





ALLIANCE

FUTURE COMBAT



TABLE OF CONTENTS ---



- Getting Started** 03
 - System Requirements 03
 - Troubleshooting 03
- User Interface** 04
- Ingame Controls** 05
 - Keyboard Shortcuts 05
 - Mouse Input 05
 - Voice Commands 06
- Units Overview** 07
 - US Alliance** 07
 -  U.S.M.C. 07
 -  A.E.G.I.S. 08
 - Rebel Alliance** 10
 -  Insurgents 10
 -  G.D.A. 12
- Game Credits** 14
- GMX Media Licence Agreement** 15



SYSTEM REQUIREMENTS

Required: Microsoft® Windows®XP, DirectX®9.0c, DirectSound 16-bit sound card, Keyboard, Mouse, Microphone

Minimum:

CPU: Intel® Pentium® IV 1.6GHz or AMD® Athlon™ XP 1600+

RAM: 512MB

GPU: 64MB video card with Pixel shaders v1.1 (NVIDIA GeForce Ti4200, ATI Radeon 8500 or higher)

Recommended:

CPU: Intel® Pentium® IV 2.0GHz, AMD® Athlon™ XP 2000+ or higher

RAM: 768MB

GPU: 128MB video card with Pixel shaders v2.0 (NVIDIA GeForce 5600 FX, ATI Radeon 9600 or higher)

Recommended for maximum performance:

CPU: Intel® Pentium® IV 3.0GHz, AMD® Athlon™ XP 3000+ or higher

RAM: 1024MB

GPU: 256MB video card with Pixel shaders v2.0/3.0 (NVIDIA GeForce 6800, ATI Radeon X800 or higher)

The game has been succesfully tested on the following graphics cards:

NVIDIA® (GeForce™ Series): Ti4200/4800 , FX 5200 , FX 5600 , 6600 GT , 6800 , 6800 GT

ATI® (Radeon™ Series): 9200 , 9550 , 9600Pro , 9800Pro , X700 , X700Pro

TROUBLESHOOTING

1) For maximum game performance, we advise you to close all other applications before starting the game. This may require closing the antivirus software and other background programs. Hold the CTRL and ALT keys on the keyboard and press DELETE button once. This will start the Windows Task Manager with the list of currently running programs under the Application tab. To end a background task, select its name and click the End Task button.

2) Make sure your storage system (hard disk) is optimized using Windows®XP built-in Disk Defragmenter, Disk Cleanup and ScanDisk tools.

3) Installing the latest version of system, video/sound drivers can help prevent game crashes and lock-ups.

DirectX®

Alliance: Future Combat™ requires at least Microsoft® 9.0c DirectX® version. You can get it from:

Microsoft: <http://www.microsoft.com/downloads/>

Video drivers

Download and install the latest drivers from the graphic card manufacturers' website:

NVIDIA: <http://www.nvidia.com>

ATI: <http://www.ati.com>

(note: game was not tested on PowerVR, Matrox, 3DLabs, S3, Intel or SiS chipset-based graphic cards)

Sound drivers

download and install the latest driver from the sound card manufacturers' website:

Creative Labs: <http://www.europe.creative.com>

C-Media: <http://www.cmedia.com.tw>

(note: game was not tested on Diamond, ESS, Videologic or Yamaha sound cards)

Connecting a headset to PC

It's very simple to connect a microphone or a computer headset with a built-in microphone to your sound card. You simply plug-in the microphone and speakers to your sound card (usually located at backside of the computer). If you are using a computer headset (as recommended), with a built-in microphone, the plugs usually have marks on them (or they're color-coded) to indicate which plug is for the microphone. After that, adjust microphone sensitivity and/or activate it (if not already active). Go to "Volume" controls, then Open volume control > Options> Properties.

For technical support, contact us at - **developer@gameyus.com**:

When reporting a problem with your copy of the game, please send us the list of your hardware/software configuration. That will greatly help us in efforts to localize the problem. You need to provide us the following information:

- Processor Type
- RAM (Physical Memory)
- Video and sound card models and drivers
- Screen or error messages if any

If you are not sure about your PC specifications, you can look them up as this: Click on the Start button, then select RUN, type dxdiag to run DirectX® Diagnostic Tool. It will give you access to details about the system, video and sound cards (under DirectDraw, Direct3D and DirectSound sections).

