



X-COM ALLIANCE™

A New Breed of First-Person Squad Combat.

Game Overview:

Spine-tingling X-COM™ gameplay returns... There's an emergency on board the X-COM research vessel UGS Patton. An unexplained phenomenon has transported the ship, its crew and you to an uncharted region of space. But that's just the beginning—you're right in the middle of an interplanetary war!

Survival is the top priority. As the ship's primary tactician and squad leader, you find it necessary to ally your forces with a new alien race and join the war. Unbelievably their enemy is the same assortment of insidious aliens that attacked Earth nearly 60 years ago!

There's no going back, no second chances, no time-outs. They're playing for keeps and the stakes are high. Manage your troopers, explore your surroundings, capture alien technology and kick these aliens out of the cosmos!

Key Features:

- All new first-person perspective for characters.
- Continues X-COM's award-winning game play—troop management, alien research, training and missions.
- Lead/control squads of up to 4 (3+ player) troopers in real-time.
- Lifelike Artificial Intelligence allows characters to act sensibly to their environment.
- Innovative cursor control provides players with an easy-to-use combat interface.
- New view-windows provide enhanced situational awareness previously unseen in the first-person squad combat genre.
- Diverse realistic characters with distinct personalities, voices and skills.

Ages: Teen, Animated Violence

Worldwide Launch: Fall 2000

Platforms: Windows® 95/98

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