

**Game Title:**

Close Combat: First to Fight

Publisher:

Global Star (Xbox) / Destineer (PC) / MacSoft (Mac)

Developer:

Destineer

Genre:

First-person, team-based shooter (military)

Platform:

Xbox/PC/Mac

Website:

www.closecombat.com

Story:

For the last year, several groups of insurgents have taken quiet control of sections of Beirut and the surrounding areas. The largest, best-organized and best-funded of these groups is the radical Atash movement, led by Tarik Qadan, a local religious zealot of considerable influence.

The Prime Minister has left the country to seek medical care in the United States. Almost immediately, his aides begin to bicker among themselves and lose control over much of the Lebanese Army based in the city. In a rapidly deteriorating situation, Atash begins stepping up attacks within the city. This continues until Akhbar al'Soud, a Lebanese Colonel, takes command of the militia in Beirut and declares martial law in the city. Shortly after al'Soud takes control, large battles begin between the radical and militia forces, as they vie for control of the city and the country. Much of the fighting occurs in and around the Grand Serail, the Prime Minister's official home and the symbolic seat of government in Lebanon.

The United States and NATO decide the time for intervention has come. A joint operation, called Operation Preserve Peace, is begun, spearheaded by US Marines. With only small skirmishes and no casualties, the vital Beirut airport is quickly brought under US and NATO control. Shortly after, the Marines take control of the area around Beirut's main port, El Karantina, and establish El Karantina as their primary base.

As a fire team leader in the 28th Marine Expeditionary Unit (Special Operations Capable), your battle has just begun.

Overview:

Created with the help of over 40 active-duty Marines fresh from firefights in the Middle East, First to Fight puts you behind the barrel of an M16-A4 as a Marine fire team leader. Lead your four-man fire team through the perilous streets of Beirut in modern urban combat. Close Combat: First to Fight is an action-oriented, first-person 3D shooter that is being developed under the direction of the US Marine Corps as a training simulation for use by the Marine Corps.

Close Combat: First to Fight is as close as you can get on a computer or Xbox to being a Marine fireteam leader in modern urban combat!

Features:

- Cutting-edge graphics engine delivers amazingly realistic graphics, facial animations, volumetric real-time shadows, dynamic lighting and more
- In-game psychology model makes AIs behave as though they were humans with wills of their own
- Developed in conjunction with the US Marine Corps
- Use authentic Marine urban military doctrine (Ready-Team-Fire-Assist): governs how marines maneuver through urban environments
- Use the Marine Air Ground Task Force (MAGTF) to destroy enemies: call for fire and support from Cobra helicopters, mortar, other fireteams, tanks, AAVs
- Use true military tactics to defeat enemies: lay suppressing fire, flank enemies, separate leaders from enemies, etc.