On the first line you'll see the manufacturer and model of your video card. Save all the information and send it to us as dxdiag.txt attachement. Changing options in the DirectX® Diagnostic Tool is not recommended for inexperience users.

NPC* picture

INGAME DIALOG WINDOW
shows text conversation between the field commanders and your character; it guides you through the storyline and gives crucial hints on mission objectives and achievements

* Non-Playing Character

OBJECTIVES WINDOW
(switch on and off by TAB or GUI objective button)

green (•) - marks successfully completed objective
red (×) - marks failed objective

1

AAAV Lummus

special options (displays only when available)

BATTLE WINDOW

MINIMAP AREA
- green dot(s) player's unit(s)
- red dot(s) enemy's unit(s)
- blinking dot(s) game objectives

command buttons

SELECTION WINDOW
contains up to 28 selected unit icons with the healthbar below each icon; when only one unit is selected, text informations/status bars is displayed next to its name and large picture the list of properties is shown on the right >

- speed
- armor
- hit points
- fire power
- view range
- capacity
- health status
- weapon status

UNIT DESCRIPTION
shows basic information about (dis)advantages of selected unit and its performance on the battlefield.




















voice commands

- side indicator
- friend (blue)
- foe (red)
- group number
- health bar
- reload time bar
- capacity indicator
- unit crew (red)
- filled (blue)
- empty (gray)

When unselected, only the side indicator and group number (if any) are displayed above the unit. When the game cursor hovers over a unit or selects it, other graphics appears.

- unit tooltip (name)

objectives toggle button | menu toggle button

	MOVE	Orders the movement of unit(s). To use: Left mouse button on icon, then right mouse button on location.		PLASMA BEAM	Great destructive power in wide radius. Requires XM539 (and M526 Power) To use: Left mouse button on icon, then right mouse button on desired terrain location.
	STOP	Halts the execution of previous command issued to a unit or group of units. To use: Left mouse button on icon.		EMP WAVE	Produces devastating effects on enemy's robot combat units. Requires M526 Power. Warning: self-destructs when deployed. To use: Left mouse button on icon.
	ATTACK	Orders unit(s) to proceed with attack. To use: Left mouse button on icon, then right button on desired object.		IFF CODE SWITCH	Change Identification-Friend-or-Foe (IFF) code within all unmanned combat units. Requires XM539 SATCOM (and M526 Power) To use: Left mouse button on icon.
	ATTACK GROUND	Orders unit(s) to proceed with attack. To use: Left mouse button on icon, then right button on desired location.		MORTAR ATTACK	Provides medium range mortar shelling. Medium destructive power with wide radius. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	UNLOAD	Orders selected infantry unit(s) to exit the vehicle or building. To use: Left mouse button on icon.		REVEAL TERRAIN	Satellite imagery reveals the selected part of terrain for minute. Requires XM539 SATCOM. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	HEAL	Medical help to selected infantry unit(s). To use: Left mouse button on icon, then right button on wounded unit.		SENTRY GUN	Deploys by air unmanned cannon sentry (XM11C) to desired position. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	REPAIR	Repairs damaged vehicle(s). To use: Left mouse button on icon, then right button on damaged vehicle.		SENTRY MORTAR	Deploys by air unmanned mortar sentry (XM11G) to desired position. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	DEPLOY	Orders certain special unit(s) to switch to second state or battle state. To use: Left mouse button on icon.		SENTRY ROCKET	Deploys by air unmanned antitank sentry (XM11R) to desired position. To use: Left mouse button on icon, then right mouse button on desired terrain location.
	UNDEPLOY	Orders certain special unit(s) to switch to first state or transport state. To use: Left mouse button on icon.		UCAV STRIKE	Initiates an air strike by unmanned aerial bomber (B45C). To use: Left mouse button on icon, then right mouse button on desired terrain location.
	SET EXPLOSIVE	Orders certain special unit(s) to plant C4. To use: Left mouse button on icon, then right button on location.			

