

# UNIVERSE AT WAR

EARTH ASSAULT™



## **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.



UNIVERSE AT WAR  
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# 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<sup>®</sup>

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.

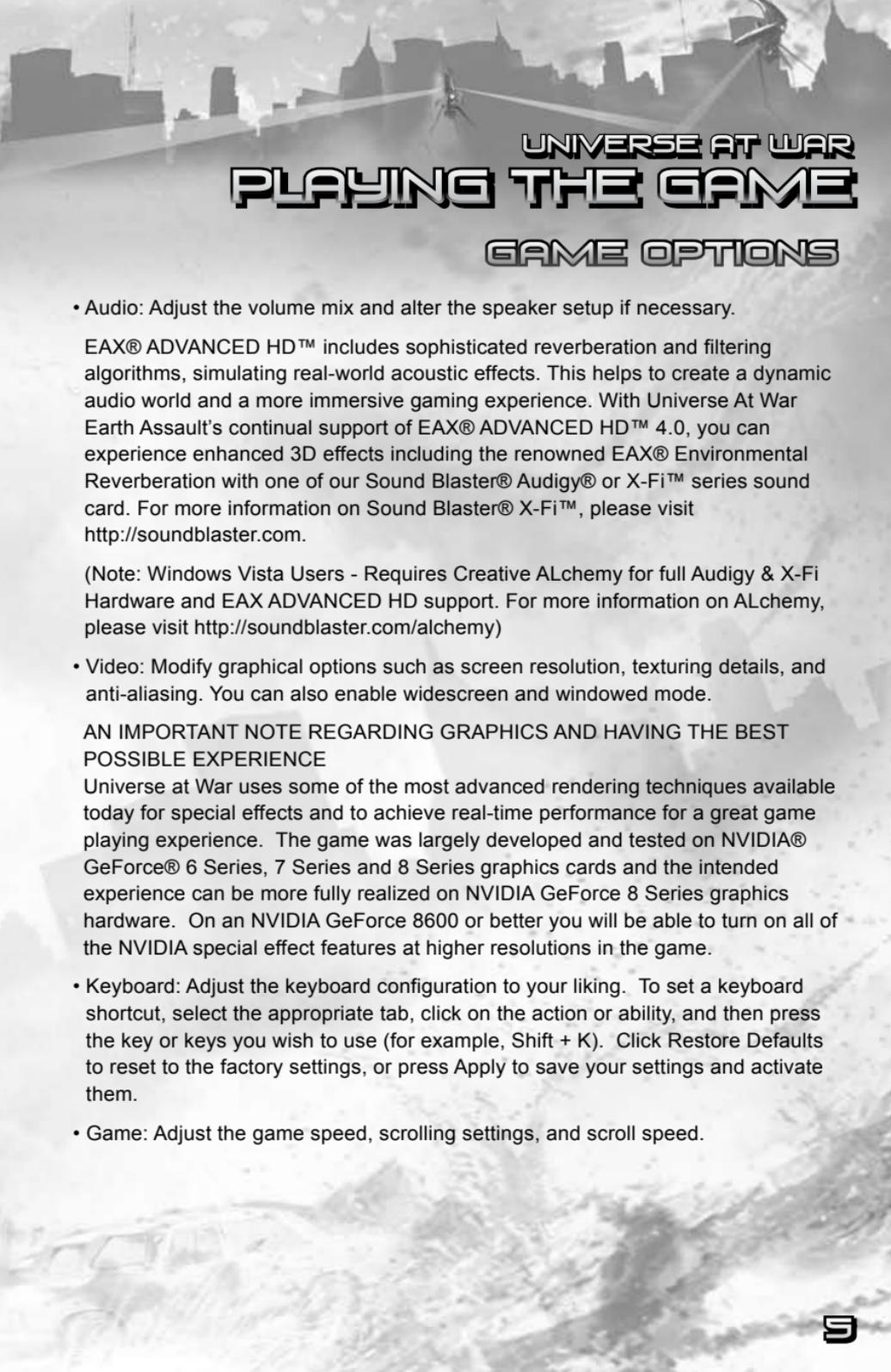
# UNIVERSE AT WAR PLAYING THE GAME

## 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.
- **LIVE:** 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>.

