

FOR IMMEDIATE RELEASE

CONTACTS: Jayson Hill
Hasbro Interactive
978-921-3700
jhill@hasbro.com

Jesse Young
MS&L
415-676-3900
jyoung@mslpr.com

**X-COM ALLIANCE TRANSPORTS PLAYERS INTO A THRILLING NEW ALIEN
ADVENTURE FROM AN UNREAL PERSPECTIVE**

**MICROPROSE's X-COM ALLIANCE Introduces First-Person Perspective Along With
New Strategies and Threats to Award-Winning X-COM Series**

E3, LOS ANGELES (May 11, 2000) – It's 2062 and an unexplained phenomenon has transported your spaceship, the UGS Patton, to an unknown region of space – directly into the middle of a raging alien war. Combining first person perspective, strategy and role-playing genres, MICROPROSE's X-COM ALLIANCE is poised to deliver a whole new level of heart-stopping action to fans of the X-COM series.

Developed by Hasbro Interactive's own award-winning Hunt Valley studio, X-COM ALLIANCE is the fifth installment in the X-COM series that began with X-COM UFO DEFENSE. Located in Maryland, the Hunt Valley studio is the original MicroProse development studio and has been responsible for some of the biggest titles in gaming history, including CIVILIZATION.

Players will quickly find that in the hostile part of space they've been transported to that they must ally themselves with a race of aliens called the Ascidians if they ever hope to make it back to Earth. They will use strategic insight and leadership skills to guide a squad of up to three X-COM troopers on dangerous missions that will bring the Patton's crew ever closer in their quest to return home.

X-COM ALLIANCE packages the most intense game-play yet seen in the critically acclaimed

X-COM series. In this first-person perspective game, players will come face-to-face with the alien enemies, including the dreaded Sectoids, Ethereals, Mutons and others, that X-COM fans have come to know all too well in a new and totally terrifying experience, pitting man against alien in a full-blown encounter for survival and domination.

As far as realism is concerned, X-COM ALLIANCE covers it all. Lifelike artificial intelligence allows squad members to utilize and adapt to their environments, employing authentic combat tactics in every alien encounter. They become more efficient and intelligent through use and experience and the player will want to protect each one to keep the squad strong and effective from mission to mission.

X-COM ALLIANCE furnishes players with innovative cursor control, providing an easy-to-use combat interface. Battling aliens, players can choose computer-controlled teammates based on skills and traits best suited for the particular mission, each of whom they equip and direct. They can also follow teammates' progress via an innovative new camera display that allows the player to monitor each squad mate's activities in real-time.

X-COM ALLIANCE features 13 single-player missions and a wide range of multiplayer options, including cooperative play and Capture the Flag. X-COM Alliance will be available in November of 2000 for Windows 95/98 PCs. See and play X-COM ALLIANCE in Booth 946 at E3.

Hasbro Interactive, Inc. is a global interactive entertainment industry leader, innovating new ways to play and developing, publishing and distributing the highest quality interactive games and lifestyle products for a full range of genres and platforms. A subsidiary of Hasbro, Inc. (NYSE: HAS), Hasbro Interactive has offices in the U.S., U.K., Canada, Germany and Australia, and internal development studios in the U.S. and U.K. For further information, visit Hasbro Interactive's Web site at <http://www.hasbro-interactive.com>.

© 2000 Hasbro Interactive, Inc.

###