INGAME CONTROLS

KEYBOARD SHORTCUTS

"A"	issue attack command to selected unit(s) or group
"G"	issue attack ground command to selected unit(s) or group
"S"	issue stop command to selected unit(s) or group
"C"	center screen to selected unit(s) or group
"CTRL + (1-0)"	make desired group of units
"(1-0)"	doubleclick selects group and centers screen on group
"NumLock (+/-)"	increase/decrease game speed (one step only)
"F6"	quick save
"F10"	screenshot
"TAB"	mission objectives
"ESC"	ingame menu
"SPACE"	confirm voice command input
"Cursor Up"	camera pan up
"Cursor Down"	camera pan down
"Cursor Left"	camera pan left
"Cursor Right"	camera pan right

MOUSE INPUT

Left Mouse Button	selection by single-click
	selection by dragging selection box
	selection of same units by double-click (only units on screen)
	deselection by clicking on ground
	jump to desired locations by clicking on minimap area
Right Mouse Button	select and confirms special option
	issue move command by clicking on minimap area
	issue commands
"LMB + SHIFT"	cancel special option
	add/remove from selection(works on units within GUI panel too)
"LMB + CTRL"	add/remove from selection by dragging selection box
	select same units (this affect only units on screen)
Middle Button + Up	tilt camera down
Middle Button + Down	tilt camera up
Middle Button + Left	rotate camera right
Middle Button + Right	rotate camera left
Wheel Up	camera zoom in
Wheel Down	camera zoom out

INGAME CONTROLS

Issue a command in natural voice, it will display in the lower right screen corner, press the space bar to confirm/execute it. Recognized commands appear as green or white colored text. Available commands are displayed in green, and can be immediately executed. Commands displayed in white are not available at that particular moment. If necessary, repeat the command until correctly recognized, press the space bar to execute it. For best voice recognition results, please use a headset. Availability of this feature may be affected by the configuration and/or general settings of your computer.

Notice: Microsoft Speech™ will be installed with this game to enable Voice Control

VOICE COMMANDS

"Attack"	issues attack command
"Move"	issues move command
"Stop"	issues stop command
"Ground"	issues attack ground command
"Exit"	issues exit command
"Deploy"	issues deploy command
"Heal"	issues heal command
"Repair"	issues repair command
"Explosive"	issues plant explosive command
"Soldier"	selects all soldiers
"Tank"	selects all tracked vehicles
"Vehicle"	selects all wheeled vehicles
"Chopper"	selects all helicopters
"Camera Near"	camera zoom in
"Camera Far"	camera zoom out
"Camera Left"	camera pan left
"Camera Right"	camera pan right
"Camera Down"	camera pan down
"Camera Up"	camera pan up
"Camera Hold"	stops camera movement
"Camera Center"	centers screen to selected unit(s) or group
"Create One"	make first group of units
"Create Two"	make second group of units
"Create Three"	make third group of units
"Create Four"	make fourth group of units
"Create Five"	make fifth group of units
"Create Six"	make sixth group of units
"Create Seven"	make seventh group of units
"Create Eight"	make eight group of units
"Create Nine"	make ninth group of units
"Create Ten"	make tenth group of units
"Select One"	selects first group of units
"Select Two"	selects second group of units
"Select Three"	selects third group of units
"Select Four"	selects fourth group of units
"Select Five"	selects fifth group of units
"Select Six"	selects sixth group of units
"Select Seven"	selects seventh group of units
"Select Eight"	selects eight group of units
"Select Nine"	selects ninth group of units
"Select Ten"	selects tenth group of units
"Select All"	selects all units displayed on screen

Rifleman



USMC Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

LVTP7A2 Amtrac



Armored Personnel Carrier.
Effective against infantry and
light armored vehicles.
Vulnerable to any anti-armor unit.

Rocketeer



USMC Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

M579 Fitter



Armored Repair Vehicle.
Can repair vehicles.
No weapon mounted.
Vulnerable to any anti-armor unit.

Sniper



USMC Sniper.
Very effective against infantry.
Vulnerable to any armed unit.

M113A3 ADATS



Air Defence Anti-Tank System.
Effective against any vehicle or air unit.
Vulnerable to any anti-armor unit.

M35A3 Deuce



Truck.
No weapon mounted.
Vulnerable to any armed unit.

M60A3 Patton



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

HEMMT Fuel



Fuel supply truck.
No weapon mounted.
Vulnerable to any armed unit.

