

GT Interactive
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GT Interactive Press Release

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Imperium Galactica II

Format: PC
SRP: TBA
Release: September 1999

The sequel to one of the best strategy sci-fi games ever arrives...

Following on from the incredibly successful *Imperium Galactica*, episode II arrives on your PC, equipped with 3D technology and visuals to make you cry! And if the strategy alone isn't enough to have you hooked, fantastic space and ground battles will keep you locked-in forever.

Set in the same universe as the original *Imperium Galactica*, IG2 delivers pure entertainment with a completely rewritten story and all-new design.

This game introduces stunning new concepts and themes, along with a greatly enhanced and simplified control system - giving you a great gaming experience all-round.

Create galaxies yourself in the custom mode; deciding on the number of races, difficulty levels and which of the eight different empires to play as. A scenario option is also included, allowing the inclusion of many more scenarios available after release.

You'll also have the option to battle with eight players through Internet and Local Network via the extensive multi-player settings.

Expand into new territories and occupy planets... fight battles and maintain your colonies while taking fire in a hostile environment...

This is sure to be a hit!

Features:

- Create and produce your own ship designs.
- Utilise the very latest spying equipment to gain the advantage...
- Each race has seven fully-customisable ship classes. Decide upon your weapon and shield systems, as well as tweaking many other factors.
- More than 100 planets to conquer in the campaign game.
- More than 150 inventions to research, discover and develop.
- A 3D hardware-only game, that really makes the most of the technology available.

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