



Mess up UFO: Afterlight - be rewarded by its creators!

Prague, Czech Republic, March 30th 2007

UFO: Afterlight lets you take on the inhabitants of Mars in a perfect blend between strategy and tactics. You explore the surface, build mines, research technologies and develop equipment in the strategic view. You recover artifacts, capture enemies, blow up installations and neutralize the opposition in the tactical view. The two parts are closely knit together, and making a bad decision in one can be fatal to the other.

But what if you could do even more? What if a gamer out there has a brilliant idea to expand the game even further? That's what the "UFO: Afterlight modding contest" is all about! ALTAR Games wants you to modify their game to your heart's content! Feel like changing the sound or music? Don't be shy! Feel like changing the balance of the factions? Bring it on! Feel free to add or change anything you can manage, and get a nice prize if your contribution is amongst the top three!

First Prize

- Your work will be hosted at [the official UFO: Afterlight site](#) as well as [StrategyCore.co.uk](#)
- UFO: Afterlight signed by the developers at ALTAR Games
- Poster, t-shirt, plastic figure and other props from UFO: Afterlight
- UFO: Aftershock and UFO: Aftermath, the prequels to UFO: Afterlight
- El Matador game, together with t-shirt, sunglasses and notepad
- Free download of all 8 games at [Sprocket](#) (Armed Assault, Shade: Wrath of Angels etc.)

Second prize

- Your work will be hosted at [the official UFO: Afterlight site](#) as well as [StrategyCore.co.uk](#)
- UFO: Afterlight signed by the developers at ALTAR Games
- Poster, t-shirt, plastic figure and other props from UFO: Afterlight
- UFO: Aftershock and UFO: Aftermath, the prequels to UFO: Afterlight
- El Matador game
- Free download of Armed Assault at [Sprocket](#)



Third prize

- Your work will be hosted at [the official UFO: Afterlight site](#) as well as [StrategyCore.co.uk](#)
- UFO: Afterlight signed by the developers at ALTAR Games
- Poster, t-shirt, plastic figure and other props from UFO: Afterlight
- Free download of UFO: Aftershock and UFO: Aftermath, the prequels to UFO: Afterlight, at [Sprocket](#)
- Korea: Forgotten Conflict

Anyone can modify UFO: Afterlight, and long time UFO: After modder ShadoWarrior has a nice guide up at [the official ALTAR forums](#). Take 20 minutes reading through it, and you're good to go. As a basic you can change the strength of weapons, armors and items to your liking. Combine that with new models, sound, music and weapons and you'll have a full fledged total conversion. You can find a list of released modifications so far at the [official ALTAR forums](#).

[More about the contest](#) - contribute by **April 30th 2007** to contest@strategycore.co.uk

About CENEGA PUBLISHING

CENEGA PUBLISHING s.r.o., as an established world publisher is dedicated to sourcing quality games for PC and console formats with a focus towards Central European developers.

CENEGA PUBLISHING, based in Prague in the Czech Republic, was founded in April 2002. In May 2005 1C Company, the largest distributor, publisher and developer of software and interactive products in Russia, CIS and the Baltic states, acquired 100 percent of Cenega Distribution Group and CENEGA PUBLISHING. The combined portfolio of 1C and Cenega will reach an impressive amount of over 60 titles in development for the PC and for consoles to be released in 2006-2007.

For more information about CENEGA PUBLISHING and its products visit www.cenega.com

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About ALTAR Games

ALTAR Games is a game developing company, controlled by private investors, based in Brno, Czech Republic. ALTAR Interactive is the developer of the critically acclaimed RTS *Original War*, puzzle game *Fish Fillets* and small squad tactical strategies *UFO: Aftermath* and *UFO: Aftershock*.

About IDEA Games

IDEA Games (Independent Developers Association) was founded in November 2005 by three games development studios: ALTAR Games, Black Element Software and Bohemia Interactive. IDEA Games offers to its members a wide range of services including legal, sales, marketing and PR services and thus saves both time and money for its members, allowing them to focus on the areas they know best – game development. For more info please visit www.idea-games.com.

About StrategyCore.co.uk

StrategyCore.co.uk is a non-commercial gaming website run by volunteers. We focus on a small number of strategic / tactical games, and post news on other games that interest us. UFO: After, X-COM and Silent Storm are our primary game series of interest, and if we can't answer your question about them no one can.