M1A3 Abrams



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

HMMWV



Scout Vehicle.
Effective against infantry.
Vulnerable to any armed unit.

M993 MLRS



Multiple Rocket Launcher.
Medium range artillery.
Very effective against any ground unit.
Vulnerable to any anti-armor unit.

HMMWV medic



Medical Vehicle. Can heal infantry.
No weapon mounted.
Vulnerable to any armed unit.

Rifleman



AEGIS Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

M205A2 Sika



Armored Scout Vehicle.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

Rocketeer



AEGIS Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

M1128 Stryker MGS



Armored Mobile Gun System.
Effective against any vehicle.
Vulnerable to any anti-armor unit.

Sniper



AEGIS Sniper.
Extremely effective against infantry (at long ranges) and light armored vehicles.
Vulnerable to any armed unit.

M1129 Stryker MC



Armored Mortar Carrier.
Medium range artillery.
Effective against all ground units.
Vulnerable to any anti-armor unit.

Medic



AEGIS Medic. Can heal wounded soldiers.
Effective against infantry.
Vulnerable to any armed unit.

M1133 Stryker MEV



Armored Medical Evacuation Vehicle.
Can heal infantry.
No weapon mounted.
Vulnerable to any anti-armor unit.

Engineer



AEGIS Engineer.
Can repair vehicles. Effective against infantry.
Vulnerable to any armed unit.

M1132 Stryker ESV



Armored Engineer Squad Vehicle.
Can repair vehicles.
No weapon mounted.
Vulnerable to any anti-armor unit.

Special



AEGIS Special.
Can deploy explosive.
Very effective against infantry and light armored vehicles.
Vulnerable to any armed unit.

M7A1 Ike



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

AAAV Lummus



Armored Personnel Carrier.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

M201 Crusader SPH



Armored self-propelled howitzer.
Long range artillery. Very effective against all ground units.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons.

M142 HIMARS



Multiple Rocket Launcher.
Medium range artillery.
Very effective against any ground unit.
Vulnerable to any anti-armor unit.

M526 POWER



Advanced Power Supply Vehicle.
No weapon mounted.
Vulnerable to anti-armor unit
(to any armed unit when deployed)

XM11R Sentry AT



Unmanned Anti-tank System.
Effective against any vehicle.
Vulnerable to any armed unit.

XM539 SATCOM



Advanced Communication Vehicle.
Can reveal terrain, convert unmanned
units or deploy plasma beam. Very
effective against ground units at long
ranges. Vulnerable to anti-armor unit
(to any armed unit when deployed)

XM11C Sentry gun



Unmanned Gun System.
Very effective against infantry and
light armored vehicles.
Vulnerable to any armed unit.

M528 VTOL



Advanced Vertical Take-Off Launcher.
Vulnerable to anti-armor unit
(to any armed unit when deployed)

XM11G Sentry MC



Unmanned Mortar System.
Effective against infantry and light
armored vehicles.
Vulnerable to any armed unit.

CL627 Defender



Unmanned Armed Aerial Scout.
Carried within M528 VTOL. Effective
against vehicles at short ranges.
Vulnerable to any anti-aircraft unit.

XM207 Duster



Unmanned Combat Vehicle ("Warbot")
Very effective against infantry and light
armored vehicles.
Vulnerable to any anti-armor unit.

RQ8A Fire Scout



Unmanned Armed Aerial Scout.
Effective against infantry and light
armored vehicles.
Vulnerable to any anti-aircraft unit.

XM208 Destroyer



Unmanned Combat Vehicle ("Warbot")
Very effective against any ground unit.
Vulnerable to any anti-armor unit.

AH6K Cayuse



Attack Helicopter.
Effective against infantry and light
armored vehicles.
Vulnerable to any anti-air unit.

M531 AA



Advanced Anti-Aircraft Vehicle.
Extremely effective against air units.
Vulnerable to anti-armor unit
(to any armed unit when deployed.)

B45C UCAV



Unmanned Combat Aerial Vehicle.
Very effective against infantry, air units
and light armored vehicles.
Vulnerable to any anti-air unit.

Rifleman



Insurgent Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

Vandaloo



MiniGun Van.
Very effective against infantry.
Vulnerable to any armed unit.
Limited firing angle.

