WAR GETTING STARTED

INSTALLATION

Insert the Universe at War: Earth Assault DVD-ROM Disc into your DVD drive. When the autoplay screen appears, click Install and follow the instructions on the screen.

If the autoplay screen does not appear, double-click on the My Computer icon on your desktop, and then double-click the DVD drive containing the Universe at War DVD. Locate and double-click on SETUP.EXE to launch the Start screen. Click Install and follow the instructions on the screen.

GAMES FOR WINDOWS - LIVE®

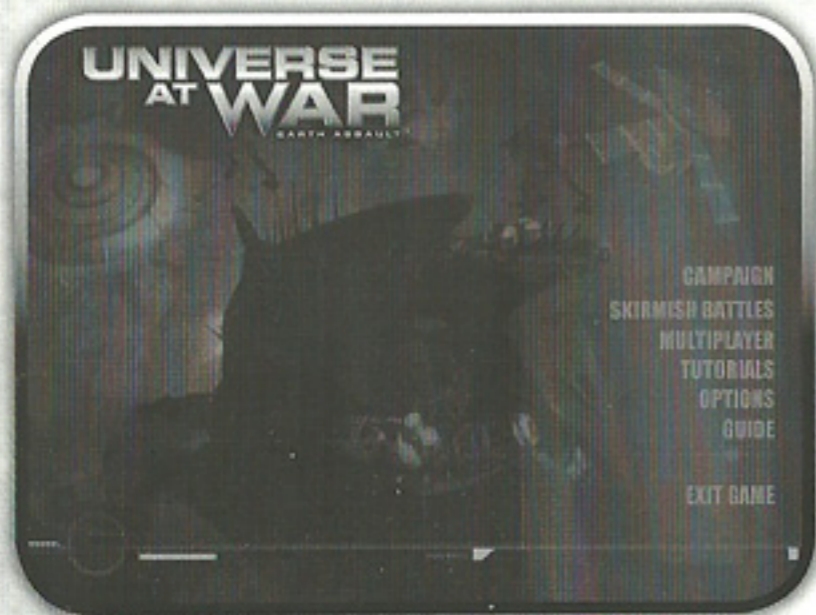
LIVE is a high-speed internet gaming community that lets players from all over the world compete head-to-head in heated matches. You can create a permanent online identity, gather friends to play against whenever you wish, and record your gameplay data to see how you rank against other players across the globe. Before you can use the LIVE service, you'll need a broadband internet connection and a LIVE account. You can check <http://www.gamesforwindows.com> to see if it is available in your area and, if necessary, create an account.

After creating a gamertag, LIVE gives you access to a Friends List. This list contains up to 100 players that you have met, allowing you to easily set up a match against them. In addition to that is a Players List, which lists 100 of the people you've played against. You can use this to find the gamertag of someone that you may not have on your Friends List, and either add them to it or begin a battle with them.

Note: Some multiplayer features and gameplay modes in Universe at War: Earth Assault require a Gold membership to LIVE. Please refer to the Games for Windows - LIVE website for more details about the differences between Silver and Gold membership levels.

UNIVERSE AT WAR PLAYING THE GAME

MAIN MENU



The Main Menu is where you launch a Campaign, play a Skirmish Battle, battle against other players online, or adjust game options.

- **CAMPAIGN:** Begin a new single-player Campaign, or resume a saved Campaign.
- **SKIRMISH BATTLES:** Play a Skirmish Battles match against the computer.
- **MULTIPLAYER:** Play a game over Games for Windows - LIVE, view Leaderboards, watch replays, or play over a Local Area Network.
- **TUTORIALS:** Learn how to play the game and how each faction functions.
- **OPTIONS:** Change video, audio, keyboard, and other game options.
- **GUIDE:** Opens the Games for Windows — LIVE Profile window, allowing you to log in to or manage your Games for Windows — LIVE account.
- **EXIT GAME:** Quit the game.

UNIVERSE AT WAR PLAYING THE GAME

GAME OPTIONS

- **Audio:** Adjust the volume mix and alter the speaker setup if necessary.

EAX® ADVANCED HD™ includes sophisticated reverberation and filtering algorithms, simulating real-world acoustic effects. This helps to create a dynamic audio world and a more immersive gaming experience. With Universe At War Earth Assault's continual support of EAX® ADVANCED HD™ 4.0, you can experience enhanced 3D effects including the renowned EAX® Environmental Reverberation with one of our Sound Blaster® Audigy® or X-Fi™ series sound card. For more information on Sound Blaster® X-Fi™, please visit <http://soundblaster.com>.

(Note: Windows Vista Users - Requires Creative ALchemy for full Audigy & X-Fi Hardware and EAX ADVANCED HD support. For more information on ALchemy, please visit <http://soundblaster.com/alchemy>)

- **Video:** Modify graphical options such as screen resolution, texturing details, and anti-aliasing. You can also enable widescreen and windowed mode.

AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

Universe at War uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce® 6 Series, 7 Series and 8 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware. On an NVIDIA GeForce 8600 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

- **Keyboard:** Adjust the keyboard configuration to your liking. To set a keyboard shortcut, select the appropriate tab, click on the action or ability, and then press the key or keys you wish to use (for example, Shift + K). Click Restore Defaults to reset to the factory settings, or press Apply to save your settings and activate them.
- **Game:** Adjust the game speed, scrolling settings, and scroll speed.

UNIVERSE AT WAR BASICS

MOVEMENT

While each faction has its own unique play style, they all share the same basic control configuration. You will control most of the game by way of the mouse. Selecting units, structures, and options is done via the Left Mouse Button. The Left Mouse Button allows you to click on a unit to select it, and you can select a building to see what upgrades are available. Left clicking over open ground deselects the current unit or structure.

To select a group of units, click and drag the Left Mouse Button to create a selection square, and then release the button. This newly selected group can be directed and maneuvered as one, leading to greater firepower and flexibility in the field.

The Right Mouse Button provides context-specific actions while you play. To issue a move order, right clicking with a unit selected will result in the unit, or group of units, moving in formation to that space, automatically placing themselves in guard mode once there. A double right click causes all selected units to break formation and move at their top speed to the location without stopping to engage enemies along the way.

ATTACKING

Right clicking on an enemy unit will order your units to attack any enemies in their guard range if possible. Double right clicking on an enemy orders all your selected units to focus their attacks on that specific enemy, rather than attacking according to their own judgment. Additionally, some unit abilities are activated by right clicking on friendly units or structures.

SPECIAL ABILITIES

Some special abilities need a unit, structure, or location to target. To activate a special ability, select the desired unit and then click on the ability button. Once you move the cursor over a valid target, click the Left Mouse Button to activate the ability. To cancel the ability without activating it, click the Right Mouse Button.

UNIVERSE AT WAR BASICS

CAMERA CONTROL

To rapidly move the camera around the battlefield, hold down the Right Mouse Button and move your mouse in the desired direction. Releasing the Right Mouse Button stops the camera from moving. Note that holding down the Right Mouse Button in this way will not issue any move or attack orders to units you may have selected. Alternately, you may "push scroll" by moving the mouse towards the edge of the map or by pressing the arrow keys on your keyboard.

Your mouse wheel, or wheel button, can also be used to change your view. Holding the wheel button down and moving your mouse left or right causes the camera to rotate, and you can use the scroll wheel on the mouse to easily zoom in and out of the map.

BUILDING

OVERVIEW

Buildings are one of the most important tools in your quest to save, or conquer, planet Earth. Without buildings, you cannot create new units, earn resources, or accomplish your goals. If all of your buildings are destroyed, you are about to lose the battle.

Each building requires resources to build. Each faction has differing approaches toward resource collection. Novus, for example, do not harm humans when collecting, but will break down any inert matter. The Hierarchy is less discerning, and enjoy collecting humans as well as inorganic material. The Masari create resources seemingly from nothing.



UNIVERSE AT WAR BUILDING

BUILDING STRUCTURES



Select the construction unit for your faction and you will see a list of the buildings that it can build, as well as the resources it will cost. Hovering your mouse over the building icon causes a pop-up window to appear which explains the building's function and any needed prerequisites. If a building is grayed out, you either have not satisfied its prerequisites, or you have built the maximum number allowed

for that building type. If a building has a red price, you do not have enough resources to begin construction.