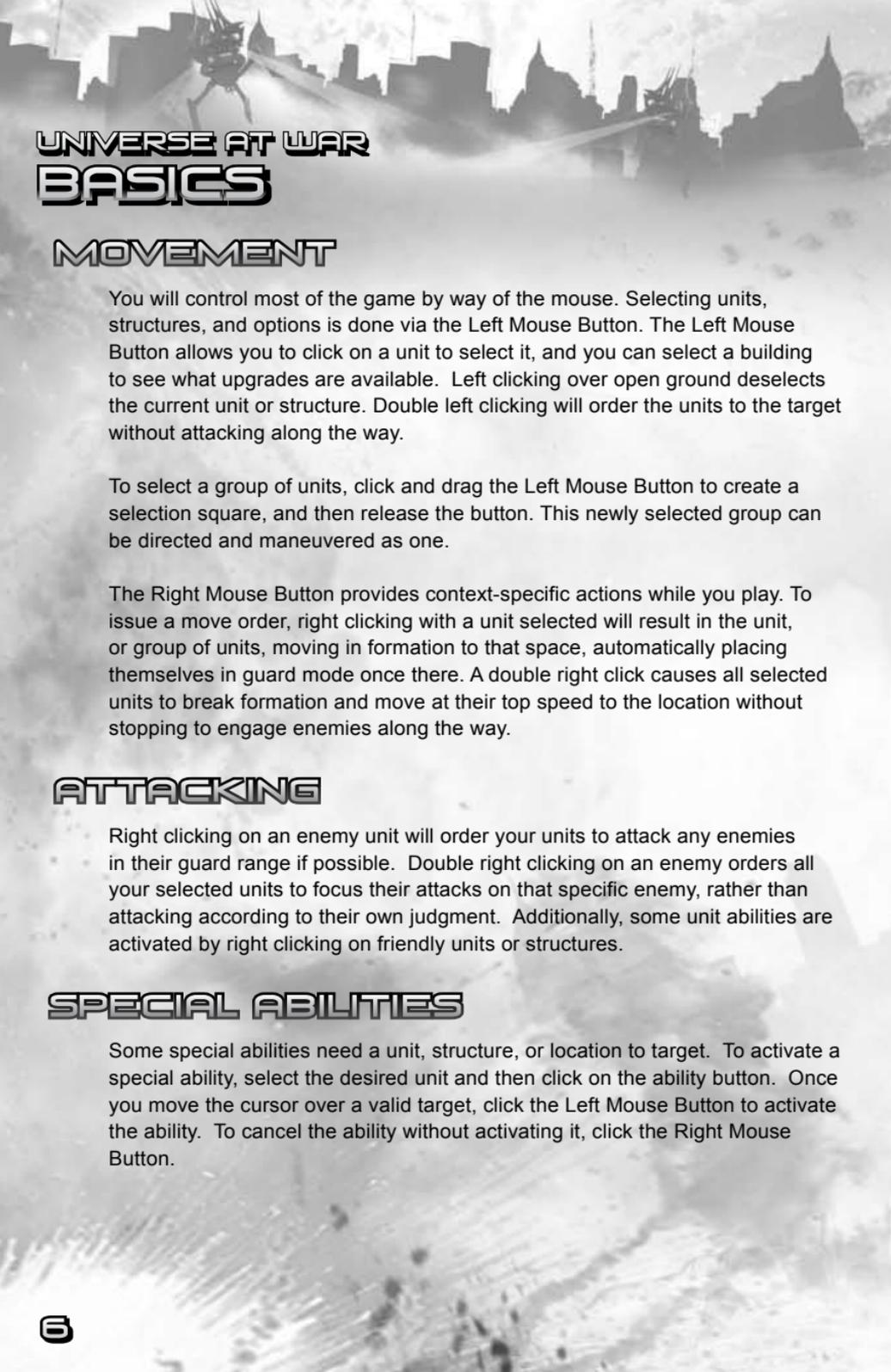
(Note: Windows Vista Users - Requires Creative ALchemy for full Audigy & X-Fi Hardware and EAX ADVANCED HD support. For more information on ALchemy, please visit <http://soundblaster.com/alchemy>)

- **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

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. Double left clicking will order the units to the target without attacking along the way.

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.

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

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. 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 cannot build there.



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.

To sell a structure, click the Sell button and your cursor will change to the Sell icon. Then, left click the building 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

## UPGRADES

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.

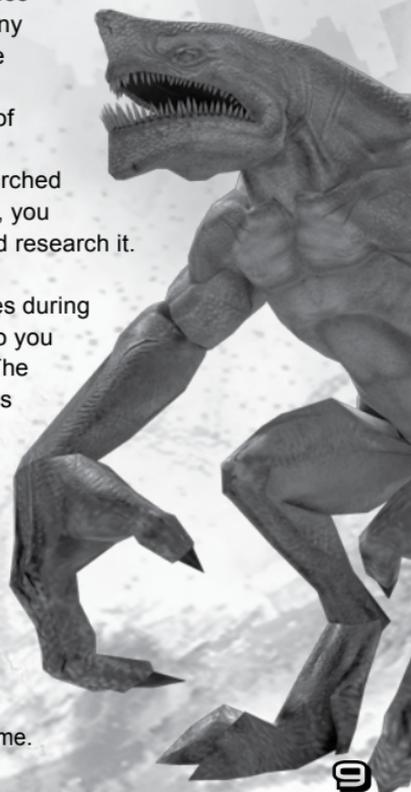
In Scenario games, global level command centers may have up to two upgrades at a time, but they may only be purchased at the global level. Click on one of the upgrade slots to bring up the available upgrades for that structure, and click on the one you wish to build. Clicking on an existing upgrade will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

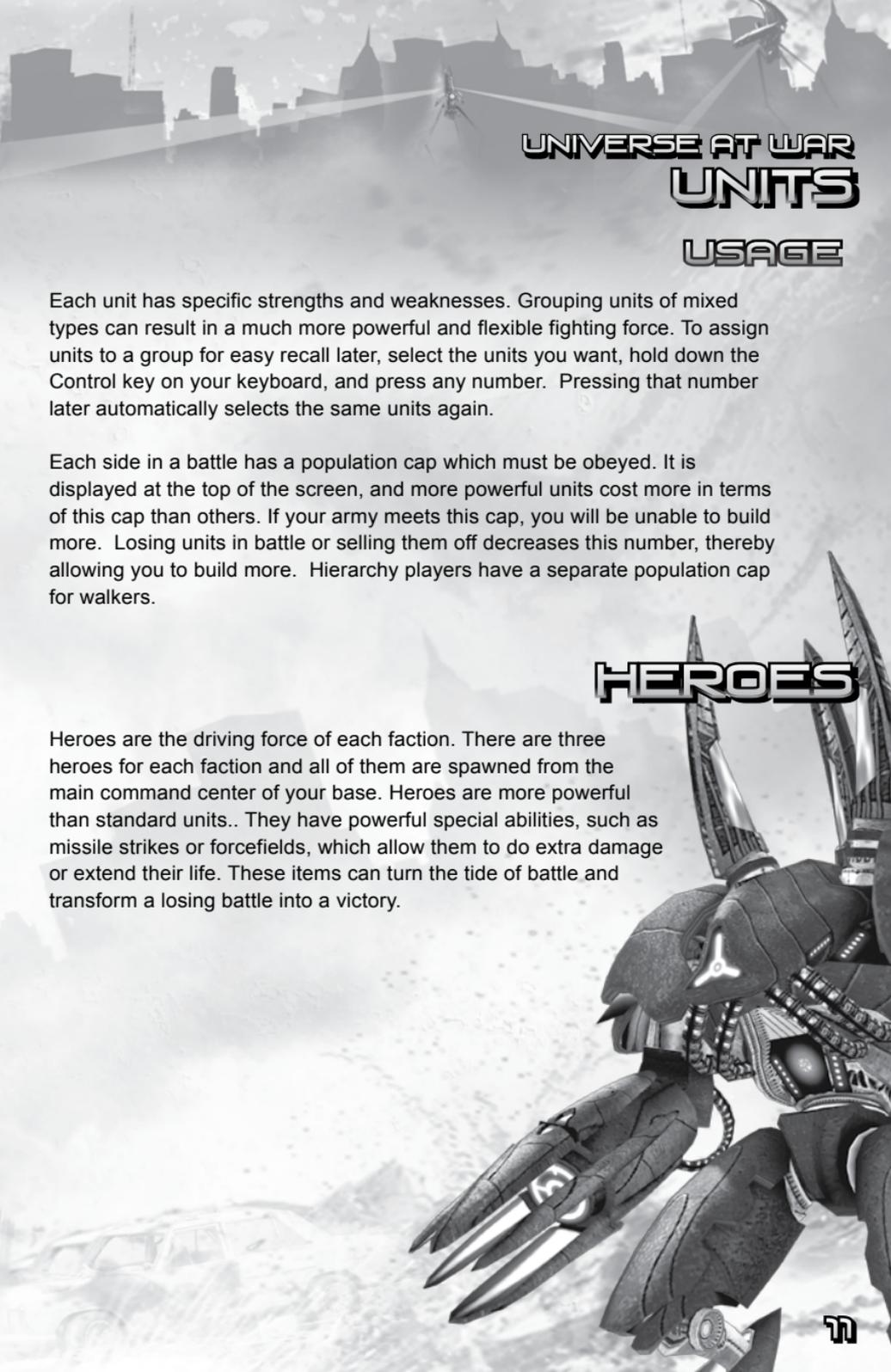


# UNIVERSE AT WAR UNITS

## 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. 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 all of them are spawned from the main command center of your base. Heroes are more powerful than standard units.. They 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

The Walkers are 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. 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.



# UNIVERSE AT WAR TACTICAL DYNAMICS

## NOVUS: PATCHES AND FLOW

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.

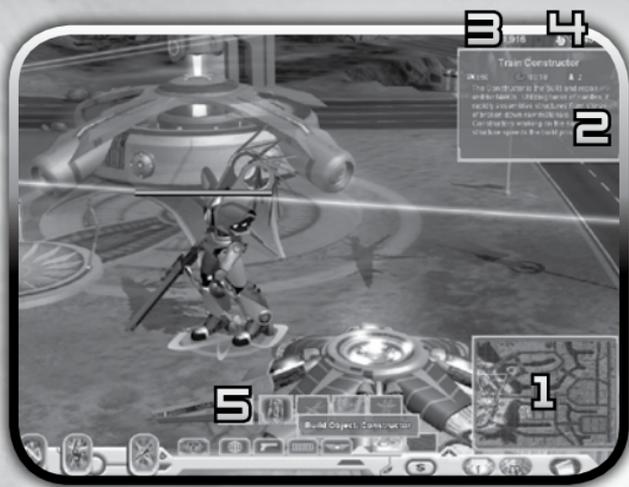
However, Novus have yet another unique consideration – their Flow Network. The Flow Network is many things: a means of power transmission, a sensory network, and a conduit for high-speed, covert unit movement. Cloaked Flow Conduits can spider-web their way across the terrain, creating hubs for structures 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. Playing through the Prelude and all three campaign arcs in turn completes the story, but is it truly the end?