Rocketeer



Insurgent Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

HEMTT Hailstorm



Armored Gun Truck.
Very effective against infantry, air units
and light armored vehicles.
Vulnerable to any anti-armor unit.

Sniper



Insurgent Sniper.
Very effective against infantry.
Vulnerable to any armed unit.

Rickshaw



Rickshaw Mortar Carrier.
Short range artillery.
Effective against all ground units.
Vulnerable to any armed unit.

UAZ469M



Medic Vehicle.
No weapon mounted.
Vulnerable to any armed unit.

T-55 Koba



Main Battle Tank.
Effective against any vehicle.
Vulnerable to any anti-armor unit.
Resistant to small calibre weapons

Ural375



Truck. No weapon mounted.
Vulnerable to any armed unit.

MAZ537A Gyleet



Armored Mobile Gun System.
Effective against all ground units.
Vulnerable to any anti-armor unit.
Limited firing radius.

BTR40 Deluge



Scout Vehicle.
Effective against infantry.
Vulnerable to any armed unit.

BRDM2 Spandrel



Anti-Tank Scout Vehicle.
Effective against any vehicle.
Vulnerable to any anti-armor unit.

BTR152 Avalanche



Gun Truck Scout Vehicle.
Very effective against infantry and
air units.
Vulnerable to any armed unit.

SA9 Gaskin



Anti-Air Scout Vehicle.
Effective against air units.
Vulnerable to any anti-armor unit.

GAZ5903X Vetluga

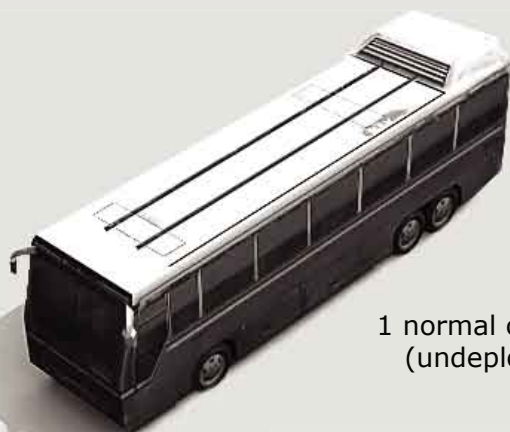


Adapted Multiple Rocket Launcher.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

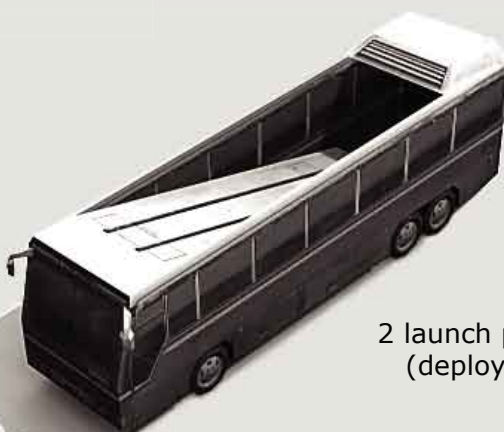
ROE1X Mosquito



Armed Scout Helicopter.
Effective against infantry and air units.
Vulnerable to any anti-air unit.

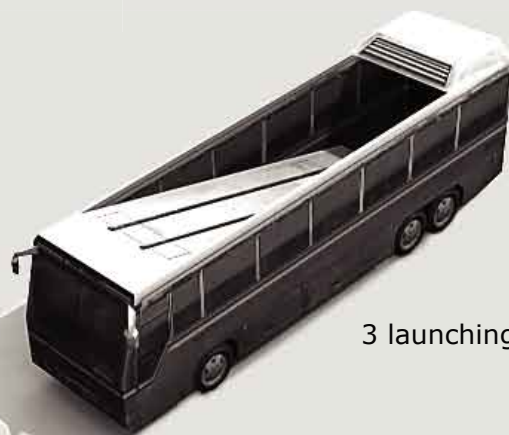


1 normal condition
(undeployed state)



2 launch preparation
(deployed state)

Unmanned Aerial Vehicle
DPLA-605 "Pchela" (Bee)
with explosive warhead



3 launching

Concept proposal (not in the game) of civil bus converted into UCAV launcher [suicide HE DPLA-605 "Pchela" (Bee)]

Rifleman


GDA Rifleman.
Effective against infantry.
Vulnerable to any armed unit.