PLACEMENT

Click on a building's icon and a ghost of the building will appear on the map to symbolize placement. Using the mouse, move the building to where you wish it to be, and click the left mouse button to place it. If the building is able to be placed in the selected area, it will be colored green. If any portion of the building is red, that area is blocked and you must select another location or rotate the building to avoid the obstacle. To rotate the building prior to placement, hold the Left Mouse button down and move the mouse. Release the button to start construction. For Novus, a blue building means construction will start but it will not have power when complete.

If a building has outlasted its purpose, or if it is in the way of further progress, you can sell it. Click the Sell button and your cursor will change to the Sell icon. Then, left click the building in order to sell it and recoup a portion of its initial cost. To exit Sell mode, click the Right Mouse button anywhere on the screen. Otherwise, you will continue to sell any units or structures you try to select.



UNIVERSE AT WAR UPGRADES & RESEARCH

RESEARCH TREES

Some buildings have optional upgrades that become available once you have fulfilled any prerequisites. In tactical battles, selecting a building displays floating icons for any upgrades available to it. Hover over the upgrade icons to view the name, benefit, and cost of the upgrade, and then click the icon to activate the upgrade process.

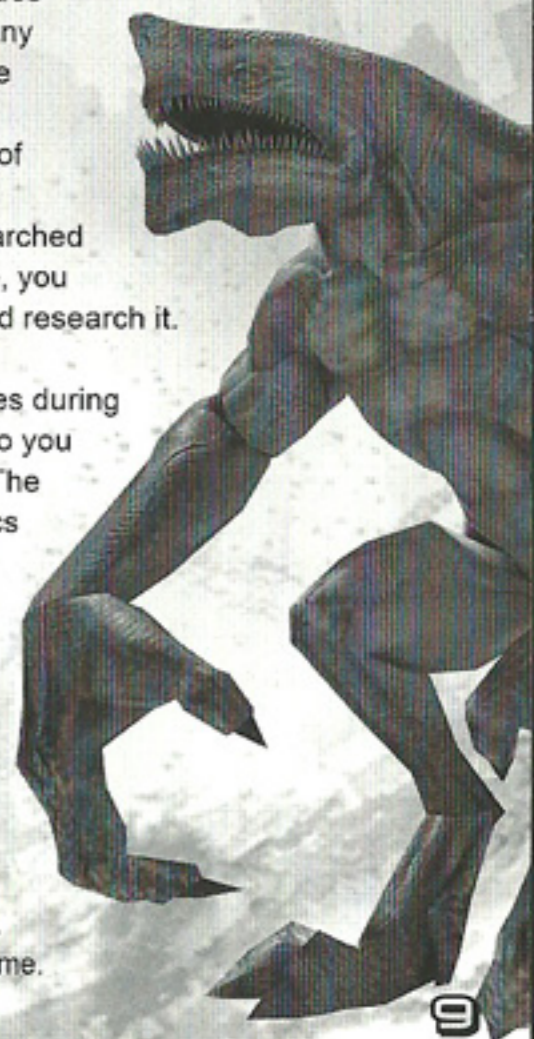
In Scenario games, global level command centers may have up to two upgrades at a time, but they may only be purchased at the global level. Click on one of the upgrade slots to bring up the available upgrades for that structure, and click on the one you wish to build. Clicking on an existing upgrade will replace it with the new one you choose.

RESEARCH TREES

Each faction has its own Research Tree which provides advances in technology, weaponry, defense, and many other aspects unique to each faction. There are three branches of research, with each branch having four packaged upgrade suites. Each suite has a number of upgrades in it, which all become available when that package is researched. Only one suite can be researched at a time, but once the research process is complete, you can then select the next highest suite in a branch and research it.

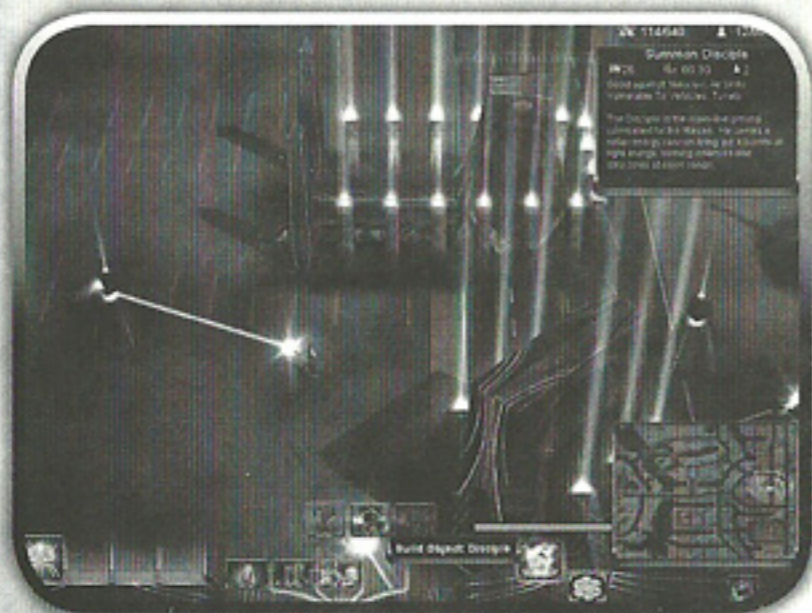
Be aware that you cannot purchase all suite packages during a game. In Multiplayer, you are limited to 6 suites, so you must carefully decide which upgrades to research. The upgrades you do choose are closely tied to the tactics you can employ and how well you can react to the enemy's attacks. If, however, you find you've gone down a research path that does not help in the current battle, you may right click on a suite to "undo" the research, allowing you to progress farther down another branch. Note that you can only undo the topmost active suite in a branch at any given time.

You can view each research branch and all the advances from each suite by mousing over them from within the game.



UNIVERSE AT WAR UNITS

CREATION



Each faction uses units on the battlefield; replenishing lost units or creating new ones is paramount to success. There are three kinds of units: infantry, vehicles and air. Infantry units are freestanding humanoid units. They are generally weaker than vehicles, but are more maneuverable. Vehicles are bulkier and generally more powerful than infantry, but they can be blocked by terrain more easily. Air vehicles are extremely maneuverable and generally immune to terrain issues.

PREREQUISITES

Each type of unit requires a certain kind of building, and more advanced units may have prerequisites. It is wise to place these buildings strategically to maximize your base defense, so that your primary infantry manufacturer is not the first thing your enemy destroys in an attack. If need be, you can set a rally point for units created in a certain building by selecting the building and right clicking on a desired spot. Any unit created from that point on will proceed to that spot after construction finishes.

UNIVERSE AT WAR UNITS

USAGE

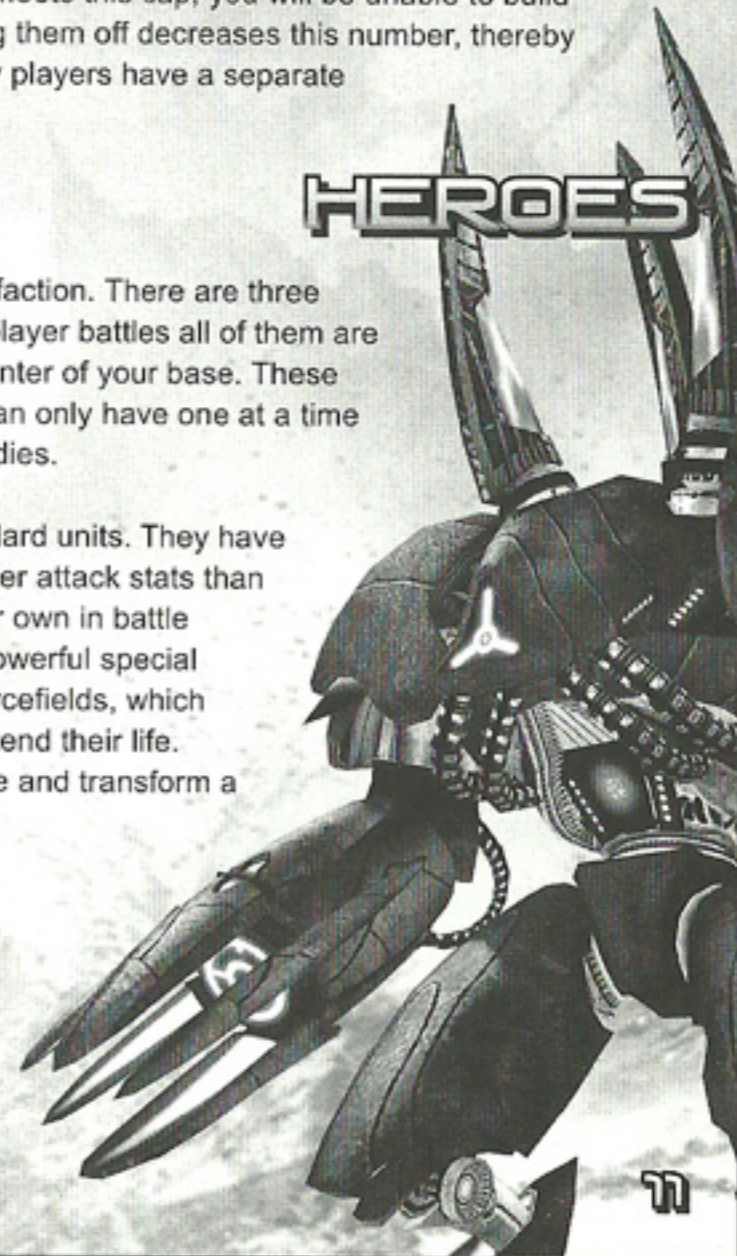
Each unit has specific strengths and weaknesses. Grouping units of mixed types can result in a much more powerful and flexible fighting force. Careful unit management is the key to success. To assign units to a group for easy recall later, select the units you want, hold down the Control key on your keyboard, and press any number. Pressing that number later automatically selects the same units again.

