

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.

[REDACTED] players [REDACTED] have asked us to continue their adventure, which is why we are developing *The Ur-Quan Masters 2* [REDACTED].

Our sequel picks up shortly after the events of the first game. You have already [REDACTED]

[REDACTED] But now it seems that [REDACTED] dire consequences – strange energy [REDACTED] do not [REDACTED] something will come [REDACTED] travel [REDACTED] space, [REDACTED].

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 [REDACTED].
3. Create a compelling new story which [REDACTED].
4. Add more ways for you to enjoy the game together with friends.
5. Provide [REDACTED].

Game Elements

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

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 **Planetside**, zooming across the surface of alien worlds in a customizable landing vehicle. Here you gather strange lifeforms, dodge around hazards, find [REDACTED] and [REDACTED]. Whether you seek to expand scientific knowledge, acquire [REDACTED], or gather [REDACTED] – Planetside is rich with such treasures. There are thousands of planet surfaces to explore.

[REDACTED] The new Planetside experience will be richer than what we had in the original game. Alien life will have more varied behaviors, you will be able [REDACTED], and there will be fun devices [REDACTED].

When you lift-off from a planet's surface, you rendezvous with your starship **In Orbit**. Here you can scan the planet's surface to determine its stats like atmosphere and gravity, find points of interest, or choose your next landing site. If a planet is inhabited by [REDACTED]

Breaking orbit, your journey into space begins with **Approach** – the region of space immediately around the planet. Here you can travel to the planet's moons and other satellites, as well as to any other [REDACTED] which might be [REDACTED]. [REDACTED] your ship [REDACTED] If you meet an alien ship, you will enter either **Communication** or **Combat** – distinct game modes.

If you travel further away from a single world, you enter **Interplanetary**, where you can explore the entire star system. [REDACTED] all the system's worlds [REDACTED] If you fly close to a planet, you will enter its Approach.

When you decide to travel to a new star system, you open a portal up to **HyperSpace** – an energy-filled dimension 'above' our own universe. Here you can travel across a huge expanse of stars and [REDACTED] guided by your ship's starmap – a presentation of all the visible stars, plus any information you have discovered. The territory of each alien species you meet is displayed on the map, changing in real time. Your only limits are [REDACTED] risk you are willing to take for the rewards [REDACTED]. In UQM2 we are increasing the depth of HyperSpace gameplay by adding [REDACTED] danger within regions of [REDACTED] We are also adding [REDACTED]

which [redacted] aid exploration, [redacted] [redacted] 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

[redacted] one type of ship [redacted]. You choose the ships in your fleet, so there is further depth in how you [redacted] [redacted].

Combat appears in a variety of settings in the *Adventure* game. Some battles you may choose, while others [redacted]. Perhaps you've [redacted] or [redacted] [redacted], or [redacted]. If you are not 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 [redacted] [redacted]. While UQM1 always had a single planet and 4 asteroids as chaotic elements, UQM2 aims to add [redacted] [redacted] 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 [redacted]

[redacted] confronting [redacted] alien space [redacted] 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 [redacted] [redacted] test your growing skills [redacted] 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 [redacted]

In UQM2 we will also expand on these features by adding [redacted] [redacted] to introduce [redacted]

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

In UQM2 we will be adding new creative twists to our interactive conversation system. We are [REDACTED] away teams [REDACTED] your crew [REDACTED] music, [REDACTED] hesitant to talk too much about [REDACTED]

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.

[REDACTED] scavenging the debris of defeated enemy starships. [REDACTED] build up strength in less violent ways.

[REDACTED] planet surface minerals were [REDACTED] lander upgrades and important secrets [REDACTED] places on the [REDACTED] exploration.

In UQM2 we are putting significant effort into expanding [REDACTED]

[REDACTED] 'play the way you want'.

New activities include:

[REDACTED] weird alien [REDACTED] learn what they want, [REDACTED] fulfilling their dream [REDACTED]!

Associated with [REDACTED] two *new* activities: [REDACTED]

[REDACTED] create a much more involving and satisfying experience.

[REDACTED] involves [REDACTED] strange [REDACTED] exotic and difficult [REDACTED] profit [REDACTED].

[REDACTED] is simply [REDACTED] used to enhance your ships, [REDACTED] or simply sold for cash.

Other Stuff

Our technology allows for seamless, drop-in **Multiplayer Gaming**. Multiplayer [REDACTED]

[REDACTED] take advantage of [REDACTED] other resources. [REDACTED]

[REDACTED] robust **Modding** [REDACTED]. [REDACTED] lets you modify [REDACTED] create [REDACTED]. We already provide interested fans with early versions of our in-development tools, and we are actively supporting our community to watch and learn as we use these tools to create UQM2.

We want to release

determine the exact scope

around