BTR80A Gorkiy


Armored Personnel Carrier.
Effective against infantry and light armored vehicles.
Vulnerable to any anti-armor unit.

Rocketeer


GDA Anti-tank.
Effective against any vehicle.
Vulnerable to any armed unit.

BMP3 Namut


Infantry Fighting Vehicle.
Effective against any vehicle and infantry.
Vulnerable to any anti-armor unit.

Sniper


GDA Sniper.
Extremely effective against infantry (at long ranges) and light armored vehicles.
Vulnerable to any armed unit.

2S23 Nona


Armored Mortar Carrier.
Medium range artillery.
Effective against all ground units.
Vulnerable to any anti-armor unit.

Medic


GDA Medic. Can heal infantry.
Effective against infantry.
Vulnerable to any armed unit.

T72S Shilden


Main Battle Tank.
Effective against all ground units.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

Engineer


GDA Engineer. Can repair vehicles.
Effective against infantry.
Vulnerable to any armed unit.

T80UD Beryoza


Main Battle Tank.
Effective against all ground units.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

Special


GDA Special. Can deploy explosive.
Very effective against infantry and light armored vehicles.
Vulnerable to any armed unit.

T94A Kliment


Main Battle Tank.
Effective against any ground unit.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

BRDM2 Molotov


Scout Vehicle.
Effective against infantry.
Vulnerable to any armed unit.

T95M Kurgan


Main Battle Tank.
Effective against any ground unit.
Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

2S19 MSTA-S SPH

Armored self-propelled howitzer. Long range artillery. Very effective against all ground units. Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

2S6M Tunguska

Armored Anti-Air Vehicle. Very effective against air units and infantry. Vulnerable to any anti-armor unit.

TOS-1 Buratino

Multiple Rocket Launcher. Extremely effective against infantry. Vulnerable to any anti-armor unit, and resistant to small calibre weapons.

MI24D Hind

Attack Helicopter. Very effective against infantry, air units and light armored vehicles. Vulnerable to any anti-air unit.



ADATS turret
(unmanned site)



VULCAN turrets
(manned bunker)



PATTON turret
(manned bunker)



ABRAMS turret
(manned bunker)