Each side in a battle has a population cap which must be obeyed. It is displayed at the top of the screen, and more powerful units cost more in terms of this cap than others. If your army meets this cap, you will be unable to build more. Losing units in battle or selling them off decreases this number, thereby allowing you to build more. Hierarchy players have a separate population cap for walkers.

HEROES

Heroes are the driving force of each faction. There are three heroes for each faction, and in multiplayer battles all of them are spawned from the main command center of your base. These units are unique, meaning that you can only have one at a time and cannot build more until that unit dies.

Heroes are more powerful than standard units. They have more health, better defense, and better attack stats than other units. They can easily hold their own in battle if things get rough. They also have powerful special abilities, such as missile strikes or forcefields, which allow them to do extra damage or extend their life. These items can turn the tide of battle and transform a losing battle into a victory.





UNIVERSE AT WAR TACTICAL DYNAMICS

Tactical Dynamics represents the unique attributes of each faction that gives them an edge in battle. All three factions utilize radically different methods and styles of gameplay, from the Hierarchy's crushing onslaught to Novus' hit-and-run technique to the Masari's dual nature. In addition to building bases and gathering resources differently, each faction has their own, individual game mechanics that truly set them apart from their opponents.

THE HIERARCHY: WALKERS AND HARDPOINTS

In their quest for galactic dominance, the Hierarchy has made one thing clear: Bigger is better. They also found that spending time and resources to build numerous permanent structures on a world you are about to harvest and abandon makes little sense.

The result of this thought process was the Walkers – huge mobile structures capable of both mass destruction and tactical production of combat units. Each Walker may be outfitted with a number of hardpoint modules – some shared, some unique – to greatly augment their effectiveness on the ground. Some hardpoint modules are available for building immediately, while others are unlocked through a research tree. With their large inventory of module types, from extra weapons to production enhancements and even mind control devices, the Hierarchy is able to modify its Walkers to adapt to nearly any condition. New modules may be purchased to replace old ones as the need may arise. As battlefield intelligence comes in, commanders can take a Walker designed for rapid unit production and refit it with enough weaponry to level a city.



UNIVERSE AT WAR TACTICAL DYNAMICS

NOVUS: PATCHES AND FLOW

With one notable exception, a race comprised entirely of self-aware machines has its advantages. Namely, wholesale upgrades and modifications to an entire army can be made almost instantaneously by way of adaptive programming Patches. Combat enhancements, defensive routines, and more can be rapidly downloaded from a central processing core to dramatically increase the effectiveness of all units in harms way. Some patches have a limited duration, and a maximum of two may be active at any given time. Most Novus patches are unlocked by researching certain suites on the research tree.

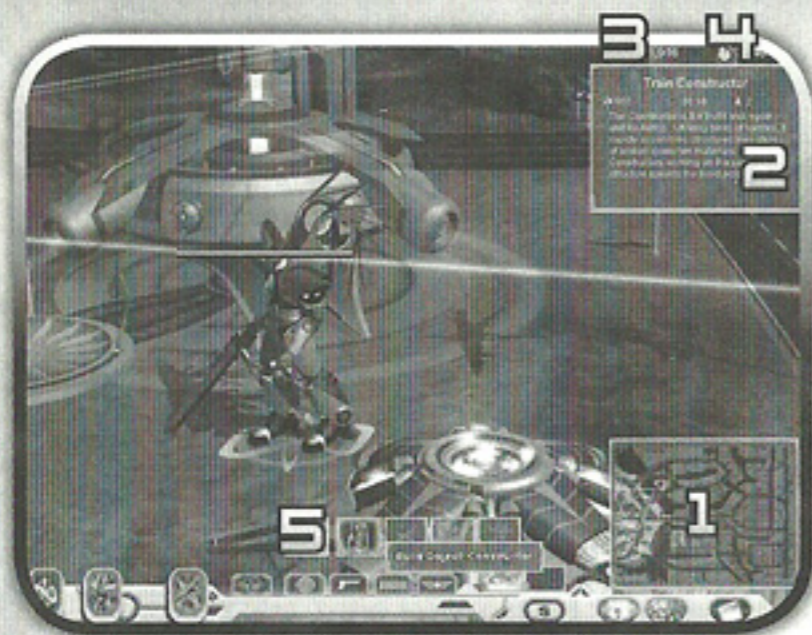
However, Novus have yet another unique consideration – their Flow Network. The Flow Network is many things: a means of power transmission, a sensory network, and a conduit for high-speed, covert unit movement. Cloaked Flow Conduits can spider-web their way across the terrain, creating hubs for structures to draw power from. Just as importantly, though, Novus units can disassemble themselves into clouds of energy and blaze across the energy beams, moving across entire maps in seconds. Giving Novus units a double click move order in proximity to a Flow Network automatically initiates this mode of travel.

MASARI: MASTERS OF ENERGY

Using technology far beyond that of even the Hierarchy, the Masari have discovered how to control energy and matter with mere thought. They can exist in one of two energy modes, each with its own traits. Light Energy allows units to see and shoot farther and do more damage, but is not ideal for prolonged engagements. Dark Energy attacks slow their targets, and it also accumulates as protective armor on Masari units. Unfortunately, this buildup prevents air units from flying.

However, the energies are volatile and difficult to control. As a result, all Masari in a battle must be of one mind to harness this great power. Thus, all units and structures must always be in the same mode – switching to Light Mode causes all Masari to transition to Light Mode without exception, and likewise when returning to Dark Mode.

UNIVERSE AT WAR GAME SCREEN



1. **Mini-Map:** The map shows the entire battleground at once. Areas you have not explored are covered by the fog of war, while areas you have explored are brighter and show unit positions. Without an active radar structure, this map will be only black and white. Your current viewing angle is represented by the white outline of a trapezoid. The mini-map may also be used to issue orders and move your field of view.
2. **Tool Tip:** The tool tip shows the price, build time, population count or other information for the item that you are trying to build. There is a brief paragraph explaining the usage of the unit or building, and its prerequisites.
3. **Resources:** The amount of resources you have. Masari players, and all factions in global mode, also display a maximum resource cap.
4. **Population Cap:** Shows the current size of your army and the maximum allowed in this battle. Hierarchy players have an additional cap specific to the number of Walkers called down.
5. **Build Menu:** Possible units or buildings are displayed here. Available units or buildings are displayed in sharp color and their price is colored green. Unavailable ones are grayed out, or have a red price.