# 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...



# 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. 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.

# 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](http://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](http://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](http://www.gamesforwindows.com/live/familysettings).

## CONQUER THE WORLD

Conquer the World is a way of tracking your progress as you slowly take over the planet, one territory at a time. You start with your own personal global view of Earth that represents all territories you have previously conquered in this mode. 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 attempt to capture a region, click on any one you wish. Doing so launches a Quickmatch battle against another player waiting to battle in that location as well. 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. However, this time the stakes are higher. Winning a battle still awards you that territory, but losing a battle actually costs you ownership of another territory you already own. If you manage to conquer the world a second time, a tactical loss costs you two previously owned territories, and so on. Your current loss consequences for one faction does not affect the other factions, however.

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,.



## UNIVERSE AT WAR MULTIPLAYER

### CUSTOM MATCH (CONT.)

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

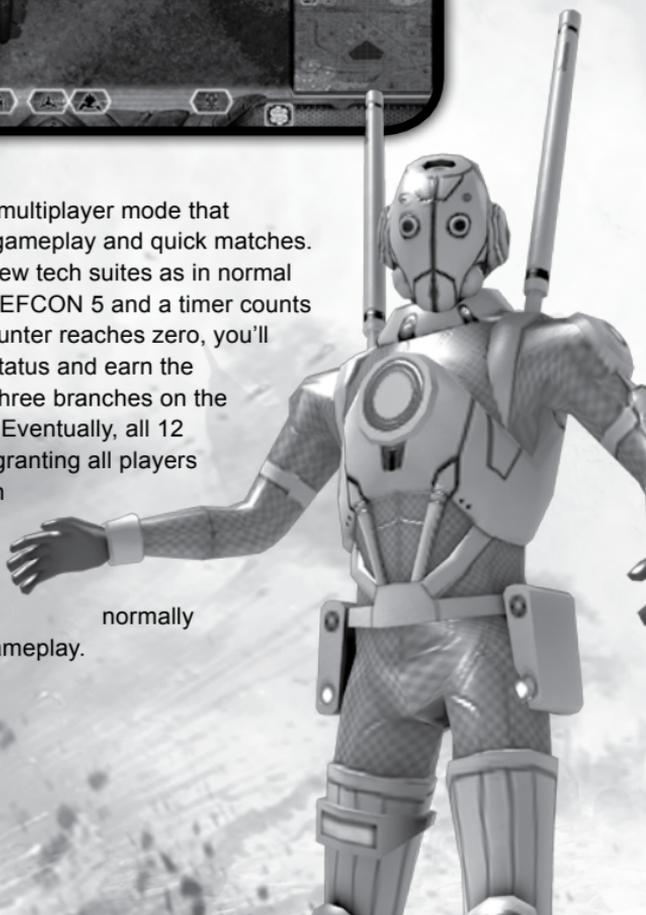
Ranked Games are one-on-one matches against opponents of equal skill. Your performance is recorded and uploaded to LIVE Trueskill™ leaderboards, allowing you to compare your performance to players from across the globe. Achievements and medals can be earned in this mode. Ranked Game match play is available 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.





# 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.

## MEDAL 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



# UNIVERSE AT WAR HIERARCHY HEROES

## KAMAL RE'X THE ABDUCTOR



Kamal Re'x is the Controller for the Hierarchy fleet dispatched to invade Earth. His devilish abilities include psionic energies which he directs against unsuspecting enemies on the battlefield.

Special Abilities: Abduct, Forcefield

## ORLOK THE ETERNAL

Orlok is an armored war machine serving as field commander under Kamal Re'x.

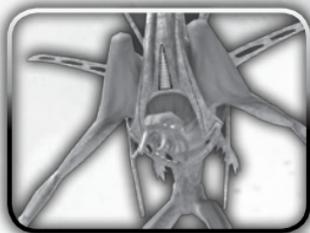
Special Abilities: Siege Mode, Endure Mode



## NUFAI

Nufai is a shadowy advisor to Kamal Re'x and Orlok, providing war-time intelligence to his superiors.

