



Cateia Games presents
WORLD UNDER SIEGE: EUROPEAN FRONT
a World War II turn-based strategy game

Summary

Game title: World under Siege: European Front (abbreviated: WuS:EF)
Genre: Historical Turn-based Strategy
Gameplay: Single-player Campaign, Multiplayer
Platform: PC - Windows – 9x, 2000, XP, Vista, UMPC, Linux x86/x64
Consoles: None at the time

World under Siege: European Front is turn-based strategy video-game that combines strategic outsmarting for conquering the world and world domination on one side and cunning maneuvering and using tactics in war battles on other side. It's a game based on real Second World War units and weapons, but which has harmless consequences - enjoyment in playing a video-game!

When we were designing this game, we tried to do some dynamic and fast rolling TBS. In the same time we wanted to ensure many hours of gameplay and avoid the problem of game repeating itself. So, on one hand, this game has accent on creating big armies and fighting enemy without a larger need to deal with micromanagement, while on the other hand, there are numerous tactical advantages and disadvantages that player will have on its disposal.

From far and cold Russia and Scandinavia, down to boiling sands of Africa. Everything matters! The success of the army is not simply its size and type. The lack of ammo and supplies may change the course of any battle! And not to mention army moral, officer leadership, engaging spies, encrypting messages, using engineers to cut off enemy units and supplies...

The game will be available on a rich variety of platforms. For now, we support Windows 9x,2000,XP, Vista, the new ultra mobile PC platform (UMPC), Mac OS and Linux x86/x64.

Gameplay Features

- innovative single-player and multiplayer campaigns
- three huge forces of WW2: Axis (German and Italian troops), Allies (English and American troops) and Soviet
- fight battles on land, sea and in the air with all means necessary (grenades, torpedoes, depth charges, rockets, projectiles, TNT, mines...
- manage building of infrastructure of war factories
- gain command over more than 80 army units and tools of war
- special units like spies, engineers, long-range artillery (Dora and Gustav) and Maiale
- organize supplies of food, ammo and medicine for battlefields
- astonishing and never seen before spying and counter-spying system for multiplayer
- blow-up bridges in order to slow down enemy troops
- assign marshals, feldmarshals and army generals to units on the map to ensure maximum effectiveness on the battlefield
- get through various of missions and quests to earn bonuses
- special screen filter effects to create more authentic WW2 atmosphere
- original soundtrack to provide the genuine WW2 atmosphere
- music that dynamically changes depending of situations on screen

Engine Features

- screen resolutions: from 1024 x 768 upwards, including wide screen resolutions
- pixel and vertex shaders
- dynamical lightening and high-quality shadows (texture and stencil)
- advanced particle effects
- reflections and water animation
- HDR light
- motion blur effects
- high quality animations
- normal and parallax mapping
- unlimited camera control
- very detailed and realistic map and terrain

Other Features:

- 5.1 surround – EAX
- original soundtrack and sound effects
- multiplayer developed with high attention
- detail step-by-step tutorial
- audio old LP effects for entire soundtrack
- screen filters like washed-colors and old film to ensure the maximum of WW2 atmosphere
- dozens of Audio – Video – Gameplay options and settings

The Game currently works on DirectX 9.0c

Special Features

Here you can find some really innovative and original ideas that we have built-in Wus:EF.

Screen-filtering

This method of rendering entire screen area using "washed-out" colors and noise effect provides extra pleasure playing Wus:Ef. This is authentic to WW2 footage and film shots, and as such we believe that many of players will find interesting to play a World War 2 game that actually looks like the original WW2 footage!

LP noise effect

Beside the screen-filtering we made it possible for user to add similar effects to music and sounds. We call this Old LP noise effect. This option adds a separated audio channel into the game that simulates that old and well known crunchy noise that all LP records suffer from. This way, player will enjoy Wus:Ef soundtrack that actually sounds like it was made sometime around 40es and without a need to disable 5.1 audio surround system.

Espionage

Each player can virtually encrypt chat messages when communicating with other player(s). Messages can also be intercepted by other players. This way players will build plans, conspiracies, getting allied or declaring wars and upon each other, and will never be 100% sure that their secret master plan is actually secret!

This chapter of the game is going to be describe in details in tutorials and manual so that every player will be able to learn and use the huge potential of this original and fresh approach to espionage system of a video-game.

Requirements

Minimum

DirectX 9.0C

CPU: 1,33 MHz

RAM: 512 MB

3D accelerator (graphic card) with 128 MB

CD/DVD-ROM speed: 8x

16-bit Sound Card

Recommended

CPU: 2 GHz

RAM: 1024 MB

3D accelerator (graphic card) with 512 MB -

supporting pixel and vertex shader 2.0

CD/DVD-ROM speed: 32x

Dolby Surround 5.1 sound processor

or better

Game's Homesite

<http://wus.cateia.com>

Cateia Games

www.cateia.com