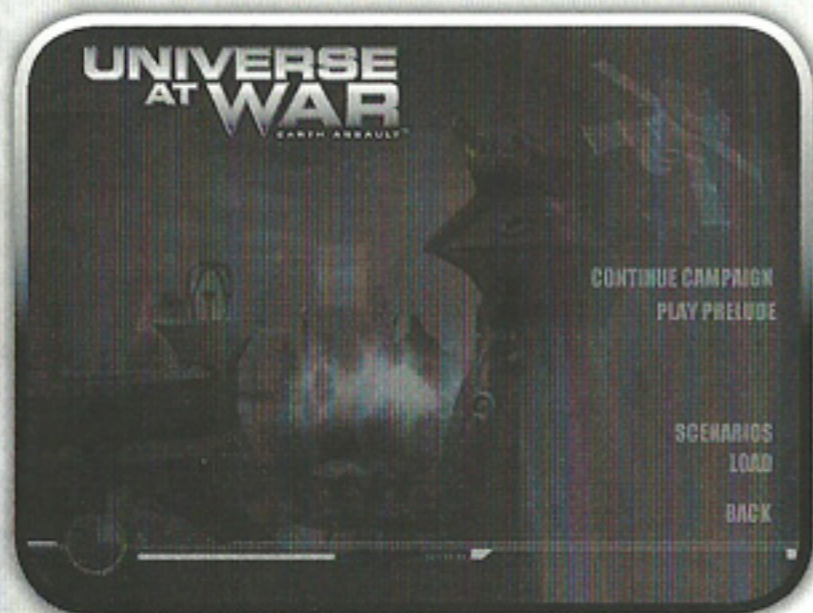
UNIVERSE AT WAR GAME SCREEN

6. **Build Tab:** This bar allows you to easily access an idle worker or the construction menus for your command center, infantry, vehicles, and air units, respectively.
7. **Find Idle Builder:** Clicking this once automatically selects the nearest construction unit not currently tasked with anything. A rapid double click also centers the screen on it. Continuing to slowly click on this button cycles through all available builder units.
8. **Hero Icons:** A portrait icon of all your heroes currently in this battle. Click once to select, double click to select and center the camera on that hero.
9. **Research Tree:** Clicking this button opens up your faction's research suites.
10. **Sell Icon:** Click this and then click on your units or structures to sell them. Heroes cannot be sold.
11. **Superweapon Activation Icons:** Any superweapon available is activated by these buttons. A sweep timer over the icon displays when it is ready.
12. **Tactical Dynamics Options:** Accesses the Hierarchy's Walker Hardpoint Menu, Novus' Patch Menu, or toggles the Masari Light/Dark Mode.



UNIVERSE AT WAR GAME MODES

CAMPAIGN GAME



The single-player Campaign of Universe at War: Earth Assault features three factions, customizable units, multiple styles of gameplay, and a deep and engrossing story. The fate of planet Earth is played out through the eyes of each faction, each with its own goals and objectives. Playing through the Prelude and all three campaign arcs in turn completes the story, but is it truly the end?

Click on Play Prelude to start a new campaign. As you complete each faction's portion of the campaign, the next faction is unlocked and ready to play. Gameplay automatically continues from one faction to the next, and you may click Continue Campaign to pick up where you last left off. You may also restart any particular faction campaign once you unlock it by clicking on the faction's name, such as Play Novus.



UNIVERSE AT WAR GAME MODES

SCENARIOS



Campaign Scenarios offer an additional dimension of strategy over the standard tactical battle. Instead of simply dealing with the immediate conflict at hand, you must plan your expansion across the globe, one territory at a time.

Scenarios start with a view of the entire planet with one or more territories under your control. Your faction's main headquarters will

always be in one of these territories, and if it's destroyed, you lose the game. Other regions are either unclaimed (gray) or controlled by an opposing faction.



Only your heroes are selectable at this level, though additional units may be attached to each hero's battle fleet. These hero fleets may then move about the map, claiming territories and defeating enemies in your quest for global domination. A tactical battle begins whenever two factions meet in a territory, and the victor of the battle claims the region for their faction. The game then transitions back to global mode, where you can plan your next move...

TO START A SCENARIO:

1. From the Campaign menu, click Scenarios.
2. Click on the list of scenarios to read the description.
3. Select your difficulty level and faction, and click Start Game.

UNIVERSE AT WAR GAME MODES

SKIRMISH BATTLE SETUP



Skirmish Battles are single player conflicts against one or more opponents controlled by the computer. The Skirmish Battle Setup submenu allows you to select the options for Skirmish Battles.

TO START A SKIRMISH:

1. Click on Skirmish Battles from the Main Menu, then click on Skirmish Battle Setup.
1. Select your map and other settings, such as starting credits, number of additional computer players, and population cap. The number next to each map represents the maximum number of players the map can hold, including yourself.
1. There are two types of win conditions. Annihilation: Completely destroy all enemy units and structures to win. Conquest: Destroy the enemy's main base, construction units, and any heroes to win. Click next when done.
1. Use the following page to select your start position, faction, color and team number. You may then adjust the settings for each AI, including their difficulty level.

UNIVERSE AT WAR MULTIPLAYER

Universe at War features a uniquely themed online community that allows both PC and Xbox 360® players to compete against each other over LIVE from anywhere in the world.

GAMES FOR WINDOWS – LIVE

Games for Windows – LIVE and Xbox LIVE are part of the first and most comprehensive online entertainment network in the world, uniting gamers on Xbox 360 and select Games for Windows – LIVE titles. The LIVE service connects millions of gamers in 25 countries, making it easy for gamers to find friends, games, and entertainment on either platform. When you become a member of LIVE, you can see your Friends' games and activities, communicate with other members, and track gaming achievements. Become a Gold member to receive additional benefits, such as sending and receiving invitations to multiplayer games. Go to www.gamesforwindows.com/live for more information about LIVE and availability of LIVE in your region.

Connecting to LIVE

To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. For more information, go to www.gamesforwindows.com/live.

Family Settings

Family Settings in Games for Windows – LIVE complement Windows Vista parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings.

CONQUER THE WORLD

Conquer the World is a way of tracking your progress as you take over the planet one territory at a time. Your own personal global view of Earth represents all the territories you have previously conquered. Select your faction by clicking on the faction name at the top of the screen. Your progress in each faction is tracked separately, so if you capture a particular territory as Novus, you can then try it as the Hierarchy.



UNIVERSE AT WAR MULTIPLAYER

CONQUER THE WORLD (CONT.)

To capture a region, click on it. Doing so launches a Quickmatch battle against another player waiting to battle. If you win the tactical battle, you claim the territory for your current faction. If you are defeated, you must try again at another time.

Once you have conquered the world with a single faction, region ownership for that faction resets, allowing you to start again. Winning a battle still awards you that territory, but losing a battle actually costs you ownership of another. If you manage to conquer the world a second time, a tactical loss costs you two territories.

Achievements and medals can be earned in this mode. Conquer the World match play is available to Games for Windows — LIVE Gold Members only.

CUSTOM MATCH



Custom Matches allow for a wide variety of multiplayer options, including multiple opponents, team play, and a variety of resource and unit cap settings. From the Multiplayer menu, click on Custom Match to host or join a game.

TO JOIN A CUSTOM MATCH:

1. Click on a host name, and click Join Game. You can use the Filters page to search for specific maps or settings.
2. Use the Custom Match lobby to set your faction, house color and team, as well as your starting position. You may also chat with the other players.
3. Click Ready when you are done.

UNIVERSE AT WAR MULTIPLAYER

CUSTOM MATCH (CONT.)

TO HOST A CUSTOM MATCH:

1. From the Custom Match page, click Host Game.
2. Select the game settings, such as the map, win condition, population cap, etc. Click Accept when ready.
3. Set your own faction and team settings, and chat with other players. You can limit the number of players below the max by setting slots to Closed, or fill out empty spots with computer players. Click Ready when done.
4. When all players show a green check mark in their ready box, click Launch Game.

Any membership level of Games for Windows — LIVE may play in a Custom Match, and any medals or achievements you've earned may be used. However, victories and losses are not calculated towards your ranking score, nor does your progress count towards earning more medals or achievements.

Ranked Games

RANKED GAMES

Ranked Games are one-on-one matches against opponents of equal skill. Your performance is recorded and uploaded to LIVE Trueskill™ leaderboards, allowing you to compare your performance to players from across the globe.

To start a game, click on Ranked Game from the Multiplayer menu. Define your setting choices, such as faction, and any match filters you wish. Then, click Launch Game to battle against a random player.