Special Abilities: Paranoia, Tendrils



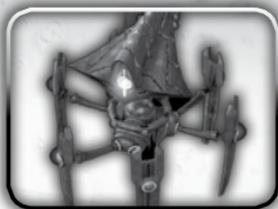
# UNIVERSE AT WAR HIERARCHY UNITS

## GLYPH CARVER

Pre-req: Arrival Site

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

Special Ability: Carve



## MONOLITH

Pre-req: Arrival Site, Reaper Drone

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

Special Ability: Phase Self



## 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.

Special Ability: Phase Self, Plasma Bomb



## GRUNT

Pre-req: Habitat Walker

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

Special Ability: Capture Neutral Structure

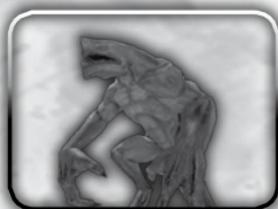


## BRUTE

Pre-req: Habitat Walker, Brute Pod

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

Special Abilities: Charge, Leap, Death From Above



# 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.

Special Ability: Repair Mode

## DEFILER



Pre-req: Assembly Walker, Defiler Pod

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

Special Abilities: Bleed Mode, Project Radiation

## 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.

Special Ability: Phase Self

## 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

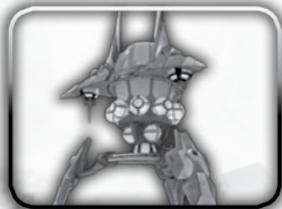
Use: Another moving structure, this Walker functions as a mobile barracks, with the ability to call down Grunts, Lost Ones, and Brutes. A number of hardpoint upgrades can increase its effectiveness in battle or production.



### 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

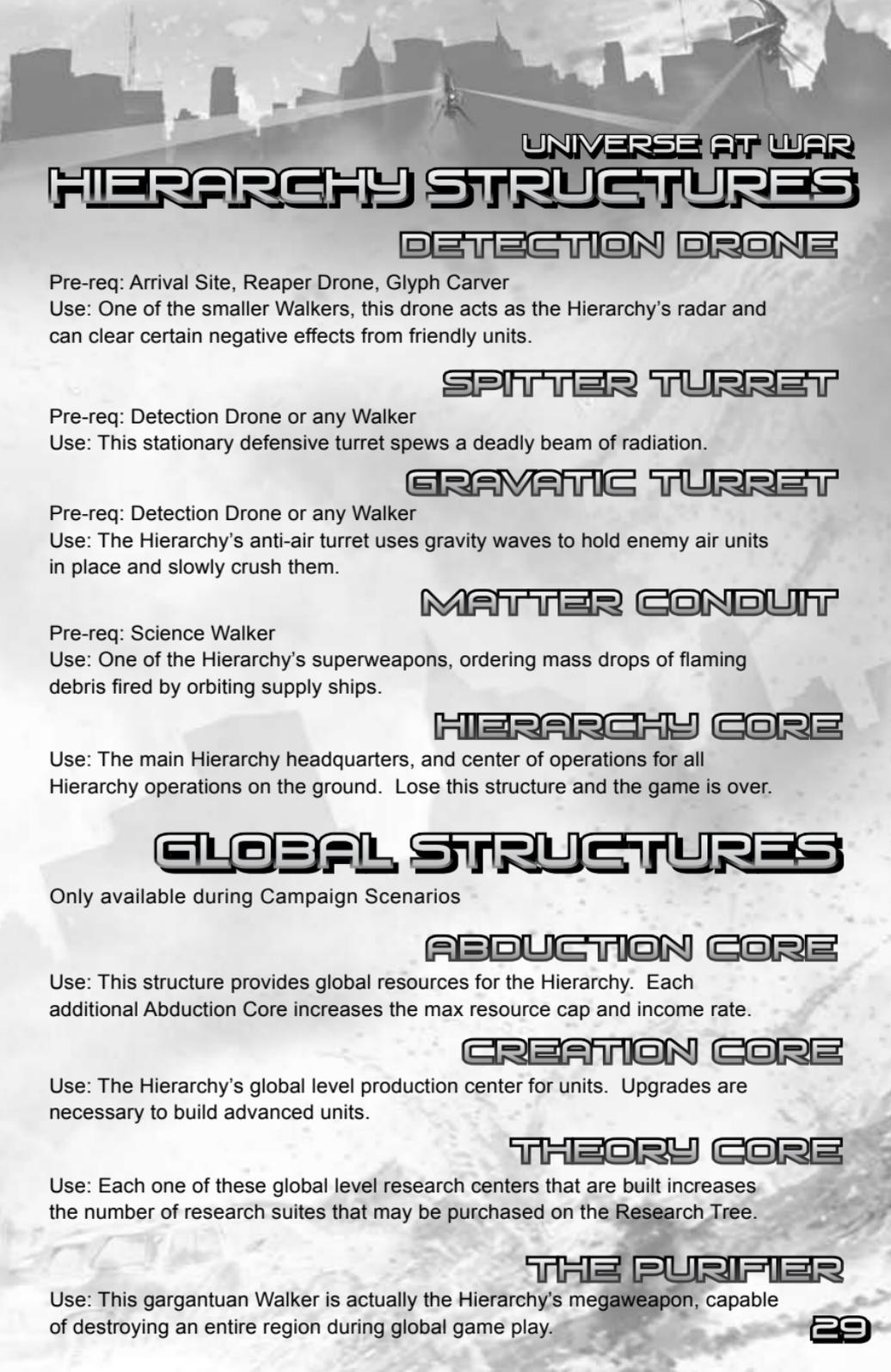
Pre-req: Glyph Carver

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

Only available during Campaign Scenarios

## 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

# HIERARCHY WALKER

# HARDPOINTS

## PLASMA TURRET

Available On: Habitat Walker, Assembly Walker

Use: Adds an additional plasma turret to the walker.

