Overview

In 1992, we released *Star Control II - The Ur-Quan Masters*, an action adventure game in which you explore a vast region of unknown space, investigating other worlds and meeting with a variety of memorable alien species. Some aliens become your allies, while others are your worst (and strangest) enemies. Combat is resolved in a fast-action top-down gameplay, where each ship has its own unique look, combat powers and special abilities. Exploration, Conversation and Combat are all in service of your ultimate goal – to defeat the Ur-Quan invaders and free Earth and its Alliance of Free Stars

invaders and free Earth and its Alliance of Free Stars.	
	players
have a	asked us to continue their
adventure, which is why we are developing The Ur-Quan Maste	ers 2
Our sequel picks up shortly after the events of the first game. Y	ou have already
But now it seems that	
dire consequences – strange energy	
do not	something will come
	travel
space,	

Our path to create a legit sequel to The Ur-Quan Masters is clear:

- 1. Capture the essence of the first game by including its best aspects enhanced with new content at a much superior audio-visual quality.
- 2. Add original mechanics which dovetail with the game's classic elements to give you new kinds of fun AND
- 3. Create a compelling new story which
- 4. Add more ways for you to enjoy the game together with friends.
- 5. Provide

Game Elements

UQM2 gameplay can be broken down into a few general categories: *Exploration*, *Combat*, *Communication*, and

Exploration

The adventures in Star Trek are a major inspiration to the UQM experience. Space is vast and mysterious, and threatening, but full of beauty, wonder, and excitement. The perfect place to demonstrate your own brand of heroism.

Humans naturally operate in the scale of things they can see with their eyes and manipulate with their hands – from something as small as a grain of sand to the vista of a distant mountain range. Exploring Space requires that we expand our world view by several orders of magnitude.

In UQM2, you explore <i>Planetside</i> , zooming aclanding vehicle. Here you gather strange lifefo and seek to expand scientific knowledge, acquire	<u> </u>
	easures. There are thousands of planet surfaces
to explore.	, and the second of the second
The	new Planetside experience will be richer than_
what we had in the original game. Alien life will	
, and there will	be fun devices
·	
When you lift-off from a planet's surface, you re can scan the planet's surface to determine its s interest, or choose your next landing site. If a page 1.	
around the planet. Here you can travel to the p	with <i>Approach</i> – the region of space immediately blanet's moons and other satellites, as well as to
any other which might be your ship	If you meet an alien
ship, you will enter either Communication or C	Combat – distinct game modes.
· <u>· · · · · · · · · · · · · · · · · · </u>	ou enter <i>Interplanetary</i> , where you can explore
the entire star system. all the system.	om's worlds
If you fly close to a planet, yo	
When you decide to travel to a new star system energy-filled dimension 'above' our own univers of stars and guided by your stars.	n, you open a portal up to <i>HyperSpace</i> – an se. Here you can travel across a huge expanse ship's starmap – a presentation of all the visible d. The territory of each alien species you meet is four only limits are
danger within regions of	We are also adding

which	aid exploration,
	valuable materials.

Combat Ship-to-ship battles are a core component of the UQM series. Resolution is fast and intense, with a simple goal: destroy the enemy's ships before yours are destroyed. We use a top-down view and inertial controls to create a unique style of play that is familiar to space game veterans but approachable for new players, offering a rich learning curve and depth of tactics. You will . You choose the ships in one type of ship your fleet, so there is further depth in how you Combat appears in a variety of settings in the Adventure game. Some battles you may choose, while others . Perhaps you've . If you are not or comfortable controlling your own ships in battle, we will offer you AI assistance. For UQM2, we are planning on including most of the original UQM ships while adding . While UQM1 always had a single planet and 4 asteroids as chaotic elements, UQM2 aims to add to accentuate the role of different kinds of ships, and ensure that the same battle might play out differently depending on the setting. Beyond the core 1v1 ship combat from UQM1, we are also adding confronting alien space enemy vessels. Since we now have the technical ability to support more than just 1v1 combat, we are exploring how best to have additional ships and players in the fray. We also plan to test your growing skills fleet. If you want to just practice or enjoy Combat, you can hop directly into Super Melee alone or with friends.. You draft a roster of ships to battle with and fight in a duel until one combatant's roster is exhausted. Some players In UQM2 we will also expand on these features by adding to introduce

Communication

UQM1 had a BIG science-fiction story to tell, and UQM2's is bigger and better. We did the majority of our narrative through interactive dialog with alien NPCs – 20-30 different encounters in space that you revisit multiple times. Each alien had its own personality, motive, backstory and pre-existent relationships with other aliens. In UQM2 we will

connected
the words that count
UQM1's lead writer
, and we
for the new game as well.

In UQM2 we will be adding new creative twists to our interactive conversation system. We are

away teams
your crew
music,
hesitant to talk too much about

The Loop

The 'Loop' of gameplay encompasses all the activities you can do to increase your strength and capabilities, empowering your progress toward completing the story. In UQM1 your strength was defined by the upgrades you built for your flagship, lander, and the number and quality of ships in your fleet.

scavenging the debris of defeated enemy starships.

build up strength in less violent ways.

planet surface minerals were

lander upgrades and important secrets

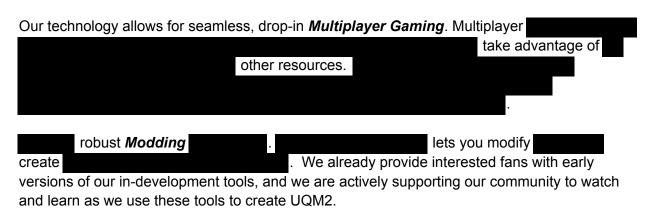
places on the
exploration.

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In UQM2 we are putting significant effort into expanding 'play the way you want'.
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New activities include:



Other Stuff



We want to release	
	determine the exact scope
a	round .