GAME CREDITS

MANAGEMENT

President

Ilija Zeljković

Chief Operating Officer

Uroš Rogulja

Chief Financial Officer

Zorka Rogulja

DEVELOPMENT TEAM

Producer

Vladimir Filipović

Technical Director

Aleksandar Radulović

Lead Programmer

Vladimir Filipović

Lead Engine Programmer

Aleksandar Radulović

Senior Programmers

Milan Davidović

Dragan Smiljanić

Voice Control

Ilija Zeljković

Roberto Pieraccini

Aleksandar Radulović

Additional Engine & SFX Programming

Miloš Tošić

Additional Tools Programming

Slavko Šnjegota

Additional GUI Programming

Filip Strugar

Game Designer

Nenad Krstić

Assistant Game Designer

Adam Isailović

Level Design

Nenad Krstić

Adam Isailović

Level Artists

Adam Isailović

Ana Pakljanac

Dejan Vukadinović

Nenad Krstić

Miroslav Boškov

Level Script Editing

Adam Isailović

Unit Script Editing

Vladan Đurić

Unit Script Assistants

Vladimir Radovanović

Ana Pakljanac

Graphic Production Manager

Irena Ivanović

Lead Artist

Dejan Vukadinović

Lead Modeling Artist

Irena Ivanović

3D Modeling Artists

Dejan Vukadinović

Ana Pakljanac

Uroš Pavlović

Lead Texture Artist

Milan Dragojlović

Texture Artists

Dejan Vukadinović

Aleksandar Kostić

Ana Pakljanac

Miroslav Boškov

Obrad Popović

Ivan Ranković

Additional textures

Uroš Pavlović

Adam Isailović

Character Animator

Zoran Trandafilović

Additional Animations

Dejan Vukadinović

Obrad Popović

2D Artist

Milan Dragojlović

Additional 2D Art

Vladan Đurić

Miroslav Boškov

Aleksandar Kostić

Miloš Savković

Nenad Krstić

Concept Design

Dejan Vukadinović

Nenad Krstić

Architectural Concepts

Nenad Krstić

Ana Pakljanac

Military Expertise

Nenad Krstić

Visual Special Effects

Vladan Đurić

Sound Special Effects

Mladen Milojević

Vladan Đurić

SFX libraries

Sound Ideas

Video Production Director

Vladan Đurić

Video Production Artists

Uroš Pavlović

Kostadin Martić

Additional Video Production

Dejan Vukadinović

Ana Pakljanac

Music composed by

Mladen Milojević

Additional Soundtracks by

Adam Isailović

USA Voiceovers

USA voiceover recordings produced by
Poenari Corporation For Gameyus, LLC

USA Voiceover Producer

Robert Throckmorton

USA Voiceover Actors

Jason Frankovitz (voice of narrator)

Chad Gordon (voice of AEGIS)

Sebastian Boyle (voice of USMC)

OPFOR Voiceover Producer

Mladen Milojević

OPFOR Voiceover Actors

Dejan Vukadinović (voice of GDA)

Adam Isailović (voice of INSURGENTS)

Voiceovers Post-Production

Mladen Milojević

Technical & System Support

Ivan Pešić

Vladimir Radovanović

Miloš Savković

Game Testers

Ivan Radulović

Zoran Bikicki

Aleksandar Dragojlović

Miloš Džunić

Miloš Đilas

Miljko Tijanić

THANKS TO:

Nancy Zeljković

Dragan Rogulja

Siniša Unguran

Jana Zeljković

Nedo Zeljković

Milka Bečejski

Mihajlo Zeljković

Vesna Arnaut

Voja Stojić

Mira Osmajić

Tanja Unguran

Dušan Milojević

Dragan Miladinović

Saša Radojević

Adela Krstić

Dragana Rogulja

Mike Crickmore

Tanja Miljanić

Goran Ivanović

Lazar Stokić

Tomislav Sretenović

Snežana Rajh-Trandafilović

Momčilo Milanković

Aleksandar Klar

Dejan Genov

Tomislav Stošić

Petar Božić

Nebojša Groznica

Mihajlo Antić

Nikola Mladenović

Bojan Vićentijević

Dragan Pantelić

Dejan Pavlović

Aleksandar Opačić

Miloš Vuković



special thanks to

"Studentska Unija Elektrotehničkog Fakulteta"

G2 GAMES LICENCE AGREEMENT

G2 Games. ("G2") IS WILLING TO LICENSE THE SOFTWARE (as defined below) TO YOU ONLY ON THE CONDITION THAT YOU ACCEPT ALL OF THE TERMS IN THIS LICENSE (the "License") AND INDICATE YOUR ACCEPTANCE BY CLICKING THE "I ACCEPT" BUTTON. PLEASE READ THE TERMS CAREFULLY BEFORE CLICKING THE "AGREE" BUTTON. BY CLICKING THE "AGREE" BUTTON, AND/OR BY LOADING OR RUNNING THE SOFTWARE, BY PLACING OR COPYING THE SOFTWARE ONTO YOUR COMPUTER HARD DRIVE, COMPUTER RAM OR OTHER STORAGE, YOU ACKNOWLEDGE THAT YOU HAVE READ THIS LICENSE, UNDERSTAND IT AND AGREE TO BE BOUND BY ITS TERMS AND CONDITIONS. IF YOU DO NOT AGREE TO THESE TERMS, DO NOT USE THE SOFTWARE.

"Software" shall mean the Alliance: Future Combat Retail Version Game, all updates and/or patches thereto, any accompanying documentation, all on-line components, restricted-access Alliance: Future Combat community websites, and G2 game-related services (including some or all account authentication components).

1. Grant of License. The Software is licensed to you, not sold, by G2, and its use is subject to this License. G2 grants to you a limited, personal, non-exclusive right to use the Software in the manner described in the user documentation. If the Software is configured for loading onto a hard drive, you may load the Software only onto the hard drive of a single machine and run the Software from only that hard drive. You may not transfer any rights G2 grants to you in this License, absent explicit written permission by G2 and accompanying execution of a separate agreement. G2 reserves all rights not expressly granted to you by this License.

