

Uprising

Information

Uprising has immense fun potential. In this game you control a new secret weapon developed by the Empire and stolen by rebels, the Warcat. Equipped with the latest weapon technologies and the ability to instantly teleport allied troops into battle, Warcat is a powerful war machine. The game itself is a bit of a mixture of real-time strategy game and first-person shooter.

Uprising

Uprising does not have any CD-Key or other restrictions (except the CD-Check), so you can buy the game anywhere where it is still offered, i.e. Ebay, Amazon, private sellers and other commercial dealers. As long as the CD is OK, everything is fine. On [GOG](#) it is distributed as an edited version, but only in English and only with two of the original four HUDs available. (E. g. the HUD that can be seen in the [Screenshots](#) is not available.)

Installation

The game can only be installed from the CD under NT systems with the compatibility mode Windows 95. However, the game *can* be played under 2000, XP and higher. The crack version is even more unstable than the original version. With crack and without CD you don't have the music from the CD.

The GOG version is easy to install and play. The stability is a little better, but still not 100%. In principle you have music too, but it doesn't always seem to work (Win 10).

Problems

Under Win 7 x64 the original game seems to have its problems with the display. Even with compatibility mode for Win 98 and started as administrator you can see only a gear wheel in the lower right corner of the screen. The actual menu is still there, because if you move the mouse, you can still hear the usual sounds.



The GOG version also runs under Windows 10 without any problems, with the above mentioned slight limitations in stability. However, the GOG version is only available in English. Since the German translation is not very good, this is not a real loss (at least for players who speak English).

Maps

Multiplayer

The following maps can be started via the Singleplayer and/or the Multiplayer:

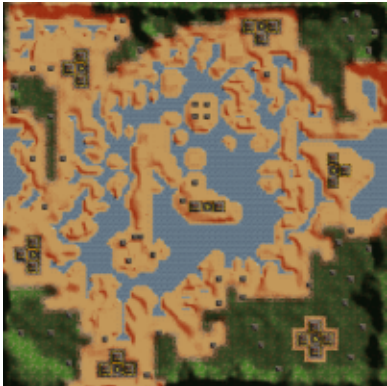

Overview	Map Name	Allowed Game Modes	Tech Credits in Multiplayer	Comments
	Aranon	MP & SP	120	
	Attilla	MP & SP	320	
	Baal	MP & SP	680	

Overview	Map Name	Allowed Game Modes	Tech Credits in Multiplayer	Comments
	Centari	MP	120	
	Chaud	MP & SP	120	
	Dakka	MP & SP	570	
	Dinarou	MP & SP	120	

Overview	Map Name	Allowed Game Modes	Tech Credits in Multiplayer	Comments
	Erudara	MP & SP	20	
	Fenris	MP & SP	320	
	Firbolg	MP & SP	570	
	Glac	MP & SP	680	Bad starting position for the second player

Overview	Map Name	Allowed Game Modes	Tech Credits in Multiplayer	Comments
	Keori	MP	320	
	Moreska	MP	320	
	Nan	MP & SP	570	Bad starting position for the second player
	Niflheim	MP & SP	320	

Overview	Map Name	Allowed Game Modes	Tech Credits in Multiplayer	Comments
	Novus	MP	320	
	Rhemorra	MP & SP	320	
	Sahara	MP & SP	570	
	Solaris	MP & SP	20	

Overview	Map Name	Allowed Game Modes	Tech Credits in Multiplayer	Comments
	Terra	SP	570	Here SP means that the map cannot be played with two human players, but can be started as MP-Map.
	Tulgese	MP	320	Both players start at the same starting point

Singleplayer

There are still a handful of further maps, which are however actually reserved purely for the single player:

Overview	Map Name
	Anshar
	Ghorvati

Overview	Map Name
	Hoth
	Nataselah
	Priva
	Scintillae


Training

The following three maps are the tutorial maps:

Overview	Map Name
	Training 1
	Training 2
	Training 3

Easter Egg

And this one is obviously not a game map in the strict sense:

Overview	Map Name
	Circus

Network

The game is playable over [IPX](#) and TCP. Which TCP/UDP ports you have to share, I can't say, because there is nothing left on the Internet about this game concerning ports. And from publisher Ubisoft I only got an alibi answer, which says quite clearly that they are not interested and they don't have the information anymore anyway.