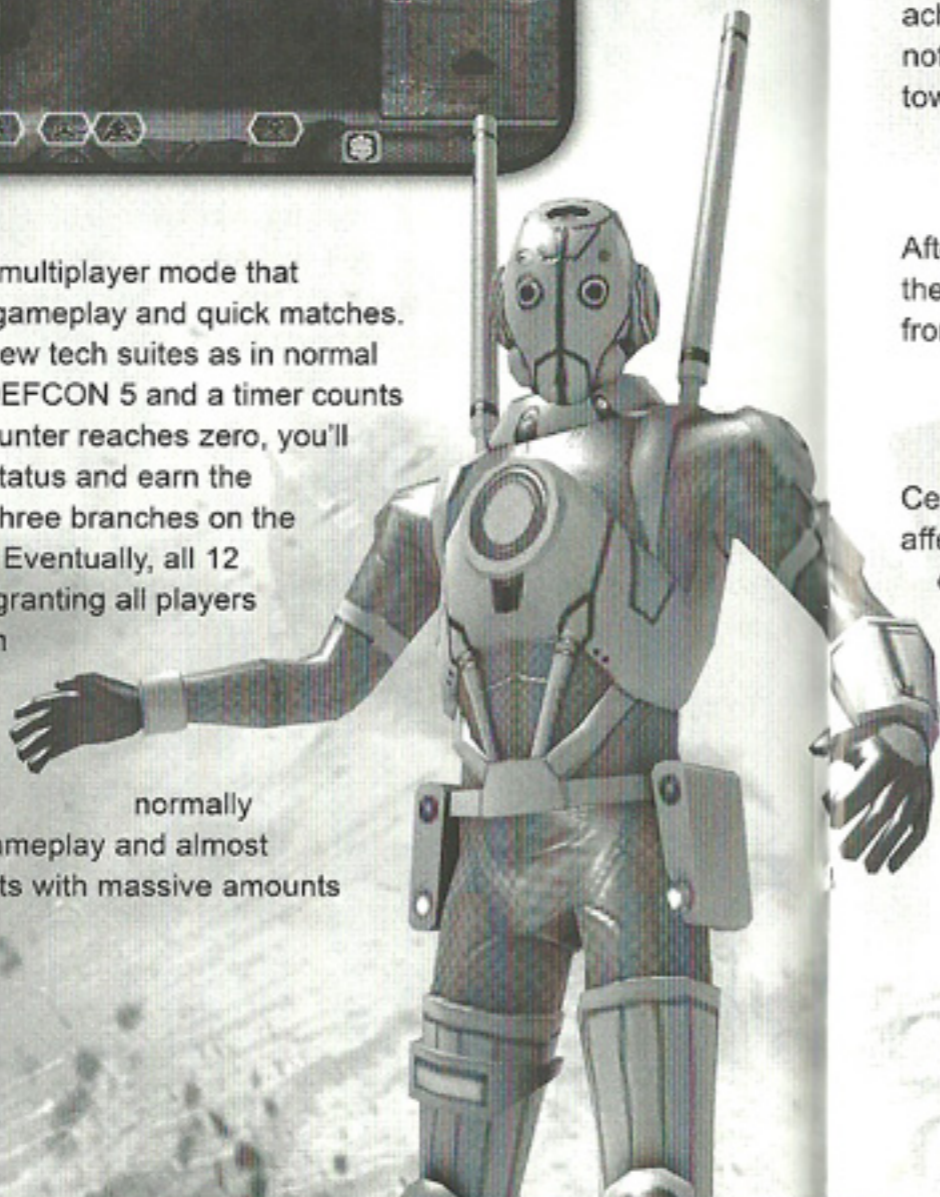
Achievements and medals can be earned in this mode. Ranked Game match play is available to Games for Windows — LIVE Gold Members only.

UNIVERSE AT WAR MULTIPLAYER

DEFCON



DEFCON is an optional multiplayer mode that encourages fast-paced gameplay and quick matches. Instead of researching new tech suites as in normal matches, you begin at DEFCON 5 and a timer counts down. Every time the counter reaches zero, you'll elevate your DEFCON status and earn the next highest suite in all three branches on the Research Tree for free. Eventually, all 12 research suites unlock, granting all players access to all upgrades in the game instead of the usual six suites. This enables powerful upgrade combinations normally unavailable in regular gameplay and almost ensures powerful conflicts with massive amounts of destruction.



UNIVERSE AT WAR MULTIPLAYER

LEADERBOARDS

View the top ranked Universe at War players, and compare your ranking and stats to theirs.

LOCAL AREA NETWORK

Multiplayer games may also be played over a local area network, and follow the same rules of creation and joining as a Custom Match game, but do not necessarily require an internet connection. The Custom Match and Local Area Network game lists and lobbies are separate, and do not influence each other. As with Custom Matches, LAN games may be hosted or joined by any membership level of Games for Windows — LIVE and any medals or achievements you've earned may be used. Victories and losses are likewise not calculated towards your ranking score, nor does your progress count towards earning more medals or achievements.

REPLAYS

After completing a multiplayer match, you have the option to save a replay of the game. This menu allows you to watch them later, or to watch the replays from other multiplayer games.

WAR CHEST

Certain in-game achievements will unlock faction specific medals that can affect gameplay during a multiplayer game. However, these medals have no effect in single player or Ranked matches and only a limited number can be used during a multiplayer game.

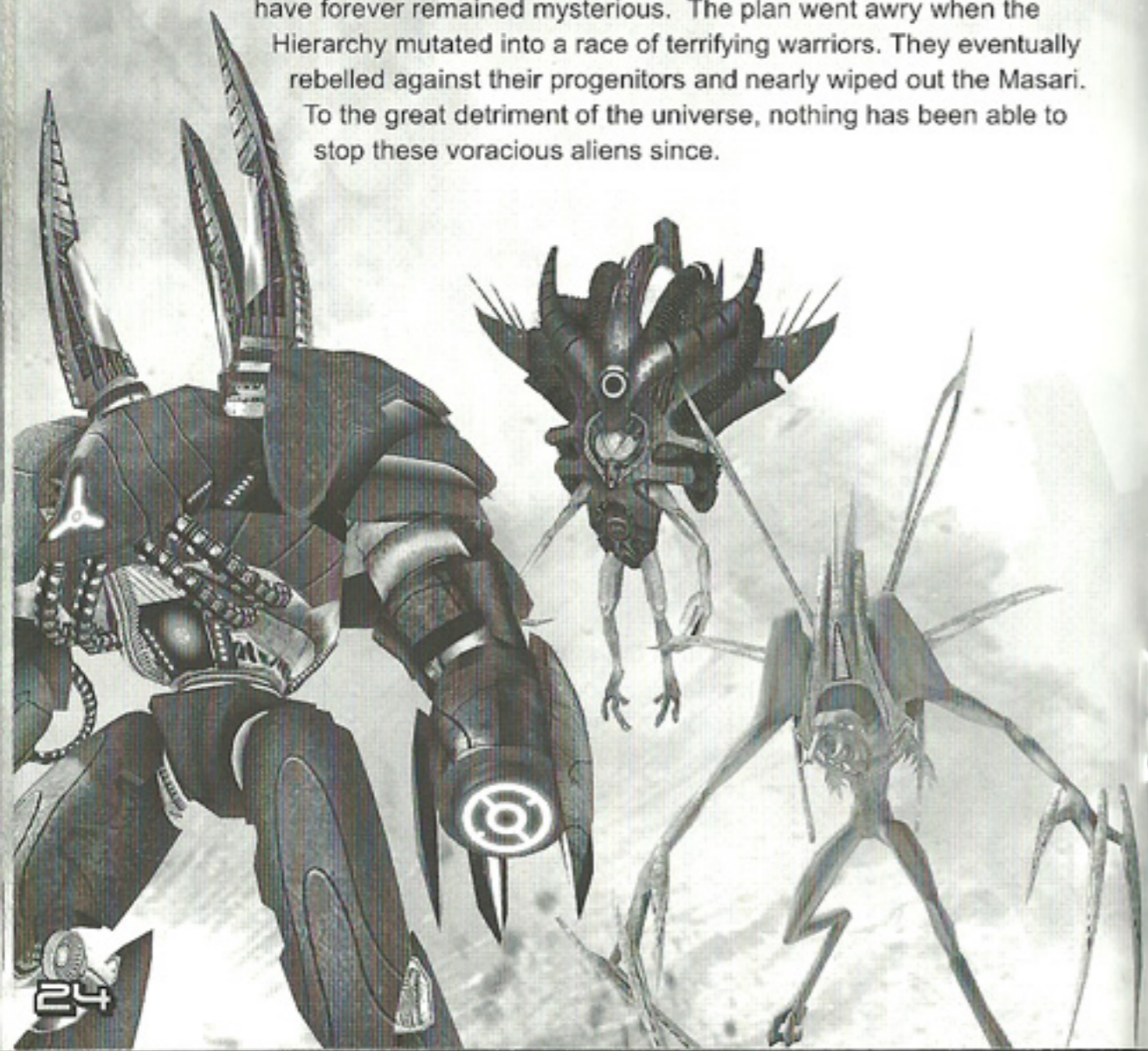
Medals are special rewards that are given to players for completing various online achievements in the game. These colorful icons are displayed on a unique profile page for each player and can be viewed by other players. Each medal has a unique icon and tooltip explaining how it was acquired as well as its in game bonus.