## ARC TURRET

Available On: Habitat Walker, Assembly Walker, Science Walker

Pre-req: Assault Branch Suite 1

Use: Fires an electrical arc directed at enemy air units.

## TELEPORT ACCELERATOR

Available On: Habitat Walker, Assembly Walker

Use: Decreases build times for units on that Walker.

## REPAIR CHAMBER

Available On: Habitat Walker, Assembly Walker

Pre-req: Assembly Walker

Use: Plasma orbs slowly repair the Walker this hardpoint is built on.

## WEAPON ACCELERATOR

Available On: Habitat Walker, Assembly Walker, Science Walker

Use: Increases the rate of fire of all weapons on the Walker.

## RANGE ENHANCER

Available On: Habitat Walker, Assembly Walker, Science Walker

Pre-req: Assault Branch Suite 1

Use: Increases the firing range of all weapons on the Walker.

## LOST ONE POD

Available On: Habitat Walker

Use: Allows Lost Ones to be built from the Habitat Walker.

## BRUTE POD

Available On: Habitat Walker

Pre-req: Mutagen Branch Suite 2

Use: Allows Brutes to be built from the Habitat Walker.

## DEFILER POD

Available On: Assembly Walker

Use: Allows Defilers to be built from the Assembly Walker.

## PHASE TANK POD

Available On: Assembly Walker

Pre-req: Quantum Branch Suite 2

Use: Allows Phase Tanks to be built from the Assembly Walker.

## RADIATOR ARTILLERY

Available On: Habitat Walker

Pre-req: Mutagen Branch Suite 2

Use: Launches a warhead that vents radiation over the terrain.

## MASS DRIVER

Available On: Assembly Walker

Pre-req: Assault Branch Suite 3

Use: Fires a powerful blast that makes short work of buildings.

## BEAM CANNON

Available On: Assembly Walker

Pre-req: Assault Branch Suite 4

Use: Fires a super-heated plasma beam causing great damage and secondary explosions.

## TARGETING JAMMER

Available On: Science Walker

Pre-req: Quantum Branch Suite 4

Use: Prevents enemy units in the area from attacking.

## MIND MAGNET

Available On: Science Walker

Pre-req: Quantum Branch Suite 4

Use: Takes control of organic enemy infantry and civilians. Each Mind Magnet built increases the number of controllable units and control range.

## MACHINE MAGNET

Available On: Science Walker

Pre-req: Quantum Branch Suite 4

Use: Takes control of enemy vehicles and robots. Each Machine Magnet built increases the number of controllable units and control range.

## VISUAL OPTIMIZER

Available On: Science Walker

Pre-req: Assault Branch Suite 2

Use: Increases the visual range of all large Walkers in the battle. Building three visual optimizers on the same Science Walker will remove all fog from

## CASCADE REACTOR

Available On: Science Walker

Pre-req: Mutagen Branch Suite 4

Use: With three reactors on one Science Walker, the Radiation Cascade superweapon becomes available.

UNIVERSE AT WAR  
NOVUS



# 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.

Special Abilities: Performance / Prowess Mode, Rebuild, Network Tap

## 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.

Special Abilities: Missile Barrage, Sniper Attack



## VERTIGO



Originally a software program designed to decrypt enemy communications, Vertigo is now a powerful stealth air craft.

Special Abilities: Upload/Download, Viral Control

# 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.

Special Ability: Construct



## 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.

Special Abilities: Swarm, Capture Neutral Structure



## 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.

Special Abilities: Purge Systems, Viral Bomb



## 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.

Special Abilities: Duplicate, Blackout Bomb



# 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.

Special Ability: Vent Core



## 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.

Special Ability: Harmonic Pulse



## 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.

Special Ability: Shield Mode



## CORRUPTOR

Pre-req: Aircraft Assembly

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

Special Ability: Corrupt

# 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.  
Special Ability: Death Bloom



## 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 NOVUS PATCHES

## RADIATION SHIELDING

Pre-req: Command Core

Use: Provides protection from radiation for all units and structures.

## COOLAND BOOST

Pre-req: Command Core

Use: Protects units and structures from heat and fire based attacks.

## VISUAL AMPLIFIER

Pre-req: Command Core, Flow Branch Suite 1

Use: Increases the sight range of all Novus units and structures.

## BACKUP SYSTEMS

Pre-req: Command Core, Nanotech Branch Suite 1

Use: All Novus units and structures gain extra health.

## SPECTRUM CYCLE

Pre-req: Command Core, Flow Branch Suite 2

Use: Applies stealth detection to all Novus units and structures.

## VISUAL REBOOT

Pre-req: Command Core, Computing Branch Suite 2

Use: All enemy units and structures infected with the electronic virus automatically shut down for several seconds.

## OPTIMIZED COLLECTION

Pre-req: Command Core, Nanotech Branch Suite 2

Use: Collectors can hold more raw material per load.