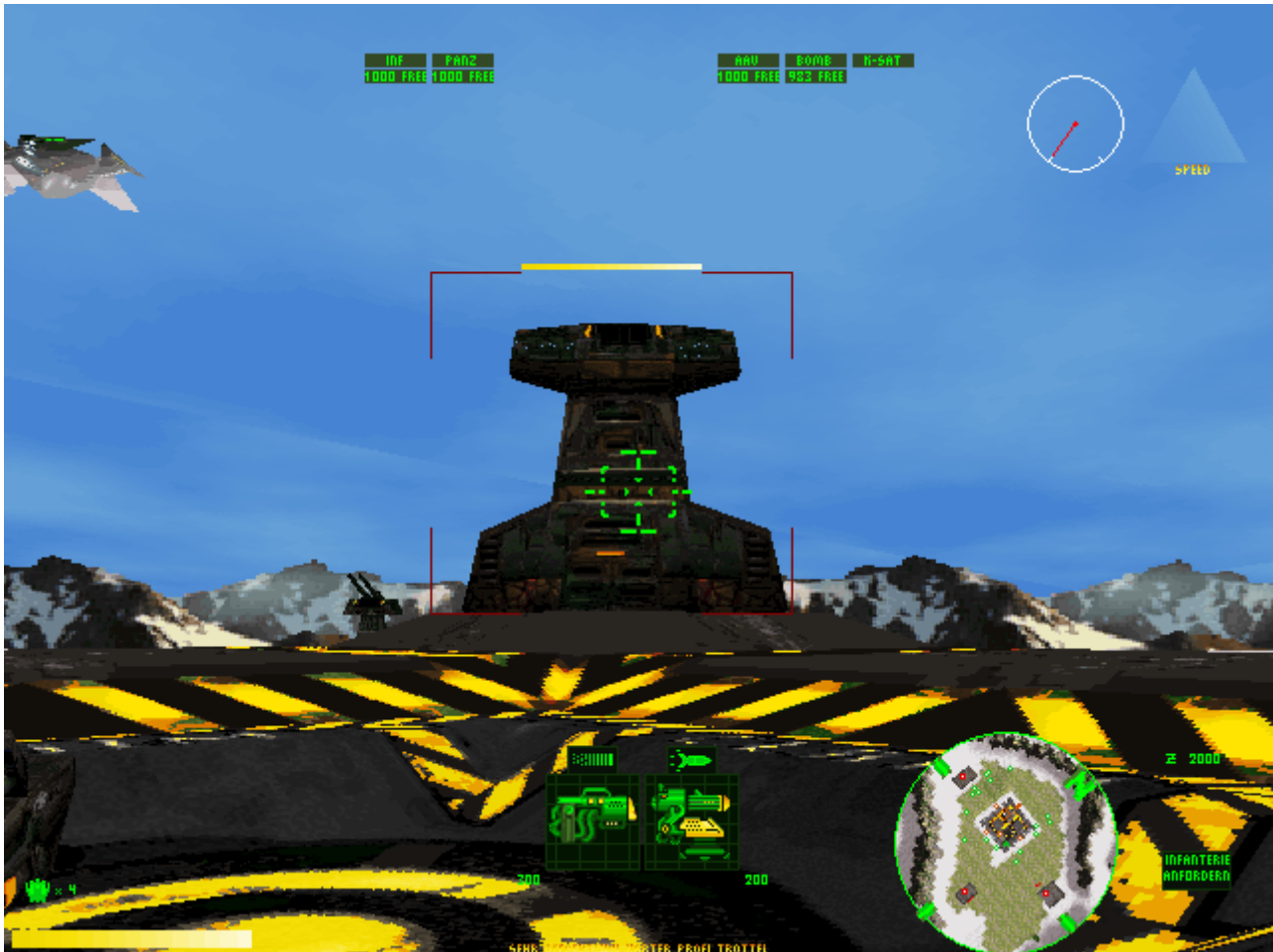
In principle, the game can be played over LAN without any problems, as long as everyone is playing the same version. The one who opens the server can only be found by the others if they know his IP. This is actually queried in a text box as soon as you click on „Join game“. But the text field is not always visible. Often the list field of the potentially open servers is displayed, but behind it the Windows text field is invisible. With a little luck you will still see the cursor blinking.

Whether you have this case is easy to find out: If you move the mouse over the buttons, you will normally hear a corresponding sound. If it doesn't come, the text field is active and you can (blindly) enter the IP. Only after that the buttons make noises again. Then the game looks for games on the computer.

After a match you can either go back to the network menu. Or you can wait *on the score screen* until the server creator has opened another server. Uprising searches for games after entering the server list screen and finds the already open server accordingly. But if this server is set up again after that, it won't search again, so you have to go all the way via the network menu again, incl. IP input.

Screenshots

[A few bombers too many left, and you get mischief:](#)



Videos

- [Intro](#)
- [Gameplay \(Mission Priva\)](#)
- [Outro](#)

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