UNIVERSE AT WAR HIERARCHY

STORY

The Hierarchy is a rapacious species bent on pillaging the galaxy of its very lifeblood. Like galactic locusts, these marauding aliens strip-mine entire worlds for their resources, leaving behind only the smoking ruins of civilizations in their wake. The Hierarchy's massive war machines lumber across the landscape, obscuring the sun and sowing destruction wherever they tread. Those races unfortunate enough to be conquered by these aliens are quickly subjugated as thrall slaves and forced to serve in the Hierarchy's army.

But it was not always so. Eons ago, the Hierarchy was given life by the Masari, who nurtured the alien race in its infancy for reasons that have forever remained mysterious. The plan went awry when the Hierarchy mutated into a race of terrifying warriors. They eventually rebelled against their progenitors and nearly wiped out the Masari. To the great detriment of the universe, nothing has been able to stop these voracious aliens since.



UNIVERSE AT WAR HIERARCHY HEROES

KAMAL RE'X THE ABDUCTOR



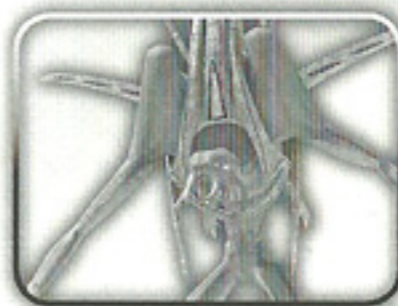
Kamal Re'x is the Controller for the Hierarchy fleet dispatched to invade Earth. Kamal rose quickly through the ranks of power, thanks in no small part to his utter ruthlessness and ambition. His devilish abilities include psionic energies which he directs against unsuspecting enemies on the battlefield.

ORLOK THE ETERNAL

Orlok is an armored war machine serving as field commander under Kamal Re'x. Once fully organic in nature, Orlok was mortally wounded in battle yet saved when the Hierarchy implanted his consciousness into the beast he is today. Orlok has overseen the annihilation of a thousand worlds, striking fear into the hearts of his enemies. His foes die with one question on their lips: how can you kill that which is eternal?



NUFAI



Nufai is a shadowy advisor to Kamal Re'x and Orlok, providing war-time intelligence to his superiors. He is also a vicious traitor, having betrayed his own species when the Hierarchy attacked his homeworld years ago. Nufai disavowed his race in exchange for his life and a place in the Hierarchy's ranks. This devious alien is many things -- but trustworthy is not one of them.

UNIVERSE AT WAR HIERARCHY UNITS

GLYPH CARVER

Pre-req: Arrival Site

Use: Glyph Carvers call down Hierarchy structures and walkers from orbital supply ships.



MONOLITH

Pre-req: Arrival Site, Reaper Drone

Use: Monoliths can teleport across the map, spy on the enemy, and disrupt production facilities.



LOST ONES

Pre-req: Habitat Walker, Lost One Pod

Use: Lost Ones are effective against infantry, weak against vehicles, and deviously talented at causing chaos on the battlefield.



GRUNT

Pre-req: Habitat Walker

Use: Grunts are the mainstay of the ground invasion force. Their plasma shotguns are highly effective against infantry.



BRUTE

Pre-req: Habitat Walker, Brute Pod

Use: The Brute is a powerhouse that tears through infantry and vehicles with ease



UNIVERSE AT WAR HIERARCHY UNITS

SAUCER

Pre-req: Assembly Walker

Use: Saucers are fast and agile. They can attack enemies or repair friendly vehicles, making them extremely useful in a battle.



DEFILER

Pre-req: Assembly Walker, Defiler Pod

Use: The Defiler utilizes radiated plasma weaponry to mutate enemies into horrific thrall slaves.



PHASE TANK

Pre-req: Assembly Walker, Phase Tank Pod

Use: The Phase Tank is a fast attack craft that works wonders in ambushes. It can also sneak past enemy lines unharmed by employing its phase shifting ability.



SLAVE

Pre-req: Special

Use: Slaves cannot be purchased. Rather, when organic units (civilians or infantry) succumb to Hierarchy radiation, they become hideous mutant thralls, slowly decaying as they spread their contagion.



UNIVERSE AT WAR HIERARCHY WALKERS

ASSEMBLY WALKER

Pre-req: Reaper Drone

Use: This is a massive mobile structure capable of teleporting Saucers, Defilers, and Phase Tanks down to the battlefield. It can mount an array of devastating weapons and production enhancements on its frame through hardpoint upgrades.



HABITAT WALKER

Pre-req: Arrival Site

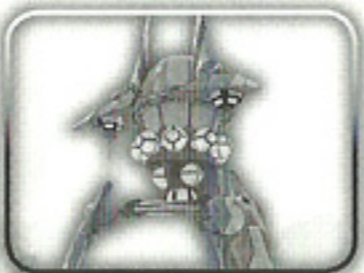
Use: Another moving structure, this Walker functions as a mobile barracks, with the ability to call down Grunts, Lost Ones, and Brutes. A number of hardpoint upgrades can increase its effectiveness in battle or production.



SCIENCE WALKER

Pre-req: Detection Drone

Use: Though the Science Walker doesn't produce units, many unique hardpoint upgrades are available exclusively to this battle platform, including a powerful superweapon.



HIERARCHY STRUCTURES

ARRIVAL SITE

Pre-req: Glyph Carver

Use: The standard tactical command center, able to build Glyph Carvers and Monoliths, as well as call heroes.

REAPER DRONE

Pre-req: Arrival Site, Glyph Carver

Use: This medium sized Walker is the Hierarchy resource collection unit. It roams about the terrain, using its abduction beam to harvest anything in its path.

UNIVERSE AT WAR HIERARCHY STRUCTURES

DETECTION DRONE

Pre-req: Arrival Site, Reaper Drone, Glyph Carver

Use: One of the smaller Walkers, this drone acts as the Hierarchy's radar and can clear certain negative effects from friendly units.

SPITTER TURRET

Pre-req: Detection Drone or any Walker

Use: This stationary defensive turret spews a deadly beam of radiation.

GRAVATIC TURRET

Pre-req: Detection Drone or any Walker

Use: The Hierarchy's anti-air turret uses gravity waves to hold enemy air units in place and slowly crush them.

MATTER CONDUIT

Pre-req: Science Walker

Use: One of the Hierarchy's superweapons, ordering mass drops of flaming debris fired by orbiting supply ships.

HIERARCHY CORE

Use: The main Hierarchy headquarters, and center of operations for all Hierarchy operations on the ground. Lose this structure and the game is over.

GLOBAL STRUCTURES

ABDUCTION CORE

Use: This structure provides global resources for the Hierarchy. Each additional Abduction Core increases the max resource cap and income rate.

CREATION CORE

Use: The Hierarchy's global level production center for units. Upgrades are necessary to build advanced units.

THEORY CORE

Use: Each one of these global level research centers that are built increases the number of research suites that may be purchased on the Research Tree.