2. Restrictions. Gameyus owns the Title, copyright, and other intellectual property rights in the Software. The Software contains copyrighted material, trade secrets and other proprietary material. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software. You may not copy, rent, lend, lease, sublicense, distribute, publicly display, create derivative works based upon the Software, or otherwise commercially exploit the Software (including, without limitation, hosting pay-per-play servers). You may not electronically transmit the Software from one computer, console or other platform to another or over a network.

3. Termination. This License may be terminated at any time at the discretion of either party. Your right to use the Software terminates immediately without notice from G2 if you fail to comply with any provision of this License (in which event, you must destroy the Software).

4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it may be recorded is at your sole risk, and that you voluntarily undertake to install and use Software. The Software and the media are provided "AS IS." Unless otherwise provided by applicable law, G2 makes no warranties or assurances that Software is suitable for gameplay or any other purposes.

5. Disclaimer of Other User Conduct and Gameplay Risks. You agree and acknowledge that a prominent feature of Alliance: Future Combat involves the ability to play online with other game users. G2 specifically disclaims any warranties relating in any way to such online interaction, and you agree and acknowledge that while playing multi-player games, you may be subject to conduct of other users that may impact your own gameplay, or that you may find objectionable or offensive. G2 also specifically disclaims any warranties relating to the conduct of other users (including in-game, and in game-related forums, chatrooms, etc.), and you agree that neither G2, its assignees or successors, nor any of their licensors or suppliers shall in any way be responsible for the conduct of other users.

6. Disclaimer of Other Content. As a service to you, G2 may include with the Software third party drivers and other software utilities intended to assist you with installing and operating the Software (collectively, the "Drivers"). G2 specifically disclaims any warranties relating to the Drivers, and you agree that your use of the Drivers is at your own risk. The Drivers are not part of the Software and shall not be governed by the terms and conditions of this License except for and to the extent of this disclaimer.

7. Disclaimer of Virus Content. G2 will make every reasonable effort to scan Software to eliminate computer viruses in Software's code. However, G2 specifically disclaims any warranties relating to viruses, and you agree to assume all risks and responsibility for scanning Software and your own system to prevent virus infection. Further, you agree to hold G2 blameless for any virus infection and any consequent damages that may occur with or from your use of Software.

8. General Disclaimer. EXCEPT AS EXPRESSLY SET FORTH ABOVE, G2 EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. NEITHER G2 WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY G2 OR ANY G2-AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.

9. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL G2 BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH THE SOFTWARE, INCLUDING THOSE THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SOFTWARE, EVEN IF G2 HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. IN NO EVENT SHALL G2 TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES AND CAUSES OF ACTION (WHETHER IN CONTRACT, TORT OR OTHERWISE) EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

10. Indemnity; Injunctive Relief. You agree to indemnify, defend and hold harmless G2, and each of their respective officers, employees, directors, agents, licensees (excluding you), successors and assigns from and against all losses, lawsuits, damages, causes of action and claims relating to and/or arising from your breach of this License, including distribution or any other unauthorized use of the Software. You agree that your unauthorized use of the Software, or any part thereof, may immediately and irreparably damage G2 such that G2 could not be adequately compensated solely by a monetary award and that at G2's option, G2 shall be entitled to an injunctive order, in addition to all other available remedies including a monetary award, appropriately restraining and/or prohibiting such unauthorized use without the necessity of G2 posting bond or other security. Your obligations set forth in this Section shall survive the cancellation or termination of this License.

11. Choice of Law and Venue. THIS LICENSE SHALL BE GOVERNED BY AND CONSTRUED IN ACCORDANCE WITH U.K LAW AND THE LAWS OF ENGLAND, AND YOU AGREE TO SUBMIT TO THE JURISDICTION OF THE COURTS IN LONDON, ENGLAND FOR ANY LITIGATION.

12. Miscellaneous. Nothing herein shall be deemed to supercede or derogate from G2's remedies at law for any violation of this License or applicable law. If any provision of this License is unenforceable, the rest of it shall remain in effect. This License constitutes the entire agreement between you and G2 with respect to the use of the Software and the support services (if any) and supersedes all prior or contemporaneous oral or written communications and representations with respect to the Software or any other subject matter covered by this License.