## REBOOT

Pre-req: Command Core, Computing Branch Suite 2

Use: Removes all negative effects from all Novus units and structures, but all objects are inactive during the process.

## VIRAL CASCADE

Pre-req: Command Core, Computing Branch Suite 3

Use: All enemy units near the Novus Flow network are infected with an electronic virus.

# UNIVERSE AT WAR NOVUS PATCHES

## OPTIMIZED ASSEMBLY

Pre-req: Command Core, Nanotech Branch Suite 4

Use: All Novus unit production structures build units more quickly.

## EMERGENCY FLOW

Pre-req: Command Core, Flow Branch Suite 4

Use: All Novus structures gain full power, even if not connected to the Flow

## OVERCLOCKING

Pre-req: Command Core, Flow Branch Suite 4

Use: All units move and shoot faster, but take more damage from enemy

# GLOBAL STRUCTURES

Only available during Campaign Scenarios

## 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



# UNIVERSE AT WAR MASARI HEROES

## QUEEN ALTEA



Queen Altea is the supreme Masari ruler. 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.

Special Abilities: Peace, Unmake

## 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.



Special Abilities: Frenzy, Blaze of Glory, Dark Vortex

## PRINCE ZESSUS



Zessus is the son of Queen Altea and heir apparent to the Masari throne. 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.

Special Ability: Teleportation, Explode, Dark Miasma

# 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.

Special Ability: Create



## 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. They carry energy pistols, and can potentially have their vehicle rebuilt



## 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.

Special Ability: Capture Neutral Structure



## 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.

Special Ability: Load 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.  
Special Ability: Energy Vortex



## 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.  
Special Ability: Energy Vortex



## 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.  
Special Ability: Disintegrate



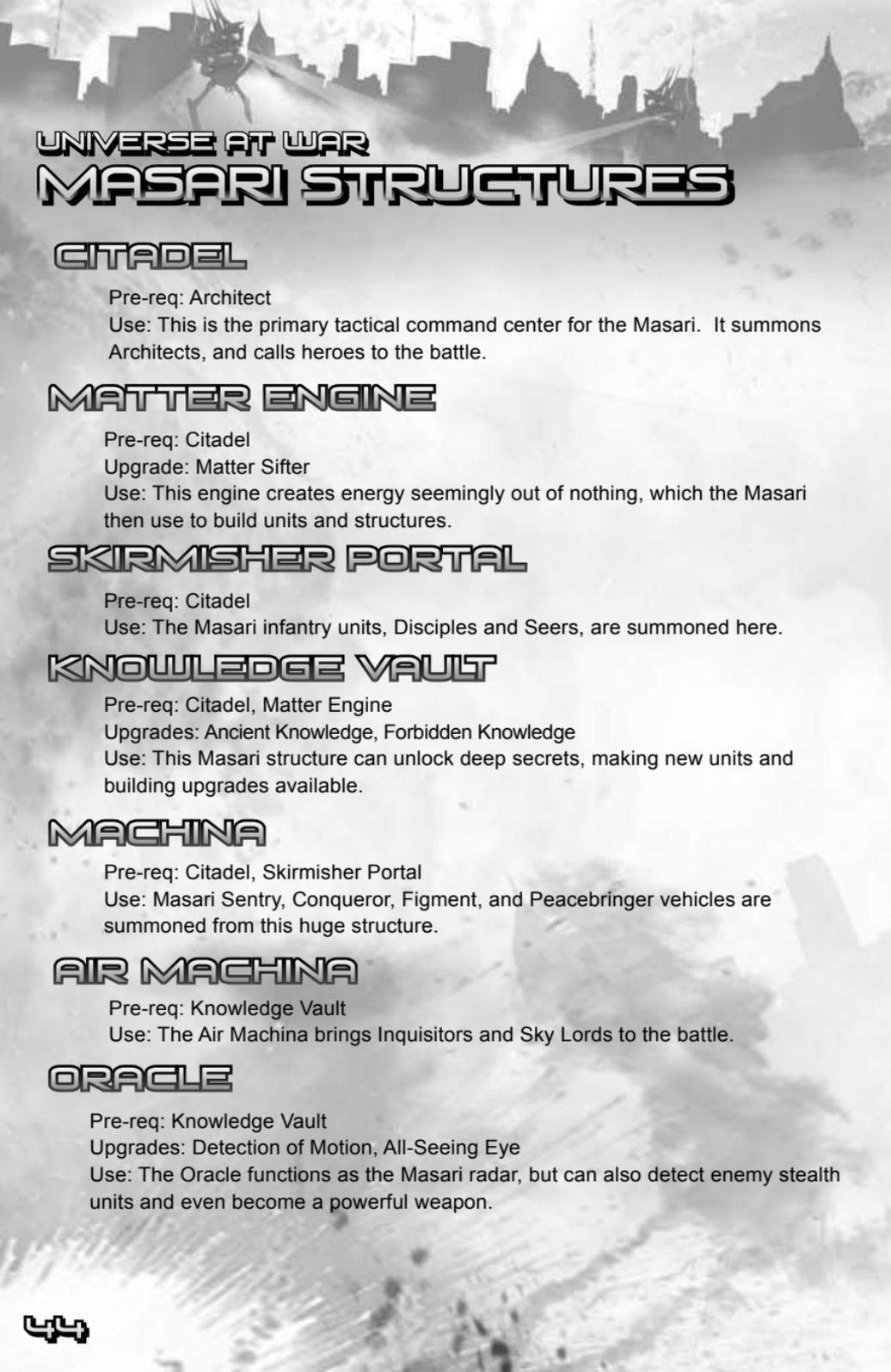
## INQUISITOR

Pre-req: Flight Machina  
Use: The Inquisitor is an offensive light flying attack craft that is extremely agile and made for hit-and-runs.  
Special Ability: Destabilize