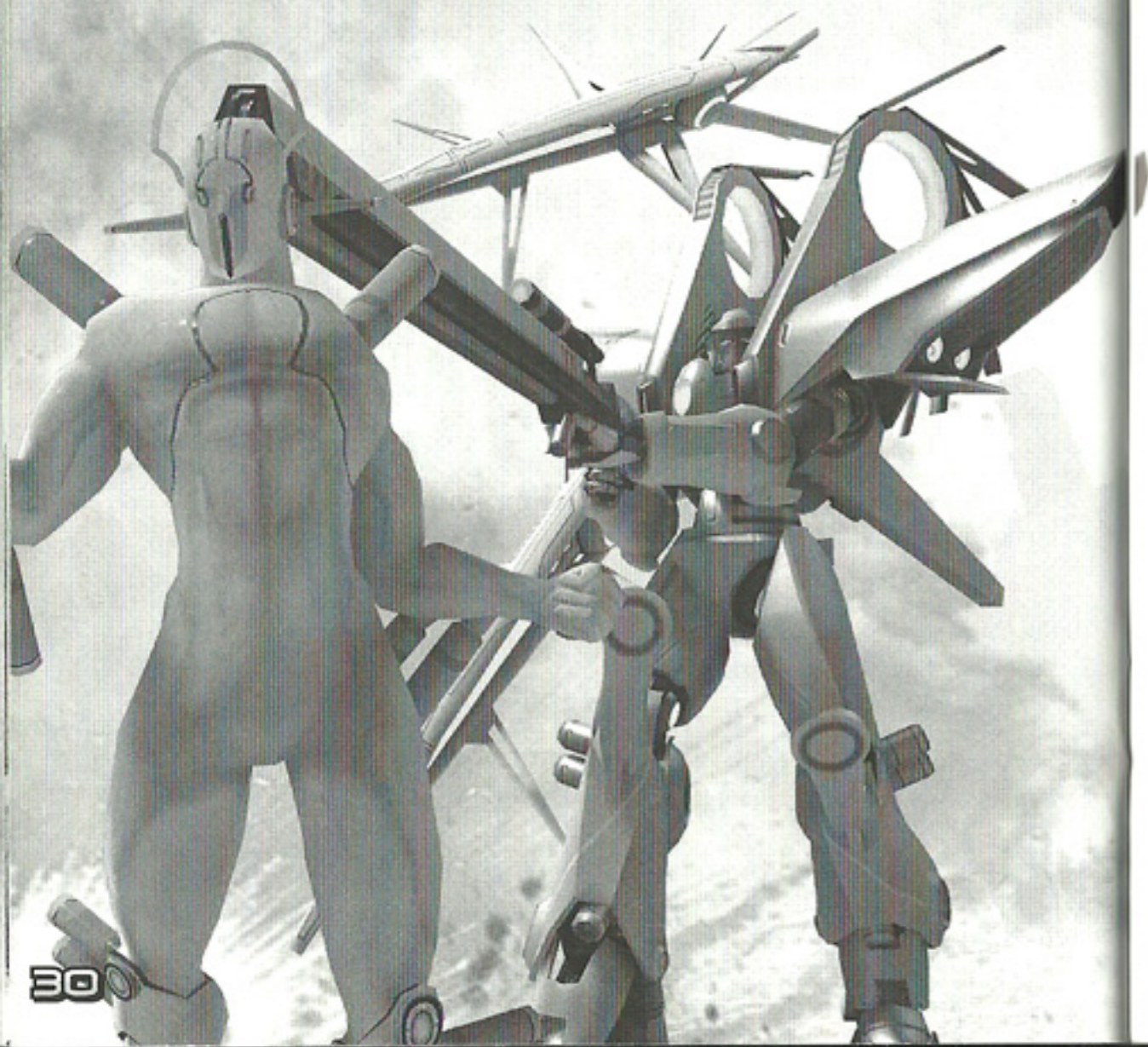
THE PURIFIER

Use: This gargantuan Walker is actually the Hierarchy's megaweapon, capable of destroying an entire region during global game play.

UNIVERSE AT WAR NOVUS

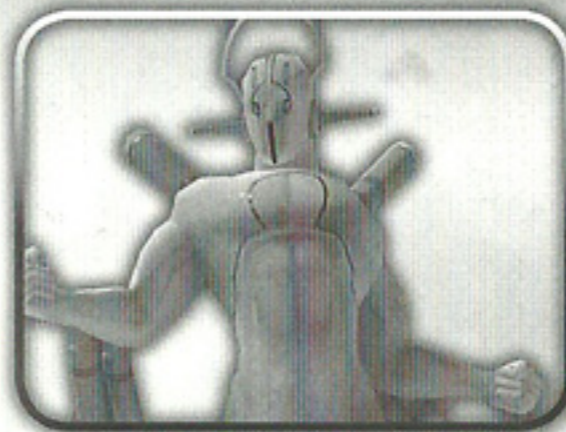
STORY

Novus is a race of sentient machines that travels the galaxy via wormhole technology in search of their sworn enemy. Long ago, the Hierarchy invaded the Novus homeworld and eradicated their original creators. The machines survived the attack and over time evolved a civilization of their own, rooted in the logic of artificial intelligence. By their calculations, the Hierarchy represents a dire threat to the existence of all life in the universe and must be stopped. Novus has altered its own programming to combat this threat, seeking vengeance through a single-minded campaign of guerilla warfare waged across the cosmos. Wherever the Hierarchy strikes next, Novus will follow. Their program will not allow otherwise.



UNIVERSE AT WAR NOVUS HEROES

THE FOUNDER



One of the original machines that survived the Hierarchy attack, the Founder initiated the recovery and development of Novus' technology and oversaw the evolution of his species. He deliberately removed the concepts of empathy and compassion from Novus' programming lest they conflict with the machines' finely-tuned algorithms for war. By the

cold logic of survival, the Founder views this program as their only chance of defeating the Hierarchy.

MIRABEL & VIKTOR

Mirabel is the lone 'organic' among Novus. Her ancestors designed the sentient machines long ago, and after the Hierarchy invasion, Novus in turn cloned Mirabel from salvaged DNA. She is all that remains of her kind. To safeguard her life, the machines constructed Viktor, a robotic suit that protects Mirabel whenever this duo engages in battle. Viktor is different from the other Novus units, specifically designed to mimic the human form and allow Mirabel a more natural style of movement when in combat.



VERTIGO



Originally a software program designed to decrypt enemy communications, Vertigo has evolved into a highly effective subterfuge and manipulation unit for Novus. His programming is now stored in a sleek airborne chasis that is equipped with the most advanced cloaking technology Novus has to offer. Like a deadly whisper, Vertigo moves quietly among the enemy with lethal results.

UNIVERSE AT WAR NOVUS UNITS

CONSTRUCTOR

Pre-req: Command Core

Use: These robots are the basic construction unit for Novus. They can build new structures and can repair damaged structures and units as well.



COLLECTOR

Pre-req: Recycling Center

Use: These autonomous drones are automatically produced by the Recycling Center, and will search the map for raw materials.



OHM ROBOT

Pre-req: Robotic Assembly

Use: Ohm Robots are the basic infantry unit of Novus, and work best as a group.



HACKER

Pre-req: Robotic Assembly, Science Center

Use: Hackers can shut down electrical systems, control enemy turrets, and exploit weaknesses to help increase Novus' effectiveness.



BLADE TROOPER

Pre-req: Robotic Assembly, Blade Assembly

Use: Armed with energy blades, Blade Troopers are incredibly lethal against enemy infantry, but must be wary of air units. They can also create temporary duplicates of themselves and confound enemy targeting systems.



UNIVERSE AT WAR NOVUS UNITS

VARIANT

Pre-req: Vehicle Assembly

Use: Variants are stealth units that can assume the shape of nearby objects. They are effective against infantry, but weak against vehicles.



ANTIMATTER TANK

Pre-req: Vehicle Assembly

Use: A fleet of Antimatter Tanks can, when concentrating fire on a single target, create a chain reaction of antimatter shots that will decimate the enemy.



AMPLIFIER

Pre-req: Vehicle Assembly, Wave Amplifier

Use: Using its Sonic Resonance beam, the Amplifier can shatter enemy vehicles or strip hardpoints off a Hierarchy Walker, but cannot move while attacking.



FIELD INVERTOR

Pre-req: Vehicle Assembly, Inversion Processor

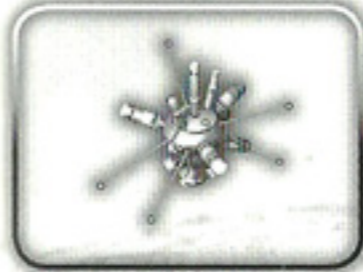
Use: A dual-mode unit, the Field Inverter can either fire strong anti-vehicle rail gun rounds or activate a large protective shield.



CORRUPTOR

Pre-req: Aircraft Assembly

Use: Corruptors are aerial scouts, capable of detecting stealth and infecting enemy vehicles and structures with an electronic virus.



UNIVERSE AT WAR NOVUS UNITS

DERVISH

Pre-req: Aircraft Assembly, Dervish Assembly
Use: Powerful airborne units of the Novus, Dervish Jets are very effective at fast hit-and-run style attacks using antimatter rounds.



NOVUS STRUCTURES

COMMAND CORE

Pre-req: Constructor
Use: The primary tactical command center for Novus, it builds Constructors as well as calling in heroes.

FLOW GENERATOR

Pre-req: Command Core
Use: The lifeblood of any Novus base, Flow Generators provide power to friendly structures.

FLOW CONDUIT

Pre-req: Command Core
Use: A network of these towers can transport power from Flow Generators far across a map, allowing Novus to expand their base quickly and cheaply.

