

Rising Thunder Alpha Test

A DCS World Server

Description and Operation

The “Rising Thunder DCS World Dedicated Server Series” are a long term, story driven DCS world, “multi-client”, “muti-campaign”, “career level ” server series greatly inspired by the excellent DCS World servers by BuddySpike, [“Operation:BlueFlag”](#), and loosely inspired by the novel, “Tom Clancy’s Red Storm Rising”, although with many differences, and with a few twists and surprises planned. (Amazon book sells commission?)

The “Rising Thunder Alpha Test” servers are a persistent 24/7 client & AI (Bots) training campaign utilizing the DCS Caucasus and NTTR maps, with training task and objectives to fulfill for both coalitions. Once the development objectives of the Rising Thunder Alpha Test servers are met, it is planned for the Rising Thunder Alpha Test servers to transition to “Rising Thunder Beta Test” servers, along with all clients personas and progress (that’s the plan anyway, however, keep in mind, this is an alpha version). In this first iteration of Rising Thunder Alpha Test each coalition will train on its own respective maps. The primary purpose of the “Rising Thunder Alpha Test” servers are to develop the base code and administration processes required for the planned forthcoming “Rising Thunder DCS World Dedicated Server Series”.

We understand Rising Thunder is not for everyone (see “Required Modules & Mods” and “Realism”). Moreover, Rising Thunder is not a casual gaming or an air quake type experience by any means. Our goal is of a DCS multi-client, “career level” experience. And as many things DCS, the Rising Thunder servers are quite complex, have a lot of features, and take some time investment to get the maximum enjoyment from it. We see it as more akin to sitting down for a relaxing evening to read one chapter of a very long novel, connecting intensely with the storyline and the characters, mostly your own “Personas”. As you shall see, that is, if you still think this might be for you, Rising Thunder is very much about taking the World of DCS to the next level of multiclient realism, a world of survival, self preservation, and sound tactics. So, sit back, grab a drink, and begin to study to the sounds of thunder.