## 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.  
Special Ability: Screech

A grayscale illustration of a city skyline with various buildings and spires. In the upper left, a large, multi-legged flying creature with wings is shown in flight, emitting a beam of light. The overall scene is set against a cloudy, hazy sky.

# 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

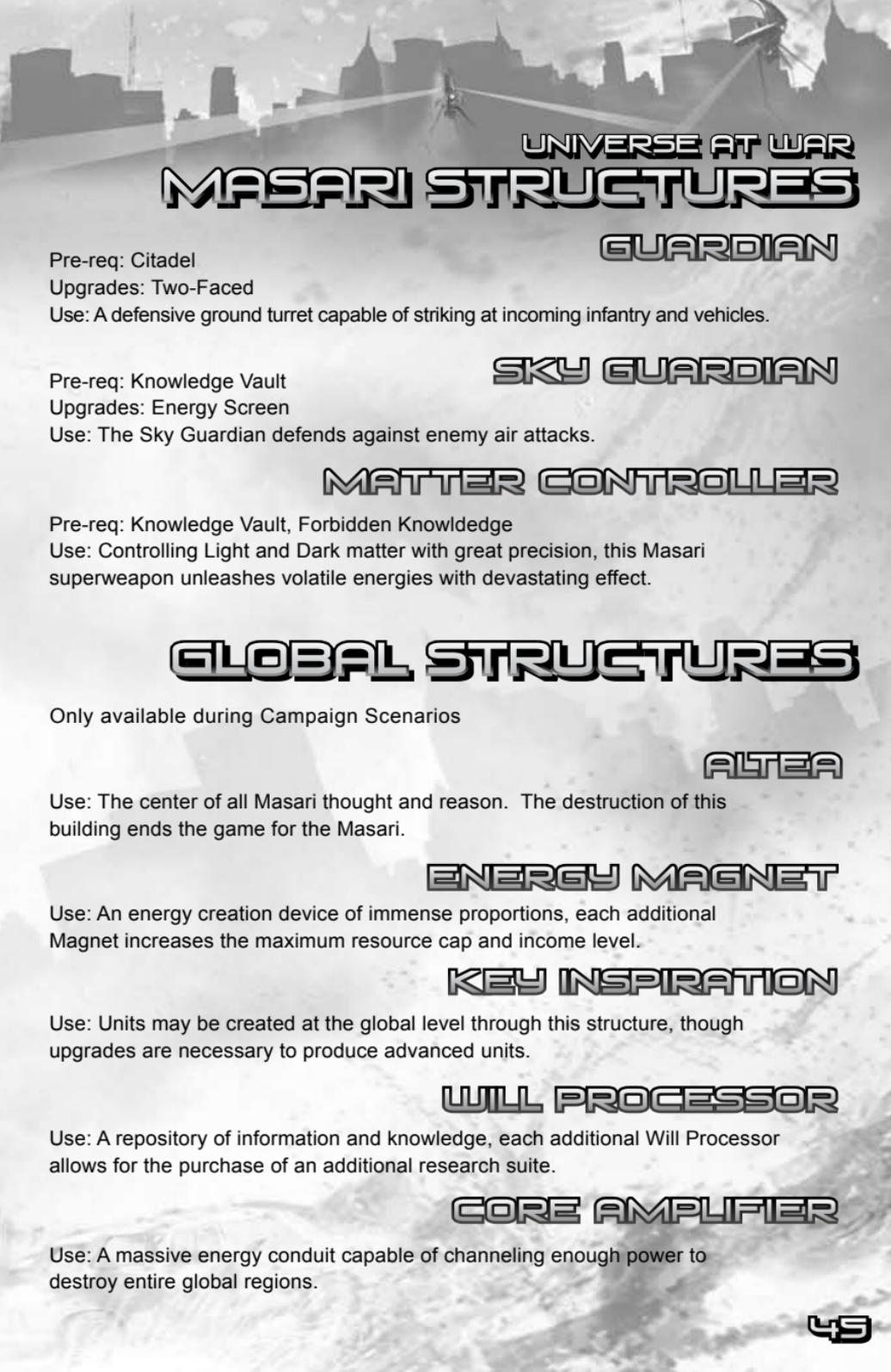
Use: The Air Machina brings Inquisitors and Sky Lords to the battle.

## 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

Only available during Campaign Scenarios

## ALTEA

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.

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