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### **FOR IMMEDIATE RELEASE**

## **BEHIND ENEMY LINES AND LEFT FOR DEAD. CAN YOU THINK OF A WORSE PLACE TO BE??**

LONDON - (September 5<sup>th</sup> 1999) ECTS – The Near Future: As ethnic and political tensions flare, and terrorism strikes world-wide, corporations and despotic dictators begins to hire anyone that will fight for their cause. Killing, ironically, becomes a way to make a living. And so it is you who find yourself in command of a crack team of commando's en route to Africa, with the sole intent of carrying out a 'hit' for whichever warmonger paid the highest price.

Two days into battle, and after taking heavy losses, you receive a simple one-line satellite transmission: "Your unit has been defunded". In laymans terms, 'They' are telling you that the moneys dried up. You have been cut loose and left to determine your own fate.

**Shadow Company – Left For Dead** is a real-time tactical combat game with personality. Unlike other RTS games where the player commands faceless, nameless units, this game presents the player with twelve central mercenaries each with their own personality and skills. Take control and guide your combat squad through several non-linear campaigns. Make use of tools and weapons you find on the way including pistols, rifles, shotguns, grenades, explosives and cannons. Vehicles left by your enemy are there for the taking and could mean the difference between getting out alive and digging your own grave.

As the game progresses and the story starts to unfold, you start to see that things weren't exactly as you'd understood them to be. The question, though, is whether you'll live long enough to exact any kind of revenge...

- Realistic physics represented in the game e.g. helicopter blades tilt applying forward thrust, tanks gain momentum rolling downhill.
- DirectX 16 bit colour 3D engine with hardware acceleration.
- 3D unit animations and 3D terrain maps with dynamic topography that allows player to follow tracks in the sand and snow.
- Multiple campaigns with up to 8 objectives in each.
- Multiplayer for 16 people via LAN, and Internet
- In game structures, including oil platforms, submarine bases, biotech compounds and prisons, are integral to completion of your mission.
- Ambient sound effects and dynamic weather all make for an ultra realistic play environment.
- Variety of terrain including desert, savannah, tundra, alpine, tropical islands, highlands, and grass lands.

### **Platform, Pricing , Availability**

**Shadow Company – Left For Dead** will be available September 1999 for PC CD-ROM.

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