Dark Reign: The Future of War

A lot of scribbling here:

Found in the Logfile.cfg from Armada 1:

»These are from Dark Reign Loggings – mostly used by the ai system.«

Auran Tactics Engine, used in Dark Reign: https://www.auran.com/games/darkreign/drenginef.htm

- Genre(s): Real-time strategy
- Mode(s): Single-player, multiplayer
- Release:
    - September 17, 1997[1] (Windows)
    - January 27, 2013 (Xbox 360)
- Developer(s) Auran
- Publisher(s) Activision

Dark Reign: The Future of War is a real-time strategy video game for Microsoft Windows, developed by Auran and published by Activision in 1997.

Formerly Corporation: Offworld, never released under that name.

Dark Reign was followed by the prequel Dark Reign 2 in 2000.

Expansions

Dark Reign: Rise of the Shadowhand

was released on March 26, 1998. The expansion includes a new campaign, along with new maps and terrains. It also features two new sides, Xenite and Shadowhand, resulting in a total of four playable factions. Each of the new factions contains its own units and buildings which expand upon what was available via the original factions, with the Shadowhand including and expanding upon Imperium units and buildings from the original game, and with the Xenite doing the same for the Freedom Guard.

Battles of the Outer Rim

was released in 1998. It was developed by Macmillan Digital Publishing USA. It includes six single player missions, 79 multiplayer maps and a searchable map browser.

Multiplayer Community

Dark Reign continues to be supported over 20 years following its original release with an open-source client being maintained on the community website <https://www.darkreignws.com/>.

Prequel

Dark Reign was followed by the prequel Dark Reign 2 in 2000.

From:
https://mwohlauer.d-n-s.name/wiki/ - **mwohlauer.d-n-s.name / www.mobile-infanterie.de**

Permanent link:
https://mwohlauer.d-n-s.name/wiki/doku.php?id=talk:en:games:dark_reign_-_the_future_of_war

Last update: **2023-03-11-10-11**