

THE FOURTH CHAPTER IN THE BATTLE ISLE SAGA ANNOUNCED!

IT'S TURN-BASED. IT'S TACTICAL. IT'S TERRIFYING!!

June 1997 - Blue Byte Software, Northampton

After much speculation, Blue Byte Software have confirmed that there will be a fourth episode in the incredibly popular and successful BATTLE ISLE series.

Titled INCUBATION: TIME IS RUNNING OUT and due for release Q4 1997, this latest episode in the Battle Isle universe tells the story of a group of Chromian colonists inhabiting the peaceful planet Scayra. Following a power plant accident, a human virus has spread beyond the vast energy shield that surrounds the colony and affected the indigenous creatures - the ScayíGer - mutating them into aggressive monsters.

It's your job to guide a platoon of Space Marines through the game's various levels; protecting the colony, containing the ScayíGer threat, and ultimately facilitating the colony's evacuation.

As with the previous Battle Isle games, INCUBATION is a turn-based tactical game, with each soldier in the squad having a set amount of energy to use for movement and battle. However, unlike previous Battle Isle chapters, the action in INCUBATION will make use of the stunning Blue Byte 3D technology (Extreme Assault, Archimedean Dynasty). Because of this new approach to the turn-based genre, the player will be able to view the action from the eyes of the individual soldier, the eyes of other team members, from above, via a user-controlled free-floating camera, and even through the eyes of the attacking aliens!

A vast array of futuristic weaponry and equipment will be available to the player, as well as the possibility to build up an experienced squad. Thus, soldiers surviving specific missions - and clocking up impressive kill scores - evolve and develop into stronger, more proficient troops.

While the game is turn-based, the action comes thick and fast, with ALL actions and events fully animated. The INCUBATION protagonists *live!* They walk, rest, run and fight - all with glorious 3D animations. Explosions, weapon effects and scenery are all generated by the incredible 3D engine - allowing the player to view this intense action however they choose. Player control is further enhanced by an intuitive and incredibly user-friendly interface.

Multi-play fans will also be pleased to hear that up to four players can take part in the multiple play mode: IPX, Null-modem, etc.

Available Q4 1997 for PC CD-ROM

For more information contact:

Matt Broughton - PR MANAGER

Tel: 01604 232200

broughton@bluebyte.co.uk

Also: visit our UK site www.bluebyte.com/uk/main.htm