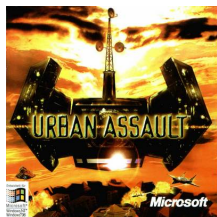


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## Urban Assault Cheats (PC)

### *Buildings, units and other cheats*

Urban Assault is a combined [first-person shooter](#) and [real-time strategy](#) computer game developed by the German company TerraTools and published by Microsoft. It was released on January 31, 1998. The player creates and commands groups of tanks and aircraft; he also has the possibility to take direct control of one vehicle at a time. Over the course of the game one can acquire upgrades and new vehicles. The player is in command of a futuristic host station with plasma energy technology, allowing him to create units and buildings, as long as the blueprints and sufficient energy are available. In the single-player campaign, the objective of each mission is to capture each key sector on the map, allowing use of the beam gate to transport the host station to the next field of battle. However, destroying enemy host stations imparts a bonus to the player's maximum energy reserves. Combined with the fact that many key sectors are located deep in enemy territory or even right below an enemy faction's host station, the unstated goal of each game is to eliminate all enemy host stations. ([Wikipedia](#))

**CHEATS** Please note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "user.txt" file in the "microsoft gamesurban assaultsave" folder in the game directory that corresponds to your username. Change the "status = 1" entry to "status = 2". Start the game and load the save that was changed. A "Debug" level can now be selected. Complete the debug level to unlock all buildings and all Resistance units for other levels.

**Regain energy faster** Please note: This procedure involves editing a game file; create a backup copy of the file before proceeding. Use a text editor to edit the "user.txt" file in the "microsoft gamesurban assaultsave" folder in the game directory that corresponds to your username. Increase the value of the "maxreloadconst" line to set the maximum amount of energy that can be recharged over twenty seconds. Please note: Entering a value approaching 10000000 may cause the game to glitch.

**All weapons** Press T during game play. Here is a gameplay video: