



"WING COMMANDER":
The Computer Games That Started A Revolution

WING COMMANDER ACADEMY is rooted in the phenomenal success of a line of "Wing Commander" computer games initially launched in 1990. Available in multiple languages with sales in the millions, the "Wing Commander" award winning interactive game series for PC CD-ROM consistently defined "state-of-the-art," breaking new barriers in the blending of Hollywood filmmaking and computer entertainment.

The first title boasted finely detailed, breathtaking graphics and cinematic sequences, with high-tech starfighters engaging in action inspired by the classic space battle films such as *Star Wars*. Set in the 27th century, the game finds mankind locked in a grueling war with the daring pilots of the Terran Confederation fending off the Kilrathi, a vicious, militaristic alien race. In the game, the player must employ cunning tactics and expert marksmanship to battle Kilrathi aces in heated, deep space dogfights to save the future of the world.

With 1991's "Wing Commander II: Vengeance of the Kilrathi," rousing new adventures continue with a new generation of starfighters but, in addition to combat with the Kilrathi, a fleet of traitors have infiltrated the Confederation forces creating additional mayhem.

Selling 600,000 units on multiple gaming platforms, "Wing Commander III: Heart of the Tiger," released in December 1994, merged Hollywood film techniques

(more)

WING COMMANDER COMPUTER GAMES - 2

with computer graphics for a spine-tingling cinematic and space flight experience. Four disks hold full speech, explosive sound, an interactive plot and more than three hours of adrenaline-charged live action video images, and stars Mark Hamill, Malcolm McDowell and Tom Wilson. Stunning synthetic sets, multiple camera angles and completely interactive player control brought space combat simulation to unparalleled levels of realism. "Wing Commander III" also received countless accolades as "Action Game of the Year" and "Game of the Year."

In "Wing Commander IV: The Price of Freedom," released in February 1996, the bloody battle between the Kilrathi and Terrans has concluded but Colonel Christopher Blair is called back into duty when civil war breaks out on the homefront and he faces a new enemy. Translated into three languages, "Wing Commander IV" promises to uphold the legacy that has spawned a legion of fans, innovative new technology and now an animated series from Universal Cartoon Studios, Inc.

#