RECYCLING CENTER

Pre-req: Flow Generator
Use: Uses automated Collector drones to break down scrap material for use in unit and building construction.

ROBOTIC ASSEMBLY

Pre-req: Flow Generator
Upgrades: Blade Assembly
Use: This structure builds infantry robots, ranging from the standard Ohm Robot to the advanced Blade Trooper.

UNIVERSE AT WAR NOVUS STRUCTURES

VEHICLE ASSEMBLY

Pre-req: Flow Generator, Recycling Center
Upgrades: Inversion Processor, Wave Amplifier
Use: Variants and Antimatter Tanks are produced here, and can also build upgrades to assemble either Amplifiers or Field Inverters.

AIR ASSEMBLY

Pre-req: Flow Generator, Recycling Center
Use: Both the Corruptor scout and the advanced Dervish Jet are built at this structure.

SCIENCE CENTER

Pre-req: Recycling Center
Upgrades: Singularity Compressor
Use: Conveys a number of scientific advantages to Novus, allowing new technologies to be brought to bear on the battlefield.

REDIRECTION TURRET

Pre-req: Science Center
Use: A defensive turret that fires antimatter particles. It can also redirect enemy projectiles back at their attacker.

EM DESTABILIZER

Pre-req: Science Center
Use: One of Novus' superweapons, the EM Destabilizer temporarily disables enemy vehicles and structures.

BLACK HOLE GENERATOR

Pre-req: Science Center, Singularity Compressor
Use: An amazingly powerful weapon, Novus can create a small black hole, sucking up and destroying everything when unleashed.



UNIVERSE AT WAR GLOBAL STRUCTURES

CENTRAL PROCESSOR

Use: The main computing hub for all Novus activity, if this building is destroyed, the game is over.

MATERIAL CENTER

Use: Novus' global level resource collection facility. Each additional Material Center increases the max resource cap and income rate.

NANOCENTER

Use: Massive nanite creation pods enable unit creation at the global level. Additional upgrades are needed to produce advanced units.

RESEARCH CENTER

Use: A global level research facility that allows for additional research suites for each one built.

GREY MASS LAUNCHER

Use: A massive cannon capable of tearing entire regions apart through the use of nanite disassemblers.



UNIVERSE AT WAR MASARI

STORY

The Masari are an ancient race of near-godlike renown. Evolving far beyond the primitive technology of other species, they alone have unlocked the secrets of reality, wielding both light and dark energy with awe-inspiring ease. But these "gods" are not perfect. In a tragic miscalculation, the Masari gave birth to the Hierarchy millennia ago, only to watch the treacherous aliens rebel against them. The few Masari survivors were forced to flee to Earth. Mankind was still in its infancy at the time and worshipped the newcomers as gods -- a role the Masari were eager to encourage. They saw humanity as a race of great promise and quickly cast their influence upon it... then mysteriously vanished beneath the ocean.



UNIVERSE AT WAR MASARI HEROES

QUEEN ALTEA



Queen Altea is the supreme Masari ruler. During her time spent among early man, Altea fell in love with a human and took him as her consort. Prince Zessus, her son, is the product of that union. Queen Altea is wise, benevolent, and much loved amongst the Masari populace. In battle, she is both harmless and incredibly powerful

all at once. Though she has no direct attacks, she can cleanse Masari units of their wounds and ill effects, prevent enemies from attacking, or even "unmake" entire sections of reality... as if the enemy never existed at all.

LORD CHAROS

Charos is Queen Altea's war-time advisor and general of the Masari legions. He commands the Masari ground forces and is tremendously powerful. He can boost his combat effectiveness by conjuring a Blaze of Glory, allowing him to move faster, strike harder, and bolster his armor for short periods of time.



PRINCE ZESSUS



Zessus is the son of Queen Altea and heir apparent to the Masari throne. A young ruler coming into his own, his half-human/half-Masari lineage makes him impulsive and quick-tempered, yet there are hidden benefits as well. Some among the Masari whisper that Zessus' half-breed nature allows him a greater

capacity for controlling energy, but he shuns such beliefs as superstition. What is certain is that Zessus' unique ability to teleport across the battlefield, taking small groups of friendly or enemy units along with him, is a tremendous lifesaver when the odds are long and the outcome looks grim.

UNIVERSE AT WAR MASARI UNITS

ARCHITECT

Pre-req: Citadel

Use: Architects create structures for the Masari. Up to two Architects can be tasked to certain structures in order to enhance its function, speed production, or perform repairs.



AVENGER

Pre-req: Special

Use: When any crewed vehicle is destroyed, there is a chance that an Avenger (the pilot or driver) will emerge from the wreckage.



DISCIPLE

Pre-req: Skirmisher Portal

Use: A powerful Infantry unit of the Masari, Disciples carry a reflex energy cannon that can punch through a vehicle's armor with ease.



SEER

Pre-req: Skirmisher Portal, Knowledge Vault

Use: The Seer can detect stealthed enemies and see through an enemy unit's eyes.



SENTRY

Pre-req: Machina

Use: The Sentry is a scout/attack vehicle with room for a passenger.



UNIVERSE AT WAR MASARI UNITS

CONQUERER

Pre-req: Machina, Knowledge Vault

Use: Conquerors are the primary attack vehicle for the Masari due in part to its long range weapons and tough armor.



FIGMENT

Pre-req: Machina, Ancient Knowledge

Use: The Figment is a stealth attack craft that is extremely fast. It can do heavy damage against infantry, and can drop mines to prevent enemy passage.



PEACEBRINGER

Pre-req: Machina, Forbidden Knowledge

Use: The Peacebringer is large, slow, and heavily armed. It can decimate structures or walkers easily, and impede ground or air units with its tractor beam.



INQUISITOR

Pre-req: Flight Machina

Use: The Inquisitor is an offensive light flying attack craft that is extremely agile and made for hit-and-runs.



SKYLORD

Pre-req: Flight Machina, Forbidden Knowledge

Use: The Sky Lord is a heavy-hitting mobile artillery unit. It pummels enemy ground targets with powerful energy blasts but often needs escort units for covering fire.



UNIVERSE AT WAR MASARI STRUCTURES

CITADEL

Pre-req: Architect

Use: This is the primary tactical command center for the Masari. It summons Architects, and calls heroes to the battle.

MATTER ENGINE

Pre-req: Citadel

Upgrade: Matter Sifter

Use: This engine creates energy seemingly out of nothing, which the Masari then use to build units and structures.

SKIRMISHER PORTAL

Pre-req: Citadel

Use: The Masari infantry units, Disciples and Seers, are summoned here.

KNOWLEDGE VAULT

Pre-req: Citadel, Matter Engine

Upgrades: Ancient Knowledge, Forbidden Knowledge

Use: This Masari structure can unlock deep secrets, making new units and building upgrades available.

MACHINA

Pre-req: Citadel, Skirmisher Portal

Use: Masari Sentry, Conqueror, Figment, and Peacebringer vehicles are summoned from this huge structure.

AIR MACHINA

Pre-req: Knowledge Vault

Use: The Air Machina brings Inquisitors and Sky Lords to the battle.

ORACLE

Pre-req: Knowledge Vault

Upgrades: Detection of Motion, All-Seeing Eye

Use: The Oracle functions as the Masari radar, but can also detect enemy stealth units and even become a powerful weapon.

UNIVERSE AT WAR MASARI STRUCTURES

GUARDIAN

Pre-req: Citadel

Upgrades: Two-Faced

Use: A defensive ground turret capable of striking at incoming infantry and vehicles.

SKY GUARDIAN

Pre-req: Knowledge Vault

Upgrades: Energy Screen

Use: The Sky Guardian defends against enemy air attacks.

MATTER CONTROLLER

Pre-req: Knowledge Vault, Forbidden Knowledge

Use: Controlling Light and Dark matter with great precision, this Masari superweapon unleashes volatile energies with devastating effect.

GLOBAL STRUCTURES

ALTERA

Use: The center of all Masari thought and reason. The destruction of this building ends the game for the Masari.

ENERGY MAGNET

Use: An energy creation device of immense proportions, each additional Magnet increases the maximum resource cap and income level.

KEY INSPIRATION

Use: Units may be created at the global level through this structure, though upgrades are necessary to produce advanced units.

WILL PROCESSOR

Use: A repository of information and knowledge, each additional Will Processor allows for the purchase of an additional research suite.

CORE AMPLIFIER

Use: A massive energy conduit capable of channeling enough power to destroy entire global regions.