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MICROPROSE UNVEILS *X-COM ALLIANCE*™ AT E3

Confront the *X-COM*® Alien Threat in an Immersive First-Person Point-of-View Action Game

Electronic Entertainment Expo, Atlanta, May 28, 1998 — MicroProse, Inc. (Nasdaq: MPRS), a worldwide interactive entertainment company, announced today the development of the next PC game in the best-selling, award-winning *X-COM* series, *X-COM Alliance*™. *X-COM Alliance* is the fifth game in the *X-COM*® series combining fast action alien combat with in-depth strategy to create an exhilarating and addicting multiplayer gaming experience. Ultilizing the *Unreal*™ 3-D engine, *X-COM Alliance* is being developed for Windows® 95/98 in the MicroProse Chipping Sodbury, England Studio.

"In *X-COM Alliance*, the player will finally be able to fight the invading aliens in a first-person combat environment," said Tom Nichols, senior director of product marketing at MicroProse. "Using the rich 3-D graphic environment of the *Unreal* 3-D engine, MicroProse is able to create a game that mixes action, strategy and combat in the tradition of the *X-COM* series."

The year is 2062. X-COM is returning to the ruins of the alien invasion base at Cydonia on Mars. Their mission: to search for any technology overlooked at the end of the first alien war fought in *X-COM UFO Defense*™ (released as *UFO Enemy Unknown*™ in Europe). As X-COM reaches orbit around Mars, an abandoned dimension gate flings them 60 light-years from Earth into the middle of a war between X-COM's original foes and a race called the Ascidians. Attempting to return home, X-COM allies join with the Ascidians to defeat the alien threat.

X-COM Alliance is a first-person point-of-view action game that plunges the player into the *X-COM* universe to take on the alien threat. The explosive battles take place on numerous unique 3-D worlds in a 15-mission fight to kill the aliens and find your way back to Earth. Utilizing a new and exciting view of combat, in which you can also see the first-person view of up to four troopers in your X-COM strike team, the player commands an X-COM squad as they fight their way to the enemies' home world to prevent the decimation of their allies, the Ascidians. On board the X-COM ship, the Patton, the player controls the resources scavenged from the alien craft during combat missions, handpicking squads and arming them with the latest technology researched from both alien and human technologies.

MicroProse, Inc. is a leading developer and publisher of interactive entertainment software for use on CD-ROM-based personal computers. The company has five development studios located in Alameda, California; Hunt Valley,

Maryland; Chapel Hill, North Carolina; Austin, Texas; and Chipping Sodbury, England. Products are available nationally and internationally and are sold through major distributors, retailers and mass merchants. Product and company information are available for download from the MicroProse World Wide Web site at www.microprose.com.

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